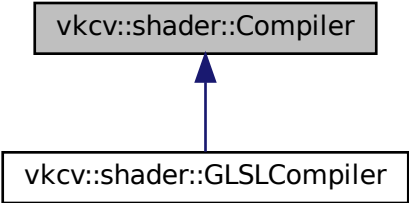


vkcv::shader::Compiler



vkcv::shader::GLSLCompiler