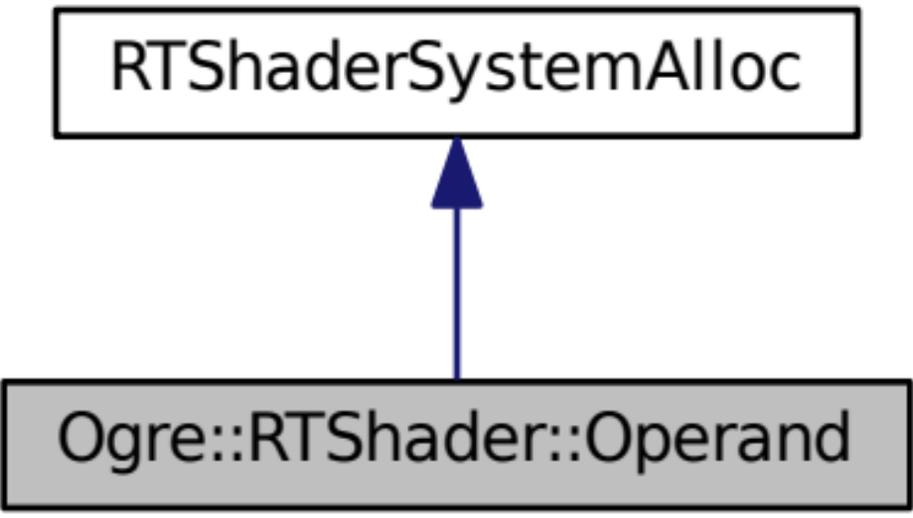


RTShaderSystemAlloc



Ogre::RTShader::Operand