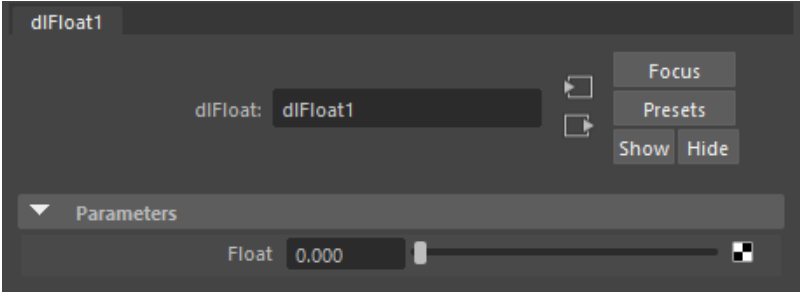


# Float



Constant Float Utility Shader