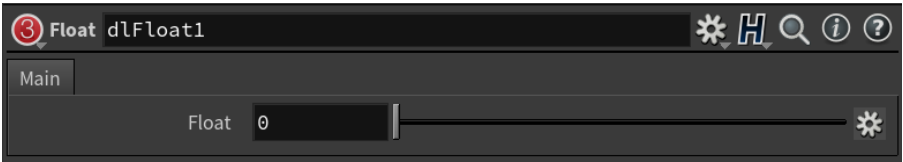


Float



Constant Float Utility Shader