Set Uniform

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Sets the value of a specified uniform using the received input on a shader associated with a given node (NodeWithShader). The input value can be received from a value behavior. This behavior is available for 3D scenes only.

Common Properties

Property Name	Type	Description
Uniform Name	FeatStd::String	The name of the uniform whose value will be set.
Node With Shader	Candera::Node*	Node whose uniform setter's property will be changed.

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