

Set Uniform

Set Uniform

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.

Revision #4
Created 2024-05-10 10:25:17 UTC by Elisabeth Zauner
Updated 2025-12-26 07:00:42 UTC by Tsuyoshi.Kato