GLAPI/glGetActiveUniformName

< [GLAPI](https://www.khronos.org/opengl/wiki/GLAPI)

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| **glGetActiveUniformName** | | |
|  |  |  |
| **Core in version** | | 4.5 |
| **Core since version** | | 2.0 |

**glGetActiveUniformName:** query the name of an active uniform

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Function Definition

void **glGetActiveUniformName**(GLuint *program​*, GLuint *uniformIndex​*, GLsizei *bufSize​*, GLsizei \**length​*, GLchar \**uniformName​*);

**program**

Specifies the program containing the active uniform index *uniformIndex​*.

**uniformIndex**

Specifies the index of the active uniform whose name to query.

**bufSize**

Specifies the size of the buffer, in units of GLchar, of the buffer whose address is specified in *uniformName​*.

**length**

Specifies the address of a variable that will receive the number of characters that were or would have been written to the buffer addressed by *uniformName​*.

**uniformName**

Specifies the address of a buffer into which the GL will place the name of the active uniform at *uniformIndex​* within *program​*.

Description

**glGetActiveUniformName** returns the name of the active uniform at*uniformIndex​* within *program​*. The function will not write more than*bufSize​* characters (including a null-terminator) to the address specified by *uniformName​*. If *length​* is not NULL, the number of characters that were written into *uniformName​* (not including the nul-terminator) will be placed in the variable whose address is specified in *length​*. If *length​* isNULL, no length is returned.

The length of the longest uniform name in *program​* is given by the value ofGL\_ACTIVE\_UNIFORM\_MAX\_LENGTH, which can be queried with [glGetProgram](https://www.khronos.org/opengl/wiki/GLAPI/glGetProgram). The length of this uniform's name, including the null-terminator, can be acquired with [glGetActiveUniforms](https://www.khronos.org/opengl/wiki/GLAPI/glGetActiveUniforms), passing GL\_UNIFORM\_NAME\_LENGTH.

If **glGetActiveUniformName** is not successful, nothing is written to *length​*or *uniformName​*.

*program​* must be the name of a program for which the command [glLinkProgram](https://www.khronos.org/opengl/wiki/GLAPI/glLinkProgram)has been issued in the past. It is not necessary for *program​* to have been linked successfully. The link could have failed because the number of active uniforms exceeded the limit.

*uniformIndex​* must be an active uniform index of the program *program​*, in the range zero to GL\_ACTIVE\_UNIFORMS - 1. The value of GL\_ACTIVE\_UNIFORMScan be queried with [glGetProgram](https://www.khronos.org/opengl/wiki/GLAPI/glGetProgram).

Errors

GL\_INVALID\_VALUE is generated if *uniformIndex​* is greater than or equal to the value of GL\_ACTIVE\_UNIFORMS.

GL\_INVALID\_VALUE is generated if *bufSize​* is negative.

GL\_INVALID\_VALUE is generated if *program​* is not the name of a program object for which [glLinkProgram](https://www.khronos.org/opengl/wiki/GLAPI/glLinkProgram) has been issued.

Associated Gets

[glGetProgram](https://www.khronos.org/opengl/wiki/GLAPI/glGetProgram) with GL\_ACTIVE\_UNIFORMS

[glGetUniformIndices](https://www.khronos.org/opengl/wiki/GLAPI/glGetUniformIndices)

[glGetActiveUniforms](https://www.khronos.org/opengl/wiki/GLAPI/glGetActiveUniforms) with GL\_UNIFORM\_NAME\_LENGTH

[glGetProgramInterface](https://www.khronos.org/opengl/wiki/GLAPI/glGetProgramInterface) with GL\_UNIFORM and GL\_ACTIVE\_RESOURCES

[glGetProgramResourceIndex](https://www.khronos.org/opengl/wiki/GLAPI/glGetProgramResourceIndex) with GL\_UNIFORM

[glGetProgramResource](https://www.khronos.org/opengl/wiki/GLAPI/glGetProgramResource) with GL\_NAME\_LENGTH​

See Also

[glGetActiveUniform](https://www.khronos.org/opengl/wiki/GLAPI/glGetActiveUniform), [glGetActiveUniforms](https://www.khronos.org/opengl/wiki/GLAPI/glGetActiveUniforms), [glGetProgramResource](https://www.khronos.org/opengl/wiki/GLAPI/glGetProgramResource),[glGetProgramResourceName](https://www.khronos.org/opengl/wiki/GLAPI/glGetProgramResourceName)

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