我想使用 datatexture 来向自定义的着色器传数据。

我这样构建了一个纹理，

```
var texdata = new Uint32Array(16  * 2);
var texdata_c = new Uint8Array(texdata.buffer);
//分别用8位存rgba
texdata_c[0] = 151;
texdata_c[1] = 20;
texdata_c[2] = 255;
texdata_c[3] = 255;

console.log("texdata");
console.log(texdata);

var texture = new THREE.DataTexture(texdata, 32, 1, THREE.RGBAIntegerFormat, THREE.UnsignedIntType);
texture.needsUpdate = true;
texture.internalFormat='RGBA32UI';
console.log("texture.internalFormat");
console.log(texture.internalFormat);
```

按理说

```
fragmentShader: `
precision highp float;
precision highp int;

uniform highp sampler2D myTexture;
  varying vec3 vPosition;
  void main() {

  uvec4 cov = texelFetch(myTexture, ivec2(0, 0), 0);
  // 从一个uint32中取出rgba
  vec4 vColor = (vec4((cov.x) & 0xffu,
                      (cov.x >> 8) & 0xffu,
                      (cov.x >> 16) & 0xffu,
                      (cov.x >> 24) & 0xffu) )/ 255.0;

  // 将转换后的颜色值赋给gl_FragColor
  gl_FragColor = vColor;

  //gl_FragColor = vec4(1.0,0.0,0.0,1.0);//用于测试，红色点
  }
```

应该可以成功运行，但是碰到了报错

```
ERROR: 0:77: '=' : cannot convert from 'highp 4-component vector of float' to 'highp 4-component vector of uint'


  72:
  73:   uniform highp sampler2D myTexture;
  74:     varying vec3 vPosition;
  75:     void main() {
  76:
> 77:     uvec4 cov = texelFetch(myTexture, ivec2(0, 0), 0);
  78:     // 从一个uint32中取出rgba
  79:     vec4 vColor = (vec4((cov.x) & 0xffu,
  80:                         (cov.x >> 8) & 0xffu,
  81:                         (cov.x >> 16) & 0xffu,
  82:                         (cov.x >> 24) & 0xffu) )/ 255.0;
```

我更换了很多种不同 datatexture 的参数组合都无法成功，都会报这个错，但是我在纯 webgl 中这么写着色器是可以达到预期效果的，如何在 threejs 中实现我想要的效果呢？