Adding a “Uniform variable”:

* Add the uniform to the shader.
  + Eg: “uniform vec4 objectColour;”
* We can’t access the variable directly, so we ask OpenGL for it’s “location”
  + GLint objectColour\_LocID = glGetUniformLocation( program, "objectColour" );
* To set that value, use this “uniform location ID”
* glUniform4f( objectColour\_LocID,
* pCurMesh->colourRGBA.r,
* pCurMesh->colourRGBA.g,
* pCurMesh->colourRGBA.b,
* pCurMesh->colourRGBA.a );

Note that the “glUniform” isn’t an actual function – there’s actually a whole set of specific functions based on the type you are passing.

Another thing to keep in mind is that all the registers are actually floats, so “i” (integer) values can often be passed as a float, then casted inside the shader, rather than passing them as integers.