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 );