Graphical user interface, text

Description automatically generated

In our shader, we define the color by hard code. We would like to change it dynamically. There are two ways of doing this. One way is called uniform. Uniform is called per draw, you can set uniform up before you call GL draw elements. While attribute is draw per vertex as position.

In the fragment shader:

Graphical user interface, text

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In the C++ code, we write this after use the program

Text

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And now we can change the color of our graph

Text

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Set swap interval to flush every 1 frame

