VS:

* WaveAmplitude
* gHeightMapSamp
* waterSpeed
* inTex
* texScale
* Tmh
* wp\_matrix
* INP
* Inputs
  + in\_position : POSITION;
  + in\_tangent : TANGENT;
  + in\_color0 : COLOR0;
* Outputs
  + vDisp
  + HPos
  + worldTangent
  + amCol
  + col\_col0 = in\_color0;

PS: