

PRE-DEFINED VARIABLES

- Vertex shader (In)
gl_VertexID
gl_InstanceID
...
- Vertex shader (Out)
gl_Position (vertex position)
gl_PointSize
...
- Fragment shader (In)
gl_FragCoord (fragment position)
gl_FrontFacing
gl_PointCoord
...
- Fragment shader (Out)
gl_FragDepth (fragment depth)
...

JAVASCRIPT