

```

1  function iniciarShaders()
2  {
3      var vertexShader = getShader(gl, "#shader-vs");
4      var fragmentShader = getShader(gl, "#shader-fs");
5
6      shaderProgram = gl.createProgram();
7      gl.attachShader(shaderProgram, vertexShader);
8      gl.attachShader(shaderProgram, fragmentShader);
9      gl.linkProgram(shaderProgram);
10
11     if(!gl.getProgramParameter(shaderProgram, gl.LINK_STATUS))
12     {
13         alert("Não pode inicializar shaders");
14     }
15
16     gl.useProgram(shaderProgram);
17
18     shaderProgram.vertexPositionAttribute = gl.vertexPositionAttribute = gl.getAttribLocation(shaderProgram, "aVertexPosition");
19     gl.enableVertexAttribArray(shaderProgram.vertexPositionAttribute);
20
21     shaderProgram.vertexColorAttribute = gl.getAttribLocation(shaderProgram, "aVertexColor");
22     gl.enableVertexAttribArray(shaderProgram.vertexColorAttribute);
23
24     shaderProgram.pMatrixUniform = gl.getUniformLocation(shaderProgram, "uPMatrix");
25     shaderProgram.vMatrixUniform = gl.getUniformLocation(shaderProgram, "uVMatrix");
26     shaderProgram.mMatrixUniform = gl.getUniformLocation(shaderProgram, "uMMatrix");
27
28     }
29
30
31
32

```