DxSetShaderValue

This sets a named parameter for a shader element

> **Important Note:** It's enough to set the texture only once if it's a
> render target

Syntax

```
bool dxSetShaderValue ( element theShader, string parameterName, mixed value )
```

OOP Syntax Help! I don't understand this!

> **Method**: *shader:setValue(...)*

Required Arguments

- **theShader:** The shader element whose parameter is to be changed
- **parameterName:** The name of parameter
- **value:** The value to set, which can be a texture, a bool, a number or a list of numbers(**max 16 floats(numbers)**)

Returns

Returns *true* if the shader element's parameter was successfully changed, *false* otherwise.