```python
from pythreejs import *
import numpy as np
```
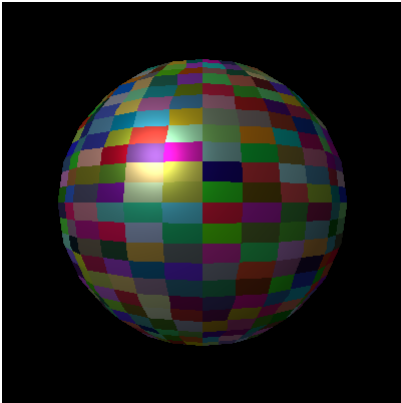
```python
tex = DataTexture(
    np.random.random((32, 32, 3)).astype(np.float32),
    format="RGBFormat", type="FloatType",
)
tex  # Texture is always shown correctly
```

```python
uniforms = dict(
    tex = dict(value=tex),
    **UniformsLib['common'],
)

vert = """\
out vec2 texCoord;
void main() {
    texCoord = uv;
    gl_Position = projectionMatrix * viewMatrix * modelMatrix * vec4(position, 1.0);
}
"""

frag = """\
uniform sampler2D tex;
in vec2 texCoord;
void main() {
    gl_FragColor = vec4(texCoord, 0.0, 0.0) + texture2D(tex, texCoord);
}
"""

material = ShaderMaterial(vertexShader=vert, fragmentShader=frag, uniforms=uniforms)
mesh = Mesh(BoxBufferGeometry(), material)

w, h = 256, 256
cam = PerspectiveCamera(position=(-2, 1, 1), aspect=w/h)
controls = OrbitControls(controlling=cam, maxPolarAngle=1.57),
scene = Scene(children=[mesh, cam])
```
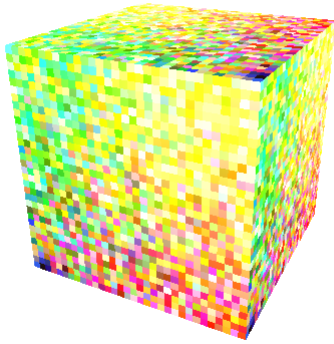
```
Renderer(webgl_version=2, camera=cam, scene=scene, controls=controls, width=w, heigh
```


Above I get gradient-colored cube, so the uv coordinates are working with webgl2 syntax, but the texture appears randomly or doesn't appear at all. By re-running only the `Renderer(...)` cell I may periodically get some texture (possibly ones used earlier while hacking this Notebook), while the next re-run makes it disappear again.