```
var shader = ngl.shaderLamp;
shader.compile();
shader.use_program();

var  idx
        , triangleA01 = new TriangleDrawA01 ( )
        , ta01 = new ShaderLampMesh ( shader , triangleA01 )

        , quadA01 = new QuadDrawA01 ( )
        , qa01 = new ShaderLampMesh( shader , quadA01)

        , circleA01 = new CircleDrawA01 ( 10 )
        , cr01 = new ShaderLampMesh( shader , circleA01)

        , equilaterPyramidA01 = new EquilateralPyramidDrawA01 ( 10 )
        , eq01 = new ShaderLampMesh( shader , equilaterPyramidA01 )


        , cubeA01 = new CubeDrawA01 ( )
        , cb01 = new ShaderLampMesh( shader , cubeA01)

        , resCone = 5

        , coneA01 = new ConeDrawA01 ( resCone )
        , cn01 = new ShaderLampMesh( shader , coneA01)

        , resCy = 9

        , cylinderA01 = new CylinderDrawA01 ( resCy )
        , cy01 = new ShaderLampMesh( shader , cylinderA01)

        , resCyep = 9
        , radCyep = 0.7
        , pt1 = [ -1.0 , -0.9 , 0.0 ]
        , pt2 = [  1.7 , -1.1 , 0.0 ]

        , cylinderByEndPointsA01 = new CylinderByEndPointsDrawA01 ( res
Cyep , radCyep , pt1 , pt2 )
        , cyep01 = new ShaderLampMesh( shader , cylinderByEndPointsA01)



        , resSllr = 13
        , sphereLatLongRingsA01 = new SphereLatLongRingsDrawA01 ( resSl
lr )
        , sllr01 = new ShaderLampMesh( shader , sphereLatLongRingsA01)
```

```
        , sllr01 = new ShaderLampMesh( shader , sph
ereLatLongRingsA01)


        , resBs = 16
        , ballSocketA01 = new BallSocketDrawA01 ( r
esBs )
        , bs01 = new ShaderLampMesh( shader , ballS
ocketA01)
        , olist = [
                triangleA01
                , quadA01
                , circleA01
                , equilaterPyramidA01
                , cubeA01
                , coneA01
                , cylinderA01
                , cylinderByEndPointsA01
                , sphereLatLongRingsA01
                , ballSocketA01
        ]
        , drawList = [  ta01  , qa01  , cr01
                , eq01 , cb01 , cn01
                , cy01 , cyep01
                , sllr01 , bs01
        ]
        , len = olist.length
;

loadDrawData ( shader , drawList ) ;

function draw () {

        for ( idx = 0 ; idx < len ; idx ++ ) {

                olist [ idx ] .update ( ) ;
                drawList [ idx ] .loadUniforms ( )

                drawList [ idx ] .draw ( ) ;
        }
}

var ctm = 51 , rate = 50;
this.tick = function ( dtm ){

        ctm += dtm ;

        if ( ctm > rate ) {
```

```
                , circleA01
                , equilaterPyramidA01
                , cubeA01
                , coneA01
                , cylinderA01
                , cylinderByEndPointsA01
                , sphereLatLongRingsA01
                , ballSocketA01
        ]
        , drawList = [  ta01  , qa01  , cr01
                , eq01 , cb01 , cn01
                , cy01 , cyep01
                , sllr01 , bs01
        ]
        , len = olist.length
;

loadDrawData ( shader , drawList ) ;

function draw () {

        for ( idx = 0 ; idx < len ; idx ++ ) {

                olist [ idx ] .update ( ) ;
                drawList [ idx ] .loadUniforms ( ) ;
                drawList [ idx ] .draw ( ) ;
        }
}

var ctm = 51 , rate = 50;
this.tick = function ( dtm ){

        ctm += dtm ;

        if ( ctm > rate ) {
                draw () ;
                ctm = 0 ;
        };
};
T.add(this);
}
/*
        triangleA01.update ( ) ;
        ta01.loadUniforms();
        ta01.draw ();

        quadA01.update ( ) ;
        qa01.loadUniforms();
```