

# GLSL Programming/Panda3D

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Panda3D (<http://www.panda3d.org>) 1.7.0 supports GLSL shaders; see the [manual](http://www.panda3d.org/manual/index.php/Shader_Basics) ([http://www.panda3d.org/manual/index.php/Shader\\_Basics](http://www.panda3d.org/manual/index.php/Shader_Basics)) for details.

< [GLSL Programming](#)

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