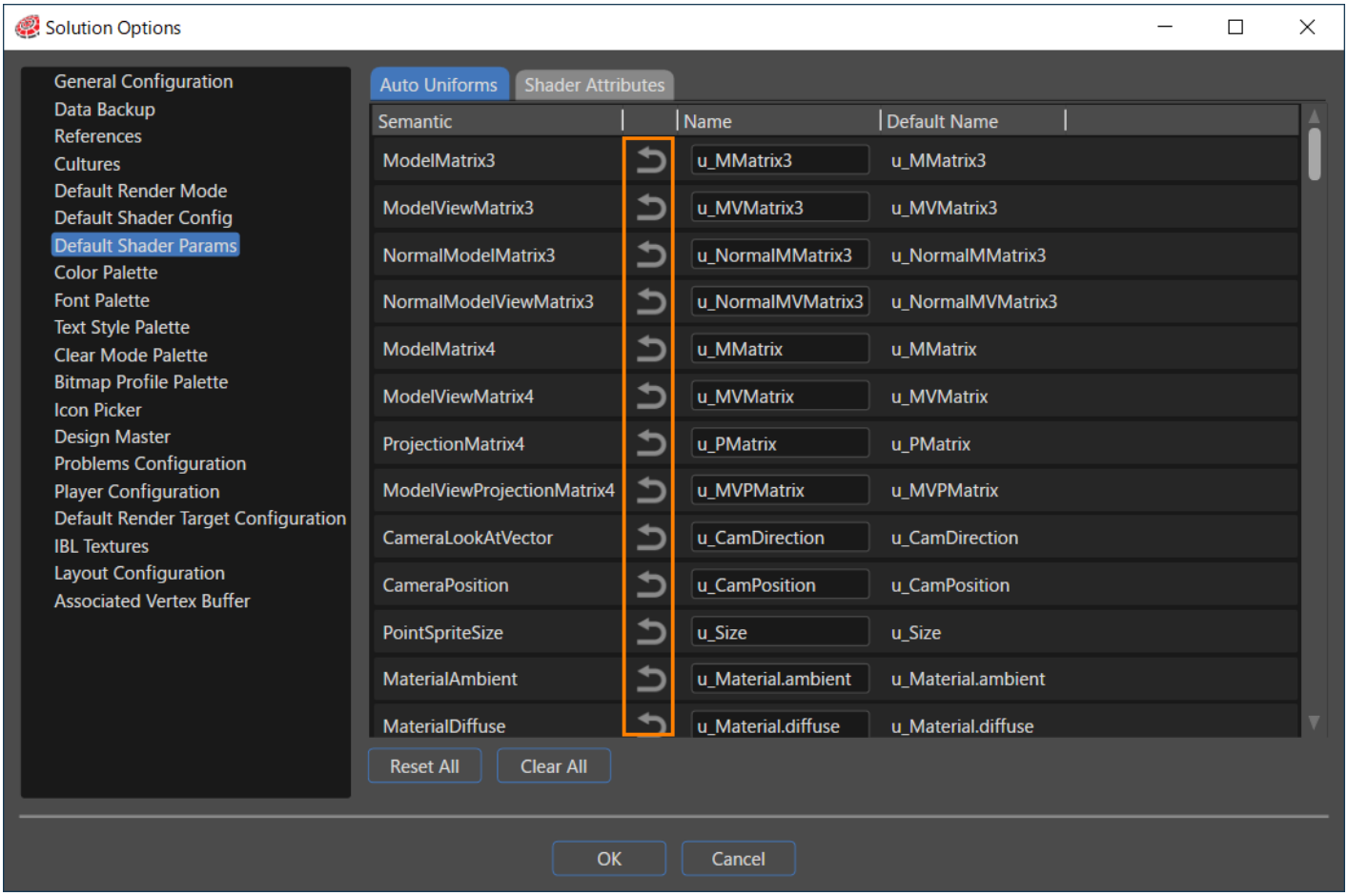
Default Shader Params

> For Shader Configuration in detail, see Shader Configuration.

On this panel, you can change the default names of values specific to the semantics of the UniformSetter.



- Select the target for editing from the [Auto Uniforms] and [Shader Attributes] tabs.
- After changing the default name, click the arrow button (the orange frame in the above image) to return the name to the default name.
- Clicking on [Reset All] will return all edited items to their default names.
- Clicking [Clear All] will delete all names.
- When the editing operation is complete, click [OK] button at the bottom of the Solution Options dialog to save the edited results.
- If [Cancel] button is pressed, the edits will not be saved.

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