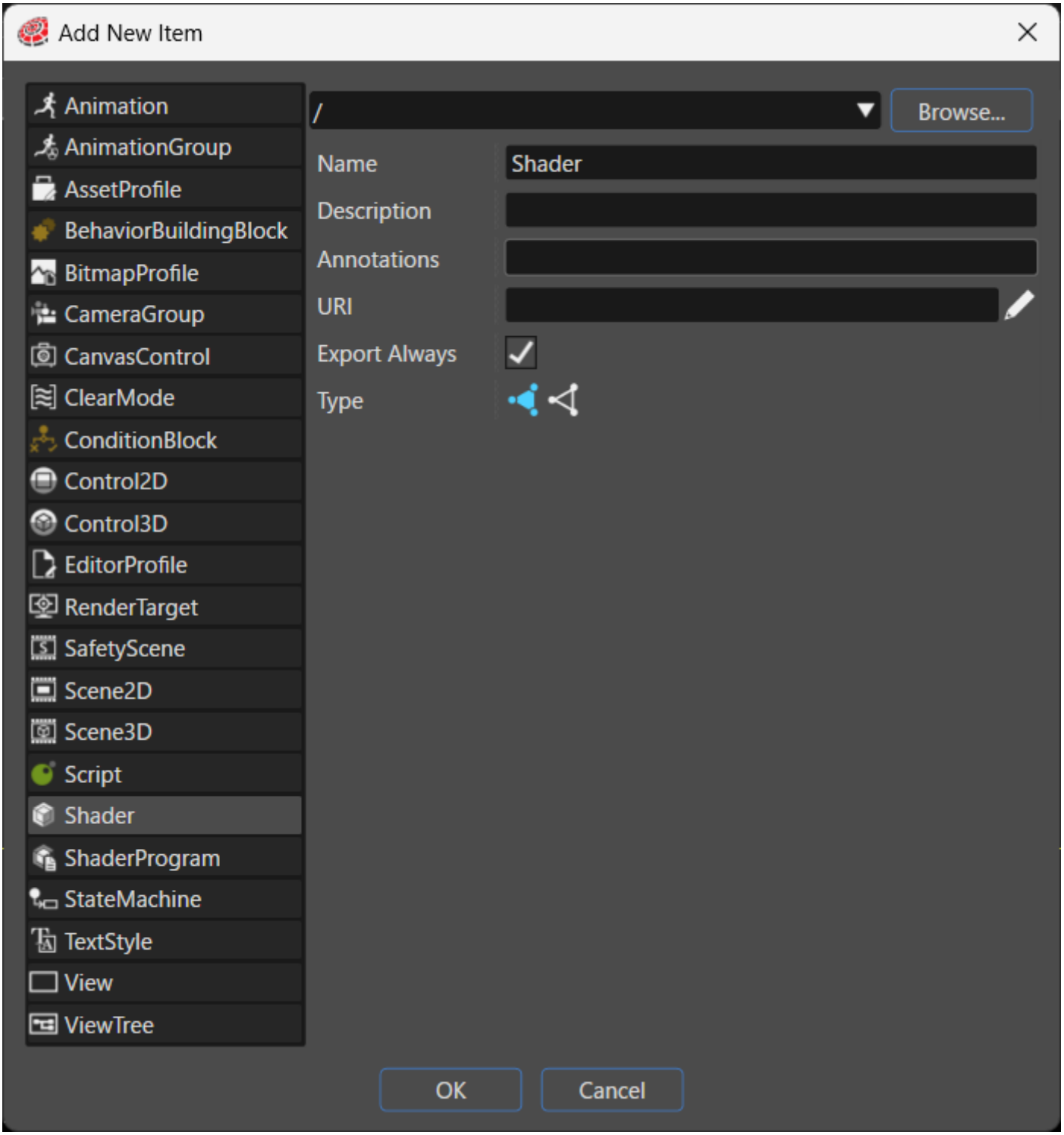
Shader

Adds a new shader to the solution. Use the toggle icons in `Type` to select whether to create a fragment shader or a vertex shader. A shader program then references the created shader.



Item	Description
Destination path	Specifies the folder in the solution where the system places the new item. Click **Browse...** to select an existing folder.

Item	Description
Name	Sets the name of the new item.
Description	Describes the new item in detail.
Annotations	Serves as storage for notes and other project-related information. The system exports the entered text to the HMI report.
URI	You can set any URI. If you enter a valid URI, clicking it launches the browser and displays the contents of the link.
Export Always	Specifies whether the system always includes this item as part of the asset.
Type	Specifies the type of shader to create. The two icons on the left and the right switch between a fragment shader and a vertex shader. • Fragment shader • Vertex shader

Revision #2
Created 2026-06-22 05:50:56 UTC by Tsuyoshi.Kato
Updated 2026-09-14 04:12:19 UTC by Tsuyoshi.Kato