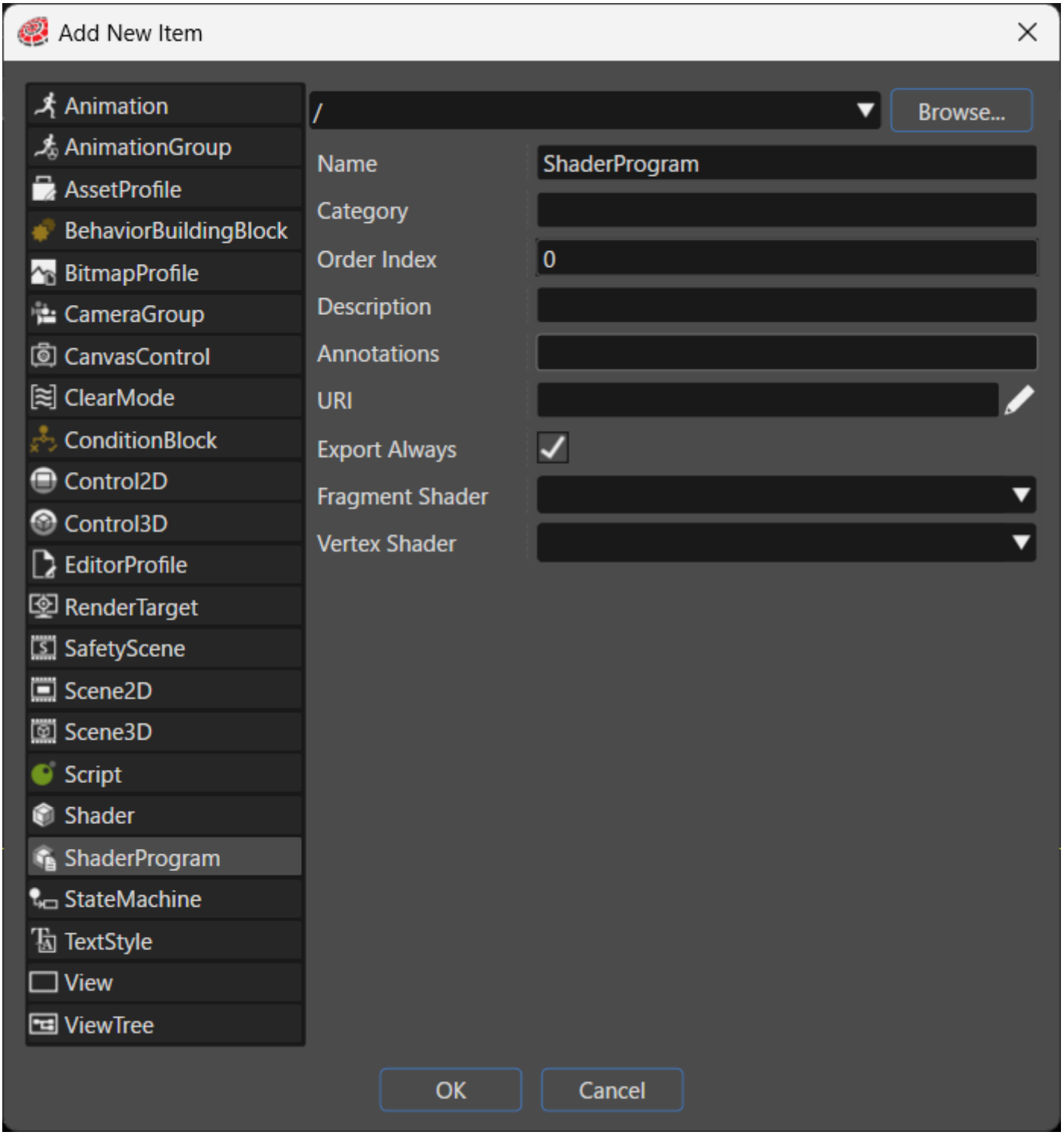
ShaderProgram

Adds a new shader program to the solution. The shader program pairs a fragment shader with a vertex shader, and you can apply it to the appearance of a node.



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.
Category	Specifies the category that the new item belongs to. The Toolbox uses this category to classify the item.
Order Index	The Toolbox uses the Order Index to sort controls.
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.
Fragment Shader	A shader program that runs on the GPU (Graphics Processing Unit) to perform complex per-pixel effects. You select the fragment shader from the fragment shaders listed in the Shader panel, that is, the `Shader` items defined in the solution whose `Type` is fragment shader.
Vertex Shader	A shader program that runs on the GPU (Graphics Processing Unit) to perform complex per-vertex effects. You select the vertex shader from the vertex shaders listed in the Shader panel, that is, the `Shader` items defined in the solution whose `Type` is vertex shader.

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