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Wikipedia Specification, Version 4.3, for details on what language versions are supported. Previous versions of the OpenGL Shading Language, as well as the OpenGL ES Shading Language, are not strict subsets of the version specified here, particularly with respect to precision, name-hiding rules, and treatment of interface variables. The OpenGL Shading Language 4 - Khronos Group OpenGL Shading Language 4.20 Specification ; OpenGL 4.1 (API Core Profile) (API Compatibility Profile) OpenGL Shading Language 4.10 Specification ; OpenGL 4.0 (API Core Profile) A Japanese translation of the API core profile specification is also available. (API Compatibility Profile) OpenGL Shading Language 4.00 Specification Khronos

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1.shader.vert #version 400 in

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