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The WebGLProgram is part of the WebGL API and is a combination of two compiled WebGLShader s consisting of a vertex shader and a fragment shader (both written in GLSL). To create a WebGLProgram, call the GL context's createProgram () function. After attaching the shader programs using attachShader (), you

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link them into a usable program.

WebGLProgram - Web APIs | MDN - MDN Web Docs

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