



read:

write:

setColor:, setUseColor:, doesUseColor

color, setColor:, setUseColor:

shaderArgType:

shaderArgType:

shaderArgType:

shaderArgType:

initWithShader:

render: (N3DShape), setColor:, setUseColor:

color, setUseColor:, doesUseColor

shaderArgType:

shaderArgType:

shaderArgType:

set, setColor:

read: