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Subject: Re: What's the best tool to make shaders?  
Posted by [saberhawk](#) on Thu, 14 May 2009 18:22:57 GMT  
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madrackz wrote on Thu, 14 May 2009 11:59C++ -> DX9 SDK

Protip: Shaders are NOT written in C++, they are written in 3 ways primarily; GPU assembly, Cg/HLSL, or GLSL...

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