

---

Subject: Re: What's the best tool to make shaders?  
Posted by [Omar007](#) on Thu, 14 May 2009 18:46:16 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Saberhawk wrote on Thu, 14 May 2009 20:22madrackz 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...  
Stuff NVidia FX Composer has

For the picture i uploaded in my first post i used the HLSL FX profile.

EDIT: @Saberhawk: What do you use???

### File Attachments

---

1) [ff.PNG](#), downloaded 503 times

