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) <b>II.PNG</b> , downloaded 23	54 LIMES
Effect Wizard	×
Add Effect Add a new effect to the project.	
Profiles to Create:	
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