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Subject: What's the best tool to make shaders?

Posted by [Omar007](#) on Thu, 14 May 2009 15:49:42 GMT

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Topic title says all

Im already experimentating with a program called 'NVidia FX Composer' but im wondering if this is the best (free) tool?

Anyone making shaders please tell me what you think that i can use best to make shaders. May be free or payed but prefer free

Thanks

EDIT:

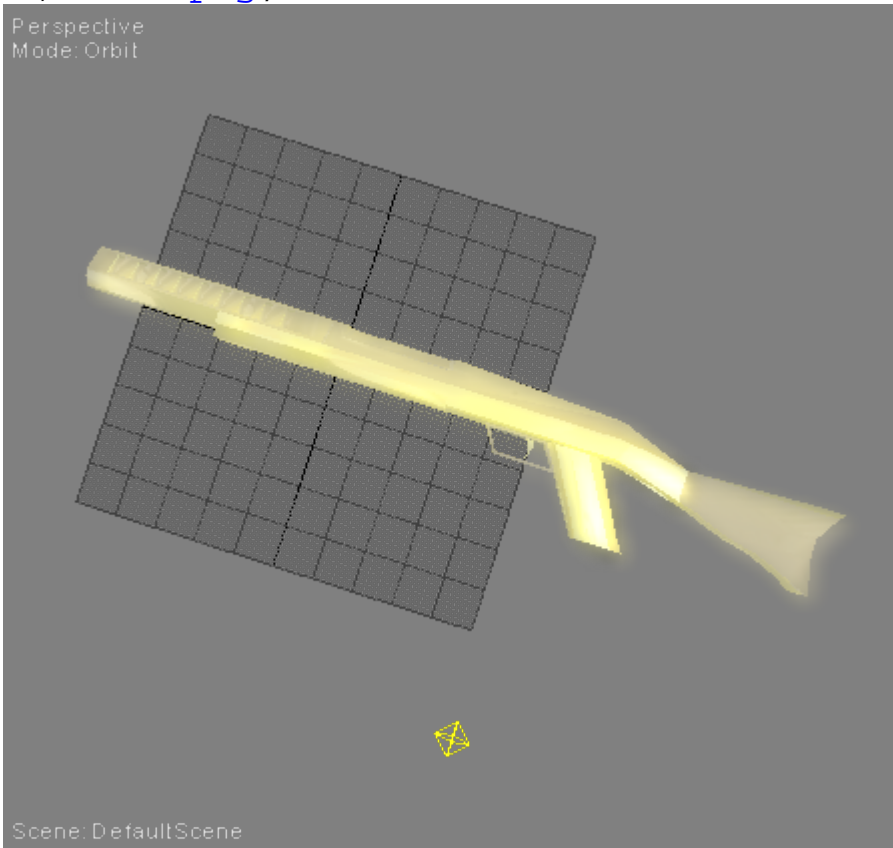
Picture of one of my tries. Has Bump and Bloom effect.

Toggle Spoiler

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### File Attachments

1) [test.png](#), downloaded 470 times



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Subject: Re: What's the best tool to make shaders?

Posted by [mrŁŁŠÄ-z](#) on Thu, 14 May 2009 15:59:16 GMT

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C++ -> DX9 SDK

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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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Subject: Re: What's the best tool to make shaders?  
Posted by [mr£\\$Ä·z](#) on Thu, 14 May 2009 18:27:50 GMT

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Saberhawk wrote on Thu, 14 May 2009 14:22madrackz 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...  
lol

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

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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.

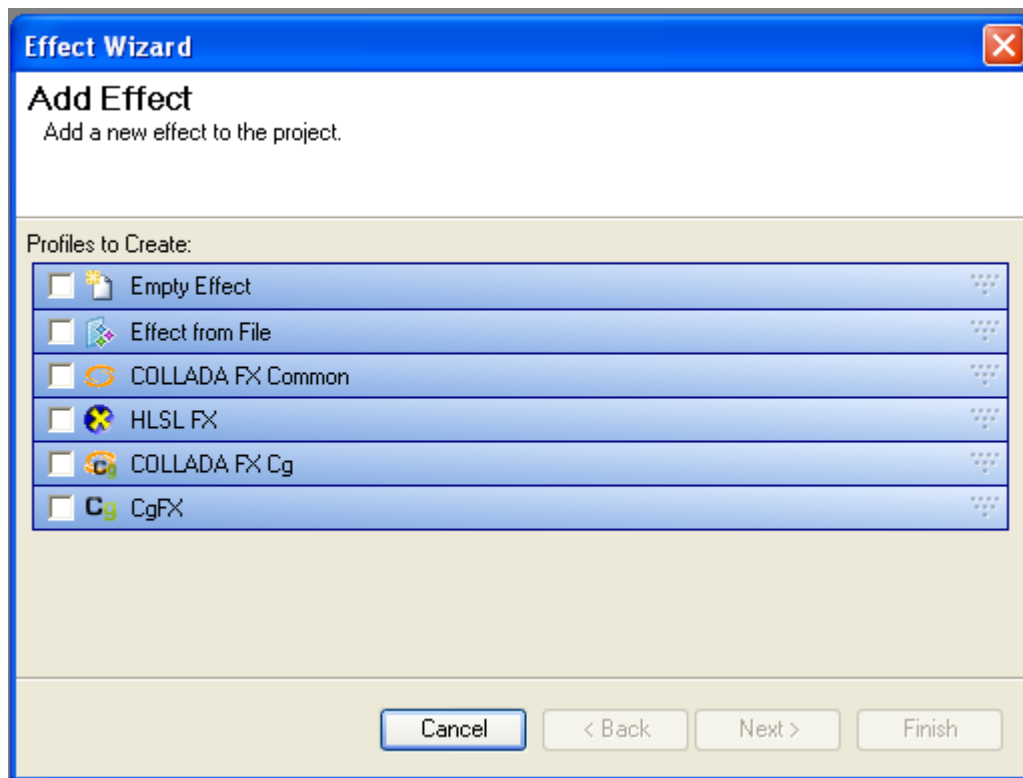
EDIT: @Saberhawk: What do you use???

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### File Attachments

1) [ff.PNG](#), downloaded 394 times

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Subject: Re: What's the best tool to make shaders?

Posted by [saberhawk](#) on Thu, 14 May 2009 20:58:11 GMT

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Omar007 wrote on Thu, 14 May 2009 14:46Saberhawk 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???

Notepad++ and the "rss" console command of "shader developer mode" in shaders 4.0 (resetshaders - reloads all shaders used by shaders.dll)

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