Getting Started with XShaderCompiler

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1 Introduction

XShaderCompiler ("Cross Shader Compiler") is a cross-compiler (also called trans-compiler), which translates HLSL code (DirectX High Level Shading Language, see msdn.microsoft.com) of Shader Model 3, 4, and 5 into GLSL code (OpenGL Shading Language, see www.opengl.org).

2 Progress

This project is still in its early steps. This document is written for XShaderCompiler **Version 0.02 Alpha**.

2.1 ToDo List

- **Geometry Shader Semantic**
- **Tessellation Shader Semantic**

3 Offline Compiler

The offline compiler (named `xsc`) can be used to cross-compile your shaders without building any custom application. It has similar commands like other common compilers (such as GCC), e.g. `-O` to enable optimization. To show the description of all commands, type simply `xsc` or `xsc -help` into a terminal or command line.

3.1 Commands

Here is an overview of the most important commands:

`-T, --target` ***TARGET***
Sets the shader target specified by *TARGET*. Valid values for *TARGET* are:

- **`vert`** (for **Vert**ex Shader)
- **`tesc`** (for **Tes**sellation **C**ontrol Shader, also called Hull Shader)
- **`tese`** (for **Tes**sellation **E**valuation Shader, also called Domain Shader)
- **`geom`** (for **Geom**etry Shader)
- **`frag`** (for **Frag**ment Shader, also called Pixel Shader)
- **`comp`** (for **Comp**ute Shader)

`-E, --entry` ***ENTRY***
Sets the shader entry point (i.e. main function) specified by *ENTRY*.

`-I, --include-path` ***PATH***
Adds the file path, specified by *PATH*, to the include search paths.

`-o, --output` ***FILE***
Sets the filename of the output file specified by *FILE*. The default value is "*FILE*`.`*ENTRY*`.`*TARGET*", where *FILE* is the filename of the input shader file, *ENTRY* is the shader entry point, and *TARGET* is the shader output target. The asterisk character '*' can be included to re-use the default value, e.g. "`OutputFolder/*`" will result into "`OutputFolder/`*FILE*`.`*ENTRY*`.`*TARGET*"

`-Vin, --version-in` ***VERSION***
Sets the input shader version specified by *VERSION*. Valid values for *VERSION* are:

- **`HLSL3`** (for HLSL Shader Model 3)
- **`HLSL4`** (for HLSL Shader Model 4)
- **`HLSL5`** (for HLSL Shader Model 5) *default value*

`-Vout, --version-out` ***VERSION***
Sets the output shader version specified by *VERSION*. Valid values for *VERSION* are:

- **`GLSL`** (for automatic deduction of the minimal required GLSL version) *default value*
- **`GLSL110`** (for GLSL 1.10) *not supported yet*
- **`GLSL120`** (for GLSL 1.20) *not supported yet*
- **`GLSL130`** (for GLSL 1.30)
- **`GLSL140`** (for GLSL 1.40)
- **`GLSL150`** (for GLSL 1.50)
- **`GLSL330`** (for GLSL 3.30)
- **`GLSL400`** (for GLSL 4.00)
- **`GLSL410`** (for GLSL 4.10)
- **`GLSL420`** (for GLSL 4.20)
- **`GLSL430`** (for GLSL 4.30)
- **`GLSL440`** (for GLSL 4.40)
- **`GLSL450`** (for GLSL 4.50)

3.2 Error Output

XShaderCompiler has an extensive report handler for meaningful output messages. It even has a line marker, to show the source line where the error (or warning) occured. This can be very handy because the line marker acts like a picture, and a picture is worth a thousand words ;-) Take a look at the following example, where the slot register '`b0`' uses a target specific profile (here '`vs`' for the Vertex Shader):

```
compile "ErrorTest1.hlsl" to "output/ErrorTest1.VertexMain.vert"
3 ERRORS
--------
context error (ErrorTest1.hlsl:4:20) [ERR_TARGET_INVALID(X3515)] :
user-defined constant buffer slots can not be target specific
cbuffer Matrices : register(vs, b0)
                   ~~~~~~~~~~~~~~~^~~
```

Figure 1: Error output example of XShaderCompiler.

There are a couple of things displayed in this error message, which we will go thorugh step by step:

1. **`context error`**
   This indicates that the error occured during the context analysis. The compilation phases are: *pre-processing*, *syntax parsing*, *context analysis*, *post-processing* (optimization and conversion for the target language), and *code generation*.

2. **`(ErrorTest1.hlsl:4:20)`**
   The part in the brackets shows the source position in the input code. Here the filename is "`ErrorTest1.hlsl`", the row is 4, and the column is 20.

3. **`[ERR_TARGET_INVALID(X3515)]`**
   This part does only appear in a couple of types of errors. It shows the error code, which is commonly only displayed as the number within the brackets, but the XShaderCompiler also shows the identifier.

4. **`user-defined constant buffer slots can not be target specific`**
   This is the actual error message, which describes the compilation conflict.

Here is another example how the line marker can show very intuitively what the problem is:

```
compile "ErrorTest1.hlsl" to "output/ErrorTest1.Verte
xMain.vert"
2 ERRORS
--------
in 'float4 VertexMain(float3)':
context error (ErrorTest1.hlsl:19:17) : can not cast
'struct Light' to 'float3' in binary expression '+'
        float3 color = (float3)0.5 + light;
                       ~~~~~~~~~~~~~~^~~~~~~
```

Figure 2: Error output example of XShaderCompiler.

Here the variable `light`, which is from type `struct Light`, can not be casted to a `float3` type within a concatenation like the '+' operator.

4 Limitations

There are several limitations for your HLSL shaders you want to translate to GLSL with the XShaderCompiler which are described in this section.

4.1 Tessellation Shaders

(The translation of tessellation shaders is currently in progress but here is a brief overview of the currently known limitations)

The most tessellation attributes in HLSL are specified for the tessellation-control shader (alias "Hull Shader"), but a few of them are required for the tessellation-evaluation shader (alias "Domain Shader"). These are: `partitioning`, and `outputtopology`. Here is an example of an HLSL Tessellation Shader:

`Example.hlsl`

```
[domain("quad")]                          // Required for Tessellation-Control (in GLSL)
[outputcontrolpoints(4)]                  // Required for Tessellation-Control (in GLSL)
[patchconstantfunc("PatchConstantFunc")] // Required for Tessellation-Control (in GLSL)
[partitioning("fractional_odd")]          // Required for Tessellation-Evaluation (in GLSL)
[outputtopology("triangle_ccw")]          // Required for Tessellation-Evaluation (in GLSL)
OutputHS HullShader(/* ... */)
{
    /* ... */
}

[domain("quad")]                          // Required for Tessellation-Evaluation (in GLSL)
OutputDS DomainShader(/* ... */)
{
    /* ... */
}
```

These attribute must be distributed into two GLSL shaders:

`Example.HullShader.tesc`

```
layout(vertices = 4) in;
/* ... */
```

`Example.DomainShader.tese`

```
layout(quads, fractional_odd_spacing, ccw) in;
/* ... */
```

The information for `fractional_odd_spacing` and `ccw` in the `Example.DomainShader.tese` shader file are taken from the tessellation-control shader, although a tessellation-evaluation shader is written. That means, both the tessellation-control- *and* the tessellation-evaluation shaders must be contained in the same shader source file (or at least in one of the included files) to guarantee a full translation of all information. Otherwise default values will be used.

To specify the secondary entry point (in the above example "`HullShader`") use the `secondaryEntryPoint` member in the `Xsc::ShaderInput` structure or the "`-E2, --entry2 ENTRY`" shell command.