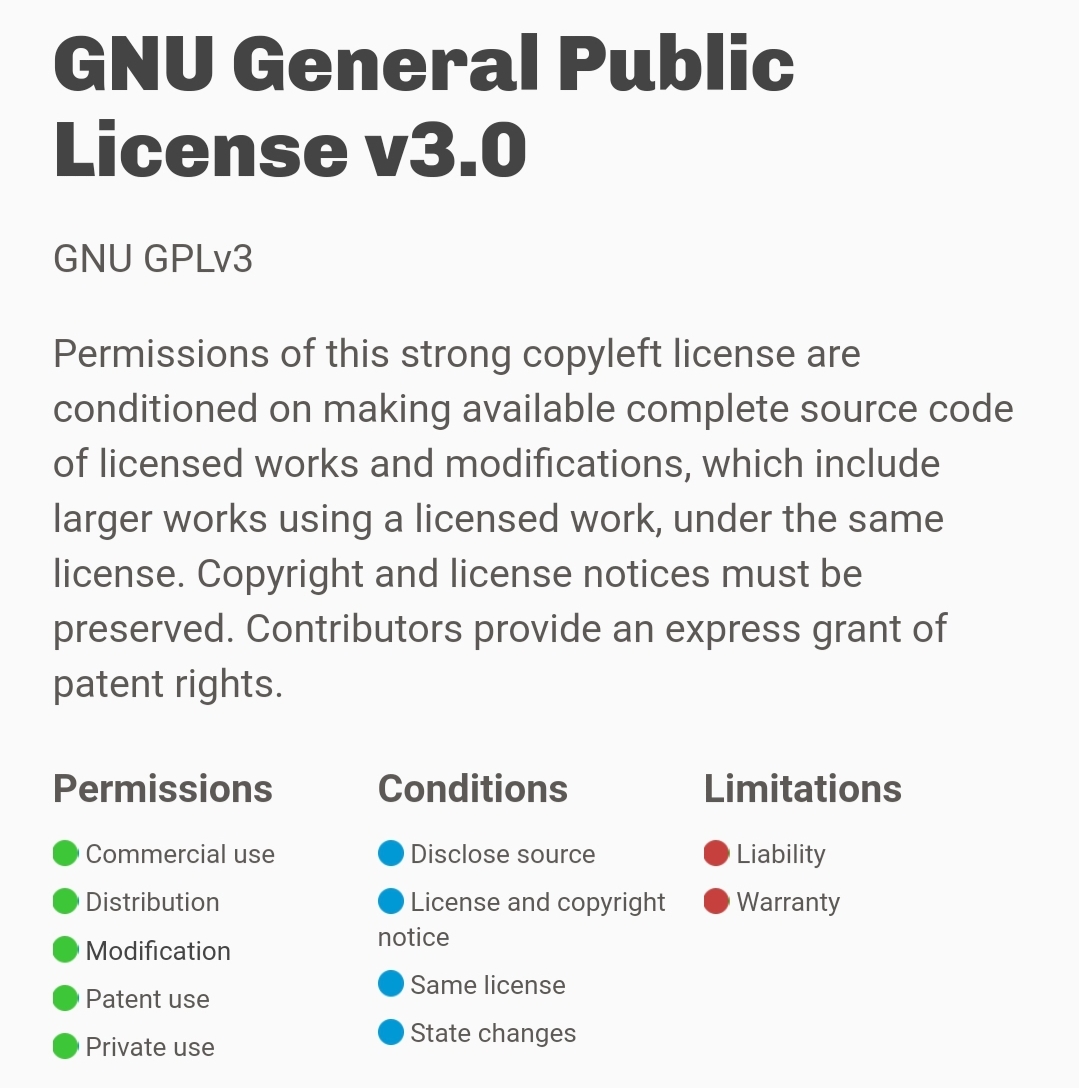
Thank you for downloading **ESTN Shaders**! Please read through the licensing information below before continuing to edit the presets / shader.

**License:**

This pack is now licensed under the **GNU GPL v3 License**. To view the original source of this license, see [https://choosealicense.com/licenses/gpl-3.0/#](https://choosealicense.com/licenses/gpl-3.0/). The license file should be included with the pack as LICENSE.txt. This license is slightly stricter than the previous license ESTN Shadersused which was the **MIT License**. Below is a simplified view of the license’s permissions, conditions and limitations. (however it is really recommended to read the original to avoid confusion).

*Screenshot taken from:* [*https://choosealicense.com/licenses/gpl-3.0/#*](https://choosealicense.com/licenses/gpl-3.0/)

**Editing Shader Presets:**

If you are looking to adjust or customize the ESTN shaders for your device, this document will provide instructions on how to do so. It is recommended to edit the shaders on a computer if you are using an iOS device.

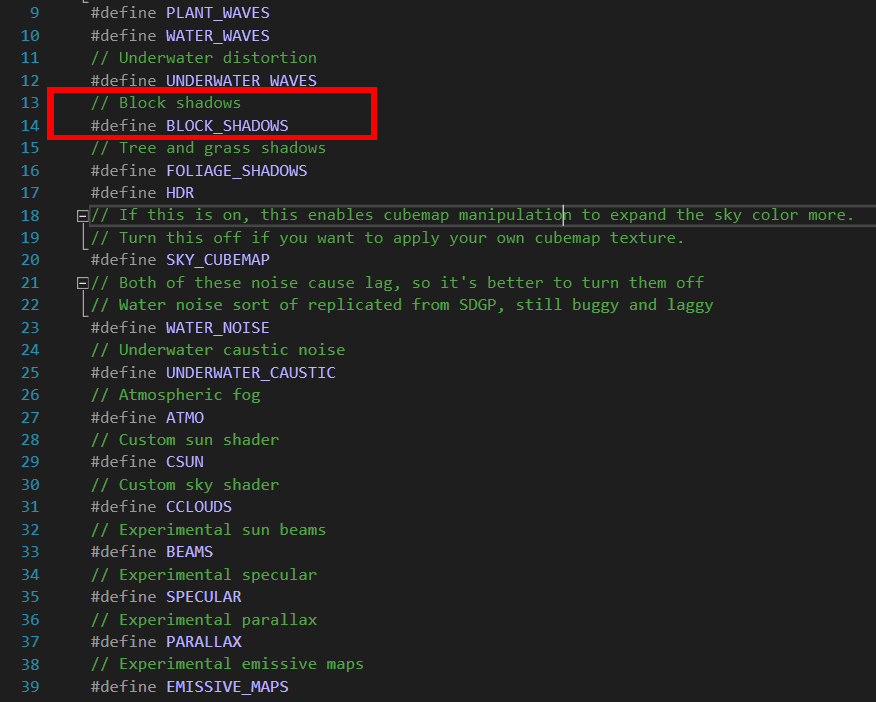
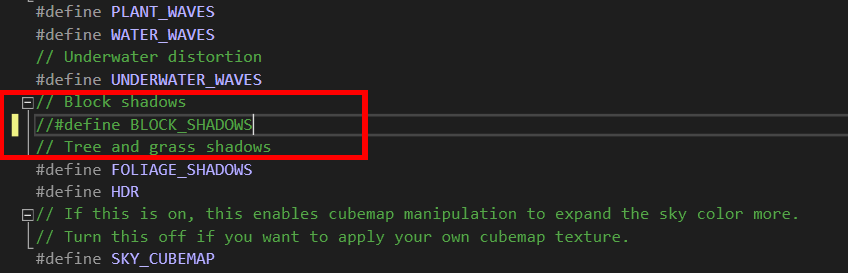
**Required resources**

* Text editor – (ex.) QuickEdit Text editor.
* File Explorer / Manager – Usually comes with your mobile device, however you can easily find one in the app store.
* Installed ESTN Shaders –It is needed to be extracted from the **.mcpack** file! You can either do so by renaming the **.mcpack** to a **.zip** file, or let Minecraft automatically extract it for you.
* Minecraft (obviously) – The storage file location needsto be **external**! Otherwise, you won’t be able to edit the presets!

**Editing the shader presets**

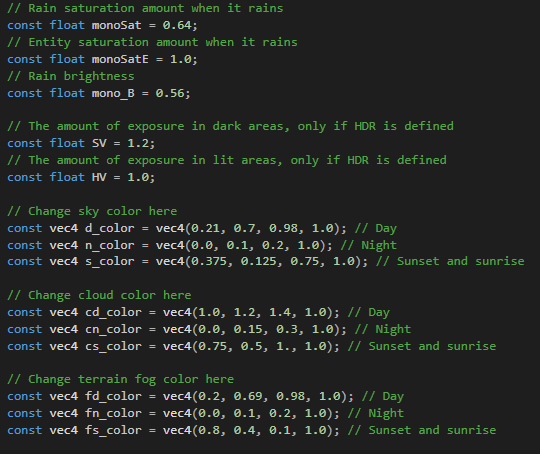
1. Locate the shader pack presets by navigating to:   
   ***InternalStorage****>****games****>****com.mojang****>****resourcepacks****>***E*STN****>****shaders****>****glsl****>*

***gl\_assets***>**presetdefinitions.h**

1. Open **presetdefinitions.h** in a text editor to start adjusting the shaders. You may also edit **golbalPrecision.glsl** to edit the precision of certain variables and adjust it to what you want. Use this too to fix the invisible shader bug since precision error is the primary cause why it failed to render on certain devices.
2. Here you can see many features that come with ESTN Shaders. Lets do something simple - currently **Block Shadows** are enabled. ******
3. We can disable this feature simply by “commenting out” #define **BLOCK\_SHADOWS** as seen below 

Now block shadows will be disabled. Commenting out any #define lines will disable any features, this can be helpful if your device cannot handle all laggy features.

1. There are many other values you can adjust, feel free to experiment with these values to see how they work. The files have been written in a way that will be easily editable by the end user.



1. Most importantly, make sure to **SAVE YOUR FILE** to apply any changes you have made

*This tutorial was originally made for* ***1.2.4b****, but this should be compatible for future versions of the shader. Editing the primary code of the shader requires some* ***GLSL*** *or* ***GLES*** *programming knowledge, which can be learned here:* [*https://thebookofshaders.com/*](https://thebookofshaders.com/) *Please do not forget about the pack’s License on page 1 before you continue editing.*

**This has been a brief overview on how to customize your ESTN Shaders**, **enjoy your edited shader!**

**Developer’s notes:**

If you would like to discuss issues, bugs or errors that you may find in this pack, you can contact me through my Discord server, Gmail or Twitter.

Discord server: <https://discord.gg/j7H2ntP>  
Gmail: [fremfredric@gmail.com](mailto:fremfredric@gmail.com)  
Twitter: https://twitter.com/eldeston?s=09

*This document has been edited by* ***@Octur1s#8330*** *and* ***@blender#0342****, big thanks for editing this document for me!*