We don’t want to write the shader in the code, we want to write a shader in the file and read it.

You can write 2 files, one is vertex shader, one is fragment shader. But you can also put them together.

You probably write your code format more like direct x, because direct x is a better API

Create a shader file in the project

Graphical user interface, text, application

Description automatically generated

Copy the code

Text

Description automatically generated

Press ctrl+h, replace all the “ symbol into nothing as well as \n

Graphical user interface, application

Description automatically generated

Graphical user interface, text, application

Description automatically generated

We will read the file by C kind of way, instead of C++. Because C is faster than C++

Define our return type

Graphical user interface, text, application

Description automatically generated

Use stringstream to hold the file input

Graphical user interface, text

Description automatically generated

Text

Description automatically generated

Call this function

Text

Description automatically generated

You can check the property to find the relative directory

Graphical user interface, text

Description automatically generated