**SALVIA Development Group**

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**SALVIA Shading Language Specification**

**[键入文档副标题]**

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# Introduction

SASL(pronounced ‘Saar S L’) is a simple procedural and type-safe programming language. SASL has its roots in the C family of languages and will be immediately familiar to C, C++, C# and Java programmers.

SASL is designed as a localism for implementing shaders in programmable graphics pipeline. Some languages such as HLSL, GLSL and CG have the familiar functionalities but they are GPU-oriented while SASL running on massive kinds of processing unit like x86, x64 and ARMs.

The rest of this chapter describes the essential features of SASL. Although later chapters describe rules and exceptions in a detail-oriented and sometimes mathematical manner, this chapter strives for clarity and brevity at the expense of completeness.

1.1 Hello world

# Lexical Structure

# Basic Concepts

# Types

# Variables

# Conversions

# Expressions

# Statements

# Structures

# Arrays

# Semantics

1. Grammar
2. References