

# From ShaderToy to OF

REPLACE: void mainImage( out vec4 fragColor, in vec2 fragCoord) for void main(void)

REPLACE: iGlobalTime for time

REPLACE: iResolution for resolution

REPLACE: iMouse for mouse

REPLACE: iChannel for tex

fragColor = change to gl\_FragColor =

the last command that is fragCoord = change to gl\_FragCoord =

add at the beginning of the shader file

```
uniform float time;
uniform vec2 mouse;
uniform vec2 resolution;
uniform sampler2D tex0;
uniform sampler2D tex1;
uniform sampler2D tex2;
uniform sampler2D tex3;
```