Shader API

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Abstract

This document defines the rules by which shaders should be used in IsoEngine.

The API

Name	Input	Output	Uniforms
position.vert	vec4 vertex vec2 texCoord	vec2 texCoord	mat4 MVP = 1
Sets gl_Position from input vertex			
tex.frag	vec2 texCoord	vec4 color	vec4 altColor = 1
Sets fragment color from texture sampling or altColor if texCoord 0			
cube.vert	vec4 vertex	vec3 texCoord	mat4 MVP = 1
Sets gl_Position and texCoord from input vertex			
cube.frag	vec3 texCoord	vec4 color	
Sets fragment color from cube sampler			