sition = {0, 0};

static float4 \_inColor = {0, 0, 0, 0};

static float4 gl\_Position = float4(0, 0, 0, 0);

// Varyings

static float4 \_vcolor\_Stage0 = {0, 0, 0, 0};

cbuffer DriverConstants : register(b1)

{

float4 dx\_ViewAdjust : packoffset(c1);

float2 dx\_ViewCoords : packoffset(c2);

float2 dx\_ViewScale : packoffset(c3);

};

void gl\_main()

{

float4 \_color = \_inColor;

(\_vcolor\_Stage0 = \_color);

float2 \_pos2 = \_inPosition;

(gl\_Position = vec4\_ctor(\_pos2.x, \_pos2.y, 0.0, 1.0));

(gl\_Position = vec4\_ctor(((gl\_Position.xy \* \_sk\_RTAdjust.xz) + (gl\_Position.ww \* \_sk\_RTAdjust.yw)), 0.0, gl\_Position.w));

}

// INITIAL HLSL END