

Notas sobre spritesheets

Suportado em shaders: aspetos práticos

1. inicialização

```
// scene
init(application){
    ...
    // create spritesheet appearance
    // create and load texture
    // assign texture to appearance
    ...
    // create new shader object from .vert and .frag file
    // provide the shader with the array of spritesheet dimensions [size_c, size_l]

    ..
}
```

2. display

```
// text
display(){
    ...
    // activate appearance
    // activate the texture shader
    // for each char in text
        // get c,l position for the given char
        // set uniform values for coordinates [c,l]
        // display the rectangle

    // resume default shader here
```

3 vertex shader

```
// calculate gl_position  
// calculate ST (vec2) coordinates based on [c,l] and [size_c, size_l]  
...
```

3 fragment shader

```
// fragment color is retrieved from the texture (sampler2D) based on the ST coordinate  
calculated at the vertex shader.
```