

OpenGL

src/desktop.rs

```
const VERTEX: &str = r"#version 150 core
in vec2 pos;
in vec3 color;
in vec2 tcoord;
out vec3 Color;
out vec2 coord;
void main() {
    Color = color;
    coord = tcoord;
    gl_Position = vec4(pos, 0.0, 1.0);
}";
```

```
const FRAGMENT: &str = r"#version 150
core
in vec3 Color;
in vec2 coord;
out vec4 outColor;
uniform sampler2D sampler;
void main() {
    outColor = texture(sampler, coord);
}";
```