Built-In Graphics Resources

# Shaders

**#fe3e48aca5df71cd:Shader.TextureFontText.vertex**

#version 330

uniform mat4 transform;

layout(location = 0) in vec2 in\_position;

layout(location = 1) in vec2 in\_texcoord;

out vec2 texcoord;

void main()

{

texcoord = in\_texcoord;

gl\_Position = transform \* vec4(in\_position, 0.0, 1.0);

}

## #831362c81badc58b:Shader.TextureFontText.fragment

#version 330

uniform vec4 color;

uniform sampler2D texture;

in vec2 texcoord;

layout(location = 0) out vec4 out\_fragcolor;

void main()

{

vec4 fragcolor = color;

fragcolor.a \*= texture(texture, texcoord).r;

out\_fragcolor = fragcolor;

}

# Shader Programs

## #7cb1e15a4d37d89b:ShaderProgram.TextureFontText

Combines Shader.TextureFontText.vertex and Shader.TextureFontText.fragment.