Subject: Re: What's the best tool to make shaders?
Posted by mrÃ£Ã§Ä·z on Thu, 14 May 2009 18:27:50 GMT

Saberhawk wrote on Thu, 14 May 2009 14:22madrackz wrote on Thu, 14 May 2009 11:59C++ -> DX9 SDK

Protip: Shaders are NOT written in C++, they are written in 3 ways primarily; GPU assembly, Cg/HLSL, or GLSL...
lol