
Subject: Re: What's the best tool to make shaders?
Posted by [saberhawk](#) on Thu, 14 May 2009 20:58:11 GMT
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Omar007 wrote on Thu, 14 May 2009 14:46Saberhawk wrote on Thu, 14 May 2009
20:22madrackz 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...
Stuff NVidia FX Composer has

For the picture i uploaded in my first post i used the HLSL FX profile.

EDIT: @Saberhawk: What do you use???

Notepad++ and the "rss" console command of "shader developer mode" in shaders 4.0
(resetshaders - reloads all shaders used by shaders.dll)
