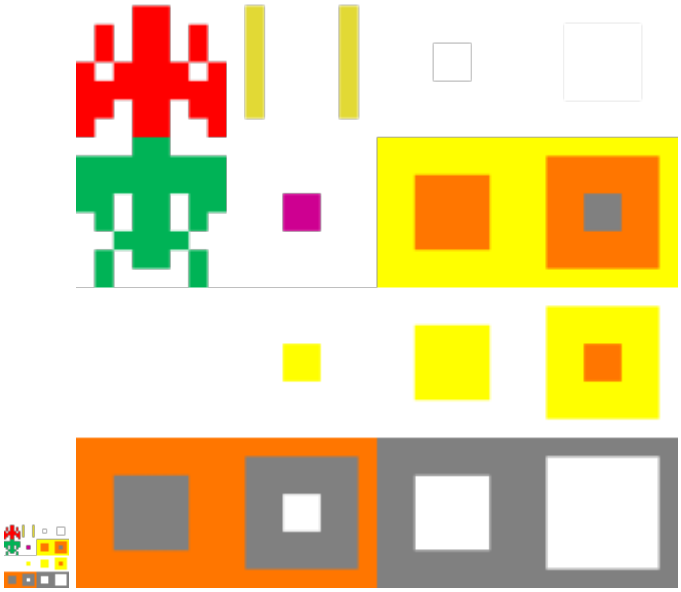
Shader on a Sprite Sheet

Assets



Code

```
orxObject_CreateFromConfig("DemoObject");
```

Config

```
[DemoObject]
Graphic = DemoGraphic
ShaderList = Shader
Scale = 10

[DemoGraphic]
Texture = sprites.png
TextureOrigin = (0,8,0)
TextureSize = (8,8,0)

[Shader]
ParamList = texture
Code = "

void main() {
    vec2 p = gl_TexCoord[0].xy;
    vec4 textureCol = texture2D(texture, p);
```

```
    vec2 textStartCoord = vec2(texture_left, texture_top);
    vec2 textEndCoord = vec2(texture_right, texture_bottom);
    vec2 cropWidth = textEndCoord - textStartCoord;

    gl_FragColor = textureCol;

    if (p.x >= textStartCoord.x && p.x <= textEndCoord.x && p.y >=
textStartCoord.y && p.y <= textEndCoord.y){
        vec2 outerCoord = -1.0 + 2.0 * (p-textStartCoord) / cropWidth;
        gl_FragColor.a = 1.0-outerCoord.y;
    }

}"
```

Result



From:
https://www.orx-project.org/wiki/ - **Orx Learning**

Permanent link:
https://www.orx-project.org/wiki/en/examples/shaders/shader_on_a_spritesheet?rev=1518583668

Last update: **2025/09/30 17:26 (14 months ago)**