


```
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

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