Flashing an Object White with Params

(Using a shader that accepts parameters)

Useful for indicating hits on an object, for example in shoot-em-ups.

Assets



Code

```
orxObject_CreateFromConfig("Object");
```

Config

```
[Object]
Graphic         = Graphic
ShaderList = WhiteShader

[Graphic]
Texture       = ship.png

[WhiteShader]
ParamList = texture # objectTime # flashSpeed # maxFlashes
objectTime = time
maxFlashes = 4 ;how many times to flash
flashSpeed = 8 ;how fast between flashes
Code = "
void main() {

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

    float t = mod(objectTime*flashSpeed, 1);
    float flashCount = abs(objectTime*flashSpeed);

    if (t < 0.5 && flashCount < maxFlashes){
            gl_FragColor.r = 1.0;
            gl_FragColor.g = 1.0;
```

```
            gl_FragColor.b = 1.0;
            gl_FragColor.a = textureCol.a;
    } else {
            gl_FragColor.rgb = textureCol.rgb;
            gl_FragColor.a = textureCol.a;
    }

}"
```

Result



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

Permanent link:
https://orx-project.org/wiki/en/examples/shaders/flashing_an_object_white_shader_params

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