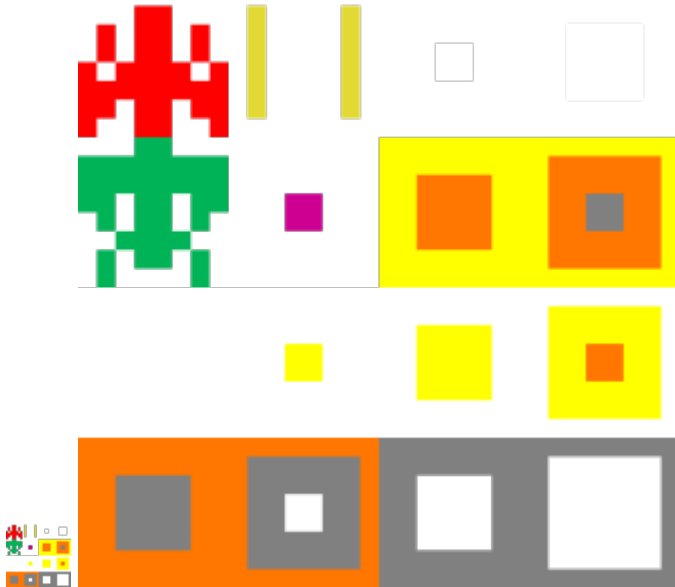


# Shader on a Sprite Sheet

## 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://orx-project.org/wiki/> - Orx Learning

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