



General-purpose Languages

Graphics Application Programming Interfaces

Shading Languages

# Zdroj

- [http://developer.nvidia.com/object/cg\\_tutorial\\_home.html](http://developer.nvidia.com/object/cg_tutorial_home.html)

```
#include <Cg/cg.h>
#include <Cg/cgGL.h>

cgcontext context = cgCreateContext();

cgprogram program = cgCreateProgram(context,
                                     CG_SOURCE,
                                     programString,
                                     profile,
                                     "mainFunction",
                                     args);

cgGLLoadProgram(program);

CGParameter myParameter = cgGetNamedParameter(program,
                                               "myParameter");
cgGLSetParameter4fv(myParameter, value);

// Spuštění programu
cgGLEnableProfile(CG_PROFILE_ARBVP1);
cgBindProgram(program);
cgGLDisableProfile(CG_PROFILE_ARBVP1); // Zpátky k pevným funkcím
cgDestroyProgram(program);
```

# Profily

- arbvp1, vp20, vp30
- fp20, arbf1, fp30