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# Natural Selection 2 Open-Sources Its HLSL To GLSL Converter

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This code translates Microsoft High-Level Shader Language (HLSL) shaders from legacy Direct3D 9 to OpenGL GL Shading Language (GLSL) shaders.

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[OSS Gaming](#)

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Source URL: <http://www.tuxmachines.org/node/64556>

## Links:

[1] <http://www.tuxmachines.org/taxonomy/term/72>

[2] <http://www.tuxmachines.org/taxonomy/term/69>

[3] [http://www.phoronix.com/scan.php?page=news\\_item&px=MTY0NTk](http://www.phoronix.com/scan.php?page=news_item&px=MTY0NTk)