

Published on *Tux Machines* (<http://www.tuxmachines.org>)

[Home](#) > [content](#) > Natural Selection 2 Open-Sources Its HLSL To GLSL Converter

Natural Selection 2 Open-Sources Its HLSL To GLSL Converter

By *Rianne Schestowitz*

Created 28/03/2014 - 4:25pm

Submitted by Rianne Schestowitz on Friday 28th of March 2014 04:25:06 PM Filed under [OSS](#) [1] [Gaming](#) [2]

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

[Read more ?](#) [3]

[OSS Gaming](#)

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