

AGAL (Adobe Graphics Assembly Language)

Basic vertex shader:

```
m44 op, va0, vc0  
mov v0, va1
```

Basic fragment shader:

```
tex ft1, v0, fs0 < 2d, linear, nomip >  
mov oc, ft1
```

Each register is like vector.<Number>(4) ie. va.x, va.y, va.z, va.w

Vertex program registers

va = Vertex Attribute (x8)
vc = Vertex Constant (x128)
vt = Vertex Temporary (x8)
op = Vertex Output Position (x1)

Fragment program registers

fs = Fragment Texture Sampler(x8)
fc = Fragment Constant (x28)
ft = Fragment Temporary (x8)
oc = Fragment Output Color (x1)

Used by Both

v = Varying (x8)

setProgramConstants

setVertexBufferAt

setTextureAt