Quick GL and Vulkan tests with shader_runner and Amber

Thursday, 17 September 2020 18:30 (20 minutes)

Normally, writing a CTS or piglit test requires writing a fair amount of C code. But what if you just want to draw a rectangle using a shader? Fortunately, both test suites come with tools to help you do just that with a minimal amount of fuss. Piglit has shader_runner and the Vulkan CTS has Amber, which are scripting languages for their respective graphics APIs. This talk will offer a brief introduction to the capabilities and syntax of both tools.

Code of Conduct
Yes

GSoC, EVoC or Outreachy
No

Primary author: GOLDMINTS-ORLOV, Arcady (Igalia)
Session Classification: Main Track
Track Classification: Talk (half slot) (Closed)