VkRunner

A simple shader script tester for Vulkan

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- Based on Piglit's shader_runner
- Quickly test running a shader on your Vulkan driver without having to write any boilerplate code
- Simple domain-specific language to specify inputs to the shader and verify the output

```
[vertex shader passthrough]

[fragment shader]
#version 430

layout(location = 0) out vec4 color;

void
main()
{
        if (gl_FragCoord.x < 83.33333)
                color = vec4(1.0, 0.0, 0.0, 1.0);
        else if (gl_FragCoord.x < 166.66666)
                color = vec4(1.0, 1.0, 1.0, 1.0);
        else
                color = vec4(0.0, 0.0, 1.0, 1.0);
}

[test]
draw rect -1 -1 2 2

probe rect rgba (1, 0, 81, 250) (1, 0, 0, 1)
probe rect rgba (85, 0, 81, 250) (1, 1, 1, 1)
probe rect rgba (168, 0, 81, 250) (0, 0, 1, 1)
```

specify your shaders

high-level drawing command

probe the results

- Standalone executable or library to integrate into another framework
- Vertex, tessellation, geometry, fragment and compute shaders
- Specify in GLSL or SPIR-V dissassembly. Compiled on the fly for quick testing
- Or precompile scripts to binary to run on platforms without the compiler
- Push constants, UBOs, SSBOs, vertex data

Thanks

github.com/igalia/vkrunner