

# Quick GL and Vulkan tests with shader\_runner and Amber

*Thursday, September 17, 2020 6:30 PM (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.

## GSoC, EVoC or Outreachy

No

## Code of Conduct

Yes

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**Session Classification:** Main Track

**Track Classification:** Talk (half slot) (Closed)