

















gsl (in:

D:\git\niklasharrysson\MaterialX_friedermann\build\installed\resources\Materials\TestSuite\stdlib\compositing)

vs osl (in: D:\git\niklasharrysson\MaterialX_friedermann\python\MaterialXTest)

D:\git\niklasharrysson\MaterialX_friedermann\build\installed\resources\Materials\TestSuite\stdlib\compositing\compositing:

	
mix_color3_color3_out_gsl.png	mix_color3_color3_out_osl.png
	
mix_color3_out_gsl.png	mix_color3_out_osl.png
	
mix_color4_color4_out_gsl.png	mix_color4_color4_out_osl.png
	
mix_vector2_out_gsl.png	mix_vector2_out_osl.png

	
<code>mix vector2 vector2 out glsl.png</code>	<code>mix vector2 vector2 out osl.png</code>
	
<code>mix vector3 out glsl.png</code>	<code>mix vector3 out osl.png</code>
	
<code>mix vector3 vector3 out glsl.png</code>	<code>mix vector3 vector3 out osl.png</code>
	
<code>mix_vector4_out_glsl.png</code>	<code>mix_vector4_out_osl.png</code>

