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- (54) **Title:** METHOD AND APPARATUS FOR UPDATING A SHADER PROGRAM BASED ON CURRENT STATE

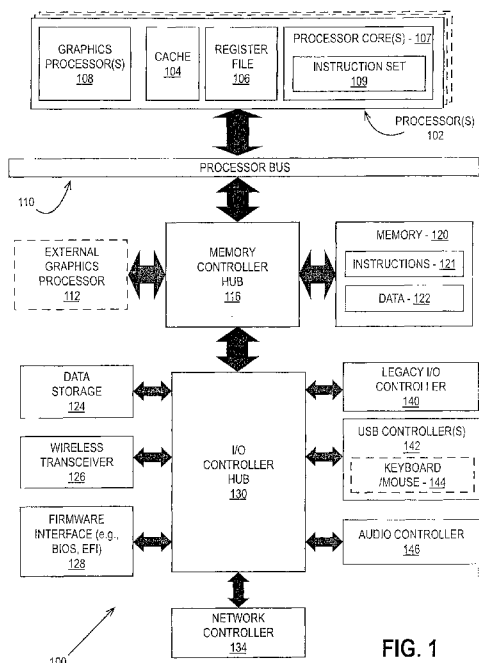


FIG. 1

- (57) **Abstract:** An apparatus and method for updating a shader program based on a current state. For example, one embodiment of a method comprises: identifying a first plurality of instructions which are dependent on a non-orthogonal state (NOS); marking the each of the first plurality of instructions which are dependent on the NOS; detecting a current NOS; and dynamically patching the marked instructions for the current NOS.