

```

shader
donut(
    float s = 0
        [[
            int lockgeom = 0,
            string widget = "null",
        ]],
    float t = 0
        [[
            int lockgeom = 0,
            string widget = "null",
        ]],
    float radius = 0.3,
    float width = 0.1,
    float s_center = 0.5,
    float t_center = 0.5,
    color bak_color = 1,
    color pat_color = color(1,0,0),
    float s_repeats = 4,
    float t_repeats = 4,
    float even_row_offset = 0,
    output color resultRGB = 0)
{
float ss = mod(s * s_repeats, 1);
float tt = mod(t * t_repeats, 1);
float row = floor(t * t_repeats);
if(mod(row, 2) == 0)
    ss = mod(s * s_repeats - even_row_offset, 1);

// Calculate the inner and outer circles
float inner_radius = radius - width/2;
float outer_radius = radius + width/2;
float a = ss - s_center;
float b = tt - t_center;
float dist = sqrt(a * a + b * b);

if(dist >= inner_radius && dist <= outer_radius)
    resultRGB = pat_color;
else
    resultRGB = bak_color;
}

```