

```

shader
cross2(
    float s = 0
        [[
            int lockgeom = 0,
            string widget = "null",
        ]],
    float t = 0
        [[
            int lockgeom = 0,
            string widget = "null",
        ]],
    float s_midpoint = 0.5,
    float t_midpoint = 0.5,
    float s_width = 0.2,
    float t_width = 0.2,

    color pat_color = color(0,0,0),
    color bak_color = color(1,1,1),
    float s_repeats = 4,
    float t_repeats = 4,

    int shape = 1
        [[
            string widget = "checkBox",
        ]],
    output color resultRGB = 0)
{
float ss = mod(s * s_repeats, 1);
float tt = mod(t * t_repeats, 1);

float top = t_midpoint - t_width/2;
float lower = t_midpoint + t_width/2;
float leftedge = s_midpoint - s_width/2;
float rightedge = s_midpoint + s_width/2;

if(shape == 1) {
    if(ss >= leftedge && ss <= rightedge || tt >= top && tt <= lower)
        resultRGB = pat_color;
    else
        resultRGB = bak_color;
}
else
{
    if( (s >= leftedge && s <= rightedge) && (t >= top && t <= lower) )
        resultRGB = pat_color;
    else
        resultRGB = bak_color;
}
}

```