



AMD RenderMonkey IDE Version 1.82













































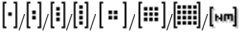









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Introduction

Many of the current challenges facing 3D graphics application developers are centered on creating and using programmable graphics shaders. These programmable graphics shaders are at the heart of all modern graphics chips. Since the introduction of the Radeon 9000, shaders are now supported on the entry level PC and will soon trickle down to all other devices.

The developers with the ability to create and use these programmable shaders will be able to take advantage of all that the hardware offers and create applications that redefine the art of real-time graphics.

In order to help developers unlock the creative potential of these chips, AMD has developed RenderMonkey™.

The motivation for developing the RenderMonkey Integrated Development Environment (IDE) is to provide:

- A powerful programmer's development environment for creating shaders.
- A standard delivery mechanism to facilitate the sharing of shaders amongst developers.
- A flexible, extensible framework that supports the integration of custom components and provides the basis for future tools development.
- An environment where not just programmers but artists and game designers can work to create mind-blowing special effects.
- A tool that can easily be customized and integrated into a developer's regular workflow.

This release of the RenderMonkey IDE provides support for all shader models provided with DirectX 9.0c (including HLSL), shading using OpenGL GLSL shading language, and OpenGL ES shading language.

This release of RenderMonkey also includes an SDK for developing custom components for the application. Please refer to the separate document describing the RenderMonkey SDK in complete detail.

What's New

RenderMonkey can now export GLSL effects into a COLLADA file, and import COLLADA triangle meshes into a model node. Most of the RenderMonkey GL2 examples have been successfully exported in COLLADA and viewed on a version of OpenSceneGraph.

Overview of New Features in RenderMonkey 1.82

Updated to use the latest ATI Tessellation library (require Catalyst 8.11 or greater).
Fix for running the tool without admin privileges. If the tool crashes upon starting, please give read and write access to the Error.txt file in C:\Program Files\AMD\RenderMonkey 1.82\.

Overview of New Features in RenderMonkey 1.81

Support for continuous hardware tessellation has been added to RenderMonkey. This feature is supported by ATI Radeon 2000 series and above. To use hardware tessellation in your DirectX workspace, you need to add a tessellation node to the render pass and modify your vertex shader. See the example workspace in Examples/Dx9/Tessellation.rfx on how to modify your vertex shader to use the tessellation hardware.

Workspace Editor

1. For DirectX, a new tessellation node now appears on the context menu when right clicking on a render pass.

DirectX Preview Window

1. Added support to enable hardware tessellation using ATI Tessellation library.

Tessellation Node Editor

1. Added to modify the tessellation level which ranges from 1.0 to 14.99.

New DirectX Examples

1. Added an example workspace that showcases the new tessellation effects (in Examples/Dx9/Tessellation.rfx).
2. Added a default tessellation workspace in the default DirectX effects.

Overview of New Features in RenderMonkey 1.80

Support for COLLADA has been added to RenderMonkey in the form of a GLSL Effects exporter and a COLLADA triangle mesh importer. The COLLADA exporter exports a coherent COLLADA file that contains the 3d model data, the GLSL effect descriptions, and the texture assets used in the effect. See the “RenderMonkey COLLADA Documentation.doc” or its PDF version for more details.

The COLLADA importer is limited at the moment and only supports the import of triangle meshes at the moment.

COLLADA GLSL Effects Exporter

1. Export as COLLADA now appears on the context sensitive popup when right clicking on a GLSL effect node, GLSL Group Effect node, or a workspace that contains a GLSL effect. Whole workspaces can also be exported using the “File/Export/COLLADA Exporter” menu.

COLLADA Triangle Mesh Importer

1. COLLADA (.dae) files now appear in the model list when right clicking on a model node. Right click on a model, select “Change Model”, any .dae files will appear. All triangle meshes in the COLLADA file will be imported into the model.

New OpenGL ES 2.0 Examples

1. New OpenGL ES 2.0 example workspaces have been added.

Overview of New Features in RenderMonkey 1.71

OpenGL ES 2.0 Preview Window

1. Newly added preview window, with full support for the OpenGL ES 2.0 API.

DirectX Disassembly Window

1. For DX9 HLSL shaders, the Disassembly window now shows GPU HW disassembly with shader stats. The supported GPU disassemblies are Radeon 9700, Radeon x800, Radeon x850, Radeon x1800, and Radeon x1900.

DirectX Preview Window

1. Now built using the February 2007 DirectX 9.0 SDK Update.

Shader Editor

1. Syntax highlighting for the OpenGL ES Shading Language (ES SL 1.0)

Render State Editor

1. Modified to support OpenGL ES 2.0 render states

Texture Parameter Editor

1. Modified to support OpenGL ES 2.0 texture parameters

Stream Map Editor

1. Modified to support user editable vertex attribute names for OpenGL ES 2.0.

Examples

1. A full suite of shader examples for OpenGL ES 2.0 have been added.

RenderMonkey SDK

1. All PlugIn SDK samples have been converted to Visual Studio 2005.

Overview of New Features in RenderMonkey 1.62

Shader Editor

1. HLSL compilation flags for controlling matrix packing, flow control, and optimization compilation behavior.

DirectX / OpenGL Preview Window

1. Full screen rendering option through the F2 key.

DirectX Preview Window

2. RenderMonkey has fixed how it handles a matrix in HLSL, changing the packing order to make it more compatible with other applications. Existing workspaces will retain their original packing orders, while allowing the user to update the packing order if necessary. This is done through the “Properties” button in the HLSL Shader Editor. These changes also enable the user to directly use RenderMonkey disassembled HLSL shaders, without needing to transpose the matrix multiplications.
3. Now built using the August 2006 DirectX 9.0 SDK Update.

FX Exporter

1. There have been improvements made to the FX Exporter, making exported workspaces more compatible with other applications.

Overview of New Features in RenderMonkey 1.6

Shader Editor

1. Now contains “IntelliSense”, making struct or vector component selection much quicker and easier.
2. Improved syntax highlighting for all shader models.
3. An improved constant editor (for DX9 assembler shaders).

Workspace Editor

1. Small texture thumbnails for both color and alpha channels displayed right in tree view. Texture thumbnails in the tree view context menus also now contain both the color and alpha channels (when appropriate).
2. Thumbnails for all color variables are displayed, showing both the color and alpha components.
3. Error conditions in nodes are now better visualized by node text being displayed red, as well as the appropriate icon error overlay.

4. The workspace tree view now supports multiple node drag and drop operations. Node selection is done while pressing the control or shift buttons, or the user can also select a group of nodes in the workspace tree by defining a rectangular region.

Texture Viewer

1. This release contains a new texture viewer plug-in. This plug-in allows the user to view the contents of a texture (2D, 3D, and cubemap), and change the associated properties. The user is able to view all available mip-map levels, and is also able to zoom into the displayed texture contents.

Fur Generator

1. This release contains a new fur generator plug-in. This plug-in allows the user to create fur textures (for shell and fin rendering) based on a set of parameters, and will also create an example workspace that shows how to use the various features encoded into the generated textures.

Fur Fin Generator

1. To accompany the fur generator, this release contains a new fur fin geometry generator plug-in. This plug-in will take a model, and generate a new model that contains degenerate fin geometry based on the original model. Users can use this model directly with the fur generator, or in their own applications.

Artist Editor

1. This release contains the first revision of a new artist editor. This interface supports the editing of all artist-editable variables within RenderMonkey, including dynamic variables, matrices, and textures.

DirectX / OpenGL Preview Window

1. Added additional runtime error checking and reporting for shader constant types, sampler types, supported texture formats, etc.

DirectX Preview Window

1. Added support to allow texture sampling through the vertex shader (SM 3.0).

2. Improved support for shader models 2.a, 2.b, and 3.0.
3. Now outputs compilation warnings for successful compiles.

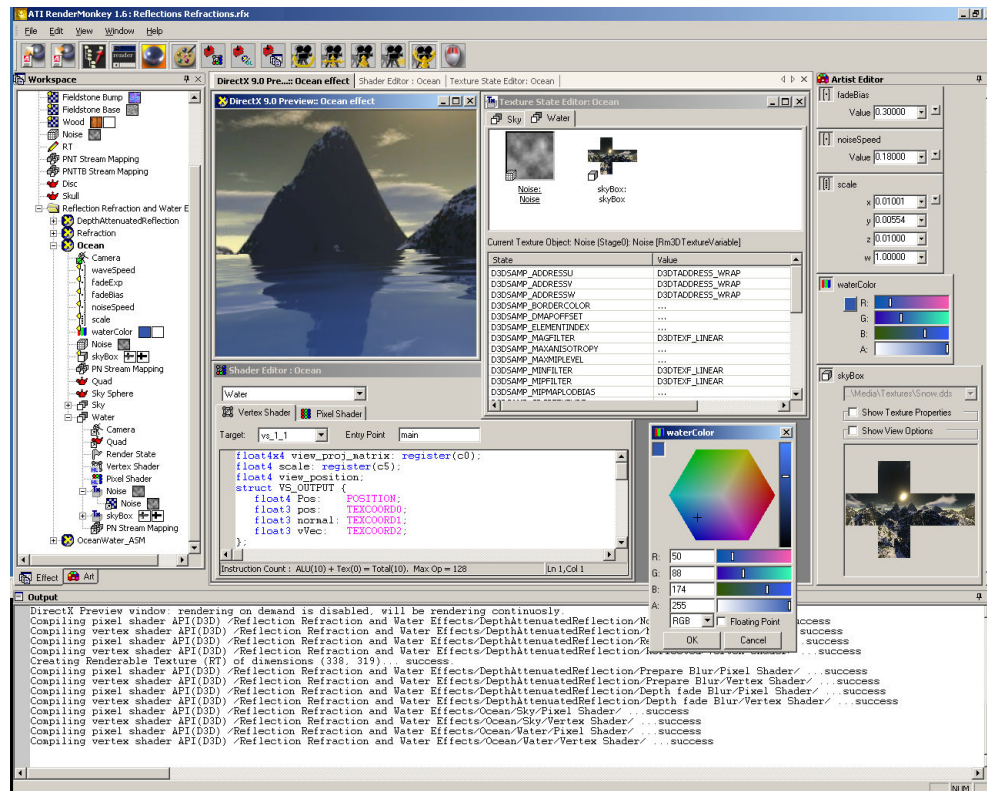
Interface overview

The RenderMonkey application interface has been designed to be intuitive for any developer that has used an IDE tool such as Microsoft® Visual Studio®.

The main interface consists of:

- a Workspace View which shows the *Effect Workspace* being edited
- an Output Window for compilation results and text messages from the application
- a Preview Window used to display effects being edited
- Other editor modules such as editors for shaders, or GUI editors for shader parameters

Shader parameters can be tagged as “*Artist Editable*” and then edited in a coherent way using either the artist editor module, or through the Workspace View Artist Tab.



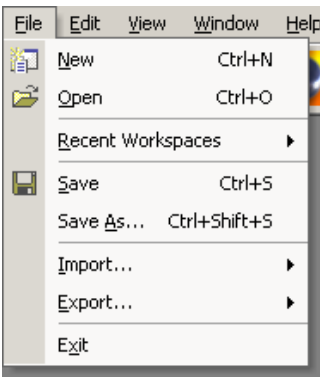
Application Interface

Application Menu

The application menu contains standard File, Edit, View, Window, and Help menu options.



The File menu



New (📄 Ctrl-N) command creates a new Effect Workspace. By default, the new workspace starts out empty, with just the workspace node itself. If the user selected New while working on an unsaved workspace, the application will prompt the user to save currently opened workspace first.

Open (📁 Ctrl-O) opens an existing Effect Workspace file.

Recent Files menu provides the user a list of 5 recently used RenderMonkey workspace files.

Save (💾 Ctrl-S) command saves the currently opened workspace.

Save As (Ctrl-Shift-S) will prompt the user to change the current file name and/or location.

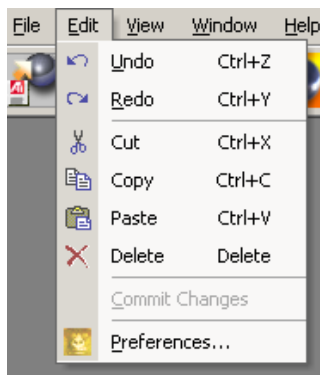
RenderMonkey IDE allows developers to create custom plug-ins supporting their own file format. To accomplish that, they can create importer and exporter plug-ins to convert the data from custom file formats to RenderMonkey run-time database format. The Import command allows the user to load a custom data file using one of the plug-ins, if

any are found, and convert the data to RenderMonkey database format. Example of an importer plug-in is the Package Importer. For more information about creating exporter / importer plug-ins or any other plug-in types, please see the RenderMonkey SDK documentation.

Similarly, the user can select *Export* command to convert from the RenderMonkey data format to a different file format. This version includes the ability to export from RenderMonkey native data format to Microsoft DirectX 9.0 .fx file format. There are certain restrictions on the syntax of data presented in the RenderMonkey workspace in order to output valid FX files.

Exit will close the application, prompting the user to save any currently opened Effect Workspace.

The Edit menu



The *Edit* menu contains the following commands: *Undo*, *Redo*, *Cut*, *Copy*, *Paste*, *Delete*, *Commit Changes*, and *Preferences* options.

The *Undo* command (↶ Ctrl-Z) allows the user to undo the last undoable operation, and return RenderMonkey to its previous state. The application allows the users to undo all operations on the nodes done in the workspace view, for example, deleting, pasting, renaming of any nodes in the workspace. The shader editor also supports standard set of text operations undo functionality.

The *Redo* menu option (↷ Ctrl-Y) will redo an undone operation.

Undo / Redo operations will cover node renaming, cut, copy, and paste operations, changing the Active Effect, and adding or deleting nodes.

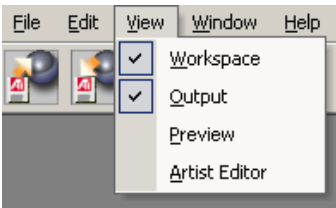
The *Cut* (✂), *Copy* (📄), *Paste* (📄) and *Delete* (✖) operations will work on individually selected nodes, as well as with text in the text editors. Please note that these operations will not work on the Effect Workspace node itself since at any time you may not have more than one opened effect workspace. Note that you can cut / copy / paste nodes across

multiple files in a single instance of the application. To do that, select a node that you wish to copy in a currently opened workspace, and then open the workspace that you would like to paste this node into, select appropriate location and paste the node. This functionality allows users to combine data between multiple workspaces. Note that if you have multiple instances of RenderMonkey opened at the same time, you can paste nodes between them seamlessly.

Commit Changes (F7) will compile and commit the currently active shader in the shader editor.

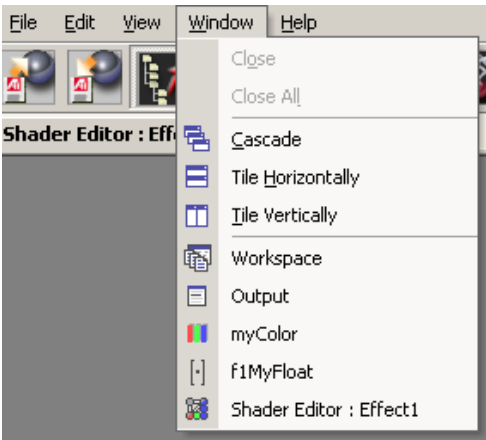
The *Preferences...* (⚙️) menu option will open up the application Preferences Dialog (see the section on Application Preferences below for more details).

The View menu



The *View* menu allows the user to open or close main RenderMonkey modules windows, such the workspace view window, the output window, the preview window and the artist editor window.

The Window menu



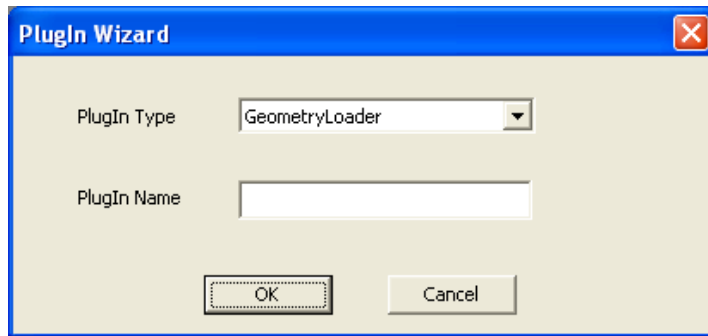
The *Window* menu contains standard window options such as *Close*, *Close All*, *Cascade* (📄), *Tile Horizontally* (📏), and *Tile Vertically* (📏) options. A list of opened windows

will also be maintained at the bottom of the menu, allowing the user to quickly bring an opened window into focus by selecting the window from a list.

The Help menu

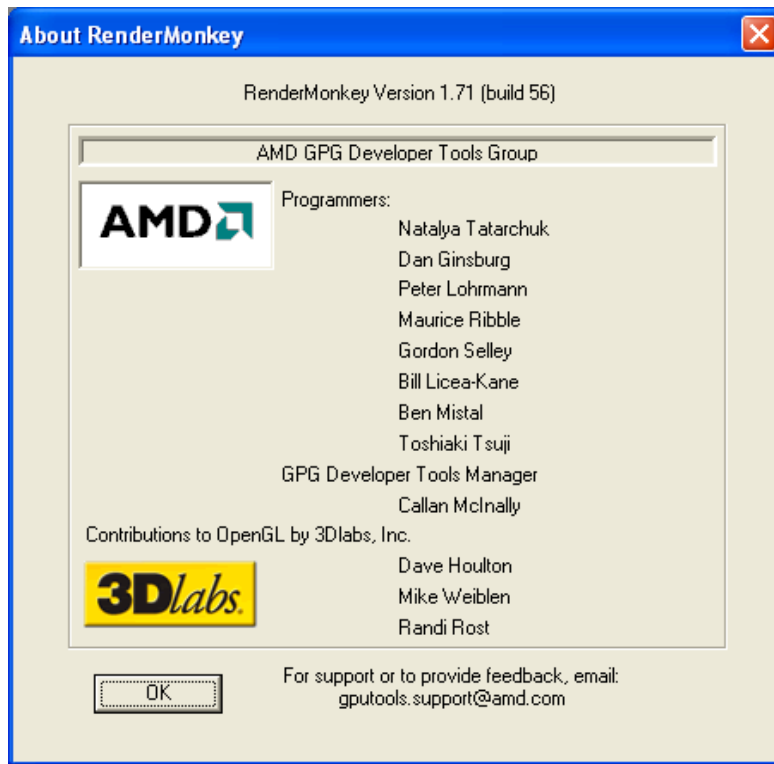


The *PlugIn Wizard* command assists users in developing custom RenderMonkey plug-ins. The wizard allows the user to choose the type of plug-in to build and to specify the name of the plug-in. The wizard will generate a Microsoft Visual Studio 2005 project and code for new RenderMonkey plug-in based on the type of plug-in selected. The name of the generated class will be based on the *PlugIn Name* specified in the dialog box. The generated project and code will be located in the 'RenderMonkey 1.71\SDK\Projects\' directory and will contain all the necessary RenderMonkey API calls and basic functionality for the plug-in. Please see the RenderMonkey SDK Documentation for more details regarding usage of this wizard.



The *Help* menu gives access to the *About* dialog (i). The about dialog contains version information, as well as contact information for application support or feedback.

Example:



Application Toolbar

The application has a toolbar for commonly used functions.



Open Workspace (File Open)

Opens a File Open dialog to open a RenderMonkey workspace



Save Workspace (File Save)

Saves currently opened workspace



Toggle Workspace Window (View Workspace) ()

Opens or closes the workspace view window. Note that the button state will reflect whether the window is closed (the button is up) or opened (the button is down).



Toggle Output Window (View Output) (⌘)

Opens or closes the RenderMonkey output window. Note that the button state will reflect whether the window is closed (the button is up) or opened (the button is down).



Toggle Preview Window (View Preview) (⌘/GL/ES)

Opens or closes the preview window for the currently active effect. Note that the button state will reflect whether the window is closed (the button is up) or opened (the button is down).



Toggle Artist Editor Window (View Artist Editor) (⌘)

Opens or closes the artist editor window. Note that the button state will reflect whether the window is closed (the button is up) or opened (the button is down).



Compile Single Shader (F5)

Compiles the shader that is in the shader editor; if the shader editor is not open, or is open but not active, then no shader will be compiled. Note that at the moment, the preview window for the selected shader must be opened in order to compile.



Compile All Shaders in Active Effect (F6)

Compiles all shaders for all passes in the active effect. Note that at the moment, the preview window for the active effect must be opened in order to compile shaders.



Compile All Shaders in the Workspace (F7)

Compile all shaders in all effects in the currently opened workspace. Note that at the moment, only the shaders which graphics API will match the currently active effect will be compiled (i.e. if the active effect is DX, only the DirectX effect will be compiled during the execution of this command, and vice versa). Also note that a renderer (preview window) must be opened in order to compile any shaders.



Rotate Camera (please refer to the Preview Module section for details)



Pan Camera (please refer to the Preview Module section for details)



Zoom Camera (please refer to the Preview Module section for details)



Camera Home (please refer to the Preview Module section for details)



Overloaded Camera Mode (please refer to the Preview Module section for details)

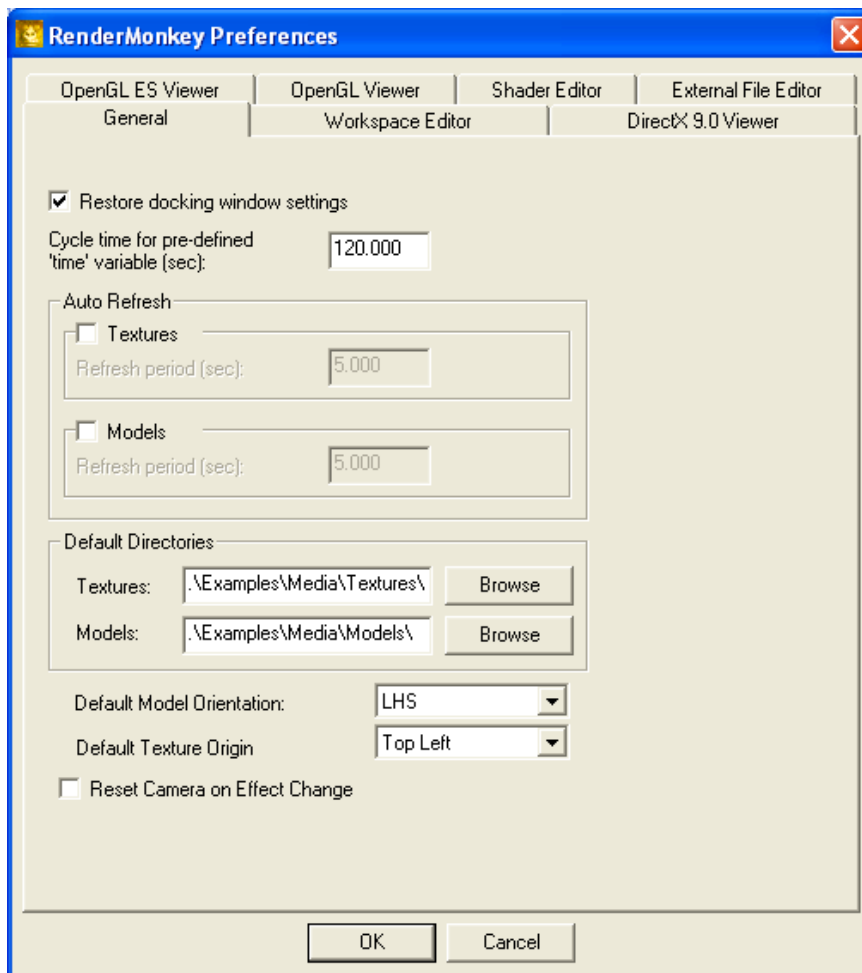


Mouse Input Mode (please refer to the Preview Module section for details)

Application Preferences

The preferences dialog can be invoked through the application menu option “*Preferences...*” under the “*Edit*” menu. This dialog allows the modification of application and plug-in settings, and affects all subsequent RenderMonkey sessions.

The General Preferences Page



Cycle time for pre-defined 'time' variable

This option allows the user to modify the cycle period for all predefined time variables (such as `time_0_1` for example. Please refer to the section on Predefined Variables for more details). The default value is set to 120 seconds; however the user may enter any positive integer number to control the cycling of the time.

Auto Refresh

RenderMonkey has the ability to continuously scan the disk for modified textures and models used for rendering the currently active effect in the workspace. If the file has been modified, the application will reload the resources from that file and update the rendering of the current effect. This functionality can be very useful for artists as they can be modifying the resources in another application (for example, editing the textures in Adobe Photoshop), while maintaining the most up-to-date rendering of the effect they are working on.

The application will check if a file has been modified every n seconds, where n is equal to the application preference for that particular resource. To enable automatic update of texture resources, select the Textures checkbox in the application preferences dialog. To set the refresh period for texture files disk scan, either keep the default value of 5 seconds refresh period or enter another positive integer number value. Similarly, to enable automatic refresh of models rendering resources, select the Models checkbox in the preference dialog and define a custom refresh rate if desired or keep the default value.

Note that only the resources used in rendering of the selected active effect will be scanned for file modifications and updated.

Default Directories

The next two application preferences allow the user to specify default directories used by RenderMonkey as automatic starting point for locating texture and model resource files. Every time when a new model or texture is created, RenderMonkey will search starting in the specified default directory. If the user loads a workspace file, in the event that RenderMonkey fails to find the sources in the saved directory links, it will attempt to locate the resources by looking in the default directories for the resource type. If that will be the case, RenderMonkey will notify the user about a different location for their resource files via a dialog box, if it successfully matched the missing items filenames with files in the default directories.

To specify the default directory for texture resources, the user to type or select a folder in the Textures field. Similarly, the user can specify the models default loading directory by providing a default Models directory value.

Default Model Orientation

This option allows the user to select the model orientation (LHS or RHS) that a newly created model will be set to use. This can be used to match the coordinate system used by the users content creation tools, as well as the target rendering API.

Default Texture Origin

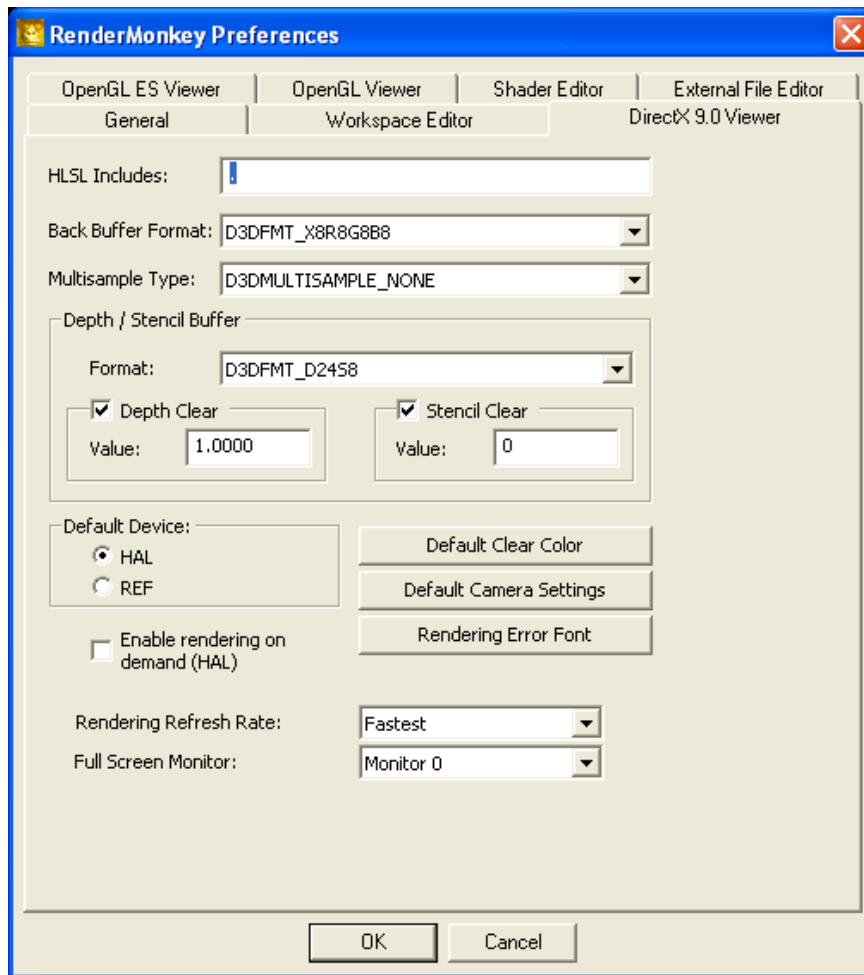
This option allows the user to select the texture origin (Top Left or Bottom Left) that a newly created texture will be set to use. This can be used to match the texture origin used by the users content creation tools, as well as the target rendering API.

Reset Camera on Effect Change

When the user switches active effects being rendered in the preview window, the application preference value for Reset Camera on Effect Change controls whether the preview window camera settings will be reset upon switching the active effect to the default values (thus bringing it into the origin) if the check box for that preference is selected. Or if the check box is not selected, the trackball orientation will not be modified upon switching to a new active effect.

The DirectX 9.0 Viewer Preference Page

The “DirectX 9.0 Viewer” property page allows the user to modify application settings applied to the DX preview window.



HLSL Includes

This field allows the user to specify the directories in which any HLSL include files are to be found. Multiple entries are separated by a semi-colon (;), allowing for several directories if include files to exist. Note that this setting is currently per application preference, not per individual workspace. When compiling any shader that uses `#include` directive in HLSL, RenderMonkey will scan the directories stored in the HLSL include directories preference to locate the HLSL include file.

Back Buffer Format

The user can select the default format for the rendering back buffer. The combo box will contain all surface formats that may be used as a back buffer. Please note that the user's

hardware may not support all listed types, in which case RenderMonkey will revert to the default supported buffer setting (which will be reflected in the combo box selection).

Multisample Type

This option allows the user to select the type of full scene multisampling the preview window will perform by default. To have no default multisampling performed, select the “D3DMULTISAMPLE_NONE” option.

Depth / Stencil Buffer Settings

Format

This option allows the user to select the type of depth / stencil buffer the preview will create (if any). Please note that the user’s hardware may not support all listed types, in which case RenderMonkey will select the default supported depth/stencil buffer format and display the selection in the appropriate combo box.

Depth Clear

This option allows the user to optionally have the depth buffer cleared before the rendering of each frame. If the option is selected, the user may select the value that the buffer will be cleared to.

Stencil Clear

This option allows the user to optionally have the stencil buffer cleared before the rendering of each frame. If the option is selected, the user may select the value that the buffer will be cleared to.

Default Device

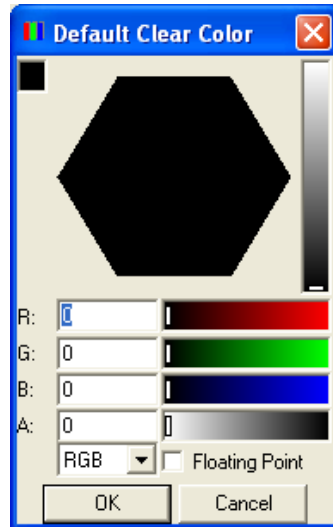
The user can select the default device that will be created by the preview window. The user can select to create either a hardware (HAL) or software (REF) rendering device.

Enable rendering on demand (HAL)

If the user would like to render on demand, even when a hardware (HAL) rendering device has been created, the user may select the “Enable rendering on demand (HAL)” option. This option is enabled by default when rendering through a software (REF) device.

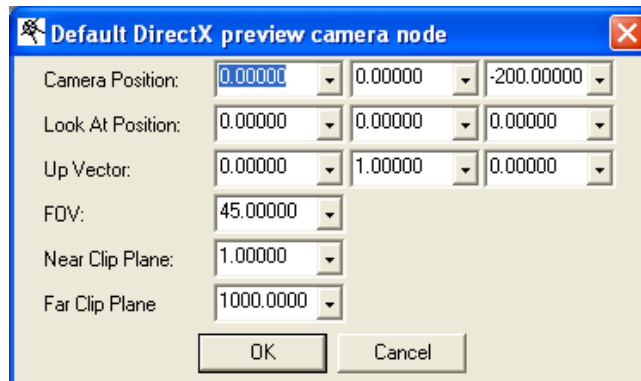
Default Clear Color

This option allows the user to select the default color used to clear the back buffer before rendering of each frame. Selecting the button will activate a color editor dialog:



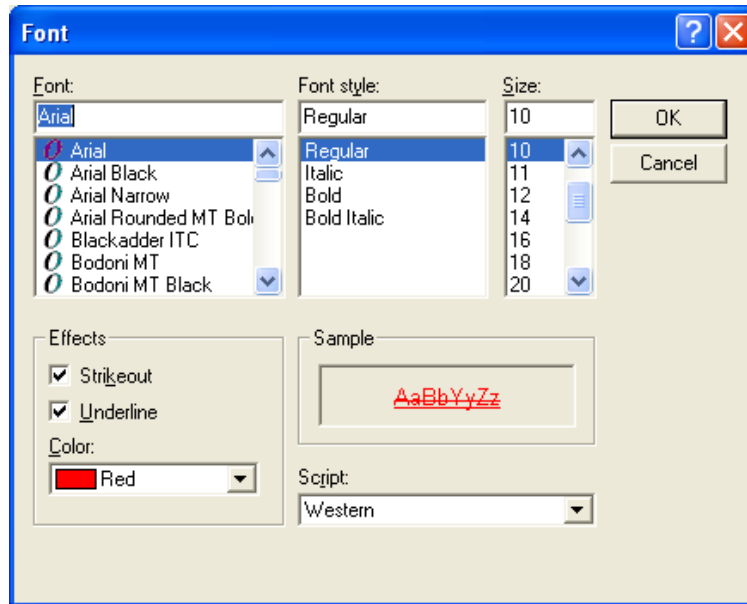
Default Camera Settings

The preview window maintains a default camera, which is used when there is no user camera currently selected as the active camera. Selecting this button will activate a camera editor, allowing the user to modify the settings for the preview owned camera:



Rendering Error Font

The user can select the font used to display errors in the preview window. Selecting this button will activate a font selection dialog, where the user can modify the font style, size, color, etc:



Rendering Refresh Rate

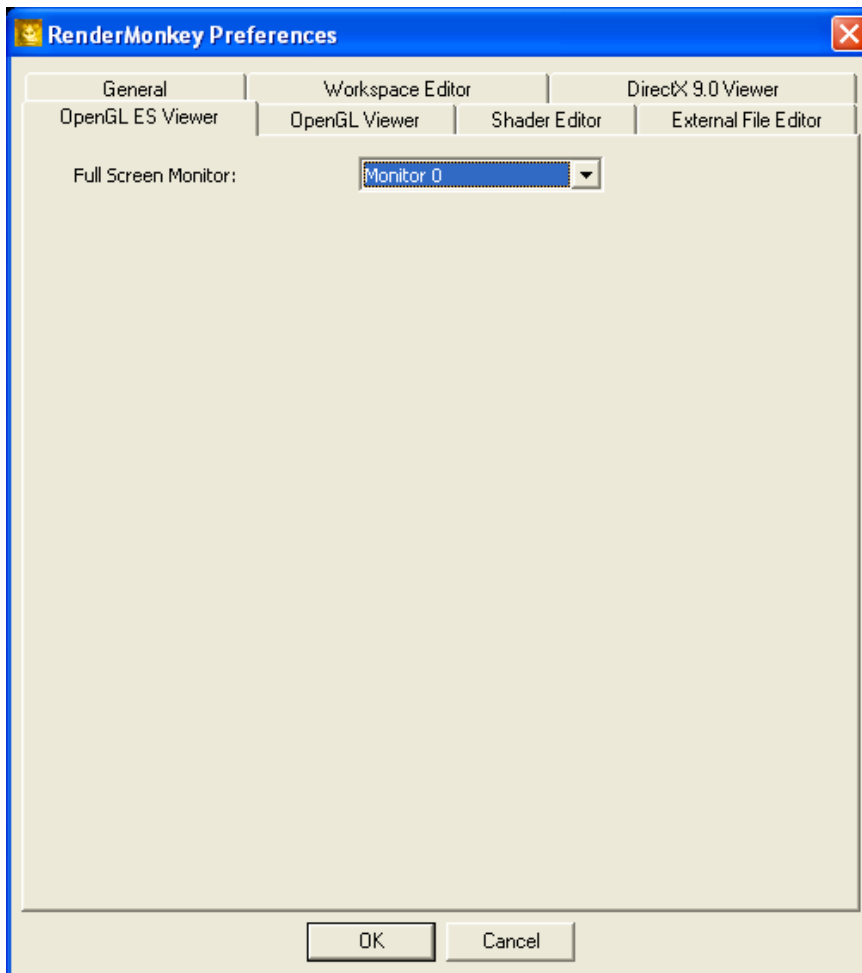
The user can control the frequency with which the Preview window will refresh its contents while rendering the active effect. If the user selects “VSync” option, the preview window will wait until vertical retrace is completed to refresh itself – note that selecting that option limits the frame rate for the preview window to the monitor’s vertical refresh rate. If the user selects “Fastest”, the preview window will refresh itself immediately thus resulting in significantly higher frame rate – but tearing artifacts may be visible in certain effects.

Full Screen Monitor

The user can control which monitor the full screen preview window will be created on. The default value is Monitor 0, which is normally the primary monitor.

The OpenGL ES Viewer Preference Page

The “OpenGL ES Viewer” property page allows the user to modify application settings applied to the OpenGL ES preview window.

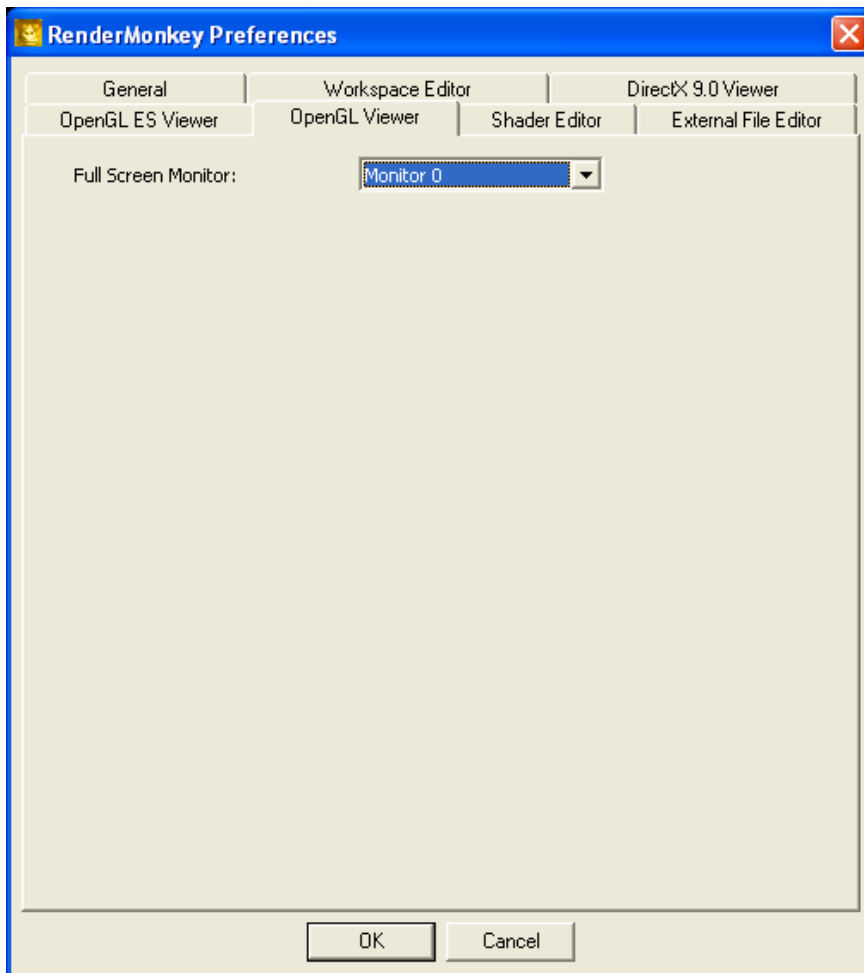


Full Screen Monitor

The user can control which monitor the full screen preview window will be created on. The default value is Monitor 0, which is normally the primary monitor.

The OpenGL Viewer Preference Page

The “OpenGL Viewer” property page allows the user to modify application settings applied to the OpenGL preview window.

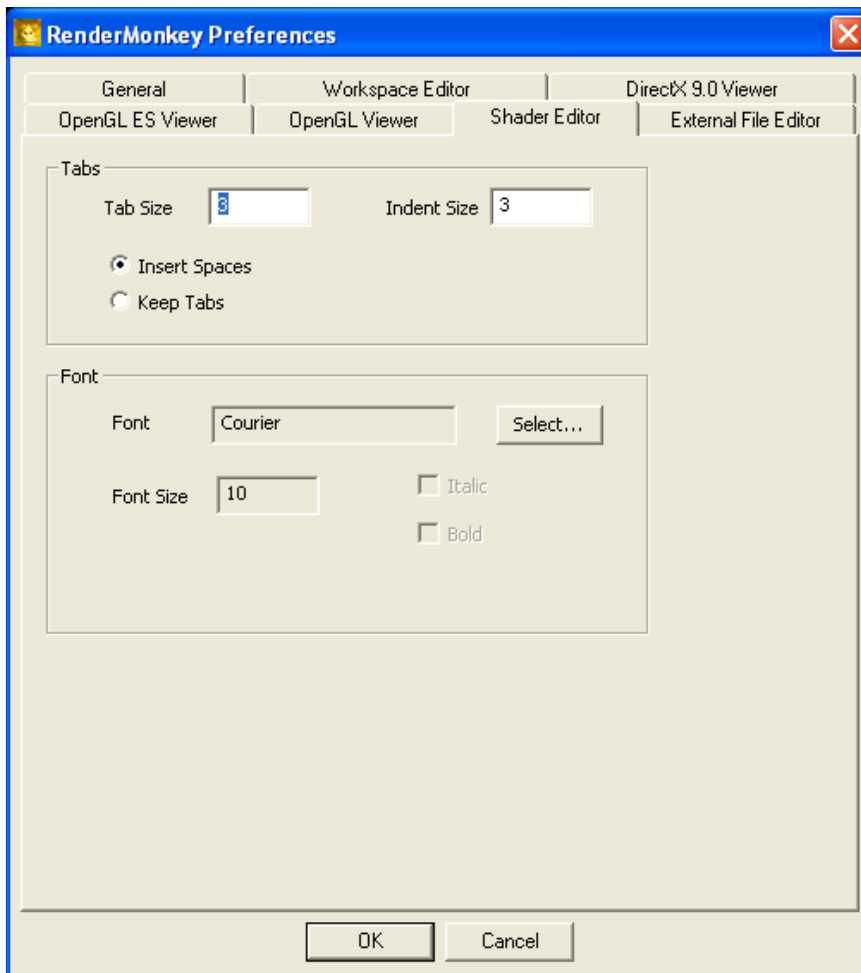


Full Screen Monitor

The user can control which monitor the full screen preview window will be created on. The default value is Monitor 0, which is normally the primary monitor.

The Shader Editor Preference Page

The “*Shader Editor*” property page allows the user to modify application settings applied to the shader editor window.

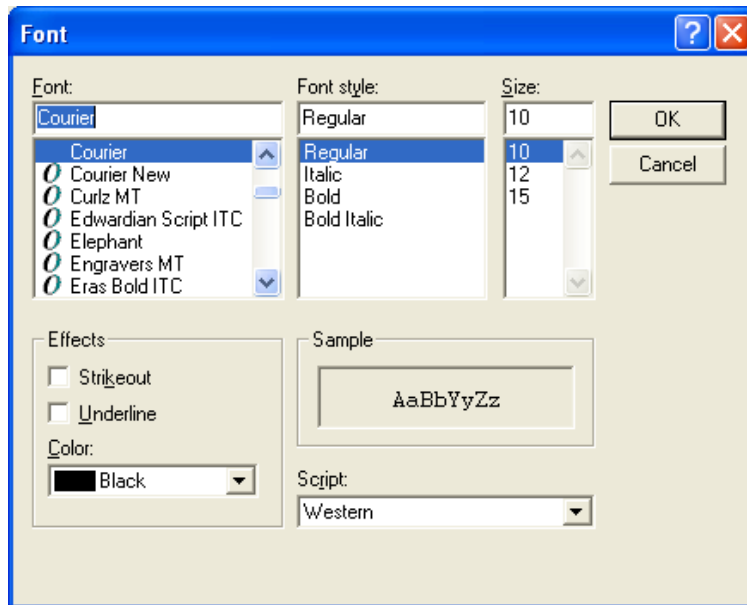


Tabs

The user can specify the “*Tab Size*” and “*Indent Size*” by editing the values in the respective fields, similarly to Visual Studio-style tab settings. If the user prefers to have spaces instead of tabs entered when the tab key is pressed in the editor, the user can select the “*Insert Spaces*” or “*Keep Tabs*” option.

Font

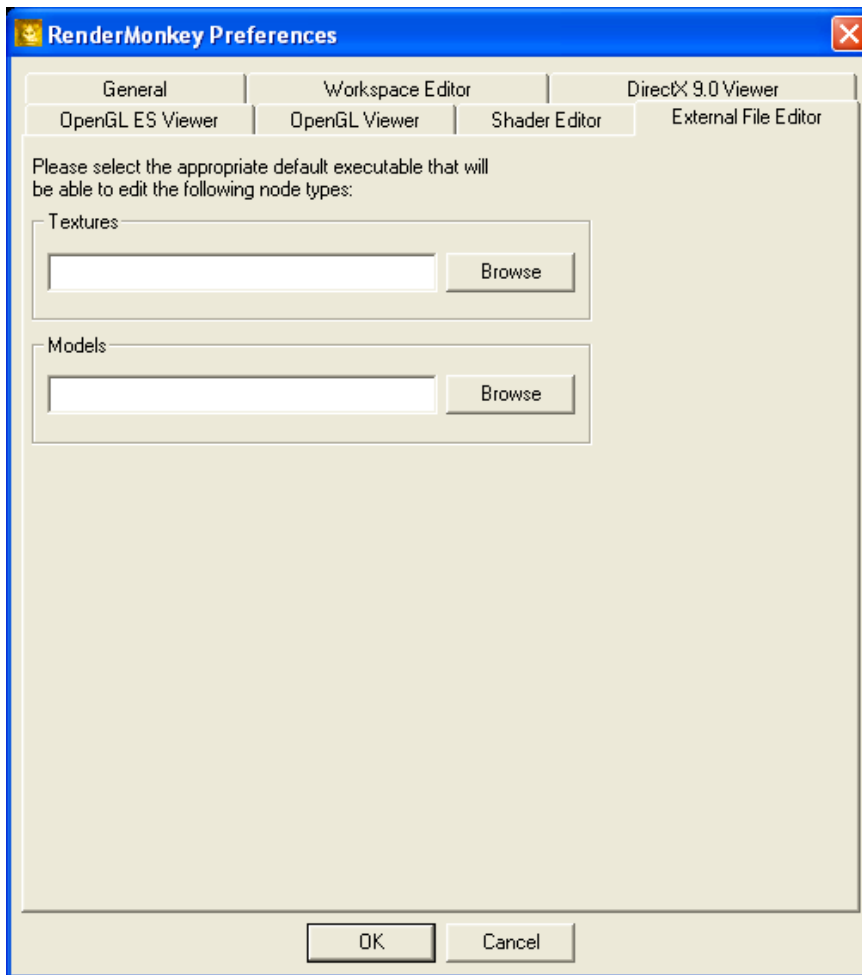
The user can select the font used in the shader editor by selecting the “*Select...*” button. This button will activate a font selection dialog:



The property page will display pertinent information of the selected font, such as the type, size, etc.

The External File Editor Preference Page

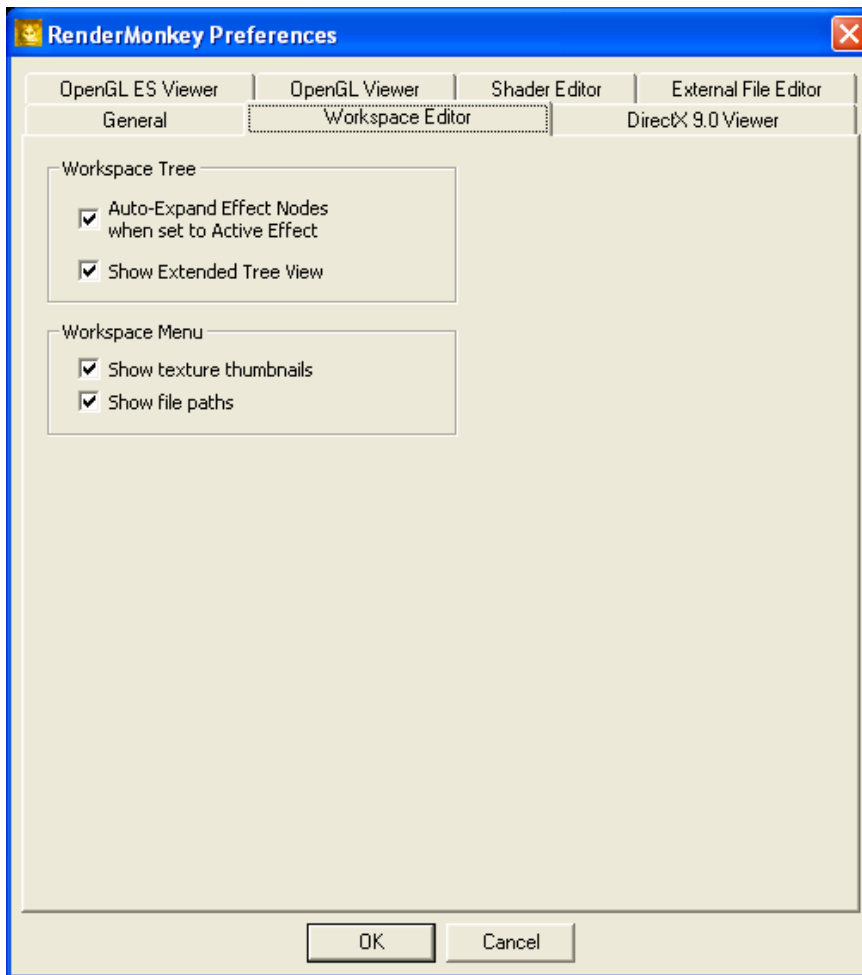
The “*External File Editor*” property page allows the user select an external application that can be used to modify model / texture files. This external application can then be launched by selecting “*External File Editor*” option from the “*Edit With...*” menu option in the workspace editor for the selected node.



Selecting the “*Browse*” button will launch a file dialog, where the user can then choose the appropriate executable file. Leaving the fields blank will result in the launching of the default editor associated with the file extension by Windows.

The Workspace Editor Preference Page

The “*Workspace Editor*” property page allows the user to enable / disable some viewing options within the workspace tree view, and associated context menus.



Workspace Tree

Enabling the “*Auto-Expand Effect Nodes when set to Active Effect*” will result in the active effect node being automatically expanded when selected to be the active effect.

The “*Show Extended Tree View*” results in small texture icons being displayed within the tree view, and also some additional coloring to bring attention to node errors. On slower computers, the user may wish to disable this option to allow faster redrawing.

Workspace Menu

The “*Show texture thumbnails*” option allows the user to enable / disable textures from being displayed in the tree view context menus. On slower computers, the user may wish to disable this option to allow faster redrawing.

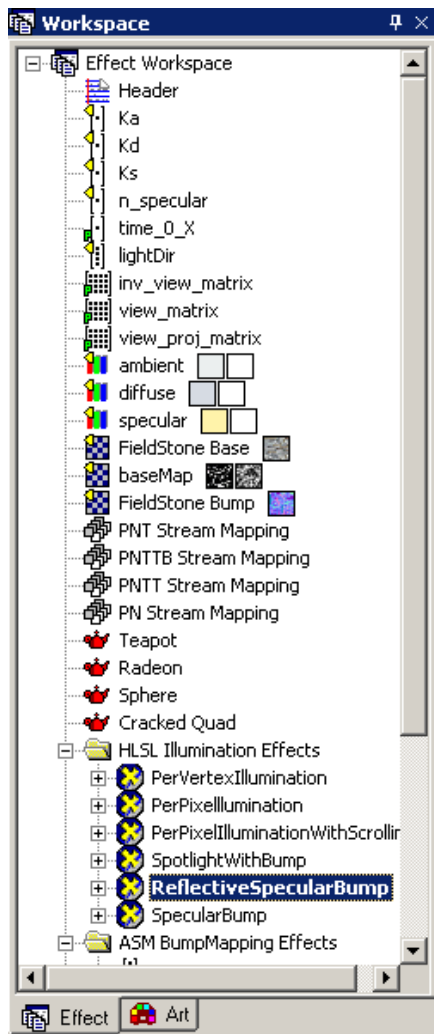
The “*Show file paths*” option allows the user to toggle between having the full path, or the filename only being displayed in the file lists generated within the context menu.

Workspace Editor

The workspace editor is a dock-able window usually positioned on the left of the main interface containing a tabbed tree control which provides a high level view of the effect database.

This editor can be used to access all elements, or nodes, in the workspace. The individual effects can be grouped by their common attributes in the workspace as seen fit by the user (either by rendered effects style, or by the fallback paths, or by rendering API).

Example:

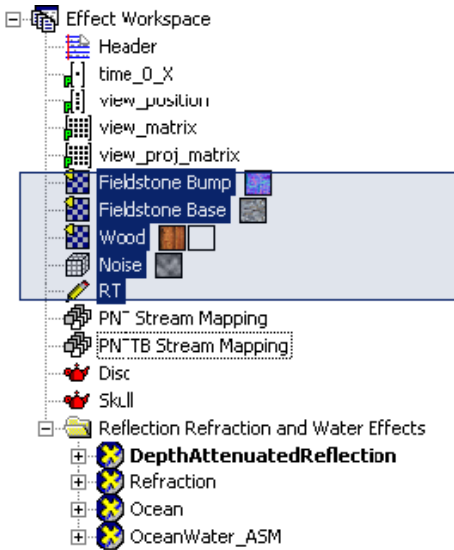


There are two tabs in the workspace editor: The *Effect* tab (🔧) and the *Art* tab (🎨). The *Effect* tab (🔧) is used to view and modify the entire workspace – with all variable and pass nodes visible. The *Art* tab (🎨) is used to view only the artist-editable variables that are present in the workspace. The *Art* tab will only allow the user to edit artist-editable nodes, without the ability to add, delete, rename, etc. This functionality allows the programmers to develop the full effect and then allow the artists to modify the effect's rendering output without worrying about accidentally modifying the effect's contents.

The workspace editor displays all node elements in a tree hierarchy. Each branch in the tree can be collapsed or expanded by either double clicking on the branch with the mouse, or by selecting the node and using the right or left arrow keys.

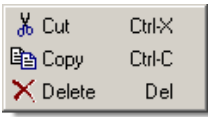
Node selection can be accomplished through either pressing the left mouse button while the mouse cursor is hovering over the node, or by using the arrow keys to traverse the tree structure. Multiple nodes can be selected in a number of ways. When selecting nodes using the left mouse button, hold down the control key to select or unselect multiple nodes. Holding down the shift key will result in a block of nodes being selected. An additional method is to press the left mouse button, and drag to create a rectangular region that encompasses the nodes that are desired to be selected.

Example:










All nodes have an associated context menu, where most node operations are available. The context menu is activated by selecting the node and either pressing the right mouse button, or by pressing ctrl-m. When multiple nodes have been selected, the context menu is simplified.

Example:





Standard Node Operations

Most nodes support the following standard node operations:

1.  **Add Note** will add a child note  to the parent node.
2.  **Rename** will allow the user to rename the selected node. Keyboard shortcut F2.
3.  **Cut** will place the selected node(s) onto the windows clipboard, and remove it from the workspace tree. Keyboard shortcut Ctrl-X.
4.  **Copy** will place a copy of the selected node(s) onto the windows clipboard. Keyboard shortcut Ctrl-C.
5.  **Paste** will paste node(s) from the windows clipboard into the workspace tree. Keyboard shortcut Ctrl-V.
6.  **Delete** will delete the selected node(s) from the workspace tree. Keyboard shortcut Delete.

Most nodes have drag & drop capabilities. This can be used to move a node from one workspace tree branch into another, or it can also be used to simply reorder a group of nodes to achieve a more coherent layout. Nodes will still be grouped together based on the node type, but nodes of the same type can be arbitrarily reordered. To drag & drop a node, select the node and keep the left-mouse button pressed down as you move the node to the desired location. An image of the selected node will follow the mouse cursor, until the left-mouse button is released over the desired location. If the drop target of the drag & drop operation is invalid, the mouse cursor will switch to an invalid cursor, with additional information states in the application status bar.

Nodes can be rearranged locally, within the same workspace tree branch, using the keyboard shortcuts Ctrl-Up and Ctrl-Down. These will move a node up or down, within the same tree branch, one element at a time.

Note that all of these operations are undo / redo-able. Use keyboard shortcut Ctrl-Z for undo () , or Ctrl-Y for redo () , or the main application menu to perform these operations.

Editing a node

Nodes that have a supporting editor plug-in will display the **Edit...** option in the nodes context menu. If a node has multiple editors associated with it, then the **Edit With ▸** option will also appear, allowing the user to select the desired plug-in from a list of available plug-ins. If the user prefers one plug-in over another, please note that the **Edit...** option will automatically use the last selected editor from the **Edit With ▸** list.

Double clicking on the node in the workspace tree will have the same results as selecting **Edit...** from the context menu, as will hitting the Enter key with the desired node selected.

Importing / Exporting a node

If an Importer plug-in exists for a selected node type, the **Import ▸** option will enable the user to select, and activate, the importer from a list of available importers. The purpose of an importer is to allow the user to take data from an external source, and propagate the information into the workspace. Operating much like the importer, the **Export ▸** option will allow the user to export node-specific data to an external data source.

Generating a node


If a Generator plug-in exists for a selected node type, the **Generator ▸** option will enable the user to select, and activate, the generator from a list of available generators. A generator will allow the user to programmatically generate data for use within a set of RenderMonkey nodes.

Saving a node
















If a Saver plug-in exists for a selected node type, the **Save ▸** option will enable the user to select, and activate, the saver from a list of available savers. A saver will allow the user to save data contained within a node externally.

General Nodes

Effect Workspace Node

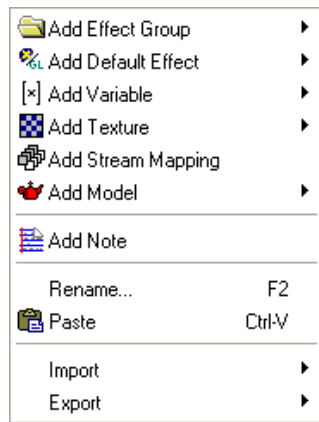
The Effect Workspace node () is the root node of all RenderMonkey workspaces. All information contained in the workspace is displayed within child nodes from this root node. This node cannot be deleted, copied, or cut from the workspace.

The effect workspace node can contain the following elements:



1.  /  Effect Groups
2.  /  /  Default Effects
3.  /  /  / etc. Variables
4.  /  /  /  Textures
5.  Stream Mappings
6.  Models
7.  Notes


All of these elements can be added through the effect workspace context menu.

Example:

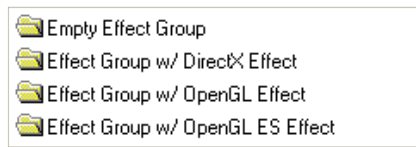


Effect Group Node /












Each effect group ( / ) is used to encapsulate a series of related effects. For example, you may want to group all effects that use a noise function to render perturbation effects, such as clouds, fire or plasma, in one single effect group. Another good use for this node is to group various implementations of a single effect for fallback rendering in your engine.

To add an effect group to a workspace, select the  Add Effect Group option, then choose whether to add an empty effect group, or an initialized effect group. An initialized effect group will contain the effect group, with an initialized effect of the selected API.

Example:

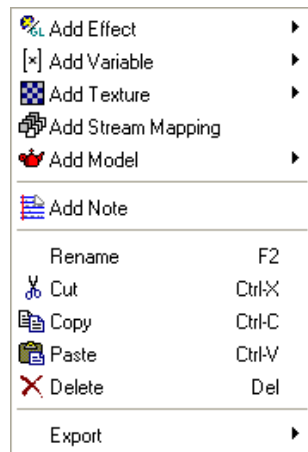


The effect group node can contain the following elements:


1.  / **GL** / **ES** Effects
2.  /  /  / etc. Variables
3.  /  /  /  Textures
4.  Stream Mappings
5.  Models
6.  Notes





All of these elements can be added through the effect group context menu.

Example:

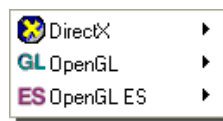


Effect Node / GL / ES













Each effect ( / GL / ES) is used to draw a single, coherent visual effect in the viewer. You may have a single pass effect, or may want to use several draw calls to generate the look that you want.

To add an effect (as a child of an effect group), select the  Add Effect option, then choose the API of the desired effect ( DirectX, GL OpenGL, or ES OpenGL ES). To add a default effect (only as a child of the effect workspace), select the  Add Default Effect option, then choose the API of the desired effect. Note that the user can then select from a list of effects of the specified API, but there can only be one default effect for each API. If the workspace already contains a default effect for an API, the API will appear disabled in the  Add Default Effect context menu.

Example:

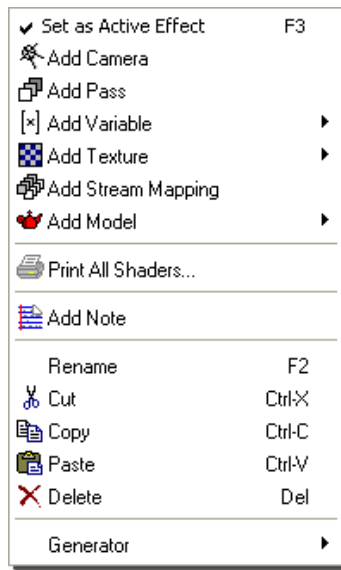


The effect node can contain the following elements:

1.  Cameras
2.  Passes
3.  /  /  / etc. Variables
4.  /  /  /  Textures
5.  Stream Mappings
6.  Models
7.  Notes

All of these elements can be added through the effect context menu.


Example:











The active effect is the effect that the preview window will display. To flag an effect as the Active Effect, select the **Set as Active Effect** option. A check (✓) will appear beside the currently active effect. Whenever the user sets an effect as active, the renderer for that API will open automatically (if closed) and display this effect in its window. Currently only one effect can be displayed in the preview window in RenderMonkey.










To print all of the shaders belonging to the effect, select the **Print All Shaders...** option from the effect node context menu. This will activate the standard print dialog to commence printing.

Pass Node

An individual effect may have one or more rendering passes () or draw calls. The passes are drawn in the order in which they are arranged within their parent effect. Passes can be rearranged by drag & drop, or Ctrl-Up / Ctrl-Down on the selected pass. Note that each draw call can refer to a separate model, thus enabling drawing of different geometry for each draw call.

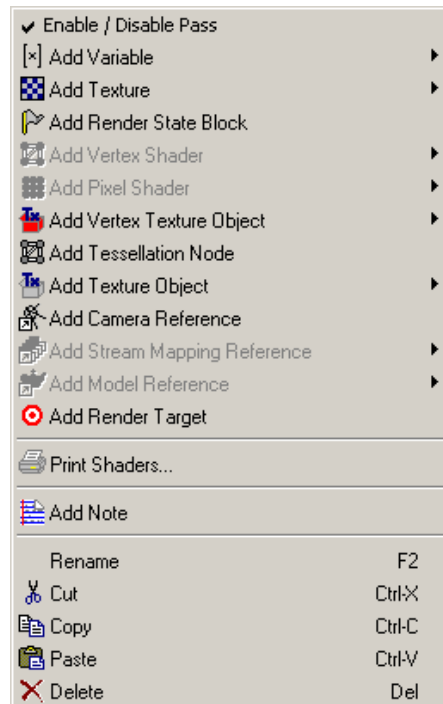
The pass node can contain the following elements:



1.  /  /  / etc. Variables
2.  /  /  Textures
3.  Render State Block
4.  Vertex Shader





5.  Pixel Shader
6.  Tessellation Node
7.  /  Texture Object
8.  Camera Reference
9.  Stream Mapping Reference
10.  Model Reference
11.  Render Targets
12.  Notes

All of these elements can be added through the pass context menu.


Example:





To enable / disable a particular pass, select the **Enable / Disable Pass** option in the context menu. A disabled pass will appear with a slash through it (). For example: .

At a minimum, every pass must contain a model reference () and a stream mapping reference (). The passes cannot inherit geometry object settings (model and stream map) from previous passes. It is possible to inherit vertex shaders () and pixel shaders () from the preceding passes (including the default effect for the API). The inheritance for shaders and rendering states happens as follows: the renderer scans current pass for shaders or a render state block. If the renderer does not find a vertex or a pixel shader, or






a render state block, it will look in the preceding passes up the effect tree. If none of the passes in the active effect contain the item, the renderer will scan the default effect with the matching API (same as the active effect) to attempt to locate the item. Passes that do not contain, or are unable to inherit the required nodes (vertex or pixel shaders), will be marked as invalid (❌), and will not contribute to the rendering of the effect.



To print all of the shaders belonging to the pass, select the  **Print Shaders...** option from the pass node context menu. This will activate the standard print dialog to commence printing.

Camera Nodes and Camera References

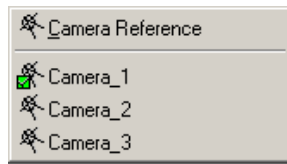
Camera nodes  and Camera Reference nodes  are used to specify view orientations for each rendering pass (□). This allows users to specify rendering from different view points, including rendering from the light viewpoint for shadow map rendering.


Camera nodes are placed under an effect (⚙️ / GL / ES) and the camera node marked as “Active” will be manipulated by the preview window trackball. Non-active cameras will only be modifiable through the editor for that camera node. A camera reference is added to a pass (□) to indicate that the referenced camera settings should be used when rendering that pass.

To add a camera node  to an effect (⚙️ / GL / ES), right click the effect node and select  **Add Camera** from the context menu. The “Active” camera node is marked with a small check . For example:  Camera. To make a specific camera node “Active”, right click the camera node, and select  **Set Active Camera** from the context menu.

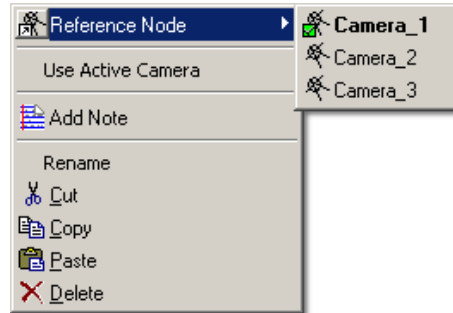
To enable a camera node to affect a specific rendering pass, a camera reference  must be added to that pass. To add a camera reference to a pass (□), right click the pass node and select  **Add Camera Reference** from the context menu. If camera nodes exist under the parent effect already, they will be listed as one of the options in the context menu, and selecting them will result in a new camera reference that references the selected camera node.

Example:





The camera reference can change what camera it is referencing at any time. Selecting the  Reference Node ▸ option will provide the user with a list of available camera nodes to reference. The currently referenced node will be displayed in bold.


Example:



An alternate way for a camera reference node to reference a camera node is to select the **Use Active Camera** option. This option causes the camera reference to always reference the active camera, even when the active camera changes. If this option is selected, and there is no active camera, then the camera reference is considered invalid.

An alternate method to change the camera reference is to drag a camera node and drop it either onto an existing camera reference, or onto the parent pass. If no camera reference exists in the pass, dropping a camera node onto the pass will create the appropriate reference.

An invalid camera reference will appear with a slash through it (). For example: . Broken references should be fixed as soon as possible, as they may cause unintended effects in the workspace.

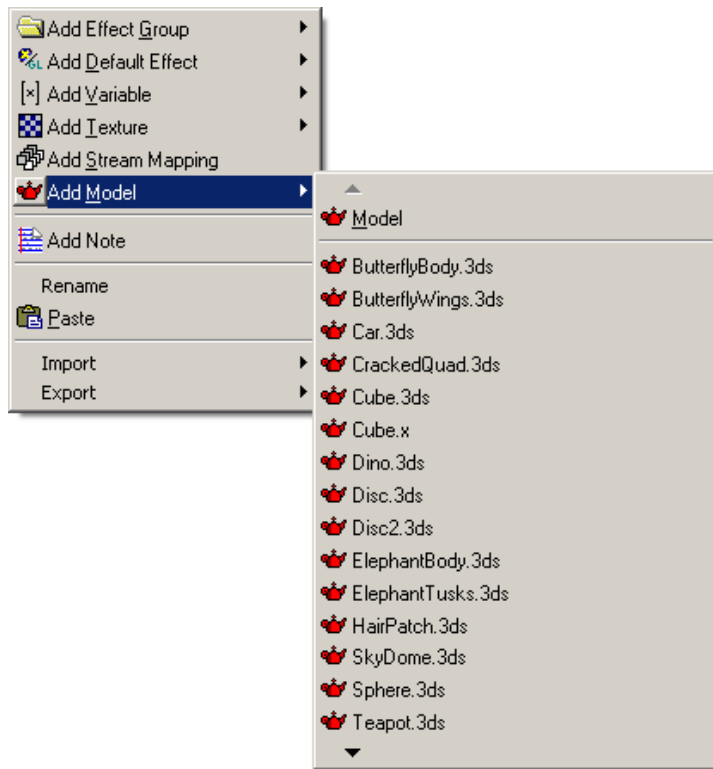
The camera and camera reference nodes can contain child note nodes (), available through their context menus.

To edit the camera node, select the **Edit...** or **Edit With ▸** context menu option, double click on the node, or press Enter when the node is selected. Please refer to the [Camera Editor](#) section in this manual for more information about this editor.

Model Nodes and Model References

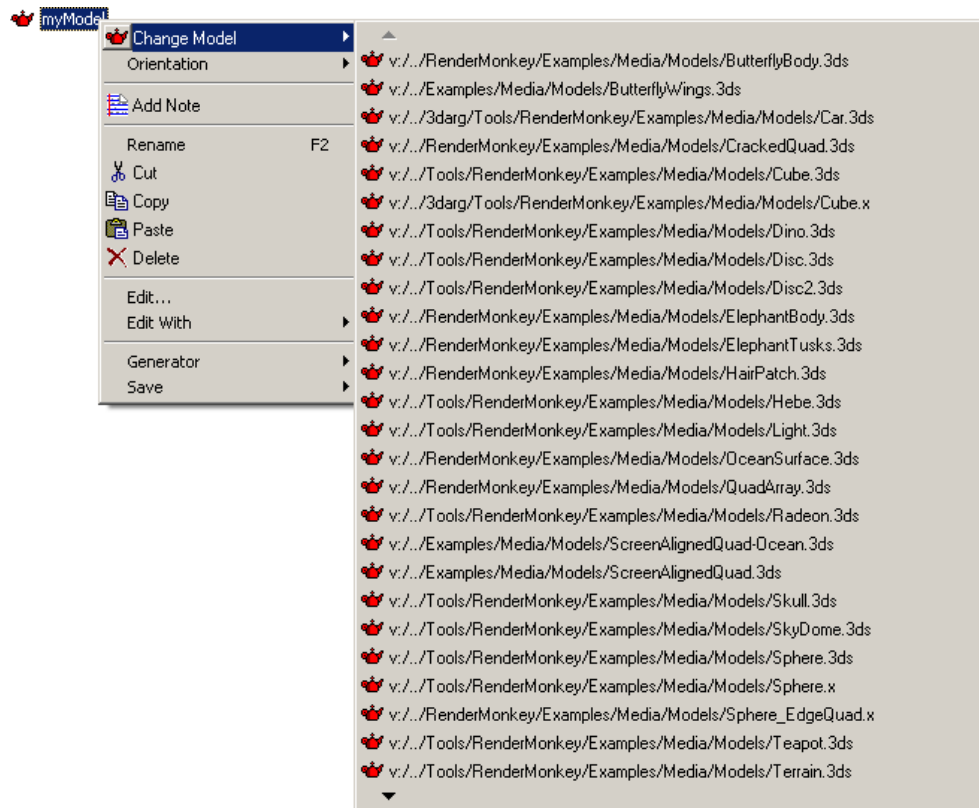
Model nodes (👑) contain the geometry data, that can be used when rendering a pass (👤). A model reference (👑) is added to a pass (👤) to indicate which geometry is to be rendered in the pass.

To add a model node to an ancestor of the pass, select the 👑 Add Model ▶ option. When available, a shortlist of model files may appear in the 👑 Add Model ▶ menu option. RenderMonkey will parse the default models directory (see *Preferences* section on how to specify this directory) for all supported models, and use the list for this menu. This allows very easy selection of geometry objects:



Selecting one of these options will result in the creation of a model node which references the selected model file. The user is always free to select an alternate file after the node has been created. To change the referenced model file, select either **Edit...**, **Edit With ▶**, double click on the node, or press Enter when the node is selected. This will bring up a file dialog, allowing the user to select an alternate file. An alternate method to change the file is to use the 👑 Change Model ▶ option from the model node context menu.

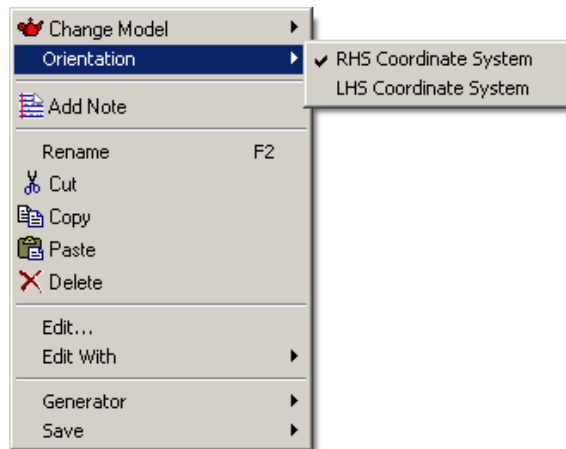
Example:



The **Change Model** ▸ menu option allows the user to quickly change the referenced model file by selecting one of the shown files in the generated list. The list is determined through the available files found in the default model directory, as set in the Application Preferences (Main Menu: Edit->Preferences->General).

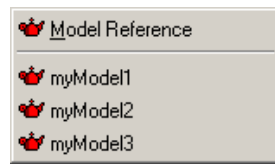
The **Orientation** ▸ menu option allows the user to change the expected orientation of the model. This is to help when a model was saved in one coordinate system, but it is being used in another coordinate system. RenderMonkey will modify the loaded model data before rendering it. Select the desired orientation from the popup orientation menu. The current orientation will be displayed with a check mark.

Example:



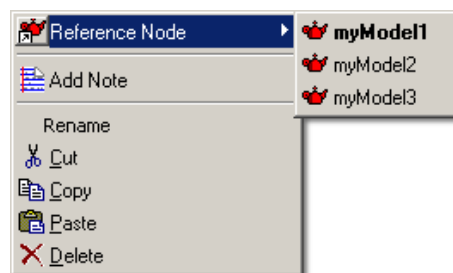
To select a model for rendering in a specific pass, a model reference (👑) must be added to that pass. To add a model reference to a pass (👑), right click the pass node and select **👑 Add Model Reference** from the context menu. If existing model nodes are within the same scope, they will be listed as one of the options in the context menu, and selecting them will result in a new model reference that references the selected model node.

Example:





The model reference can change what model it is referencing at any time. Selecting the **👑 Reference Node** option will provide the user with a list of available model nodes to reference. The currently referenced node will be displayed in bold.

Example:







An alternate method to change the model reference is to drag a model node and drop it either onto an existing model reference, or onto the parent pass. If no model reference exists in the pass, dropping a model node onto the pass will create the appropriate reference.




An invalid model reference will appear with a slash through it (/). For example: . Broken references should be fixed as soon as possible, as they may cause unintended effects in the workspace.

The model and model reference nodes can contain child note nodes (), available through their context menus.

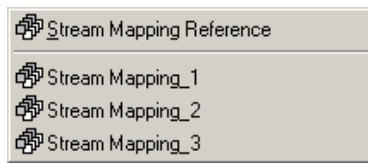
Stream Mapping Nodes and Stream Mapping References


Stream mapping nodes () describe what information from the model data will get passed through to the rendering engine. A stream mapping reference () is added to a pass () to indicate the data set used within the pass.

To add a stream mapping node to an ancestor of the pass, select the  Add Stream Mapping option.

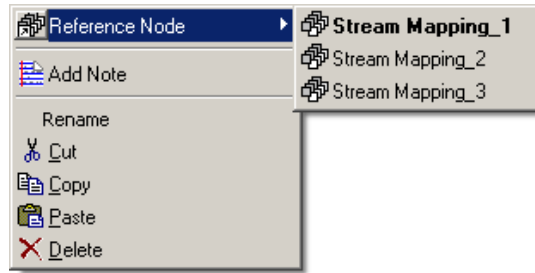
To select a stream mapping for rendering in a specific pass, a stream mapping reference () must be added to that pass. To add a stream mapping reference to a pass (), right click the pass node and select  Add Stream Mapping Reference from the context menu. If existing stream mapping nodes are within the same scope, they will be listed as one of the options in the context menu, and selecting them will result in a new stream mapping reference that will reference the selected stream mapping node.

Example:



The stream mapping reference can change what stream mapping it is referencing at any time. Selecting the  Reference Node option will provide the user with a list of available stream mapping nodes to reference. The currently referenced node will be displayed in bold.

Example:



An alternate method to change the stream mapping reference is to drag a stream mapping node and drop it either onto an existing stream mapping reference, or onto the parent pass. If no stream mapping reference exists in the pass, dropping a stream mapping node onto the pass will create the appropriate reference.

An invalid stream mapping reference will appear with a slash through it (). For example: . Broken references should be fixed as soon as possible, as they may cause unintended effects in the workspace.

The stream mapping and stream mapping reference nodes can contain child note nodes (), available through their context menus.



To edit the stream mapping node, select either **Edit...**, **Edit With** , double click on the node, or press Enter when the node is selected. Please refer to the [Stream Mapping Editor](#) section in this manual for more information about this editor.

Texture Object Nodes and Texture References

Texture object node(s) () can be added to any pass, allowing the user to set any texture or sampler states for each stage that the API will allow. Texture objects also provide links to texture nodes through adding a texture reference node () as a child.









To add a texture object node, select the **Add Texture Object** option from the pass () context menu. The texture stage is determined by the ordering within the workspace tree, with the first texture object defined as having a stage index of 0. Texture objects can be reordered through mouse drag & drop operations, or by selecting the appropriate texture object node and pressing ctrl-up or ctrl-down.

Vertex texture object node(s) () can be added to any pass (if supported), allowing the user to set any texture or sampler states for each stage that the API will allow. Vertex texture objects also provide links to texture nodes through adding a texture reference node () as a child.

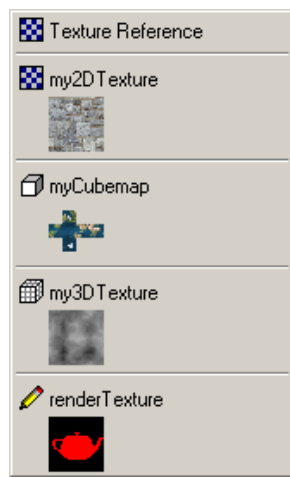
To add a vertex texture object node, select the  Add Vertex Texture Object option from the pass () context menu. The texture stage is determined by the ordering within the workspace tree, with the first vertex texture object defined as having a vertex texture stage index of 0. Vertex texture objects can be reordered through mouse drag & drop operations, or by selecting the appropriate texture object node and pressing ctrl-up or ctrl-down.

Texture stage state values are inherited from the first higher-level texture object at the same stage in the active effect. If there are no set texture stage states at the same stage created within the active effect, the application will look through the passes in the default effect (of matching API) to see if any of them define the texture stage state. If there are no other texture objects setting the texture stage state prior to the one created, it will not inherit any values. By default the incoming values for the texture stage states are set to API default values for those states (please refer to the API documentation for actual default state values).

Changing the texture stage state values in the created texture object node will override inherited values. Note that for upward traversal the application only looks in the pass within the current effect and the default effect. Texture stage states in other effects don't propagate their values.

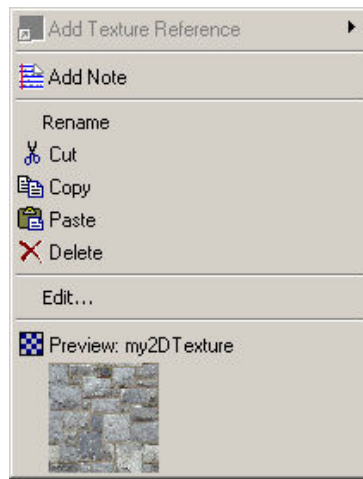
To bind a texture (, , , ) with a texture object (, ), a texture reference () must be added to that texture object. To add a texture reference to a texture object, right click the texture object node and select  Add Texture Reference from the context menu. If existing texture nodes are within the same scope, they will be listed as one of the options in the context menu, and selecting them will result in a new texture reference that will reference the selected texture node.

Example:



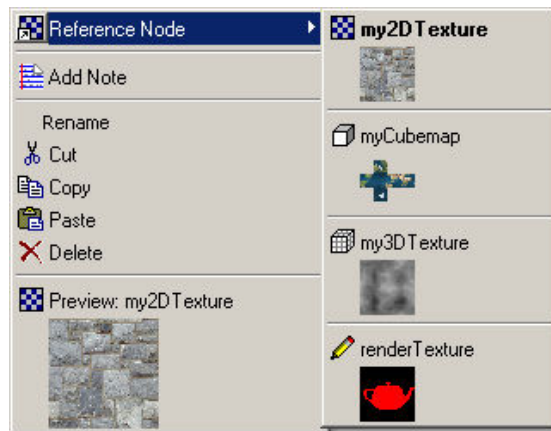
The texture object node context menu will show a small texture thumbnail if a valid texture reference is attached.

Example:





The texture reference can change what texture it is referencing at any time. Selecting the **Reference Node** option will provide the user with a list of available texture nodes to reference, including small thumbnails when available. The currently referenced node will be displayed in bold.


Example:




An alternate method to change the texture reference is to drag a texture node and drop it either onto an existing texture reference, or onto the parent texture object. If no texture



reference exists in the texture object, dropping a texture node onto the texture object will create the appropriate reference.

An invalid texture reference will appear with a slash through it (). For example: . Broken references should be fixed as soon as possible, as they may cause unintended effects in the workspace.

The texture object and texture reference nodes can contain child note nodes (), available through their context menus.


To edit the texture object node, select either **Edit...**, **Edit With** , double click on the node, or press Enter when the node is selected. Please refer to the [Texture State Editor](#) section in this manual for more information about this editor.


Render State Block Nodes

A render state block node () can be added to any pass, allowing the user to set any render state the API will allow. To add a render state block node, select the **Add Render State Block** option from the pass () node context menu.





If no render state block is defined within a pass, the application will traverse the workspace tree upwards from the current pass to find a render state block node and will inherit the render states from the first render state block found. When you create a render state block node in a pass, it inherits the values from the first higher-level render state block found in the active effect. If there are no render state blocks created within the active effect, the application will look through the passes in the default effect (of matching API) to see if any of them define a render state block. If there are no other render state block found prior to the one created, it will not inherit any values. By default the incoming values for the rendering states within a render state block are set to API default values for those states (please refer to the API documentation for actual default state values).

Changing the render state values in the created render state block node will override inherited values. Note that for upward traversal the application only looks in the pass within the current effect and the default effect. The render state block in other effects don't propagate their values.

The render state block can contain child note nodes (), available through the context menu.


To edit the render state block node, select either **Edit...**, **Edit With** , double click on the node, or press Enter when the node is selected. Please refer to the [Render State Editor](#) section in this manual for more information about this editor.

Render Target Nodes

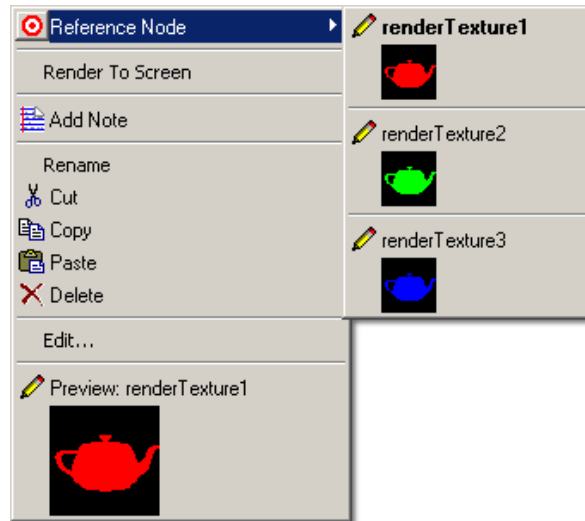
Render target nodes can re-direct pass rendering into a specified renderable texture, instead of the back buffer. Render target node(s) () can be added to any pass, allowing the user to render into a renderable texture () instead of the back buffer. To add a render target node, select the  **Add Render Target** option from the pass () context menu. If existing renderable texture nodes are within the same scope, they will be listed as one of the options in the context menu, and selecting them will result in a new render target that will reference the selected renderable texture node.

Example:






The render target can change what renderable texture it is referencing at any time. Selecting the  **Reference Node** option will provide the user with a list of available renderable texture nodes to reference. The currently referenced node will be displayed in bold.


Example:




An alternate method to change the render target reference is to drag a renderable texture node and drop it onto an existing render target node.



An invalid render target will appear with a slash through it (/). For example: . Broken references should be fixed as soon as possible, as they may cause unintended effects in the workspace.

To temporarily disable a render target, drawing the pass to the screen, select the **Render To Screen** option from the render target context menu. The render target icon will change from  to  to reflect the state change. Note that if multiple render targets are present in a given pass, only one of them may have the render to screen option enabled at the same time. Also note that if this option is selected for any render targets, subsequent passes rendering results may not be correct, if the renderable texture selected for this render target is used.

The render target node can contain child note nodes (), available through the context menu.

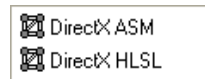
To edit the render target node, select either **Edit...**, **Edit With** , double click on the node, or press Enter when the node is selected. Please refer to the [Render Target Editor](#) section in this manual for more information about this editor.

Vertex Shader Nodes / / /

Vertex shader nodes (🔧) contain the actual code for a vertex shader, or vertex program, and can be added to any pass. To add a vertex shader node, select the  Add Vertex Shader or  Add Vertex Program option from the pass (🔧) node context menu.

Vertex shaders may be of varying types, depending on the API of the parent effect (🌟 / GL / ES). If different types exist for the API, the options will be shown in a popup menu when adding the shader.

Example (DirectX):







Example (OpenGL):




Example (OpenGL ES):

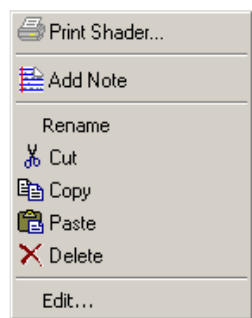


The resulting type will be denoted by an overlay over the created node. The node types with overlays are described below:

1.  A DirectX ASM vertex shader
2.  A DirectX HLSL vertex shader
3.  An OpenGL GLSL vertex shader (vertex program)
4.  An OpenGL ES GLSL vertex shader (vertex program)

To print the shader, select the  Print Shader... option through the shader node context menu. This will activate the standard print dialog to commence printing.



Example:




The vertex shader can contain child node nodes () , available through the context menu.

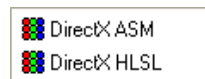
To edit the vertex shader node, select either **Edit...**, **Edit With ▸**, double click on the node, or press Enter when the node is selected. Please refer to the [Shader Editor](#) section in this manual for more information about this editor.

Pixel Shader Nodes / / /

Pixel shader nodes () contain the actual code for a pixel shader, or fragment program, and can be added to any pass. To add a pixel shader node, select the **Add Pixel Shader ▸** or **Add Fragment Program ▸** option from the pass () node context menu.

Pixel shaders may be of varying types, depending on the API of the parent effect (/GL). If different types exist for the API, the options will be shown in a popup menu when adding the shader.

Example (DirectX):







Example (OpenGL):



Example (OpenGL ES):

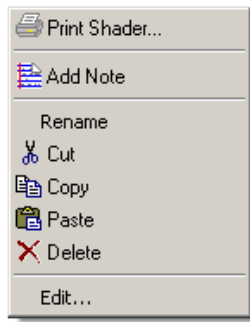


The resulting type will be denoted by an overlay over the created node. The node types with overlays are described below:

1.  A DirectX ASM pixel shader
2.  A DirectX HLSL pixel shader
3.  An OpenGL GLSL pixel shader (fragment program)
4.  An OpenGL ES GLSL pixel shader (fragment program)

To print the shader, select the **Print Shader...** option through the shader node context menu. This will activate the standard print dialog to commence printing.

Example:



The pixel shader can contain child note nodes (📝), available through the context menu.

To edit the pixel shader node, select either **Edit...**, **Edit With ▶**, double click on the node, or press Enter when the node is selected. Please refer to the [Shader Editor](#) section in this manual for more information about this editor.

Tessellation Nodes 📐

Tessellation nodes (📐) contain the tessellation states of the render pass and can be added to any pass. To add a tessellation node, select the **Add Tessellation Node** option from the pass (📐) node context menu.

To edit the tessellation node, select either **Edit...**, **Edit With ▶**, double click on the node, or press Enter when the node is selected. Please refer to the Tessellation Node Editor 📐 section in this manual for more information about this editor.

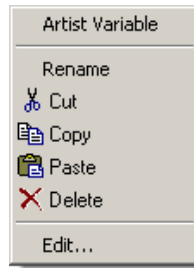
Node Notes 📝

A node note (📝) can be used to hold user text, and can be added as a child to most node types. Normally, these are used to describe the algorithm used within an effect, track revisions, or to detail the purpose of a specific node used within an effect.

To add a node note to a node, select the **Add Note** option from the parent node context menu.

The node note context menu contains the standard variable node operations.

Example:



The **Artist Variable** option will toggle whether or not the variable is modifiable by artists, ie: visible in the workspace tree art tab (Art), or visible in the artist editor (). If a variable is considered artist editable, a small flag () will appear along with the variable in the workspace tree view. Eg:]. There will also be a check () beside the **Artist Variable** menu option if it is currently artist editable.

To edit the node note, select either **Edit...**, **Edit With** , double click on the node, or press Enter when the node is selected. Please refer to the [Note Editor](#) section in this manual for more information about this editor.

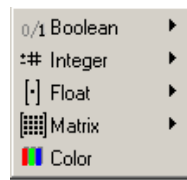
Variable Nodes

RenderMonkey supports the following variable types:

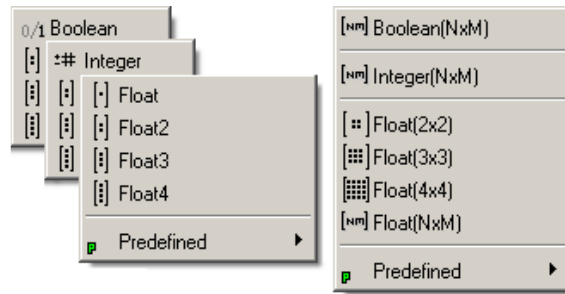
1. (,) 1-4 component Boolean
2. (,) 1-4 component Integer
3. (,) 1-4 component Float
4. (,) 2x2, 3x3, and 4x4, Float matrix
5. NxM Boolean, Integer, or Float matrix
6. Color Variable

To add a new variable, select the **Add Variable** menu option in the workspace tree view context menu.

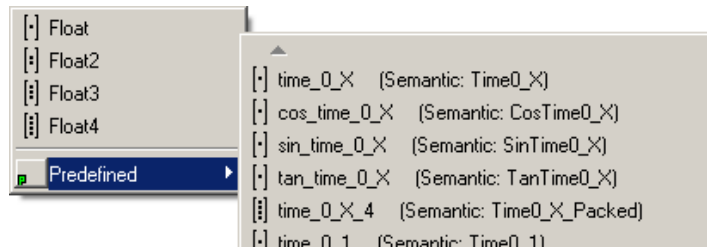
In the adjoining popup menu, select the variable type.



Based on the variable type, select the desired variable dimension.



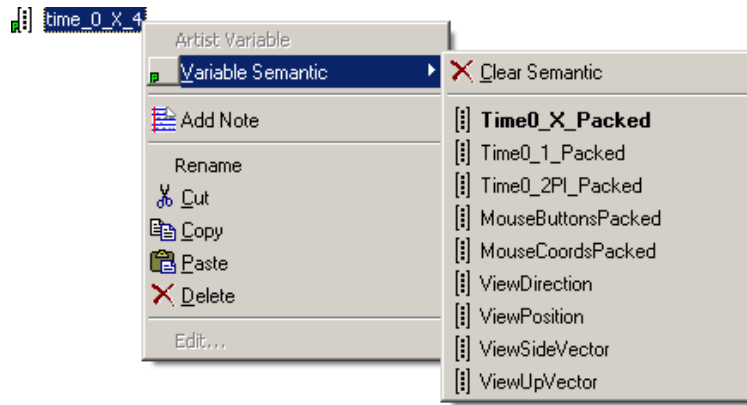
When applicable, there is a list of predefined variables (■) that the user can select from that will create a variable of a predetermined name and semantic. The listed predefined variable will contain an icon depicting the type ([·], [i], [■], etc.), the name that the variable will be created with, and the semantic that will initially be associated with the variable.



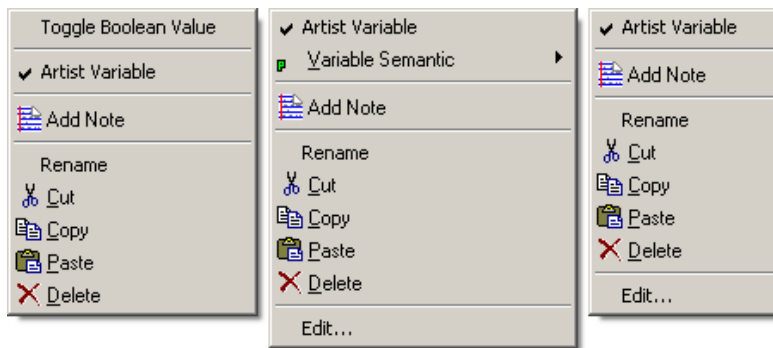
An example, taken from the “Add Variable->Float->Predefined” variable list:






Selecting [·] viewport_width (Semantic: ViewportWidth) will create a float variable, named “viewport_width”, that will be associated with the “ViewportWidth” predefined semantic. The user can associate, un-associate, or re-associate a variable with a predefined semantic at any time, through the variable context menu. Selecting ■ Variable Semantic will bring up a list much like the list available through the “Add Variable->Float->Predefined” options when adding a new variable. However, this list’s options will be restricted to the selected variable’s type, and it will also contain an option to clear the associated semantic ✕ Clear Semantic. The currently selected semantic will appear in bold print in the list. A variable will have an overlay (■) if it is currently being used as a predefined variable.


Example:






Variable context menus:



The **Artist Variable** option will toggle whether or not the variable is modifiable by artists, ie: visible in the workspace tree art tab (), or visible in the artist editor (). If a variable is considered artist editable, a small flag () will appear along with the variable in the workspace tree view. Eg: . There will also be a check () beside the **Artist Variable** menu option if it is currently artist editable.





The variable nodes can contain child note nodes (), available through their context menus.

To toggle 1 component boolean variables' values, use the **Toggle Boolean Value** menu option. The icon in the tree view will change to reflect the current value ( if false,  if true).

To Edit all other variable types, either select **Edit...**, **Edit With** , double click on the node, or press Enter when the node is selected. Please refer to the [Variable Editors](#) section in this manual for more information about these editors.

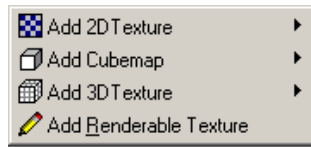
Texture Nodes




RenderMonkey supports the following texture types:

1.  2D Texture
2.  Cubemap Texture
3.  Volume Texture
4.  Renderable Texture

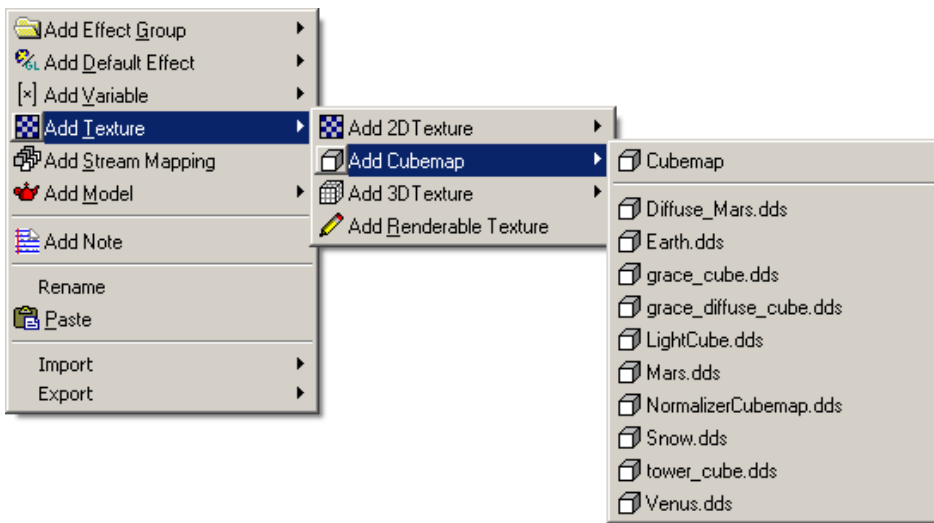
To add a new texture, select the  Add Texture ▸ menu option in the workspace tree view context menu.

In the adjoining popup menu, select the variable type.



Note that a renderable texture () cannot be added to a rendering pass () , so that option will not appear in the  Add Texture ▸ menu for passes.

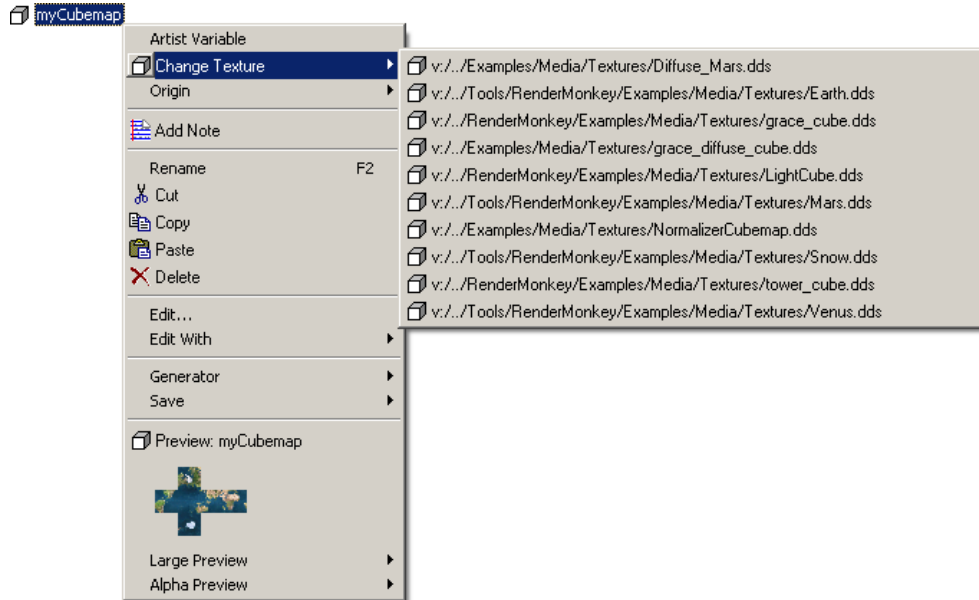
When available, a shortlist of texture files may appear in one or more of the add texture menu options.



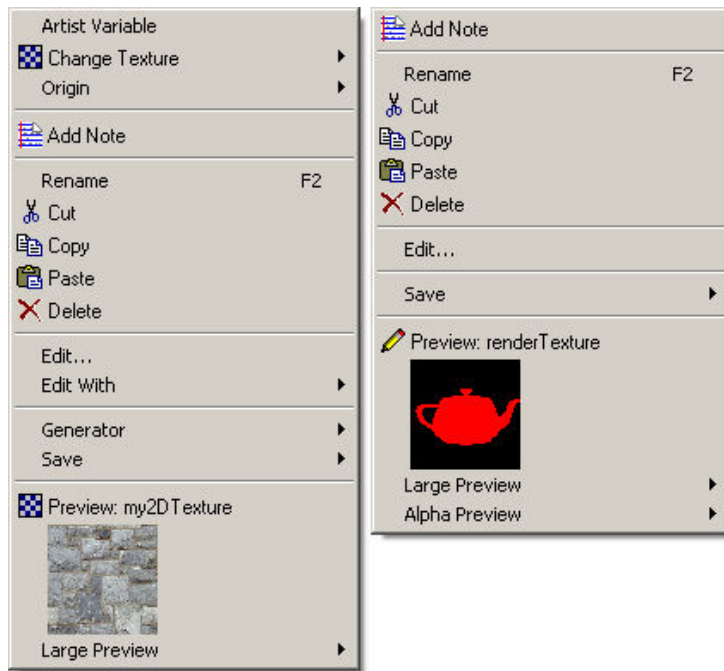
Selecting one of these options will result in the creation of a texture node which references the selected texture file. The user is always free to select an alternate file after







the node has been created. To change the referenced texture file, either select **Edit...**, **Edit With**, double click on the node, or press Enter when the node is selected. This will bring up a file dialog, allowing the user to select an alternate file. An alternate method to change the file is to use the **Change Texture** option from the texture node itself.



Example:




Texture context menus:

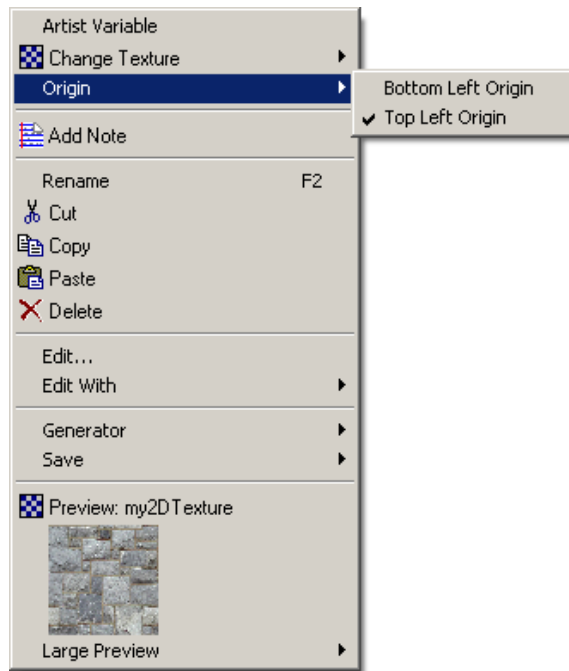


The **Artist Variable** option will toggle whether or not the variable is modifiable by artists, i.e.: visible in the workspace tree art tab (), or visible in the artist editor (). If a variable is considered artist editable, a small flag () will appear along with the variable in the workspace tree view. For example: . There will also be a check () beside the **Artist Variable** menu option if it is currently artist editable. The **Artist Variable** option is not available for renderable textures ().

The **Change Texture**  menu option allows the user to quickly change the referenced texture file by selecting one of the shown files in the generated list. The list is determined through the available files found in the default texture directory, as set in the Application Preferences (Main Menu: Edit->Preferences->General). This option is not available for renderable textures ().

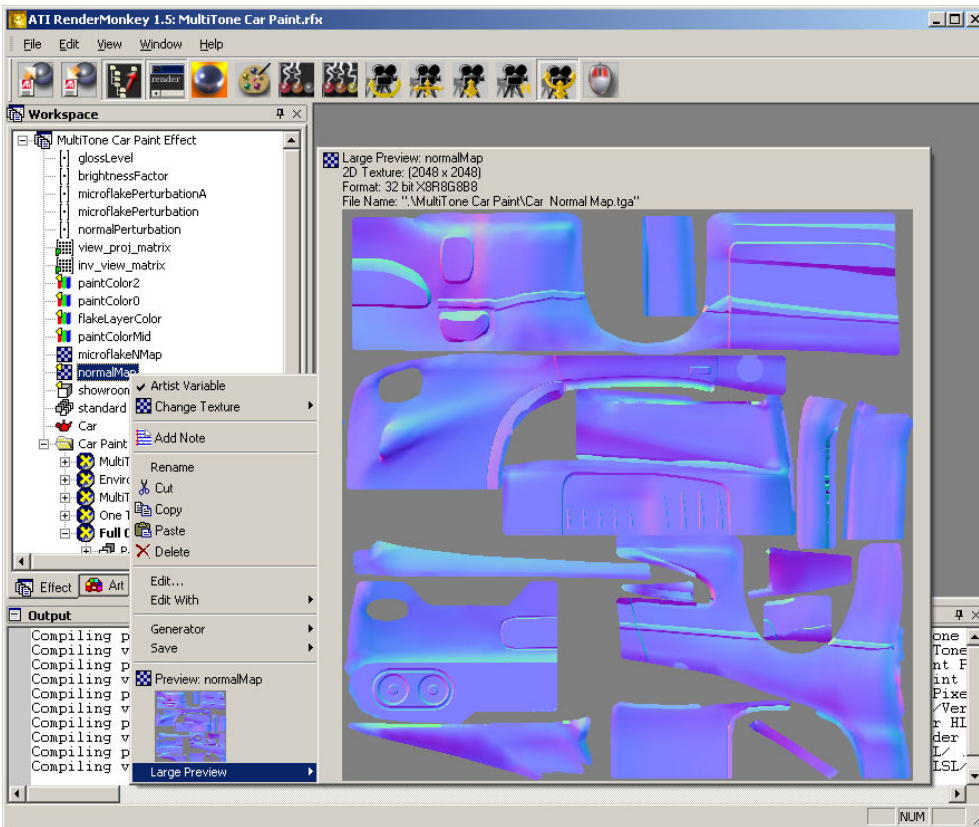
The **Origin**  menu option allows the user to change the expected origin of the texture. This is to help when a texture was saved based on one origin, but it is being used expecting a different origin. RenderMonkey will modify the loaded texture data before using. Select the desired origin from the popup origin menu. The current origin will be displayed with a check mark.

Example:



When available, the **Preview** option will display a thumbnail of the referenced texture. This feature is available for all texture types. The **Large Preview** option will provide the user with a large thumbnail, as well as additional information such as image size, filename, and format.

Example:



If the texture contains an alpha channel, the **Alpha Preview** option will provide the same information, but will show the texture alpha channel instead of the color channels. Selecting any of these options will launch the external file editor associated with texture files, as set in the Application Preferences (Main Menu: Edit->Preferences->External File Editor).

The texture nodes can contain child note nodes (📝), available through their context menus.

Preview Modules

RenderMonkey provides renderers for all supported API including DirectX 9.0, OpenGL 2.0, and OpenGL ES 2.0. It will automatically select appropriate renderer for the active effect using its rendering API and create a window rendering this effect.

Common Renderer Features

Viewer Input and Camera Control

RenderMonkey provides an interface for controlling the camera settings for displaying the active effect. That is done by using the Camera nodes and the Camera Editor. Camera nodes and camera reference nodes are used to specify view orientations for each rendering pass. Camera nodes are placed under an effect, and the camera node marked as “Active” will be manipulated by the Preview window trackball. A Camera Reference is added to a Pass to indicate that the referenced camera settings should be used when rendering that pass. See Editing Camera Settings section to get more details about setting up and editing the camera nodes.

By default, any effect rendered in RenderMonkey uses an implicit, default camera defined in the preview window. That camera is not visible to the user but it is active from the start. If an effect does not have a camera node defined by the user, the effect is rendered using the settings for the default camera. If the user added one or more camera nodes to the effect and camera references to passes, they can select one of the camera nodes to be the active camera for rendering of the effect. One can think of RenderMonkey’s camera nodes in the following fashion: the camera node controls the settings of the rendering camera for rendering of each draw call. The user can set up the entire effect by using a single camera (either an implicit default one or a specifically defined camera node). On the other hand, the user may wish to render separate draw calls with different camera settings (perhaps a different camera position is desired, as to render from light’s point of view). In that case, the user can define separate camera nodes for the purpose.

Only one camera can be active at one time, however, and that is the camera which gets modified as the user applies the trackball interface in the preview window to modify the camera. As the user rotates or pans the camera around in the preview window, the active camera’s values get updated to reflect the new settings. The buttons on the main application toolbar can be used to control the mode for the trackball:



Rotate Camera:

Selecting this mode locks the active camera in the rotation mode for the active camera. The user will be able to modify the orientation of the camera by using the left mouse button in the preview window. This is default starting mode for trackball.



Pan Camera:

Selecting this trackball mode locks the active camera in panning mode. Using the left mouse, the user will be able to pan the camera in the preview window.



Zoom Camera:

Selecting this mode locks the active camera in the zoom mode – by using the left mouse button the user can bring the camera closer or further from the viewer.



Camera Home:

Pressing on this toolbar button will move the active camera to the origin.



Overloaded Camera Mode: Selecting this mode, the user can use the overload mode for the trackball: left mouse button will rotate the camera, Ctrl-left mouse button will pan the camera, and middle mouse button or the mouse wheel will zoom the camera in and out.



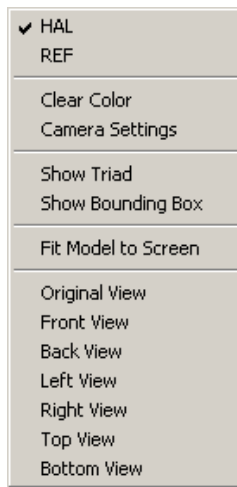
Mouse Input Mode:

Selecting this mode, all mouse input by the user will be sent to the mouse shader parameters. Neither the preview window context menu, nor the camera will be modified by the user when in this mode. This mode is useful when effects are modifiable though the predefined variables that are associated with mouse movement and selection. Any effect that uses mouse input for its rendering will need to utilize this mode.

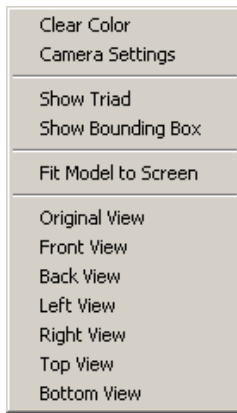
View Selection

The user can also select one of the predefined view settings from the Preview window's menu, activated by right-clicking in the preview window (when not in Mouse Input Mode).

DirectX Example:



OpenGL / OpenGL ES Example:

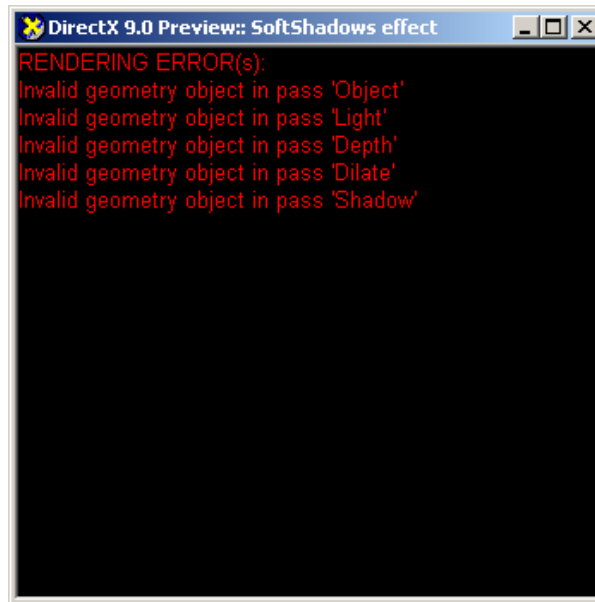


The user can select from one of the following views defined for the preview window: Original, Front, Back, Left, Right, Top and Bottom views.

Rendering Error Reporting

The preview window provides automatic error reporting about invalid or missing resources that are used for rendering currently active effect for the developer of the effect. If you render an effect which has a constant that isn't linked correctly to a RenderMonkey variable node or if the effect attempts to render using an invalid stream map, the renderer module will display an error in the output window as well as in the preview window itself. The image below shows errors for the shadows effect if all of the model-related resources were deleted:

Example:



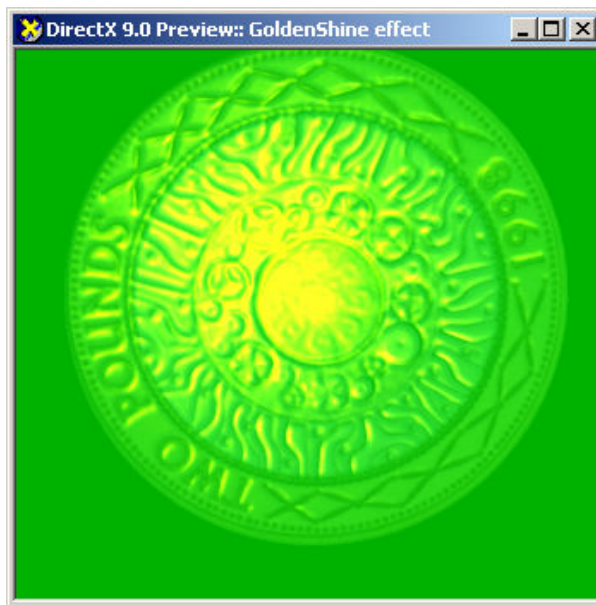
As you can see, the preview window reports that certain passes will not be rendered correctly because they are missing a geometry object reference.

In the case of an effect that uses render targets and passes rendering into renderable textures, if the user creates a pass that uses a renderable texture before it was properly initialized by another pass that would render into that texture, the renderable texture starts out initialized to bright green, to provide instant visual feedback to the user about that setup. For example, the image on the left below is the correct rendering of a glow on a golden coin. The effect is created by rendering the image of a coin into a renderable texture and then applying a glow on that texture and compositing the two images. If we delete the pass that renders the golden coin into a renderable texture, you will see that the glow pass uses a green texture and the overall result in this particular case is clearly incorrect:

Correct rendering example:



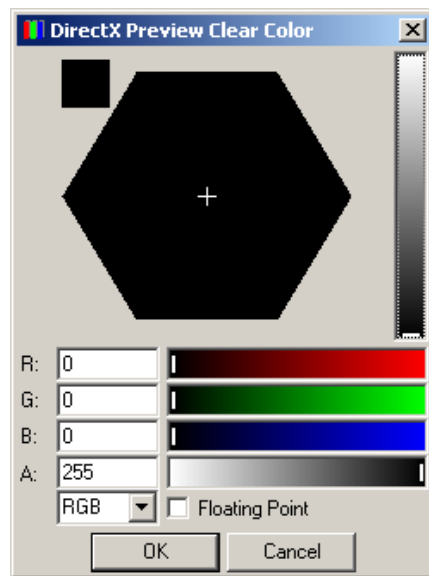
Incorrect renderable texture initialization example:



Setting Clear Color

The *Clear Color* menu option allows the user to make temporary changes to the clear color applied to the color buffer before rendering takes place. When this option is selected, a color editor window is activated to let the user make the appropriate adjustments. Note that the clear color modified by this editor only affects the *current* rendering in the preview window. As soon as the preview window is closed, the setting will not be saved. Every time the user opens the preview window, its clear color gets initialized to the value specified in the DirectX preferences for clear color.

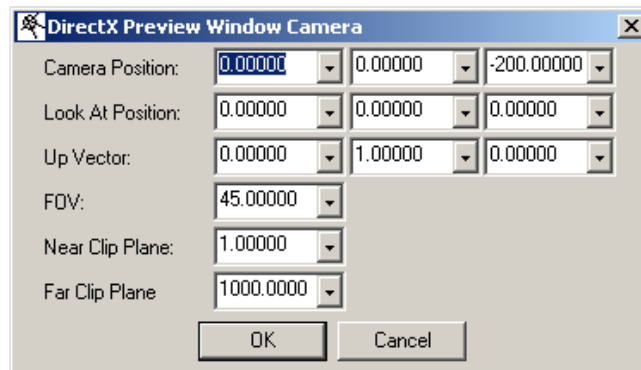
Example:



Controlling Active Camera Settings

The *Camera Settings* menu option allows the user to adjust the camera settings for the preview-owned default camera. When this option is selected, a camera editor window is activated to let the user make the appropriate adjustments. Note that the camera settings modified by this editor only affects the *current* rendering in the preview window. As soon as the preview window is closed, the setting will not be saved. Every time the user opens the preview window, its camera settings get initialized to the value specified in the DirectX preferences for the default camera settings.

Example:

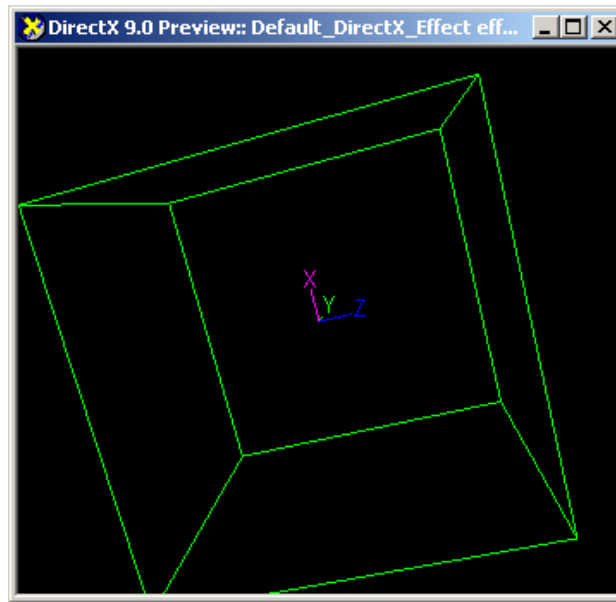


Displaying Axes Triad, Bounding Box and Fitting Model to Screen

The *Show Triad* menu option will toggle the displaying of the view coordinate axis.

The *Show Bounding Box* option will toggle the displaying of the object bounding box. Please note that the bounding box is representative of the model coordinates after the standard projection matrix has been applied to the stored vertices. If the vertex shader modifies the vertex positions in any way, this will invalidate the bounding box displayed for this model. Only initial model bounding box (as imported or generated by RenderMonkey) will be displayed. Further modification of the model vertices by a vertex shader will not be reflected.

Example of *Show Bounding Box* and *Show Triad* options:



The *Fit Model to Screen* menu option will modify the active camera to fit best to the bounding box of the models in the passes that use this active camera. Note that if any of the passes in the effect do not use the active camera, *Fit Model to Screen* mode will not include these passes for computing the fitting bounding box. Another precaution about this setting and geometry bounding boxes: if any passes use vertex shaders that modify vertex positions, the original bounding box will not correspond to actual output vertex positions and thus will not be correct.

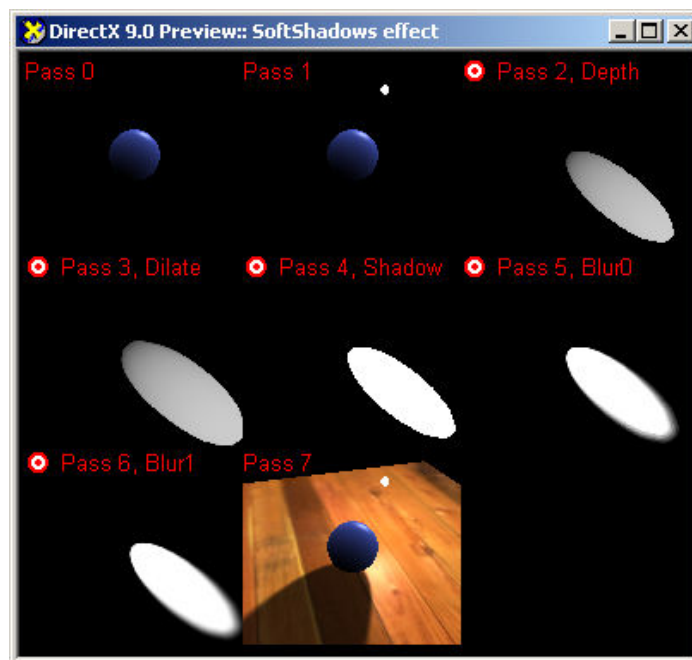
Common Keyboard Shortcuts

Pressing ‘h’ in the preview window displays all keyboard shortcuts available for the window. Currently supported options:

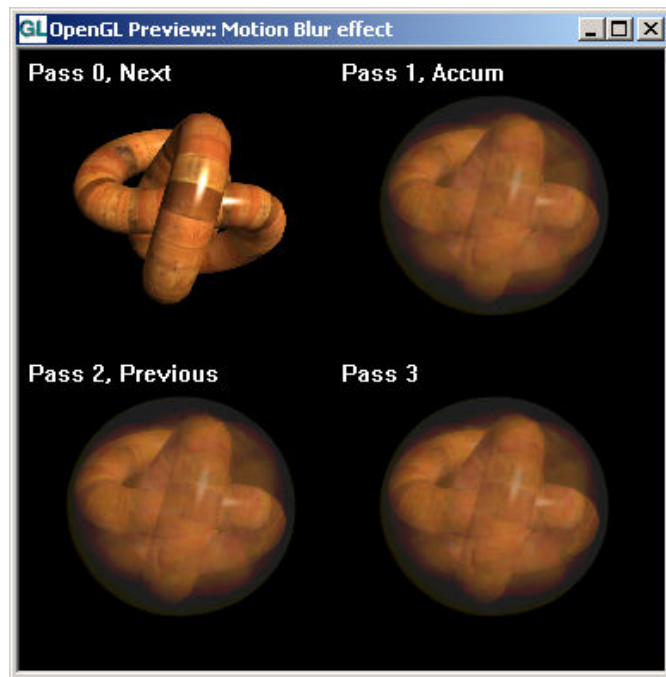
- Press ‘s’ to toggle display the rendering statistics of the active effect
- Press ‘u’ will force an update of all rendering resources used to render currently active effect, such as reloading textures, recreating the buffers, etc.
- Press ‘p’ to display the output of each draw call in a separate mini-viewport. Each individual viewport contains the output of each pass and all the passes prior to the pass. If a pass outputs to a render target, the viewport for that pass will contain the contents of the renderable texture generated by the pass. In the example below, you see the output of a soft shadows effect where the shadow is

generated in multiple passes blurring the shadow from the light in successive blurs and then composited onto scene.

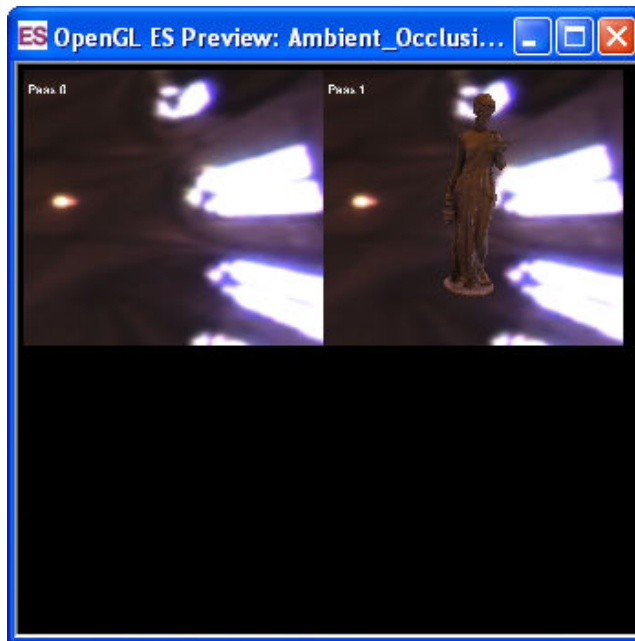
DirectX Example:



OpenGL Example:



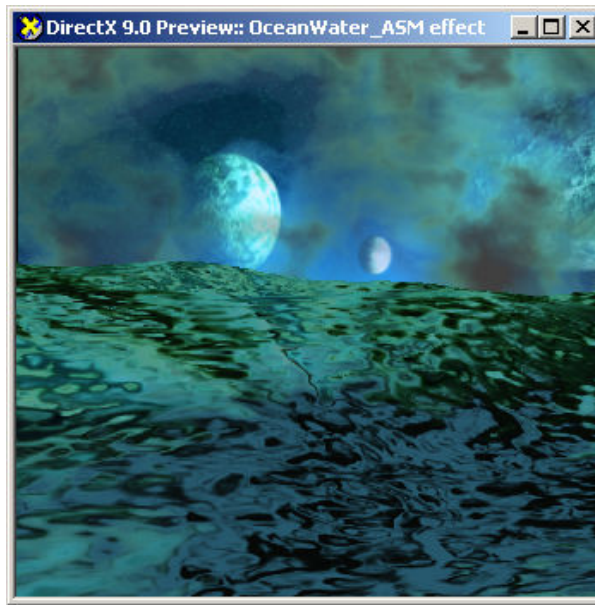
OpenGL ES Example:



- Press ‘a’ will toggle display of the coordinate axes triad
- Press ‘m’ to reload all models used for rendering of the active effect
- Press ‘t’ to reload all textures used for rendering of the active effect
- Press ‘b’ will toggle display of the geometry bounding box
- Press ‘h’ will display the available shortcuts in the output window
- Press space to update rendering output while rendering effect in REF rasterizer (DirectX) or software rasterizer (OpenGL/OpenGL ES). By default, rendering in software rasterizer is only updated on demand, since it can be quite slow on many users’ machines. To refresh rendering for a particular frame, press “space” bar. RenderMonkey will notify the user when the rendering is completed.
- Press F2 to toggle between windowed and full screen mode.

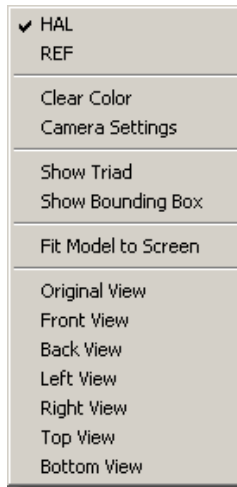
DirectX Preview Module

The DirectX Preview module is used to interactively preview effects in the opened workspace. To view a particular effect, you must select it to be the currently active effect in the workspace; to do so, right-click on the effect node and select “Set as Active Effect” from the context menu for that effect.



The user can also use the DirectX preview window's menu to select the type of device used for rendering current effect. By default, RenderMonkey will try to create HAL rendering device if hardware settings permit. However, if user's hardware fails to support hardware acceleration of shaders, or if they simply wish to view their effect using the DirectX reference rasterizer, they can select that setting by selecting REF option from the preview window. Once the user selected the reference rasterizer, the contents of the preview window will be updated only on demand, as rendering shader-based effects using software rasterizer can be quite slow. To update the rendering, the user can press the space bar in the preview window. When rotating or panning or zooming in the preview window, the user will see the bounding box of rendered objects and the coordinate axes triad in the preview window when they are modifying the camera.

DirectX preview window context menu options:

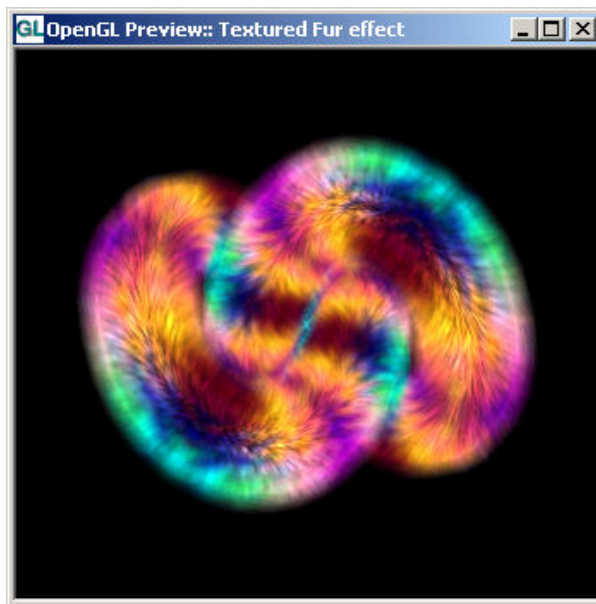


DirectX preview window specific keyboard shortcuts:

- Press “i” to take a snapshot image of currently rendered effect. A bitmap image will be saved in the directly for currently opened workspace when “i” is pressed



OpenGL Preview Module

The OpenGL Preview module is used to interactively preview OpenGL based effects in the opened workspace. To view a particular effect, you must select it to be the currently active effect in the workspace; to do so, right-click on the effect node and select “Set as Active Effect” from the context menu for that effect.






Comment [PL1]: Add an OpenGL ES example

Shader Editor

The shader editor is an MDI window editor that is used to edit the properties of pixel / vertex shader nodes ( .

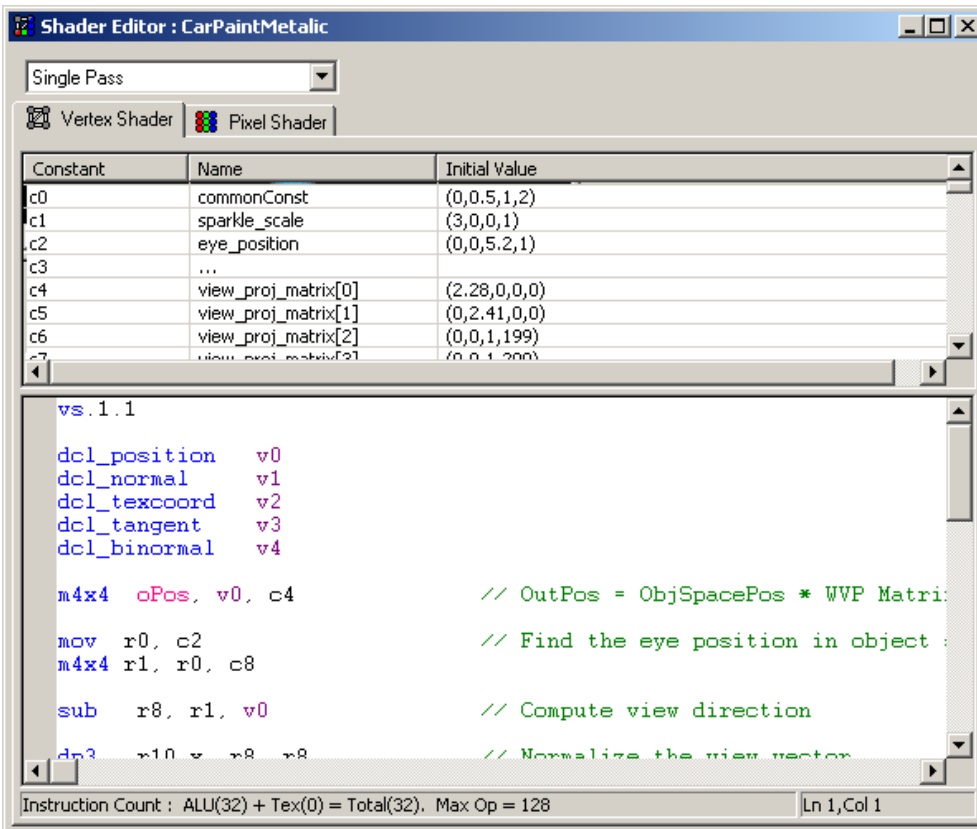
To edit a particular shader, the user can either double-click on the shader node or select “Edit” from the shader context menu. This will open the shader source editor, which is a tabbed window used to edit shaders within an Effect. Each tab denotes a vertex (or pixel) shader per Pass in the Effect. There is one shader source editor for all shaders within an Effect.

Depending on the language used for the shader, the High Level Shading Language editor or the assembly shader editor will be automatically selected to edit that shader. The features of each particular interface will be described in the sections below.

To compile the shader being edited, the user should click one of the    (“Compile Shader”) buttons on the main toolbar or use the accelerator (F7 by default). Pressing that button not only compiles the current shader, but it also internally saves the changes of the code of from the shader editor into the shader node. If the user modified the shader text and then tries to close the editor without committing (compiling) the changes, the user will be prompted to commit changes for that particular shader to save the updated shader code.

Editing Assembly Shaders

The assembly shader editor window consists of two panes – the top pane is used to bind RenderMonkey variable nodes to shader constant registers and the bottom pane is used to directly edit the shader text.

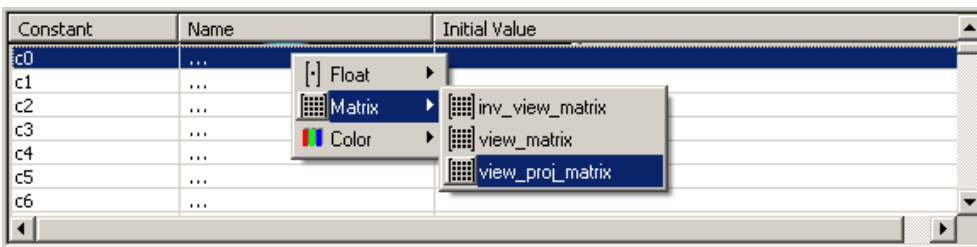


The constant store editor is a list view with three columns. Each row represents values for one particular register. The first column, “Constant”, denotes the index of that register. The second column, “Name”, shows the node that is linked to that register, or “...” if there isn’t a variable linked to that register. The third column shows the initial value of variable node linked to the register.

Binding a RenderMonkey variable node to a constant store register means that the software will actually bind the internal values of the nodes directly to the register values. Within RenderMonkey IDE, vector and colors nodes are represented by 4 different floats, scalars are mapped to 4 floats having the same value, and matrices are represented by 16 floats.

To bind a RenderMonkey node to a register, the user should click on the field in the “Name” column for the constant and select a variable node from the popup menu that

will appear. The popup menu will contain all variables that are within scope of the shader being edited. Once a node is selected, the user will see its name appear in the “Name” column for the selected register and the current values of the node will be displayed in the “Initial Value” column.



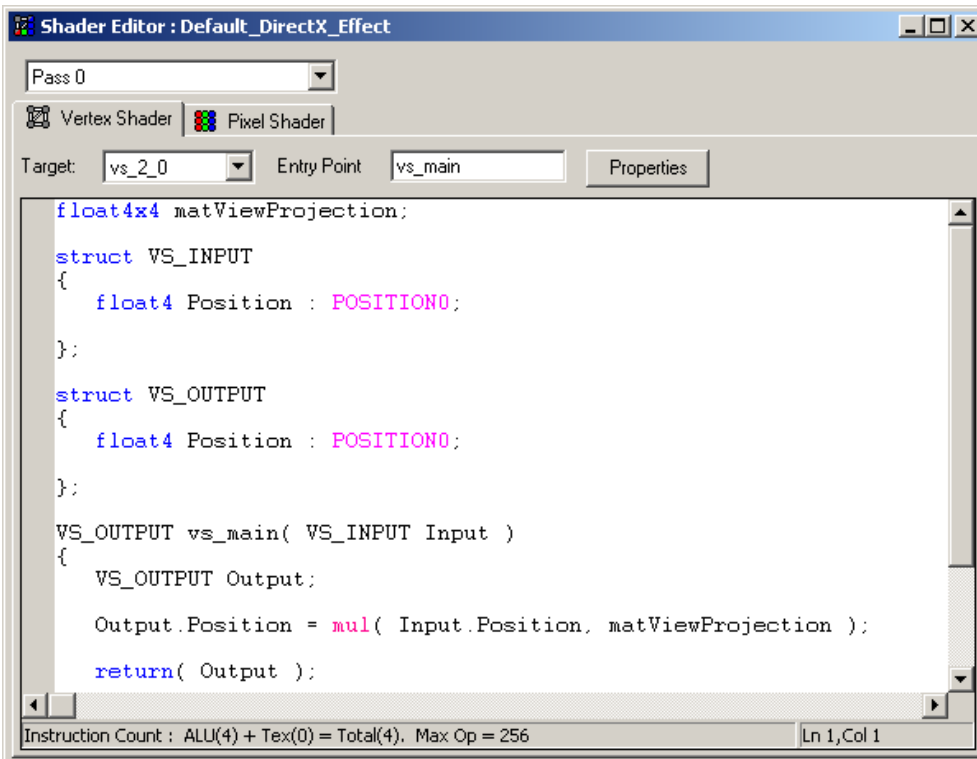
To clear a constant store register, the user should select Clear menu option from the popup menu for the register. The name of the variable previously linked to that node will be replaced by “...” and the “Initial Value” column will be cleared.

Please note that if the user binds a matrix to a particular constant, then the three constants below that constant will be overwritten with the rows of that matrix.

The source editor has support for customizable syntax coloring for pixel and vertex shader assembly code. There is also full clipboard support for standard editing operations.

Editing DirectX HLSL Shaders

The DirectX high level shader editor window consists of one or two panes – the top pane is used to specify the target, entry point, and any additional shader properties, and the bottom pane is used to directly edit the shader text.





To bind a RenderMonkey variable to a shader constant, the user must either add the appropriate declaration to the shader, or use the workspace editor to drag the variable node and drop it onto the shader node, where the appropriate declaration will be automatically added.


Similar process is used to bind RenderMonkey texture objects to the sampler declarations in HLSL. The user should first create valid texture objects for each texture stage they want to use with texture references. After the texture object exists, the user can either manually add the appropriate declaration to the shader, or use the workspace editor to drag the texture object node and drop it onto the shader node, where the appropriate declaration will be automatically added.

The user should be aware that the mapping process of RenderMonkey nodes to the declaration block depends on the node being named exactly the same as the parameter in the declaration block. Also, the RenderMonkey nodes they desire to map must be named

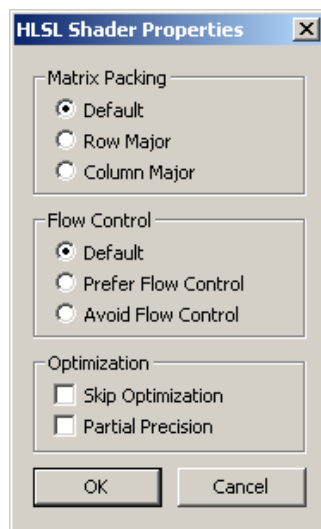
within the constraints of the high level shading language, otherwise improper naming will result in compilation errors. Please refer to the language manual to learn of valid naming conventions. If a variable of texture object node is renamed in the workspace, the user must manually make the appropriate changes in the affected shaders to update the declaration with the new name.

By default, an HLSL shader entry point is set to main. The user can change it by typing a different name in the entry point edit field: .

Every HLSL shader must provide a compilation target. To do that, the user should select from a list of available targets from the Target combo box: . The target sets are separate for pixel and vertex shader – please refer to High Level Shading Language documentation for explanation of each target value.

The user can change some of the compilation flags that will get applied to the shader. By selecting the  button, a shader properties dialog will be displayed.

Example:



From this dialog, the user can specify the matrix packing, flow control, and optimization flags that will get applied to the shader upon compilation.

The bottom pane of the editor is used to edit the actual text of the shader. The shader text must contain at least one function with the same name as the specified entry point for the shader to compile. The shader text editor has High Level Shading Language customizable syntax coloring.

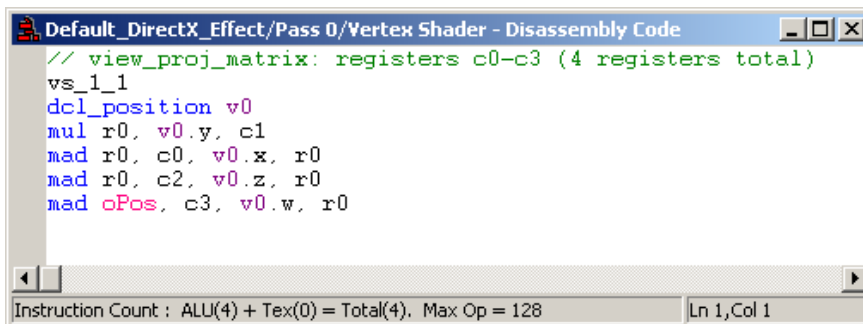
HLSL Disassembly Window

Upon successful compilation of an HLSL Shader, the disassembly code from the compiled shader is available to view. Selecting “Show Disassembly Code...” from the shader editor’s context menu will bring up the Disassembly Window to view.

Example:

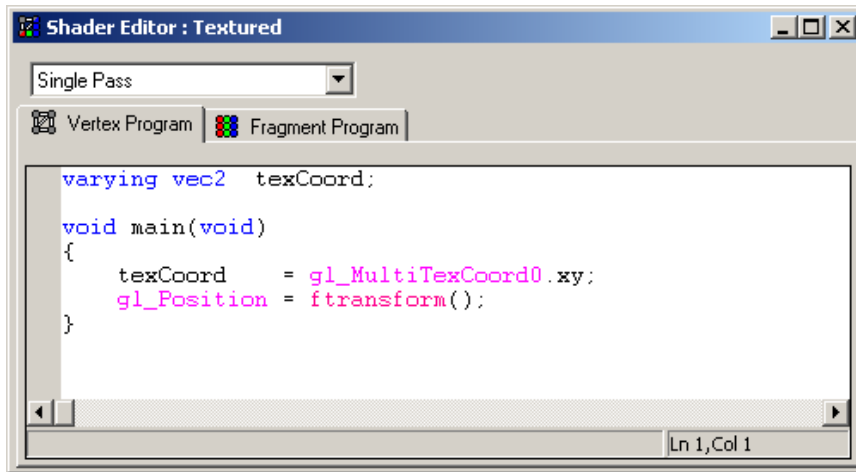


The disassembler window shows code information such as the number of ALU instructions (ALU Op #), the number of texture instructions used by the shader (Tex Op #), the total number of instructions generated by this shader (Total Op #) and the maximum number of instructions allowed for a particular compile target (Max Op #). This information is very useful when targeting specific hardware with HLSL shaders as well getting the best performance out of your shaders.



Editing OpenGL Shaders

The OpenGL high level shader editor window consists of a single pane used to edit the shader text.



To bind a RenderMonkey variable to a shader constant, the user must either add the appropriate declaration to the shader, or use the workspace editor to drag the variable node and drop it onto the shader node, where the appropriate declaration will be automatically added.

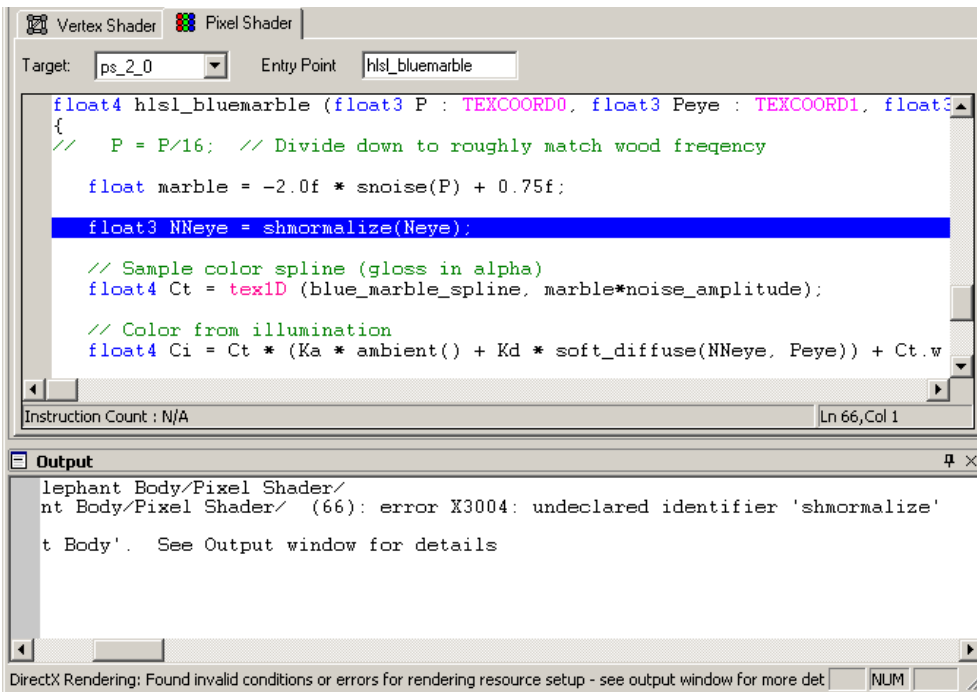
Similar process is used to bind RenderMonkey texture objects to the sampler declarations. The user should first create valid texture objects for each texture stage they want to use with texture references. After the texture object exists, the user can either manually add the appropriate declaration to the shader, or use the workspace editor to drag the texture object node and drop it onto the shader node, where the appropriate declaration will be automatically added.

The user should be aware that the mapping process of RenderMonkey nodes to the declaration block depends on the node being named exactly the same as the parameter in the declaration block. Also, the RenderMonkey nodes they desire to map must be named within the constraints of the high level shading language, otherwise improper naming will result in compilation errors. Please refer to the language manual to learn of valid naming conventions. If a variable of texture object node is renamed in the workspace, the user must manually make the appropriate changes in the affected shaders to update the declaration with the new name.

Assembly or Compilation Errors and Warnings

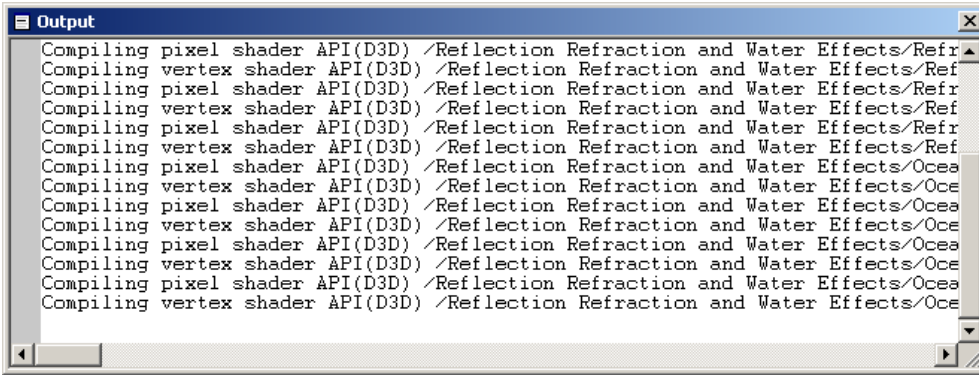
The source editor supports line highlighting for assembly or compilation errors and warnings. If a particular shader has an error or warning, it will be reported in the output

module window. The user then can double-click the error in the output window and the line containing the error or warning will be highlighted in the shader source editor for that shader:




Output Module

The output module is a docked window typically located on the bottom of the main application interface. That window is used to output the results of shader compilation and other application text messages. The output window is linked with the shader editor for compilation error and warning highlighting.

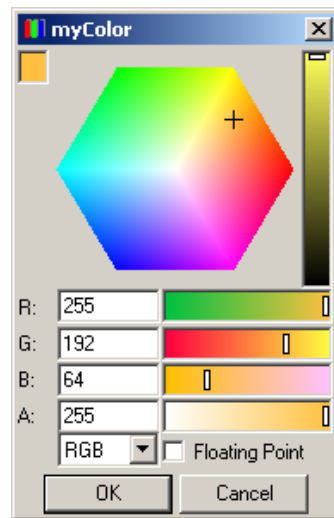


Variable Editors

Color Editor

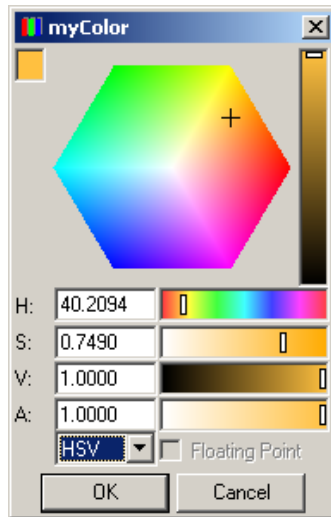
The color editor is a dock-able editor that is used to edit color variable nodes . The user can edit color variables using either the RGB or HSV color models, selectable through the combo box on the lower left hand side of the editor. These editing preferences will be preserved through subsequent edits of the same color variable.

RGB Example:



When editing using the RGB color model, the user can edit values in an integer format [0..255], or in a floating point format [0..1]. This is selectable through the “Floating Point” check box on the lower right hand side of the editor. When using the floating point format, values outside of the [0..1] range can be entered.

HSV Example:



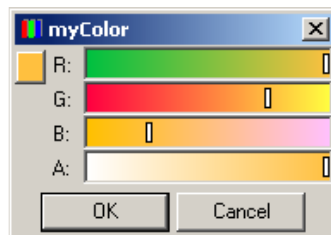
Value changes can be accomplished in the following ways:

1. Directly typing the values in the appropriate edit boxes for each component (R, G, B, A or H, S, V, A).
2. Interactively selecting color from the color wheel.
3. Modifying the color sliders for each component.
4. Modifying the intensity of the color being edited by using the vertical intensity slider.

The value of the color is shown in the color swatch at the top left corner of the color picker. All changes made in the editor are immediately reflected in the associated color variable node.

The color editor can operate in two modes. By selecting the small color key button at the top left of the editor, the color editor will toggle between a large and a small view.


Example:



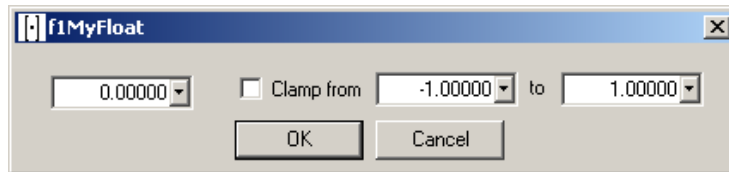
When using the small view, tool tips are available to display the value at each scroll control.

The user can select to keep the changes to the color variable or to dismiss them by selecting either the “OK” or “Cancel” buttons.

Scalar Editor

The scalar editor is a dock-able editor that is used to edit scalar floating point variable nodes ().

Example:




The scalar can be edited by either directly typing the value in the main edit box, or by interactively using a popup slider which will be in the same range as the clamping bounds (regardless whether the user chooses to clamp the vector or not). By selecting the “Clamp from” check box, and choosing the appropriate minimum and maximum ranges, the user can ensure the variable values stay within a known range during modification.

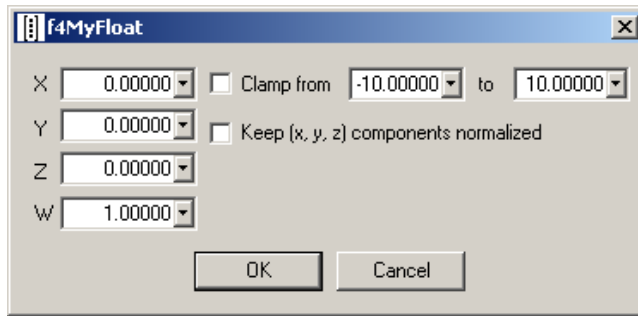
The user can preview the changes to the rendered effect by modifying the value of the scalar interactively in the preview window.

At any point, the user can select “Cancel” to undo the changes to the variable. If “OK” is pressed, the new value for the scalar variable is propagated to the database.

Vector Editor

The vector editor is a dock-able editor that is used to edit 4-component floating point vector variable nodes ().

Example:




Each vector component can be edited by either directly typing the value in the component edit box or by interactively using a popup slider for each component. The sliders' ranges will be the same as the clamping bounds for the vector (regardless whether the user chooses to clamp the vector or not). By selecting the "Clamp from" check box, and choosing the appropriate minimum and maximum ranges, the user can ensure the variable values stay within a known range during modification. The user may also select to keep the vector normalized by selecting "Keep vector normalized" check box.

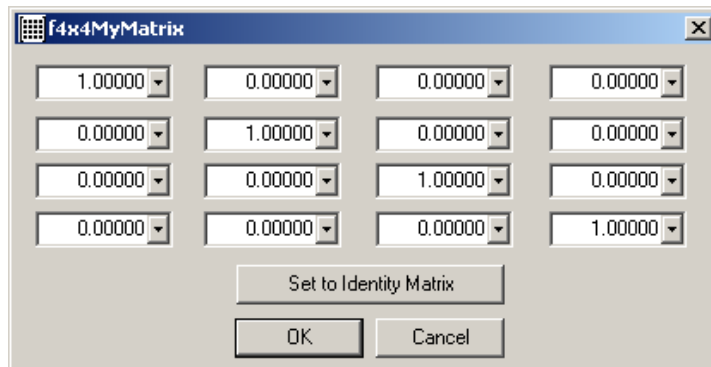
The user can preview the changes to the rendered effect by modifying the value of the vector interactively in the preview window.

At any point, the user can select "Cancel" to undo the changes to the variable. If "OK" is pressed, the new value for the vector variable is propagated to the database.

Matrix Editor

The matrix editor is a dock-able editor that is used to edit 4x4 floating point matrix variable nodes ().

Example:



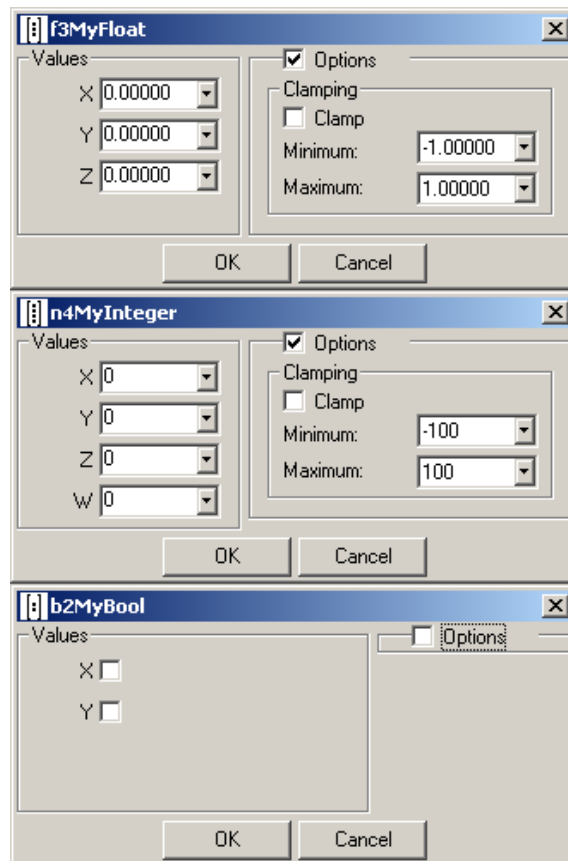
Each matrix component can be edited by either directly typing the value in the component edit box or by interactively using a popup slider for each component. The slider range is preset to be between [-100.0; 100.0], however, typing a value outside of that range expands the range to that value. The user can also set the matrix to an identity matrix by clicking the appropriately named button. Similarly to the other variables, the user can select to keep the changes to the variable values or to dismiss it by selecting either “OK” or “Cancel” variables.

Dynamic Variable Editor [·]/[·]/[·]/[·]/[·]/[·]/[·]/[·]

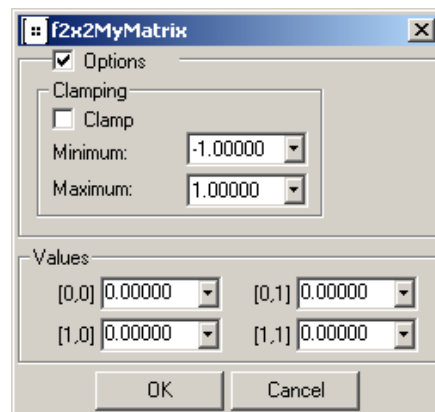
The dynamic variable editor is a dock-able editor that is used to edit the following types of variables:

7. ([·],[·],[·]) 2-4 component Boolean
8. (*#, [·],[·],[·]) 1-4 component Integer
9. ([·],[·]) 2-3 component Float
10. ([·],[·]) 2x2 and 3x3 Float matrix
11. [·] NxM Boolean, Integer, or Float matrix

Examples of 2-4 component vector editors of varying types:

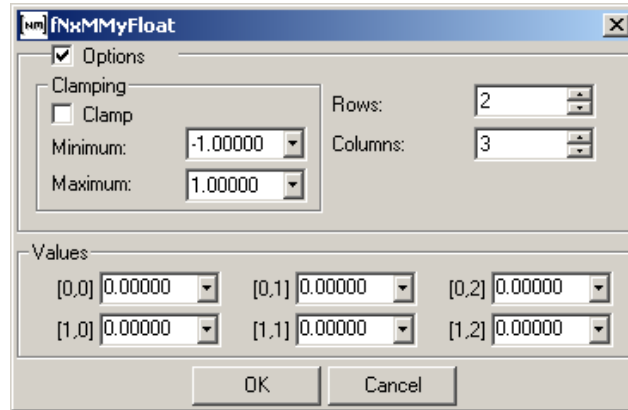


Examples of a 2x2 matrix editor of float type:



Dynamically sized variables have row and column edit fields. These can be adjusted to tailor the dimensions of the variable to suite the requirements. A note of caution though, as once the variable has been added to a shader, changing the dimension without also modifying the shader declaration, may have unintended consequences.

Example of an NxM dynamic matrix of float type:




Each component can be edited by either directly typing the value in the component edit box or by interactively using a popup slider for each component. The sliders' ranges will be the same as the clamping bounds, regardless whether the user chooses to clamp the vector or not. By selecting the “Clamp” check box, and choosing the appropriate “Minimum” and “Maximum” ranges, the user can ensure the variable values stay within a known range during modification.

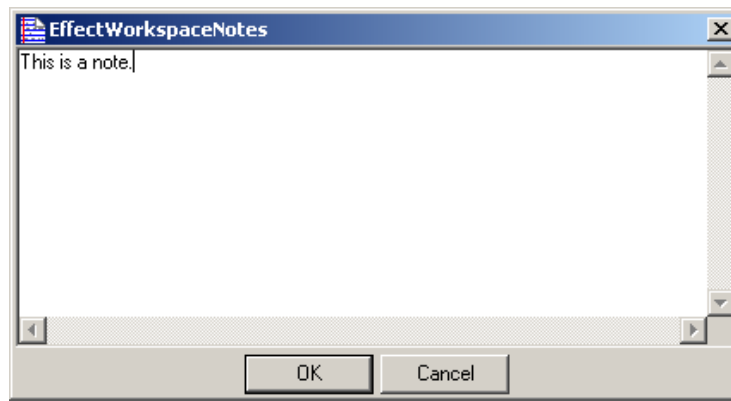
The user can preview the changes to the rendered effect by modifying the values interactively in the preview window.

At any point, the user can select “Cancel” to undo the changes to the variable. If “OK” is pressed, the new value for the variable is propagated to the database.

Note Editor

The note editor is a dock-able editor that is used to edit node notes ()

Example:







The user may type in information into notes to describe particular algorithms, explain variable value restrictions, leave information for other users, etc.

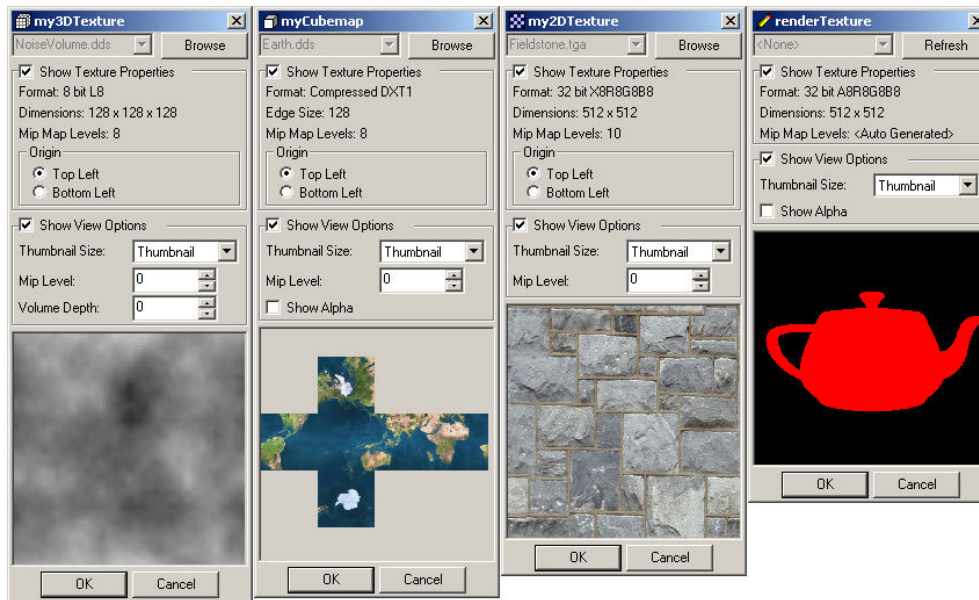
At any point, the user can select “Cancel” to undo the changes to the note. If “OK” is pressed, the new note is propagated to the database.

Other Editors

Texture Viewer

The texture viewer is a docking dialog editor that is used to view and edit the properties of standard texture nodes (, , , ).

Example:



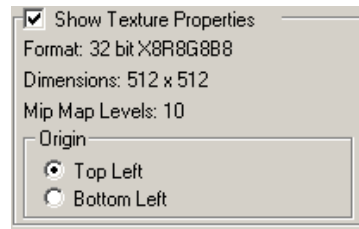
The top of the editor shows the filename, and a “Browse” button that will launch the texture loader to select an alternate texture file. Renderable textures will have a “Refresh” button in place of a “Browse” button. The “Refresh” button will allow the user to refresh the contents of the renderable texture, providing the associated preview window has modified the contents.

The texture viewer contains two collapsible groups of controls, plus the texture image itself.

The “Show Texture Properties” group displays information about the texture, such as the format, dimensions, mip map levels, and the origin options. Like the origin options available through the tree view texture node context menu, the user can select between a

“Top Left” and a “Bottom Left” texture origin. This will inform the preview window on how to load the associated texture data into the API specific structure.

Example:



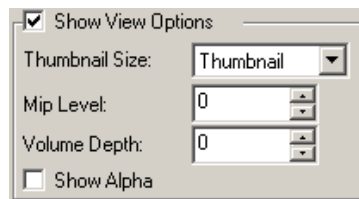
Collapse the “Show Texture Properties” group by selecting the check box (☒) next to the group label.

Example:



The “Show View Options” allow the user to change the properties of the shown texture image below. The user can modify the thumbnail size, shown mip map level, volume depth, and alpha texture properties. Note that some of these options may not apply to the associated texture, and will not be displayed.

Example:



The user can change the “Thumbnail Size” option to “Thumbnail”, which will fill the available area, or set a percentage of the texture size (25%, 50%, 100%, 200%, 400%, or 800%). The user can also select the “Mip Level” to step through the texture mip map chain. The “Volume Depth” option allows the user to step through slices of a 3D volume texture, and the selected mip map level. The “Show Alpha” option allows the user to view the texture alpha channel instead of the color channel.


Collapse the “Show View Options” group by selecting the check box (☒) next to the group label.

Example:

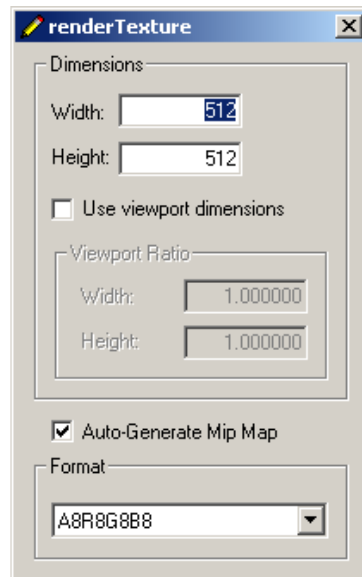


The displayed texture will resize to fill the remaining available space, while honoring the selected thumbnail size.

Renderable Texture Editor

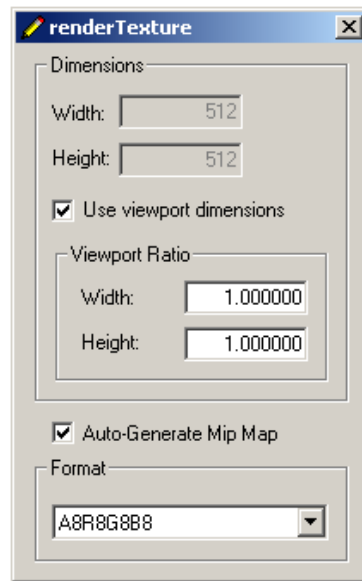
The renderable texture editor is a dialog editor that is used to edit the properties of a renderable texture node ().

Example:



In that editor you can change the dimensions of the renderable texture: to change either width or height of the texture, type the integer dimension that you wish into the appropriate edit box and press “Enter” to propagate the changes and create new renderable texture. You may also bind the texture to use the dimensions of current viewport by checking “Use viewport dimensions” button. When this option is selected, you can modify the “Viewport Ratio” width and height settings. These settings will enable the user to create a renderable texture whose size is proportional to the size of the rendering viewport.


Example:



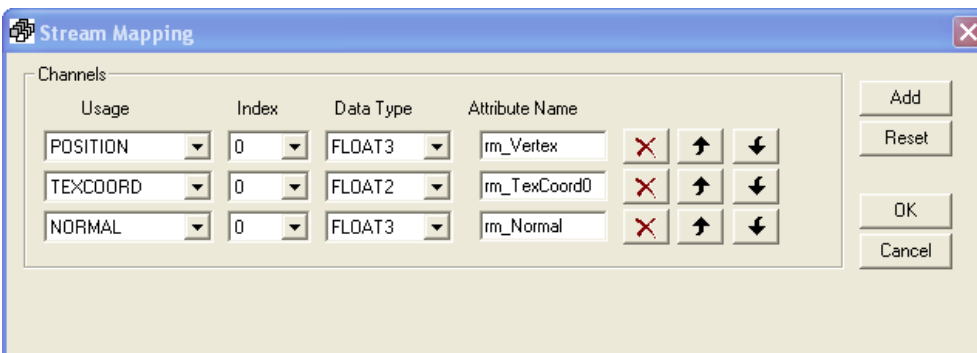
Selecting “Auto-Generate Mip Map” will enable the mip-map chain to be auto generated during the rendering process.

To change the format of the renderable texture, the user can select from a list of predefined formats by selecting them from the Format combo box control.


Stream Mapping Editor

The stream mapping editor is a dialog editor that is used to edit the properties of a stream mapping node () .

Example:




To add new stream channels to the stream, the user can click the **Add** button in the stream mapping editor. Then the user can select the desired usage for that stream, and select the usage index and type. The “Attribute Name” field displays the default name that can be used in the shader editor to refer to that stream. In an OpenGL ES effect, the changed name should be used to reference the stream; however, in a DirectX or OpenGL effect, the new name has no affect in the shader editor.

To delete a stream channel, the user can click  on the right of the channel.

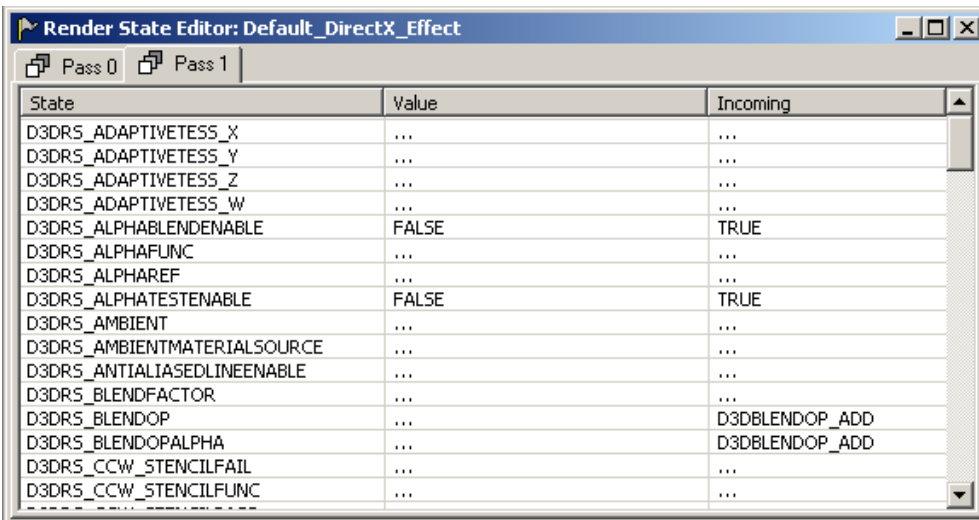
Stream channels can be reordered by pressing the  (up) and  (down) buttons.

The user can select to keep the changes to the stream map, or to dismiss them by selecting either **OK** or **Cancel**. Changes made to the stream map are propagated to the database upon the selection of **OK**.

Render State Editor

The render state editor is an MDI window editor that is used to edit the properties of a render state block node ().

Example:



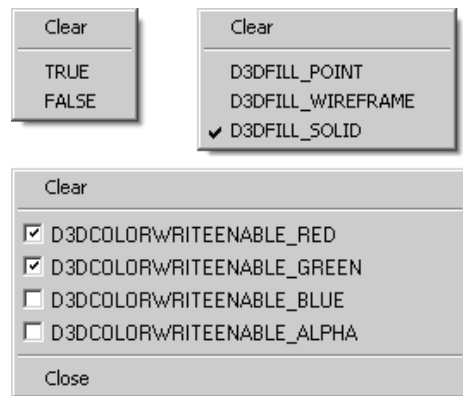
This editor will display all render state blocks within the containing effect, and will update accordingly as new render state blocks are added, renamed, or removed from the containing effect. Each render state block is displayed under a tab that represents the

containing pass. Selecting the appropriate pass tab will result in the displaying of the contained render state block.

The editor has three columns. The “State” column gives the name of each available state. The “Value” column specifies the current value of the state, if any. The “Incoming” column specifies any incoming value that will have been set in a previous pass, or the default effect. The user can modify the sort order of the listed values by clicking on the appropriate column with the mouse.

Clicking in the value field will initiate the editing of the selected state. If the state is a numerical state, the user will be able to modify the numeric value in place. If the state has an associated context menu, the context menu will provide the valid options for the state.


Example:



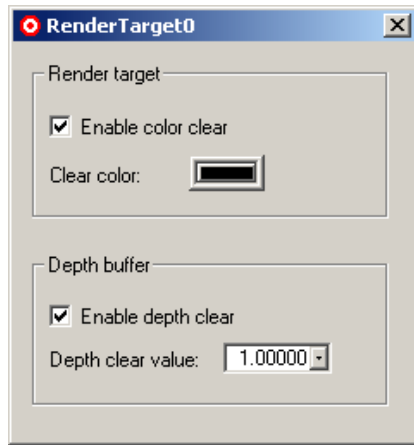
Changing the render state values in the created render state block node will override inherited (incoming) values. Note that for upward traversal, the application only looks in the pass within the current effect and the default effect. The render state block in other effects don't propagate their values.

Changes made to the render state block of an active effect will take effect immediately.

Render Target Editor

The render target editor is a dialog editor that is used to edit the properties of a render target node ()

Example:

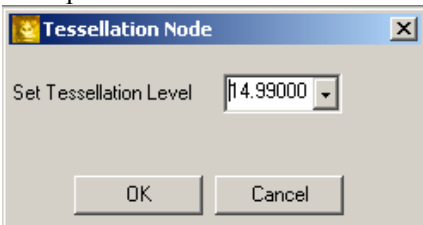


From this editor, the user can select whether to clear the renderable texture by checking or un-checking “Enable color clear” button. If the user chose to clear the texture, they can select the color they wish to clear it to by clicking on the “Clear Color” button and selecting the color from the dialog that will appear. The user can also select whether to enable depth clearing by checking or un-checking “Enable depth clear” button. If depth clearing is enabled, the user can select the value used.

Tessellation Node Editor

The tessellation node editor is a dialog editor that is used to edit the properties of a tessellation object node ()



Example:



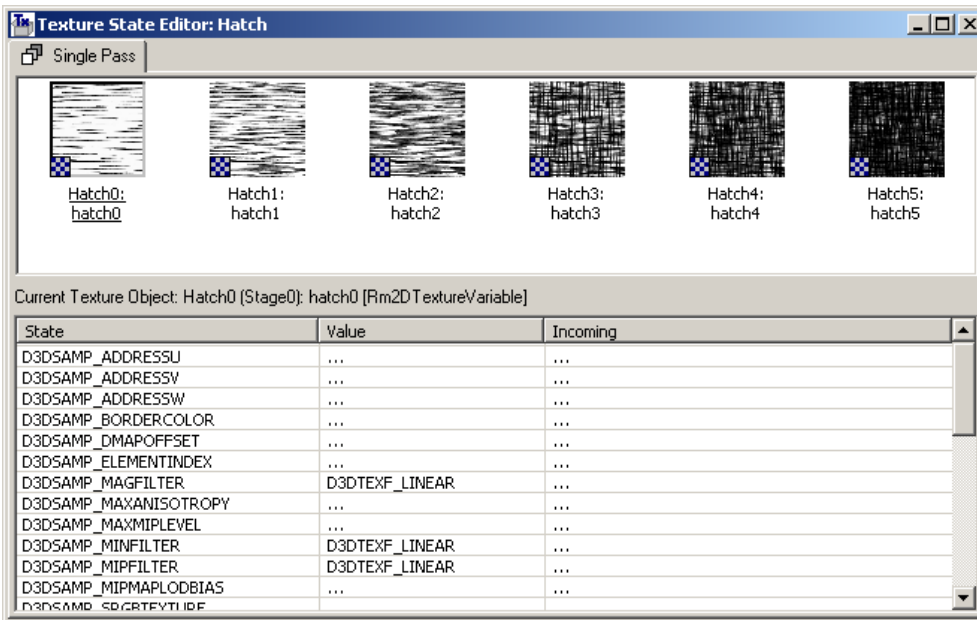
The tessellation node editor allows the user to manipulate the “Tessellation Level” value. This value controls the continuous tessellation level of the model for a particular render pass.

The user can select to keep the change to the tessellation node or to dismiss it by selecting either the “OK” or “Cancel” buttons. All changes made in the editor are immediately reflected in the associated tessellation node.

Texture State Editor

The texture state editor is an MDI window editor that is used to edit the properties of a texture object node (/ ).

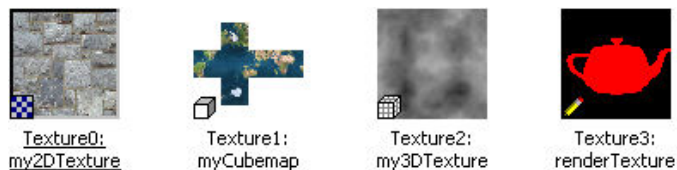
Example:



This editor will display all texture object states within the containing effect, grouped according to the parent pass, and will update accordingly as texture objects are added, renamed, or removed from the containing effect. Groups of texture objects are displayed under a tab that represents the containing pass. Selecting the appropriate pass tab will result in the displaying of the texture objects contained in the selected pass.

The top of the editor displays all of the texture objects contained under the selected pass. The texture objects are represented by thumbnails determined by the attached texture reference (when available). Each thumbnail will display a small icon in the lower left region to indicate the attached texture type (when available).

Examples:



Texture references pointing to invalid texture, invalid texture references, or texture objects without texture references will be shown with an invalid texture icon.

Example:

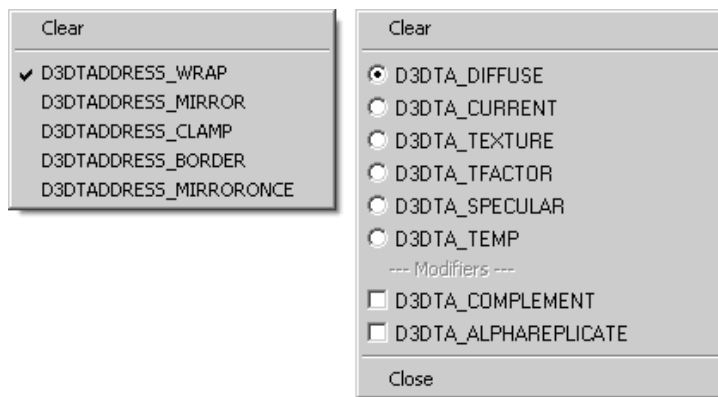


Select the appropriate texture icon to display the texture / sampler states associated with each texture object.

The state editor has three columns. The “State” column gives the name of each available state. The “Value” column specifies the current value of the state, if any. The “Incoming” column specifies any incoming value that will have been set in a previous pass, or the default effect. The user can modify the sort order of the listed values by clicking on the appropriate column with the mouse.

Clicking in the value field will initiate the editing of the selected state. If the state is a numerical state, the user will be able to modify the numeric value in place. If the state has an associated context menu, the context menu will provide the valid options for the state.


Examples:



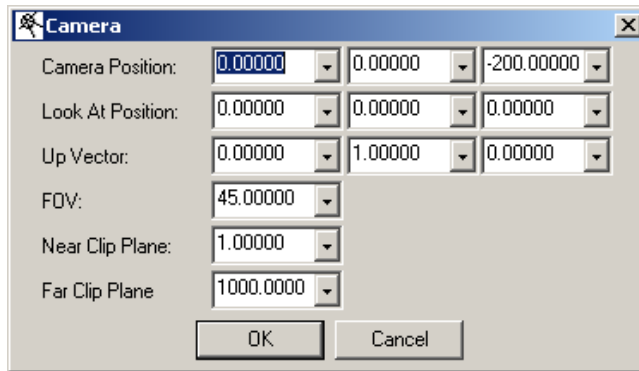
Changing the state values in the created render state block node will override inherited (incoming) values. Note that for upward traversal, the application only looks in the pass within the current effect and the default effect. The texture objects in other effects don’t propagate their values.

Changes made to the texture object of an active effect will take effect immediately.

Camera Editor

The camera editor is a dialog editor that is used to edit the properties of a camera node ()

Example:




The camera editor allows the user to manipulate the “Camera Position”, the “Look At Position”, the “Up Vector”, the “Field Of View (FOV)”, and the “Near / Far Clip Planes” values. If the camera editor for the active camera is opened and the user is manipulating the trackball in the preview window, the values will be updated after the trackball has changes its values.

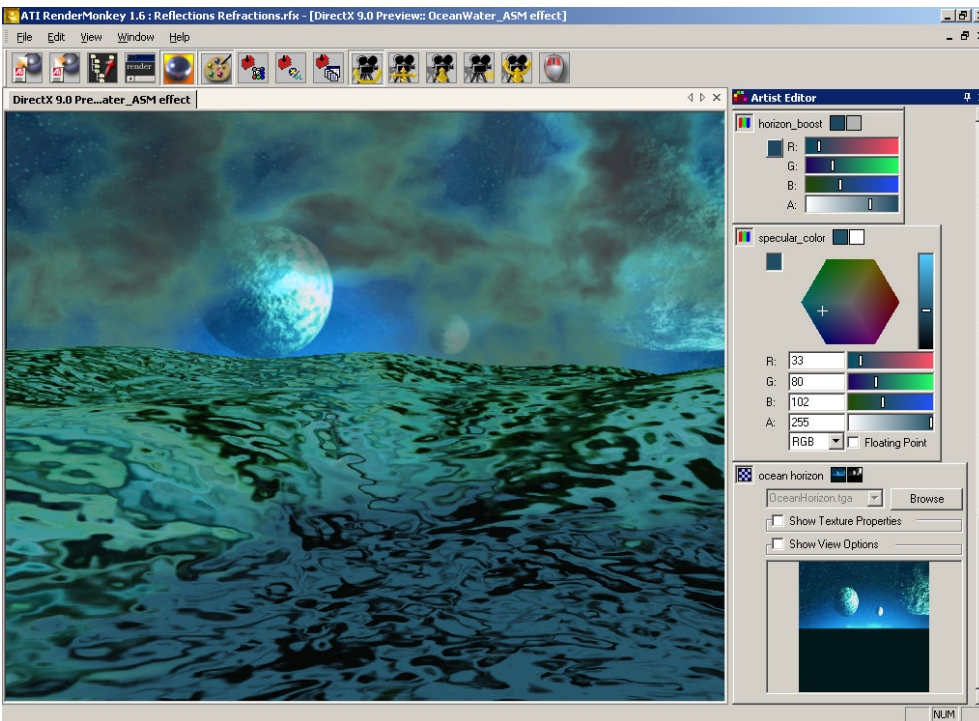
The user can select to keep the changes to the camera or to dismiss them by selecting either the “OK” or “Cancel” buttons. All changes made in the editor are immediately reflected in the associated camera node.

Artist Editor

One of the problems that shader developers face in production is how to present the shaders to the 3D artists to allow the artists to experiment with the shader parameters to achieve desired Effects. RenderMonkey's solution for this problem is the Artist Editor module combined with the Art tab in the workspace view.

A shader developer can select certain variables in the shader Effect Workspace to be flagged as “artist-editable” variables. To do that, the user selects “Artist Variable” from the right-click menu for the desired variable node and a small yellow flag icon (🚩) will be overlaid over the icon for that variable. Then the shader developer can give the Effect Workspace with their shaders to the artists. The artist can select the Art tab (🎨) from the workspace view to only view artist variables present in the workspace. For added convenience the artist can edit artist variables of supported types in the artist editor module.

To open the artist editor, the user can either click the  button on the application toolbar, or select “Artist Editor” from View menu in the main application menu.

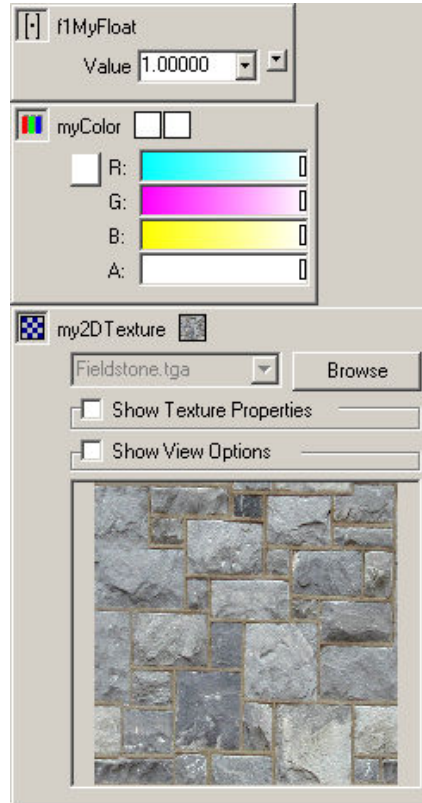


The artist editor displays the artist editable variables that are currently being used by the active effect. If the variable is not used by the artist editor, then it will not be displayed, even if it is flagged as artist editable. When changing the active effect, the variables

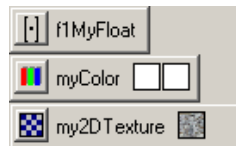
shown will change accordingly. The variables will be displayed first by type, then sorted to match the order displayed in the workspace tree. When an artist editable variable node is selected in the workspace tree, the associated variable control in the artist editor will automatically scroll into view and become selected as well. Conversely, if a variable control is selected within the artist editor, the matching variable node will be selected in the workspace tree.

Individual items can be expanded / collapsed by clicking on the selected items icon, or by double clicking on the item name text or thumbnails.

Expanded Example:



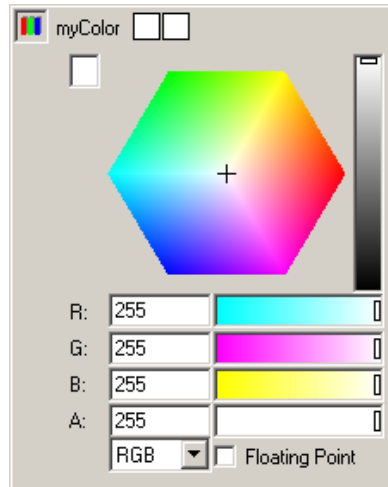
Collapsed Example:



Editing Colors

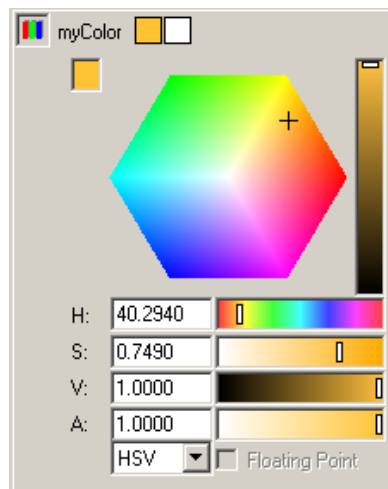
Color variables can be edited in the artist editor in much the same manor as the stand-alone color editor. The user can edit color variables using either the RGB or HSV color models, selectable through the combo box on the lower left hand side of the editor.

RGB Example:



When editing using the RGB color model, the user can edit values in an integer format [0..255], or in a floating point format [0..1]. This is selectable through the “Floating Point” check box on the lower right hand side of the editor. When using the floating point format, values outside of the [0..1] range can be entered.

HSV Example:



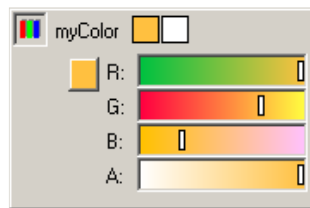
Value changes can be accomplished in the following ways:

1. Directly typing the values in the appropriate edit boxes for each component (R, G, B, A or H, S, V, A).
2. Interactively selecting color from the color wheel.
3. Modifying the color sliders for each component.
4. Modifying the intensity of the color being edited by using the vertical intensity slider.

The value of the color is shown in the color swatch at the top left corner of the color picker. All changes made in the editor are immediately reflected in the associated color variable node.

The color editor can operate in two modes. By selecting the small color key button at the top left of the editor, the color editor will toggle between a large and a small view.

Example:



When using the small view, tool tips are available to display the value at each scroll control.

Editing Numbers

Numeric (boolean, integer, and float) variables of all dimensions can be edited in the artist editor through the numeric edit control.

Float Example:

f1MyFloat
Value
1.00000

Options

☐ Clamp from: -1.00000
to: 1.00000

f4MyFloat

x 0.00000
y 0.00000
z 0.00000
w 1.00000

Options

☐ Clamp from: -10.00000
to: 10.00000
☐ Normalize (xyz)

Integer Example:

n2MyInteger

x 0
y 0

Options

☐ Clamp from: -100
to: 100

Boolean Example:

b4MyBool

☒ x
☒ y
☒ z
☐ w

Matrix Example:

f2x2MyMatrix

[0,0] 1.00000

[0,1] 0.00000

[1,0] 0.00000

[1,1] 1.00000

Options

☐ Clamp from: -1.00000
to: 1.00000
Identity

f4x4MyMatrix

[0,0] 1.00000

[0,1] 0.00000

[0,2] 0.00000

[0,3] 0.00000

[1,0] 0.00000

[1,1] 1.00000

[1,2] 0.00000

[1,3] 0.00000

[2,0] 0.00000

[2,1] 0.00000

[2,2] 1.00000

[2,3] 0.00000

[3,0] 0.00000

[3,1] 0.00000

[3,2] 0.00000

[3,3] 1.00000

Options

☐ Clamp from: -100.00000
to: 100.00000
Identity

Dynamic Variable Example:

fNxMMyFloat

Options

☐ Clamp from: -1.00000
to: 1.00000
Rows: 2
Cols: 3

[0,0] 0.00000


[0,1] 0.00000

[0,2] 0.00000

[1,0] 0.00000

[1,1] 0.00000

[1,2] 0.00000

The numeric editor control displays the variable values, as well as additional options (when applicable) such as clamping, vector normalization, matrix identity initialization, and dimension settings for dynamic variables. These additional options can be shown or hidden by selecting the  button, located beside the “Options” label.

Expanded Example:

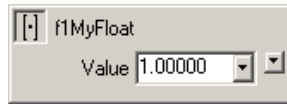
f1MyFloat

Value 1.00000

Options

☐ Clamp from: -1.00000
to: 1.00000

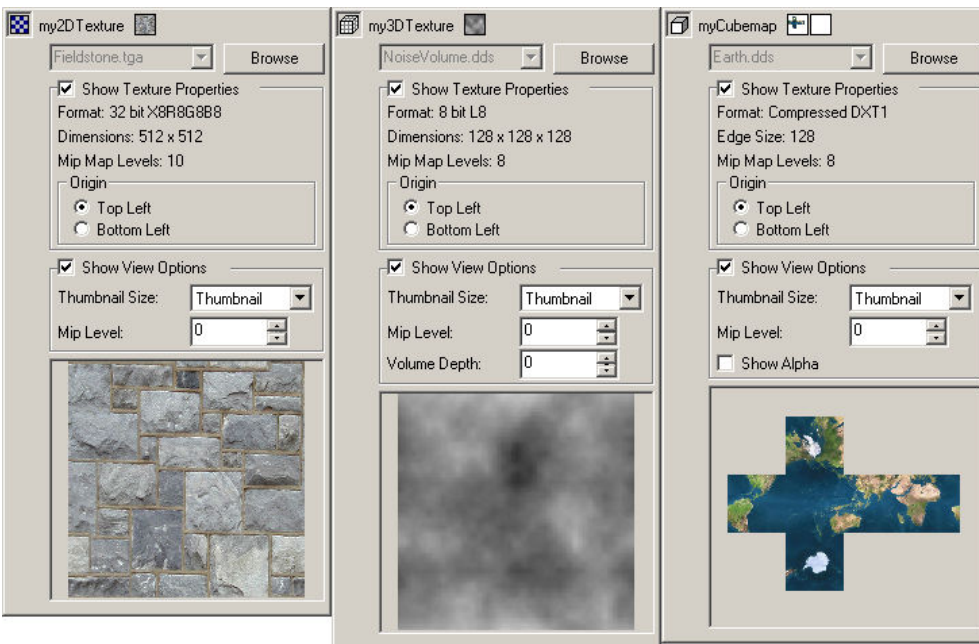
Collapsed Example:



Editing Textures

Texture variables can be edited in the artist editor in much the same manor as the stand-alone texture viewer.

Example:



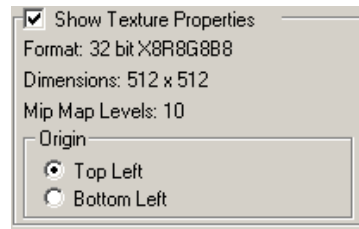
The top of the editor shows the filename, and a “Browse” button that will launch the texture loader to select an alternate texture file.

The texture viewer contains two collapsible groups of controls, plus the texture image itself.

The “Show Texture Properties” group displays information about the texture, such as the format, dimensions, mip map levels, and the origin options. Like the origin options available through the tree view texture node context menu, the user can select between a

“Top Left” and a “Bottom Left” texture origin. This will inform the preview window on how to load the associated texture data into the API specific structure.

Example:



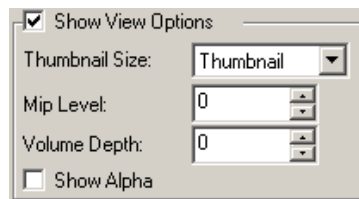
Collapse the “Show Texture Properties” group by selecting the check box (☒) next to the group label.

Example:



The “Show View Options” allow the user to change the properties of the shown texture image below. The user can modify the thumbnail size, shown mip map level, volume depth, and alpha texture properties. Note that some of these options may not apply to the associated texture, and will not be displayed.

Example:




The user can change the “Thumbnail Size” option to “Thumbnail”, which will fill the available area, or set a percentage of the texture size (25%, 50%, 100%, 200%, 400%, or 800%). The user can also select the “Mip Level” to step through the texture mip map chain. The “Volume Depth” option allows the user to step through slices of a 3D volume texture, and the selected mip map level. The “Show Alpha” option allows the user to view the texture alpha channel instead of the color channel.

Collapse the “Show View Options” group by selecting the check box (☒) next to the group label.

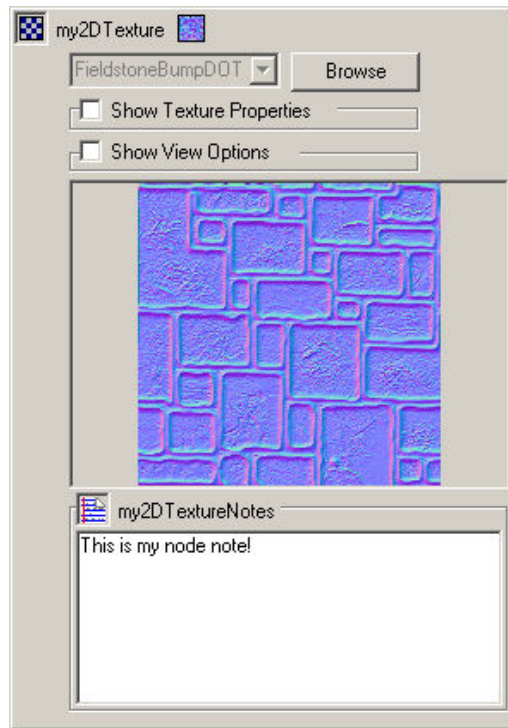
Example:




Editing Notes

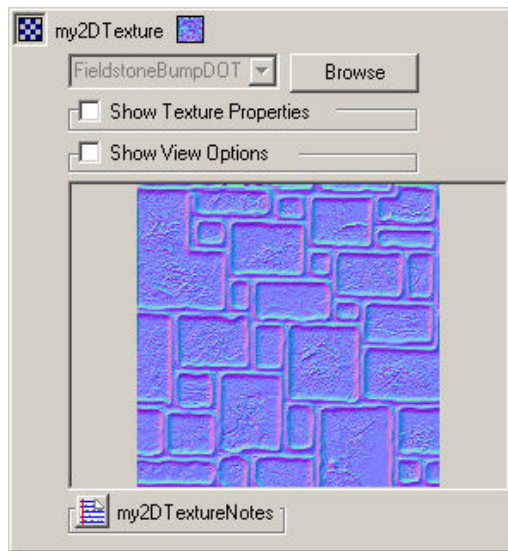
If an artist editable node has an artist editable child node note (), then that too will be available for viewing and editing from within the artist editor, when the parent item is expanded.

Example:






Like the parent variable in the artist editor, the node note can be expanded / collapsed by clicking on the node note icon (), or by double clicking on the note label text.




Collapsed Example:







Loader / Saver Plug-Ins





Texture Loader Plug-In

The texture loader plug-in can be used to load a texture file into a RenderMonkey texture variable. This plug-in can be used with non-renderable texture types () and consists of a standard file load dialog when invoked.


To use the texture loader, right click the texture node () in the workspace tree, select the **Edit With** option from the context menu, and then select **Texture Loader** from the option list. If the texture loader was the last plug-in launched from the workspace tree view for that particular texture node, then simply double clicking on the node will invoke the loader.


Texture Saver Plug-In

The texture saver plug-in can be used to save any texture data to a file. This plug-in can be used with all texture types () but is most useful for saving the contents of a renderable texture or a generated texture to file.


To use the texture saver, right click the texture node () in the workspace tree, select the **Save** option from the context menu, then select **Texture Saver** from the option list. The following save dialog allows the user to select the desired file format the texture will be saved in.



Model Loader Plug-In

The model loader plug-in can be used to load a model file into a RenderMonkey model node (). This plug-in consists of a standard file load dialog when invoked.

To use the model loader, right click the model node () in the workspace tree, select the **Edit With** option from the context menu, then select **Model Loader** from the option list. If the model loader was the last plug-in launched from the workspace tree view for that particular model node, then simply double clicking on the node will invoke the loader.

Geometry Saver Plug-In

The geometry saver plug-in can be used to save model data to a file. This plug-in can be used only with model nodes () and is most useful for saving the contents of generated models to file.

To use the geometry saver, right click the model node () in the workspace tree, select the **Save**  option from the context menu, then select **Geometry Saver** from the option list. The following save dialog allows the user to select the desired file format the model will be saved in.

Generator Plug-Ins

Comment [PL2]: Needs fixing for ES

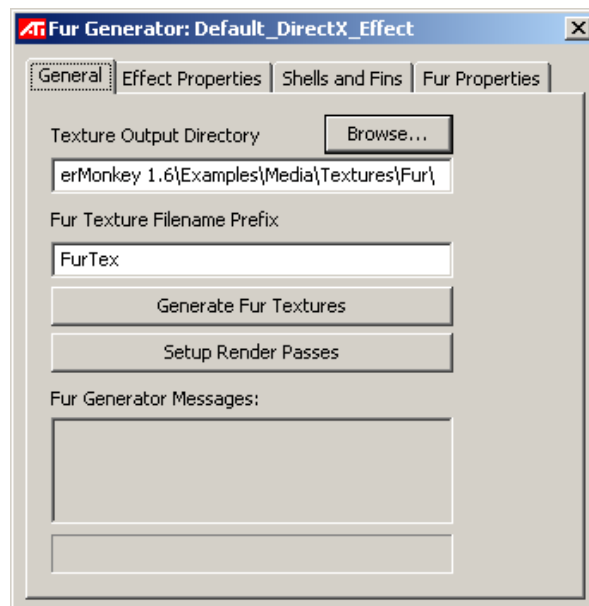
Fur Generator Plug-In

The fur generator plug-in allows the user to create both the textures and the RenderMonkey example effect for the shell and fin fur rendering method. The plug-in can produce rendering code for both DirectX (X) and OpenGL (GL) effects.

To use the fur generator, right click the effect node (X/GL) in the workspace tree, select the **Generator** option from the context menu, and then select **Fur Generator** from the option list. The fur generator dialog will now be visible.

General Page

The general page is where the user will begin the texture and / or effect generation process.

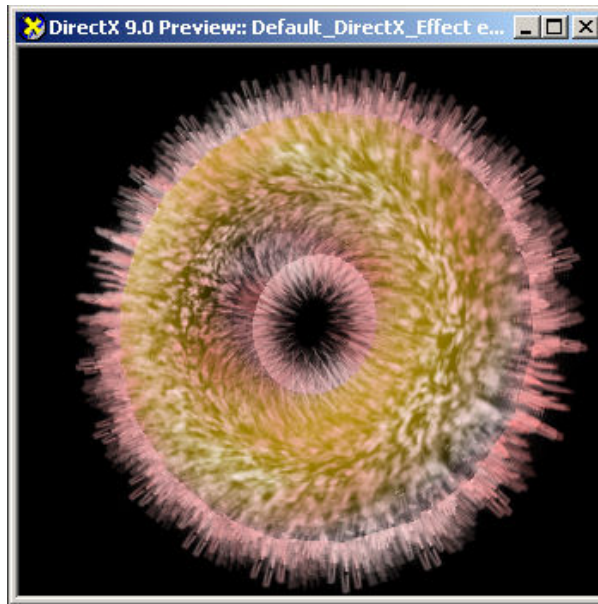


The “Texture Output Directory” is where any generated textures will get saved, replacing any old textures with the same filename. The “Fur Texture Filename Prefix” defines a prefix that will get append to all generated texture filenames. This allows for different sets of textures to reside within the same directory.

“Generate Fur Textures” will begin the shell / fin texture generation process. “Setup Render Passes” will begin the RenderMonkey effect generation process that will use the generated textures. Note that the generated shader code contains code for all available options, so the user may wish to simplify the code to reduce the shader instruction count once the desired options have been decided upon.

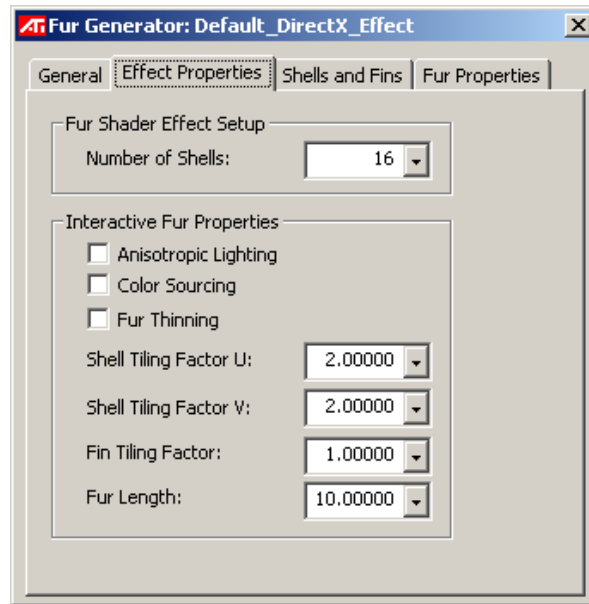
Depending on the configuration selected, the texture / effect generation process may take some time. The “Fur Generation Messages:” window will display the progress of the generation, as well as any errors encountered.

The default settings for the generated textures and RenderMonkey effect will result in the following effect:



Effect Properties Page

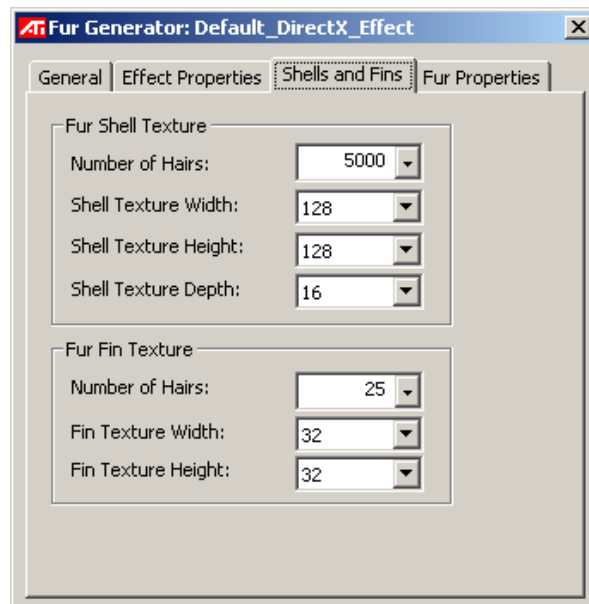
The effect properties page is where the user will set the configuration for a generated shell and fin rendering RenderMonkey effect.



All of the settings under the “Interactive Fur Properties” group can be modified after the effect has been generated, and those changes will also be reflected in the associated RenderMonkey variables in the workspace tree view.

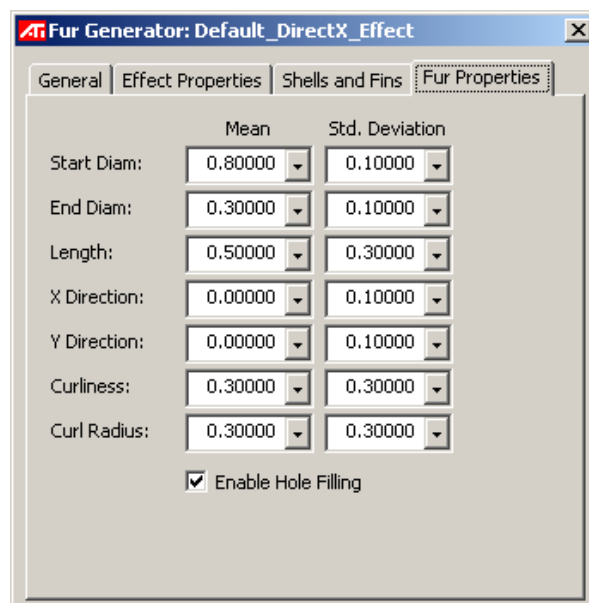
Shells and Fins Page

The shells and fins page is where the user will define the number of hairs that will get generated, as well as the size of the shell and fin textures that will get created.



Fur Properties Page

The fur properties page is where the user sets the properties and randomness of each hair that will get generated in the shell and fin textures.

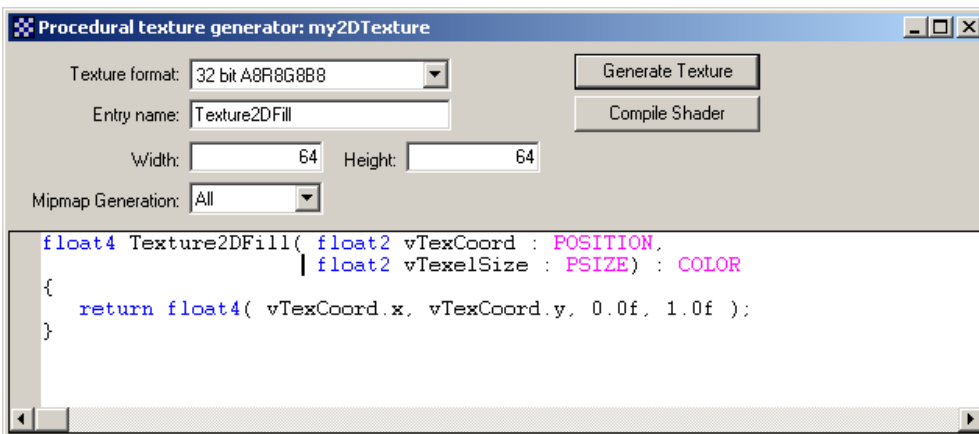


Texture Generator Plug-In

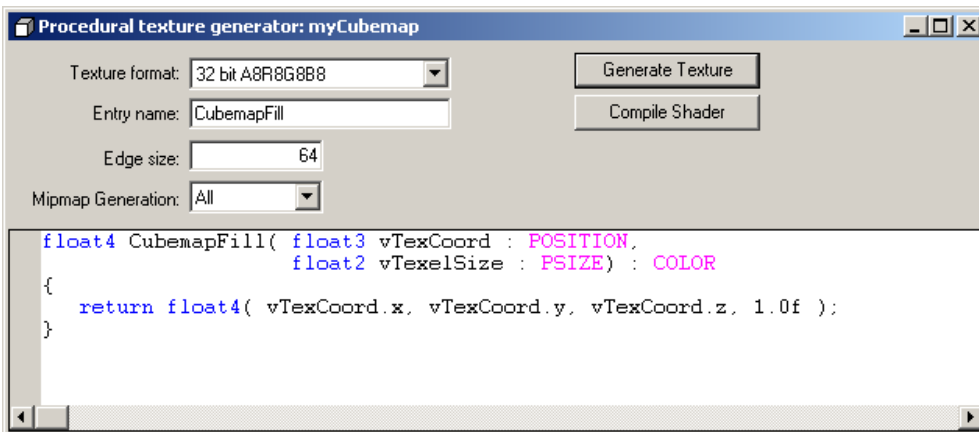
The texture generator plug-in allows the user to procedurally generate textures based on a DirectX HLSL pixel shader. The plug-in works with 2D texture variables (☐), cubemap variables (☐), and 3D texture variables (☐).

To procedurally generate a texture, right click the texture variable (☐/☐/☐) in the workspace tree, select the **Generator** option from the context menu, and then select the **Procedural Texture Generator** option. This will activate one of three editors, which are outlined below.

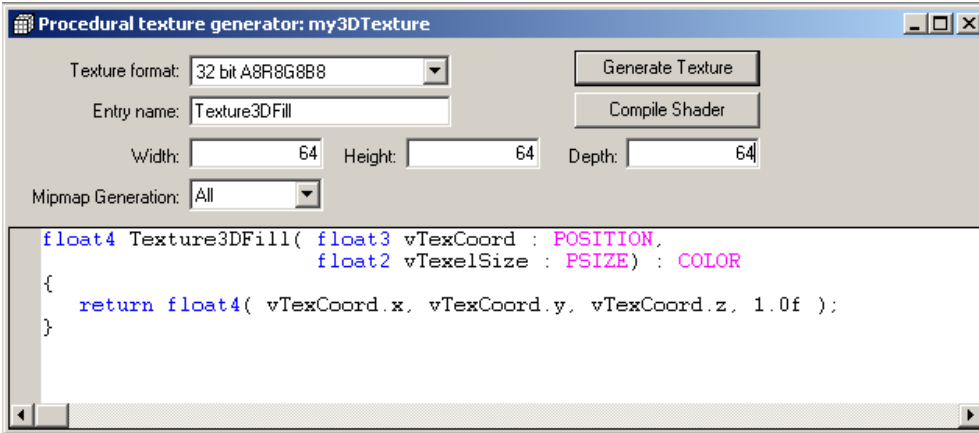
Example of the 2D Texture Generator Editor:



Example of the Cubemap Texture Generator Editor:



Example of the 3D Texture Generator Editor:



In each editor, the user can select the desired texture output format from the **Texture format:** combo box. The user provides the **Entry name:** for the generation function, which is “Main” in the above examples. The size of the generated texture is specified differently, depending upon the texture type. For 2D textures, the user provides both the **Width:** and the **Height:**. For cubemap textures, the user provides a single **Edge size:**. For 3D textures, the user provides the **Width:**, **Height:**, and **Depth:**.

Once the initial setup has been completed, and the appropriate generation function has been added in the editor, the user can select the **Compile Shader** button to compile the shader code. Any errors found in the code will be reported in the RenderMonkey output window (☐). Once the shader has been successfully compiled, the texture can then be generated by pressing the **Generate Texture** button.

Geometry Generator Plug-In

The geometry generator plug-in allows the user to procedurally create a model from a list of available types. The plug-in works only with model nodes (👑).

To procedurally generate a model, right click the model node (👑) in the workspace tree, select the **Generator** ▶ option from the context menu, and then select **Geometry Generator** from the option list. This will activate the geometry generator plug-in dialog, where the user can select the type of model to generate through the **Shape** option. Selecting one of the available shapes will change the settings to those appropriate for that particular shape. The available shapes are Box, Sphere, Cylinder, and Cone.

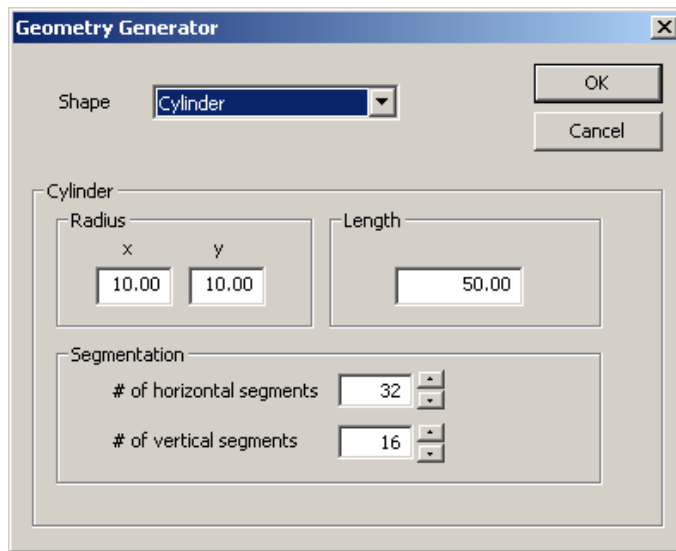
Box Example:

The screenshot shows the 'Geometry Generator' dialog box with the 'Shape' dropdown set to 'Box'. The 'Box' section is expanded, showing three input fields: 'Width' with a value of 50.00, 'Height' with a value of 50.00, and 'Depth' with a value of 50.00. The 'OK' and 'Cancel' buttons are visible in the top right corner.

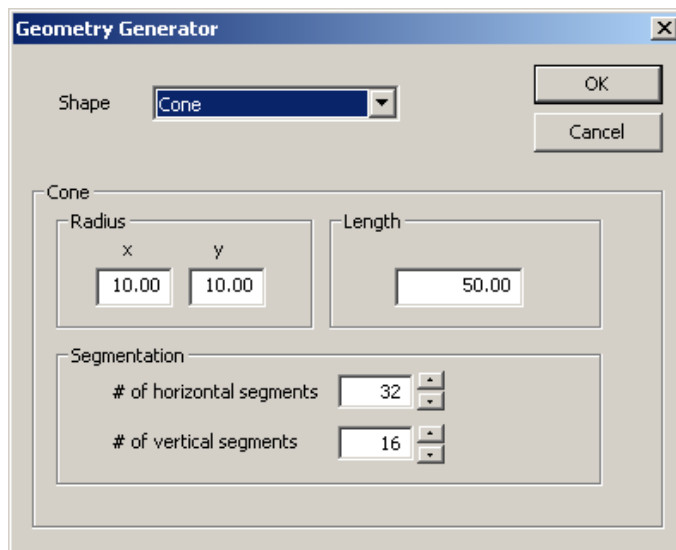
Sphere Example:

The screenshot shows the 'Geometry Generator' dialog box with the 'Shape' dropdown set to 'Sphere'. The 'Sphere' section is expanded, showing a 'Radius' section with three input fields for 'x', 'y', and 'z', all with a value of 25.00. Below this is a 'Segmentation' section with two input fields: '# of horizontal segments' with a value of 32 and '# of vertical segments' with a value of 16. The 'OK' and 'Cancel' buttons are visible in the top right corner.

Cylinder Example:



Cone Example:



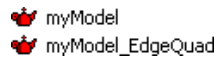
Once the model has been generated, the user is free to re-generate the model with modified settings, or to load a new model from a file. A procedurally generated model will be automatically re-generated when required, for example, when the workspace is loaded.

Edge Quad Generator Plug-In

The edge-quad generator plug-in allows the user to create a degenerate edge-quad model based on an existing model. The plug-in works only with model nodes (👑), and creates an additional model that can be used for shadow volume, or other algorithms.

To create the edge-quad model, right click the original model node (👑) in the workspace tree, select the **Generator** ➤ option from the context menu, and then select **Edge Quad Generator** from the option list. This will activate edge-quad generator plug-in, where the user will be asked for a location to save the generated model. Please note that the model must be saved if the workspace is to save and load correctly, otherwise the generated model data will be lost. Once the model has been generated, a new model node (👑) will be added to the workspace, in the same scope as the original model. This node will be named the same as the original node, with the “_EdgeQuad” appended to it.

Example:



Once created, the user is free to use the generated model node (👑) like any other model node in the workspace.

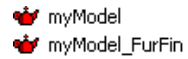
The generated model is saved as an “.x” file, where additional per vertex information can be stored. The vertex normals in the generated model represent the normals of the faces that contributed to the generated edge quad. The first set of texture coordinates are added to help differentiate between the vertices for each quad, where each vertex will have a texture coordinate of (0,0), (1,0), (0,1), or (1,1). The second set of texture coordinates are copied from the originating model.

Fur Fin Generator Plug-In

The fur fin generator plug-in allows the user to create a degenerate fur fin model based on an existing model. The plug-in works only with model nodes (👑), and creates an additional model that can be used for fur fin, or other algorithms.

To create the fur fin model, right click the original model node (👑) in the workspace tree, select the **Generator** ➤ option from the context menu, and then select **Fur Fin Generator** from the option list. This will activate fur fin generator plug-in, where the user will be asked for a location to save the generated model. Please note that the model must be saved if the workspace is to save and load correctly, otherwise the generated model data will be lost. Once the model has been generated, a new model node (👑) will be added to the workspace, in the same scope as the original model. This node will be named the same as the original node, with the “_FurFin” appended to it.

Example:




Once created, the user is free to use the generated model node (👑) like any other model node in the workspace.


The generated model is saved as an “.x” file, where additional per vertex information can be stored. Each vertex in the model contains the vertex normal from the originating model. The first set of texture coordinates are added to help differentiate between the vertices for each quad, where each vertex will have a texture coordinate of (0,0), (1,0), (0,1), or (1,1). The second set of texture coordinates are copied from the originating model.

Importer / Exporter Plug-Ins


Package Importer / Exporter Plug-In

The package importer / exporter provides an easy method to share RenderMonkey workspaces with other users. It will package all resources used within a workspace into a single zip file, allowing the distributed package to be imported with all of the required resources.

To export a workspace, right click the workspace node () in the workspace tree, select the **Export** option from the context menu, then select **Package Exporter** from the option list. The following save dialog allows the user to select where the .zip file will be saved.

To import a workspace, select the **Import** option from the workspace node () context menu, then select **Package Importer** from the option list. The following load dialog allows the user to select which .zip file will be imported. Once the appropriate package .zip file has been selected, the user will then be asked to specify a folder where the packaged files can be expanded into. Once an appropriate directory has been selected, the package will be expanded, and the workspace will be imported into RenderMonkey.



FX Exporter Plug-In

The FX exporter plug-in allows the user to export a RenderMonkey workspace into a .fx file format. To export a workspace, right click the workspace node () in the workspace tree, select the **Export** option from the context menu, then select **FX Exporter** from the option list. The following save dialog allows the user to select the path where the .fx file will be saved.

Because there is no concept of variable scope in an .fx file, great care must be taken when creating a RenderMonkey workspace which is meant for .fx export. RenderMonkey variables can be created within different scopes, and each pass in an effect could potentially use a variable of the same name, but within a different scope. To account for this differentiation in specification, the .fx exporter will mangle the names of shaders, passes, and variables in an effort to reduce scope collisions. Although great care has been made to create valid .fx files through name mangling upon export, the user should be aware of this limitation and write RenderMonkey workspaces with this scope limitation in mind.

Appendix

Predefined Variables

RenderMonkey provides a set of predefined variables for added shader development convenience. Such variables will display an appropriate tool tip (*Predefined Variable*) if the mouse hovers over them. Predefined variables are shader constants whose values get filled in at run-time by the viewer module directly at every frame. You cannot modify the values directly through the same user interface that you can use to edit other variables of similar types. A properly flagged predefined variable will be denoted in the workspace tree view with a  symbol over the nodes icon. For example: 

RenderMonkey provides this set of predefined variables for your convenience:

Time

"Time0_X"

Provides a floating point time value (in seconds) which repeats itself based on the “Cycle time” set in the RenderMonkey Preferences dialog. By default this “Cycle time” is set to 120 seconds. This means that the value of this variable cycles from 0 to 120 in 120 seconds and then goes back to 0 again.

"CosTime0_X"

This variable will provide the cosine of Time0_X.

"SinTime0_X"

This variable will provide the sine of Time0_X.

"TanTime0_X"

This variable will provide the tangent of Time0_X.

"Time0_X_Packed"

This variable will pack the above xxxTime0_X variables into a 4 component floating point vector.

Example: float4(Time0_X,CosTime0_X,SinTime0_X,TanTime0_X).

"Time0_I"

This variable provides a scaled floating point time value [0..1] which repeats itself based on the “Cycle time” set in the RenderMonkey Preferences dialog. By default this “Cycle time” is set to 120 seconds. This means that the value of this variable cycles from 0 to 1 in 120 seconds and then goes back to 0 again.

"CosTime0_1"

This variable will provide the cosine of Time0_1.

"SinTime0_1"

This variable will provide the sine of Time0_1.

"TanTime0_1"

This variable will provide the tangent of Time0_1.

"Time0_1_Packed"

This variable will pack the above xxxTime0_1 variables into a 4 component floating point vector.

Example: float4(Time0_1,CosTime0_1,SinTime0_1,TanTime0_1).

"Time0_2PI"

This variable provides a scaled floating point time value [0..2PI] which repeats itself based on the “Cycle time” set in the RenderMonkey *Preferences* dialog. By default this “Cycle time” is set to 120 seconds. This means that the value of this variable cycles from 0 to 2PI in 120 seconds and then goes back to 0 again.

"CosTime0_2PI"

This variable will provide the cosine of Time0_2PI.

"SinTime0_2PI"

This variable will provide the sine of Time0_2PI.

"TanTime0_2PI"

This variable will provide the tangent of Time0_2PI.

"Time0_2PI_Packed"

This variable will pack the above xxxTime0_2PI variables into a 4 component floating point vector.

Example: float4(Time0_2PI,CosTime0_2PI,SinTime0_2PI,TanTime0_2PI).

"TimeCyclePeriod"

This variable provides the “Cycle time” floating point value, as set in the RenderMonkey Preferences dialog. By default this “Cycle time” is set to 120 seconds.

"FPS"

This variable provides the calculated frames per second, returned as a floating point value.

"TimeElapsed"

This variable provides the elapsed time (in seconds) from the last frame to the current frame, returned as a floating point value.

Viewport

"ViewportWidth"

This variable provides the preview window width (in pixels), returned as a floating point value.

"ViewportHeight"

This variable provides the preview window height (in pixels), returned as a floating point value.

"ViewportDimensions"

This variable provides the preview window width and height (in pixels), returned as a float2 value.

"ViewportWidthInverse"

This variable will return $1.0 / \text{ViewportWidth}$.

"ViewportHeightInverse"

This variable will return $1.0 / \text{ViewportHeight}$.

"InverseViewportDimensions"

This variable provides the inverse of the “*ViewportDimensions*”, returned as a float2 value.

Random Values

"RandomFraction1PerPass"

"RandomFraction2PerPass"

"RandomFraction3PerPass"

"RandomFraction4PerPass"

Each of these variables provide a random floating point value in the range of [0..1]. These values are updated each pass.

"RandomFraction1PerEffect"

"RandomFraction2PerEffect"

"RandomFraction3PerEffect"

"RandomFraction4PerEffect"

Each of these variables provide a random floating point value in the range of [0..1]. These values are updated each effect.

Pass

"PassIndex"

This variable will provide the pass index, returned as a floating point value.

Mouse Parameters

"LeftMouseButton"

This variable will return a floating point value of 1.0 if the left mouse button is currently pressed, or 0.0 if it is not currently pressed.

"MiddleMouseButton"

This variable will return a floating point value of 1.0 if the middle mouse button is currently pressed, or 0.0 if it is not currently pressed.

"RightMouseButton"

This variable will return a floating point value of 1.0 if the right mouse button is currently pressed, or 0.0 if it is not currently pressed.

"MouseButtonsPacked"

This variable will pack the above xxxMouseButton variables into a 4 component floating point vector.

Example: float4(LeftMouseButton,MiddleMouseButton,RightMouseButton,0.0).

"MouseCoordinateX"

This variable will return the horizontal mouse position (in pixels), relative to the client area of the preview window, returned as a floating point value.

"MouseCoordinateY"

This variable will return the vertical mouse position (in pixels), relative to the client area of the preview window, returned as a floating point value.

"MouseCoordinateXNDC"

This variable will return *"MouseCoordinateX"* / *"ViewportWidth"*.

"MouseCoordinateYNDC"

This variable will return *"MouseCoordinateY"* / *"ViewportHeight"*.

"MouseCoordsPacked"

This variable will pack the above MouseCoordinatexxx variables into a 4 component floating point vector.

Example: float4(MouseCoordinateX,MouseCoordinateY,XNDC,YNDC).

"MouseCoordinateXY"

This variable will return the *"MouseCoordinateX"* and *"MouseCoordinateY"* coordinates into a 2 component floating point vector.

Example: float2(MouseCoordinateX,MouseCoordinateY).

"MouseCoordinateXYNDC"

This variable will return the *"MouseCoordinateXNDC"* and *"MouseCoordinateYNDC"* coordinates into a 2 component floating point vector.
Example: float2(MouseCoordinateXNDC,MouseCoordinateYNDC).

Model Parameters

"ModelMoundingBoxTopLeftCorner"

This variable provides the top left coordinate of the model as a 3 component floating point vector (world space).

"ModelMoundingBoxBottomRightCorner"

This variable provides the bottom right coordinate of the model as a 3 component floating point vector (world space).

"ModelMoundingBoxCenter"

This variable provides the bounding box center of the model as a 3 component floating point vector (world space).

"ModelCentroid"

This variable provides the centroid of the model as a 3 component floating point vector (world space).

"ModelBoundingSphereCenter"

This variable provides the bounding sphere center of the model as a 3 component floating point vector (world space).

"ModelBoundingSphereRadius"

This variable provides the bounding sphere radius of the model as a single component floating point value (world space).

View Parameters

"ViewDirection"

This variable provides the view direction vector (world space).

"ViewPosition"

This variable provides the view position (world space).

"ViewSideVector"

This variable provides the view size vector (world space).

"ViewUpVector"

This variable provides the view up vector (world space).

"FOV"

This variable provides the field of view as a floating point value.

"NearClipPlane"

This variable provides the near clip distance as a floating point value.

"FarClipPlane"

This variable provides the far clip distance as a floating point value.

View Matrices

"View"

"ViewTranspose"

"ViewInverse"

"ViewInverseTranspose"

These 4x4 matrix variables provide the view matrix, its transpose, its inverse, and the inverse transpose.

"Projection"

"ProjectionTranspose"

"ProjectionInverse"

"ProjectionInverseTranspose"

These 4x4 matrix variables provide the projection matrix, its transpose, its inverse, and the inverse transpose.

"ViewProjection"
"ViewProjectionTranspose"
"ViewProjectionInverse"
"ViewProjectionInverseTranspose"

These 4x4 matrix variables provide the view * projection matrix, its transpose, its inverse, and the inverse transpose.

"World"
"WorldTranspose"
"WorldInverse"
"WorldInverseTranspose"

These 4x4 matrix variables provide the world matrix, its transpose, its inverse, and the inverse transpose. Note that since this version of RenderMonkey does not support implementation of a scene graph, we have decided to keep the world matrix as identity, but provide this predefined variable for your development convenience. The user may apply this variable in their shader and when imported into their engine, they may provide appropriate value of the world view projection matrix through the engine's calculations.

"WorldView"
"WorldViewTranspose"
"WorldViewInverse"
"WorldViewInverseTranspose"

These 4x4 matrix variables provide the world * view matrix, its transpose, its inverse, and the inverse transpose.

"WorldViewProjection"
"WorldViewProjectionTranspose"
"WorldViewProjectionInverse"
"WorldViewProjectionInverseTranspose"

These 4x4 matrix variables provide the World * View * Projection matrix, its transpose, its inverse, and the inverse transpose.

Customizing Predefined Variable Names

All predefined variable names are customizable through editing the ".\UserData\RmPredefinedVariables.txt" file. The data file is organized into four columns. The first column contains the name that the variable will be created with by default. This column is editable by the user. No other column data should be modified.

The second column specifies the variable type; the third column specifies the rendering update frequency, and the fourth column species the predefined variable semantic. When items in the first column have been modified, RenderMonkey should be restarted for the changes to take effect.

Default Workspace

The default workspace (“.\data\DefaultWorkspace.rfx”) is a specially formatted RenderMonkey workspace that can provide auto-initialization for nodes added through the workspace tree.

A note (📄) is added to the default workspace that will act as a key, whose contents point to the specific node that will provide the initialization to the newly added node in the workspace tree.

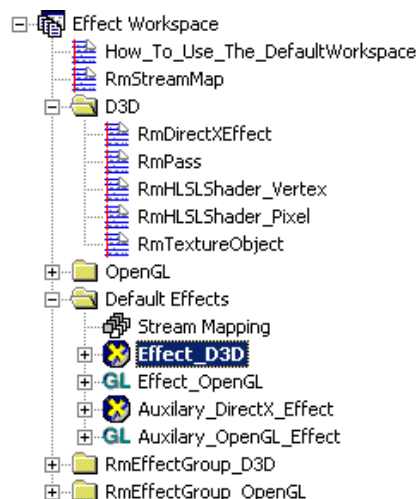
API specific keys are stored in the appropriate 📁 D3D or 📁 OpenGL Effect Group nodes, while non-API specific nodes are stored directly under the 📁 Effect Workspace node. The name of the key must match the XML DTD names (“.\data\RmDTDHeader.rfx”) used for the node type, with the exception of shader nodes, which also have “_Vertex” or “_Pixel” appended for type clarification.

The contents of the key must follow the following naming structure:

“...Grandparent_Node_Name.Parent_Node_Name.Node_Name”.

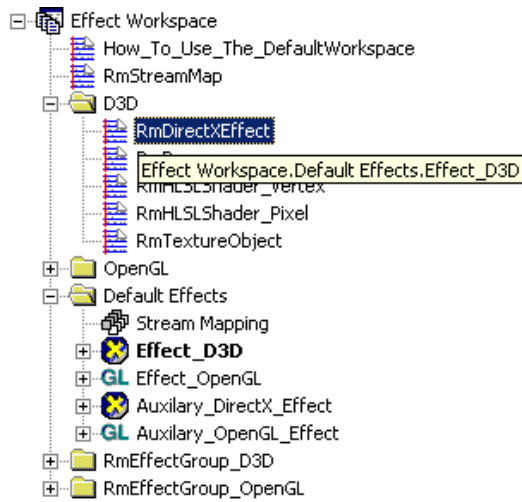
The naming structure contains all ancestral names back to the root Effect Workspace node, with a “.” separating all node names.






Example:



If the user wishes to specify the above selected effect (📄 **Effect_D3D**) to be created by default upon the addition of a new DirectX effect in the workspace, then the appropriate key must be added into the D3D folder (📁 D3D) of the workspace node (📁 Effect Workspace). The key, or node note (📄), is named “RmDirectXEffect”, as this is the name specified in

the XML DTD for DirectX effect nodes. The value of the note is the name chain of the selected DirectX effect node (“Effect Workspace.Default Effects.Effect_D3D”).



RenderMonkey also provides the ability to add a preset list of effects ( /  / ) for easy addition into a workspace. These effects must be placed in the appropriate  RmEffectGroup_D3D or  RmEffectGroup_OpenGL effect groups to be properly recognized.

Please view the contents of our provided keys and effects for working node auto-initialization examples.

RenderMonkey File Format

Each set of visual effects in RenderMonkey is encapsulated in a single XML workspace, the “.rfx” file. All of the information necessary for recreation of each effect, excluding the actual textures and model data, is stored in this single file. It is user-readable and any game developer can create a converter from the RenderMonkey’s file format into their game engine script format. We chose XML to store effect workspaces for several reasons. Most importantly, XML is an industry standard with parsers readily available (RenderMonkey uses the Microsoft XML parser; there are other alternatives freely available). It allows easy data representation and it is user-extensible. Best of all, any user can just open an XML RenderMonkey file and read the file directly in Internet Explorer – it’s just another ASCII file format.

RenderMonkey Support and Feedback

As with all the tools and samples provided by AMD, we welcome feedback from the developers who spend every day “in the trenches” solving real problems.

AMD is committed to providing you with the tools you need to make your job easier. In order to do this, we need you to tell us what works and what doesn't. What additions or enhancements would you like to see? What additional problem area exists that we're not currently helping with?

Please help us to help you by providing as much feedback as possible to gputools.support@amd.com.