RenderWare Graphics

Examples

Supplement for

PC

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1. Introduction

The main examples document, called "ExamplesGeneric", gives an overview of the examples and demos provided with all installations of RenderWare Graphics, dPVS and the FX Pack. Each of these applications is provided in the form of source code, and accompanying the source code files is at least one `.txt` file, which contains a fuller short description.

Some examples require extra toolkits, plugins and modules to achieve their effects. These extra units are listed above the description of their examples.

In some cases, an example is relevant for a subset of platforms. This document contains platform-specific variations.

2. Examples

NORMMAP (D3D9 only)

```
RpNormMap RtNormMap
```

The NORMMAP example shows you how to use the normal map plugin for rendering any geometry using a normal map in texture space.

PSHADER

The Pixel Shader example shows how pixel shaders render a teapot in a texture that is then filtered with a variation of a box filter to produce blurring. This can be used for various effects such as faking soft shadows, depth of field and glows. The code is derived from NVIDIA's filter blit example.

TUTORIALS

In the API reference, there are six tutorials for RenderWare Graphics. The sixth tutorial contains the code you should finish with after completing the other five.

VSHADER

The Vertex Shader example shows how to integrate a vertex shader to produce a rainbow colored teapot. It loads a clump from a binary stream, sets some render states and runs a vertex shader on the vertex data in the clump. This is similar to NVIDIA's rainbow rendering sample.