

## PRT Simulator (prtcmdline.exe)

[See Also](#)

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This is a PRT simulator tool that is run from the command line.

### Syntax

```
prtcmdline.exe [/s] [/v] *.xml...
```

Where:

Switch Options	Description	Default Value
[/s]	Optionally searches in the specified directory and all subdirectories of each filename.	Do not search
[/v]	Optional verbose output. Useful for debugging	Minimal text output.
*.xml ...	Specifies one or more .xml files to read. Each .xml file specifies the options for running the simulator. The filename should contain a directory path. Wildcards are supported. The example shows a sample .xml file called Options.xml.	You must supply at least one .xml file.

### Example

This is an example options file for the PRTCmdLine sample. Change the values as desired, but keep the ordering of the nodes unchanged.

```
<Options>
  <Input>
    <Mesh>
      <MeshFile>PRT Demo\wall_with_pillars.x</MeshFile>
      <IsBlockerMesh>0</IsBlockerMesh>
      <Translate.x>0.000000</Translate.x>
      <Translate.y>0.000000</Translate.y>
      <Translate.z>0.000000</Translate.z>
      <Scale.x>1.000000</Scale.x>
      <Scale.y>1.000000</Scale.y>
      <Scale.z>1.000000</Scale.z>
      <Yaw>0.000000</Yaw>
      <Pitch>0.000000</Pitch>
      <Roll>0.000000</Roll>
      <SHMaterial>
        <Diffuse.r>1.000000</Diffuse.r>
        <Diffuse.g>1.000000</Diffuse.g>
        <Diffuse.b>1.000000</Diffuse.b>
        <Absorption.r>0.003000</Absorption.r>
        <Absorption.g>0.003000</Absorption.g>
        <Absorption.b>0.046000</Absorption.b>
        <EnableSubsurfaceScattering>0</EnableSubsurfaceScattering>
        <RelativeIndexOfRefraction>1.300000</RelativeIndexOfRefraction>
        <ReducedScattering.r>2.000000</ReducedScattering.r>
        <ReducedScattering.g>2.000000</ReducedScattering.g>
        <ReducedScattering.b>2.000000</ReducedScattering.b>
      </SHMaterial>
    </Mesh>
  </Input>
  <Settings>
    <Order>6</Order>
    <NumRays>1024</NumRays>
    <NumBounces>1</NumBounces>
```

```

<LengthScale>25.000000</LengthScale>
<NumChannels>3</NumChannels>
<Compression>
  <EnableCompression>1</EnableCompression>
  <NumClusters>1</NumClusters>
  <Quality>2</Quality>
  <NumPCA>24</NumPCA>
</Compression>
<MeshTessellation>
  <EnableTessellation>0</EnableTessellation>
  <RobustMeshRefine>1</RobustMeshRefine>
  <RobustMeshRefineMinEdgeLength>0.000000</RobustMeshRefineMinEdgeLength>
  <RobustMeshRefineMaxSubdiv>2</RobustMeshRefineMaxSubdiv>
  <AdaptiveDL>1</AdaptiveDL>
  <AdaptiveDLMinEdgeLength>0.030000</AdaptiveDLMinEdgeLength>
  <AdaptiveDLThreshold>0.000080</AdaptiveDLThreshold>
  <AdaptiveDLMaxSubdiv>3</AdaptiveDLMaxSubdiv>
  <AdaptiveBounce>0</AdaptiveBounce>
  <AdaptiveBounceMinEdgeLength>0.030000</AdaptiveBounceMinEdgeLength>
  <AdaptiveBounceThreshold>0.000080</AdaptiveBounceThreshold>
  <AdaptiveBounceMaxSubdiv>3</AdaptiveBounceMaxSubdiv>
</MeshTessellation>
</Settings>
<Output>
  <OutputConcatPRTMesh>meshConcat.x</OutputConcatPRTMesh>
  <OutputConcatBlockerMesh>blockerConcat.x</OutputConcatBlockerMesh>
  <OutputTessellatedMesh>tessellatedMesh.x</OutputTessellatedMesh>
  <BinaryXFile>0</BinaryXFile>
  <OutputPRTBuffer>prtbuffer.prt</OutputPRTBuffer>
  <OutputCompPRTBuffer>prtCompBuffer.pca</OutputCompPRTBuffer>
</Output>
</Options>

```

You can define any number of <Mesh> objects. They will be concatenated together, and saved to <OutputConcatPRTMesh> and <OutputConcatBlockerMesh>.

You can define have any number of <SHMaterial> objects for each mesh. They are read in order and will be used for the corresponding attribute mesh subset. If only 1 SHMaterial is defined, it will be used for all materials in the mesh.

If the <Output> node is missing, the tool will pick good defaults based on the file name of this XML file which can be useful for batch processing.

## See Also

### Precomputed Radiance Transfer (Direct3D 9)

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 Send feedback to [DxSdkDoc@microsoft.com](mailto:DxSdkDoc@microsoft.com).  
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