**Titan Manual**

Script

Pass:

Render state in pass:

cull\_mode: none, clockwise, counter\_clockwise

polygon\_mode: solid, wireframe, points

shade\_mode: flat, gouraud, phong

src\_blend: one, zero, dst\_color, src\_color, one\_minus\_dst\_color, one\_minus\_src\_color, dst\_alpha, src\_alpha, one\_minus\_dst\_alpha, one\_minus\_src\_alpha

dst\_blend

src\_blend\_alpha

dst\_blend\_alpha

blend\_operation: add, subtract, reverse\_subtract, min, max

depth\_write: on, off

depth\_check: on, off

depth\_func: always\_fail, always\_pass, less, less\_equal, greater\_equal, greater

sort\_transparent,: on, off

lighting: on, off

texture\_unit: [texture\_unit]

texture/ cube\_texture: texture file name

min\_filter: none, point, linear

mag\_filter: same

mip\_filter:same

tex\_address\_mode: wrap, mirror, clamp, border

texcoord\_set:0,1,2…

shader:[vertex\_shader] [pixel\_shader] [auto\_named\_param] [named\_param]

[vertex\_shader] [pixel\_shader]

name

language: hlsl(now we only support this)

target: vs\_1\_1, vs\_2\_2….

entry: [shader function name]

src: shader content(this parameter can not be used with “file”)

file: the file has the shader content(this parameter can not be used with “src”)

[auto\_named\_param]

name:

annotation:

extra\_data:

[named\_param]

name:

type:

val