Adobe® Pixel Bender® 3D Preview Release ReadMe

Overview

Pixel Bender 3D is a version of the Pixel Bender kernel language which allows you to produce vertex and fragment shaders that run on 3D hardware to generate output images. These kernels operate on 3D objects and affect their appearance. Pixel Bender 3D is built on the Adobe Flash® 3D APIs, codenamed Molehill, which handles the display of 3D objects in Flash Player.

System Requirements

- **Windows:** Windows XP SP2, Windows Vista, or Windows 7 with a DirectX 9-capable graphics card

- **Mac OS:** OS X 10.6

What's Inside

Folder	Contents
bin	Mac and Windows Pixel Bender 3D command-line compilers and the Pixel Bender 3D swc file
examples	ActionScript and Pixel Bender 3D sample files
docs	*Adobe Pixel Bender 3D Reference* and documentation for the Pixel Bender 3D ActionScript APIs

Getting Started

1. Download the Pixel Bender 3D Preview Release.

2. Unzip the package and navigate to the unzipped location.

3. Learn more about Pixel Bender 3D by reviewing the provided documentation: *Adobe Pixel Bender 3D Reference* and documentation for the Pixel Bender 3D ActionScript APIs.

4. Use the sample files included in this release to create your own Pixel Bender 3D programs.

Known Issues

- It is very possible to run out of registers – you will get an error at AGAL upload time

- Indirect addressing (the [] operator) is unreliable

- Sampling with any mode other than nearest neighbor is unreliable.

- Only floating point data types work; int's and bool's are not yet implemented

- Loops are not yet implemented

- Conditionals are not yet implemented

- The following functions in `ProgramConstantsHelper` are not yet implemented:

```
setIntParameterByName
setBooleanParameterByName
setTextureByName
setNumberParameterBySemantics
setIntParameterBySemantics
setBooleanParameterBySemantics
setMatrixParameterBySemantics
setTextureBySemantics
```

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