Allegorithmic - Substance Engine - Readme Direct3D10 PC

Copyright

Version

Alpha package
Document version 1.0 (08/09/08)

PC Binaries compiled with: Microsoft VC2005 SP1.

Introduction

This document contains specific informations about the Direct3D10 PC implementation of the Substance Engine.

Software requirements

Microsoft Windows Vista.

For tutorials build (optional):

- Visual Studio 2005 or above.

- DirectX C++ SDK (tested with March 2008 version).

Hardware requirements

The CPU fallback for the Substance Engine is not available yet. Therefore, a shader model 2.0a capable graphics card is required to run any texture generation process.

Non-exhaustive list of graphics card known to be compatible with substance:

- GeForce 6500 or above.

- GeForce 7/8/9 series.

- ATI x1XXX or above.

- ATI HDXXXX.

- Intel integrated graphics GMA 3x00 and X3x00 series.

Direct3D 10 States

Expected default values initialized states:

- `Geometry shader stage (GSSetShader NULL)`

- `Stream output stage (SOSetTargets NULL)`

Modified states:

- `All.`