

Rendering Engine

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mesh editor

Frame viewer

light state: x

0.000

pos z:

0.000

dir x:

0.000

dir y:

-1.000

dir z:

G:255

B:229

A:~2147

S: 0

V:255

A:~2147

FFFE5E500

0.000

pos x:

0.000

pos y:

3.689

pos z:

0.000

dir x:

0.000

dir y:

-1.000

dir z:

G:249

B:249

A:~2147

S: 0

V:255

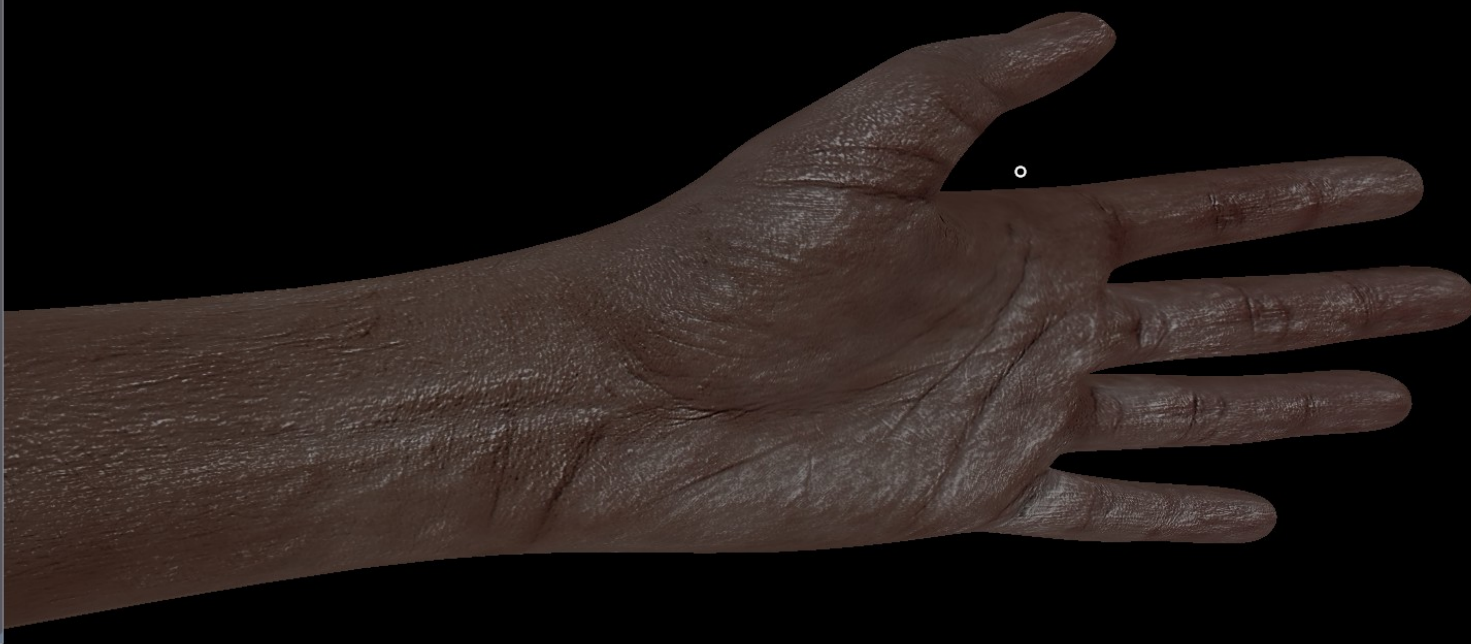
A:~2147

FFFF9F900

Overlay

FPS: 698.1

Frame Time: 1.11 ms



Debug

main camera

light window

test Model

#ifdef IMPL_VULKAN

8

namespace dag

Setting Tool Box

box

ASSET BOX

ash editor

ster:

0.768 pos z:
0.000 dir x:
0.000 dir y:
-1.000 dir z:

16 S:216 A:-2147

39 V:255 A:-2147

0.000 pos x:
0.000 pos y:

3.646 pos z:

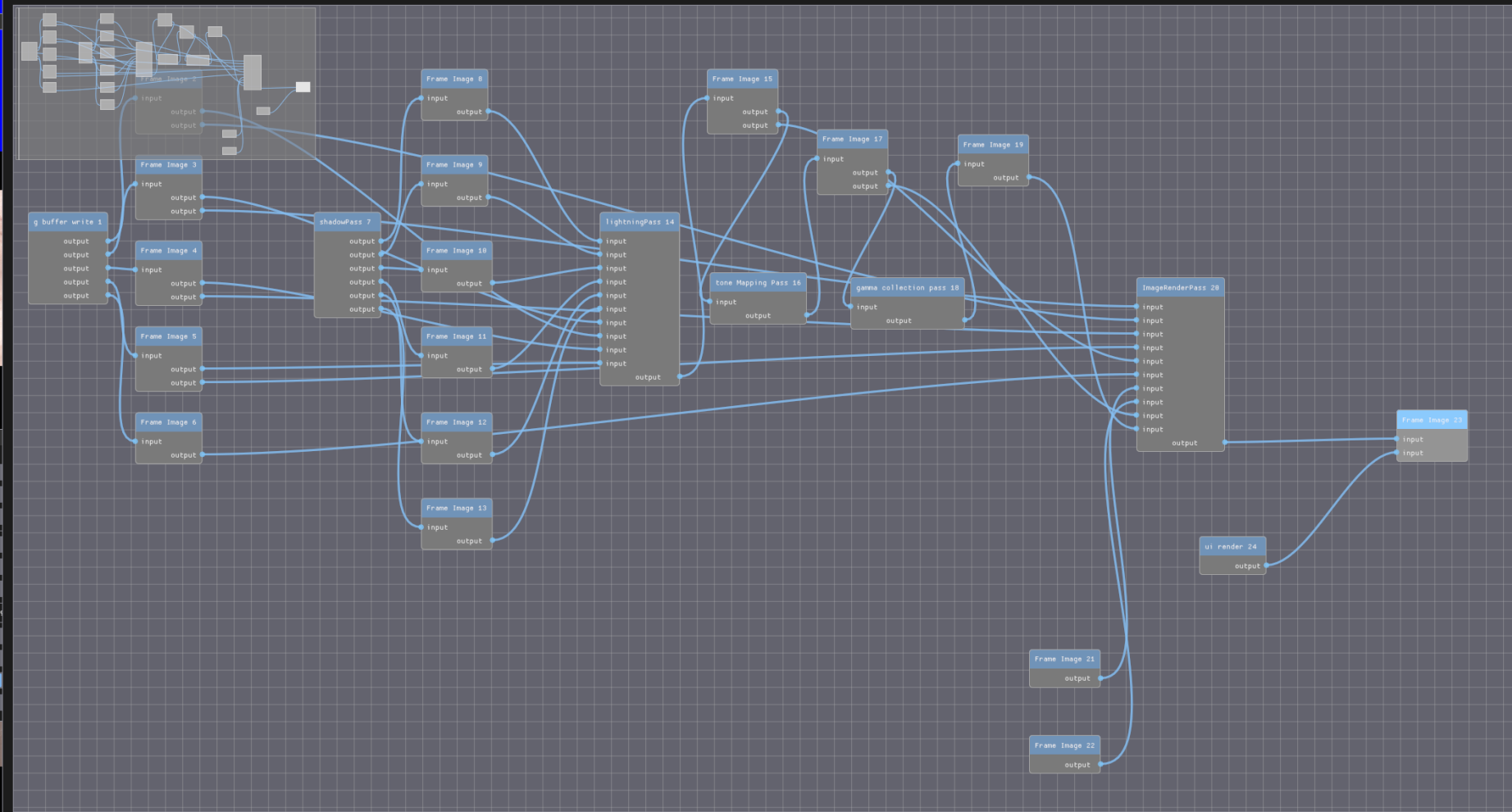
0.000 dir x:
0.000 dir y:

-1.000 dir z:

91 S:191 A:-2147

23 V:210 A:-2147

Frame viewer



Multi Pass Rendering

