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# RayCore® 1000 API Exampel Scenes Control #
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# List of all materials in each demo #
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# For an application of the graphic effect

  <RC1_GraphicEffect_Gloss> (Execute File : rc_gloss)
    1 : Sphere

  <RC1_GraphicEffect_Cup> (Execute File : rc_cup)
    1 : Cup
    2 : Mirror

  <RC1_GraphicEffect_BilliardBall> (Execute File : rc_billiardball)
    1 : Ball

  <RC1_GraphicEffect_Watch> (Execute File : rc_watch)
    1 : Cover Glass
    2 : Date Glass
    3 : Table

  <RC1_GraphicEffect_WaterWave> (Execute File : rc_waterwave)
    1 : Sail
    2 : Water Wave

  <RC1_GraphicEffect_Vegetable> (Execute File : rc_vegetable)
    1 : Orange Persimmon
    2 : Red Persimmon
    3 : Red Cherry
    4 : Green Vegetable
    5 : Table

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# Key events #
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# General Operation

  . I         : Reset all configuration
  . O, L      : Toggle the light in order
  . S         : Toggle the shadow effect
  . X         : Toggle the usage of a texture's LOD
  . +, -      : Increase and decrease the value of a depth bounce in range [0~14],
respectively.
  . Q, W      : Increase and decrease the threshold level of a ray bounce in ragne
[None, 0~8], respectively.
  . Up, down arrow : Increase and decrease the rendering quality in a general,
fast, nice and fast-nice case, respectively.
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. Left, right arrow: Increase and decrease the frame speed by a frame's skip in ragne [1, 2, 4, 8, 16], respectively.

Material Operation

  . 0~9   : Select the material you want to change its properties
  . M   : Reset the properties of all materials
  . R, F   : Increase and decrease the selected material's reflectance, respectively.
  . T, G   : Increase and decrease the selected material's transmittance, respectively.
  . Y, H   : Increase and decrease the selected material's refraction index, respectively.