

FX Composer

System Requirements

- NVIDIA GeForce 3 or later
An NVIDIA GeForce FX or more recent GPU is recommended
- Microsoft DirectX 9.0 SDK Summer 2003 Update or later
- Windows 2000 or XP

About FX Composer

FX Composer allows the user to configure their development environment in several ways. The Text Editor panel is always displayed in the main window. Each optional element of the UI is displayed in a separate panel that can be moved, hidden, resized, docked to the main window, or free floating anywhere on the desktop. FX Composer supports systems with multiple displays, allowing free floating panels to be used on a second monitor and can be configured to display any combination of the following panels:

- Log panel
- Error panel
- Properties panel
- Materials panel
- Textures panel
- Shader Perf panel
- Scene Graph panel
- Scene panel

Panels

To display the various panels, use the View Panels and select the panels to be displayed in your work area.

Each panel is adjustable and can be dragged away from its docked position to float freely above the main window. Double-clicking the title bar of a dockable panel will also dock or undock it.

Several panels have buttons at the top associated with their major functions.

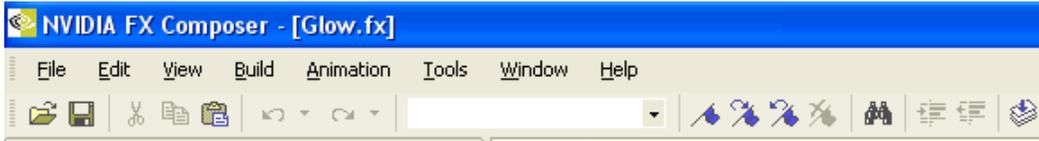
The Panel Tool Icons table lists these buttons and provides a description of each. These buttons are only displayed in panels where they can be used.

Note: To move through playback of the animation one frame at a time, use **F9** (Previous Frame) and **F10** (Next Frame).

Panel Tool Icons

Tool Icon	Description	Shortcut Keys
	Select Object: Selects an object in the window	
	Rotate Scene: Rotates a scene in the window	CTRL
	Pan Scene: Pans over the scene in the window.	SHIFT
	Dolly Scene: Resizes an object from the center.	CTRL+SHIFT
	Zoom Extents: Zooms in on an object/scene.	
	Apply Material: Applies the selected material to the currently mesh selection.	
	Delete Material: Removes this material and close the corresponding .fx file.	
	New Material: Creates new materials and corresponding .fx file.	
	Small: Changes object size to a small representation.	
	Medium: Changes object size to a medium representation (selected).	
	Large: Changes object size to a large representation.	
	Actual Size: Changes object representation to reflect actual size.	
	Save: Saves current selection	
	Rotate Scene: Rotates all objects in the window in the direction you drag.	CTRL + L-Mouse
	Pan Scene: Moves the <i>camera</i> up/down or left/right.	SHIFT + L-Mouse
	Zoom Scene: Moves the <i>camera</i> closer or further away.	CTRL + SHIFT + L-Mouse
	Categorize: Shows panel contents organized by category	
	Alphabetize: Shows panel contents organized alphabetically	
	Start Animation: Begins playback of scene animation.	CTRL+G
	Stop Animation: Stops playback of scene animation.	CTRL+H

Application Toolbar



Application Toolbar Icons

Tool Icon	Description	Shortcut Keys
	Open File: Opens the browser to find a file.	CTRL+O
	Save: Saves a file.	CTRL+S
	Cut: Deletes or cuts code from the .fx file.	CTRL+X
	Copy: Copies highlighted text.	CTRL+C
	Paste: Pastes the last copied text.	CTRL+V
	Undo: Undoes the last action.	CTRL+Z
	Redo: Redoes the last action.	CTRL+Y
	Bookmarks: Flags lines of code & skips quickly between flags. — Toggle (apply/delete) Bookmark — Go to Next Bookmark — Go to Previous Bookmark — Clears ALL Bookmarks	CTRL+F2 F2 Shift+F2
	Find: Finds specific words in a file.	CTRL+F
	Indent: Indents lines of code.	
	Un-indent: Un-indents lines of code	
	Compile .fx: Compiles the code displayed in the Text Editor panel. Note that the compiler stops at each instance of an error in the code and does not continue until the error is corrected. Click the Compile key again to continue compiling.	CTRL+F7

Window Panels

Text Edit Panel: Contains the FX file code and is enabled with syntax highlighting (keywords in colors). It acts like the editor in Microsoft Visual Studio. All Material files opened are listed as tabs across the top of the panel to allow you to switch between files easily. Use the scrollbars and bookmarks  to move through the file.

Properties Panel: View and change object properties. It is primarily used for material properties; however it can be used to view/change shapes, textures, and other items in the scene graph such as light.

Materials Panel: A collection of 3D viewports displaying a real-time preview of each material currently loaded, applied to a simple shape. This allows you to visualize a material *and* see it applied in 3D.

Textures Panel: Displays the current textures for the selected material as well as any procedurally-generated textures and render targets. The **Texture** panel also enables visualization of cubemaps and normal maps, since it's really just the same window as the materials panel, and it is displaying the textures in an FX file.

Scene Panel: Displays the current scene and has the usual controls for manipulating scenes. FX Composer includes GeoPipe plug-ins that support importing scenes stored in .nvb and .x files, both of which can contain skinning information. Use the **File → Import Scene...** command to load a scene.

Scene Graph Panel: Used to browse through the current scene transform hierarchy and select objects. You can use it to select items that wouldn't easily be available in the UI, such as individual bone transforms, etc. It is also useful to see how a scene is built.

More Keyboard Shortcuts

The following keyboard shortcuts do not have an Icon tool associated with it:

F3Find Next

SHIFT+F3 ..Find Previous

CTRL+PPrint