



Release Note

FX Composer 1.0

RN-01181-001-v01
March 2004

DEVELOPMENT

Welcome to FX Composer 1.0

This document contains quick start notes for FX Composer. If you have any additional questions/feedback, please email to:

fxcomposer@nvidia.com

Getting Started

Make sure that you have installed the DirectX 9 Summer 2003 Update release to enable all example projects and effects to run. Also, we recommend you use a graphics card with DirectX9 support, such as the GeForce FX or Quadro FX series GPU's.

To get started with FX Composer, try loading some of the example .fxcomposer project files. There are dozens in the MEDIA\fxcomposer directory, located just underneath the main FX Composer installation directory, including performance tutorials described in the User Guide.

Note that on hardware not capable of displaying an effect, FX Composer reports a warning and renders invalid shaders in blue wireframe. All .fxcomposer projects should load and run correctly if you are using a GeForceFX series GPU.

The User Guide contains thorough documentation of the FX composer features, and should be your first stop along the way to understanding what is available.

FX Composer supports an early version of Microsoft's up-coming specification for standard HLSL Semantics and Annotations. You can now see the list along with descriptions from the 'Help' menu, under 'Semantics & Annotations'. Note that previous .fx files may need to be updated to the latest specification to render correctly in FX Composer. Similarly, if you have created your own .fxcomposer projects using a pre-release version of FX Composer, you may also have to update embedded .fx files, and re-associate lights, textures, etc.

For further reference, consult the User Guide in the distribution.

Notice

ALL NVIDIA DESIGN SPECIFICATIONS, REFERENCE BOARDS, FILES, DRAWINGS, DIAGNOSTICS, LISTS, AND OTHER DOCUMENTS (TOGETHER AND SEPARATELY, "MATERIALS") ARE BEING PROVIDED "AS IS." NVIDIA MAKES NO WARRANTIES, EXPRESSED, IMPLIED, STATUTORY, OR OTHERWISE WITH RESPECT TO THE MATERIALS, AND EXPRESSLY DISCLAIMS ALL IMPLIED WARRANTIES OF NONINFRINGEMENT, MERCHANTABILITY, AND FITNESS FOR A PARTICULAR PURPOSE.

Information furnished is believed to be accurate and reliable. However, NVIDIA Corporation assumes no responsibility for the consequences of use of such information or for any infringement of patents or other rights of third parties that may result from its use. No license is granted by implication or otherwise under any patent or patent rights of NVIDIA Corporation. Specifications mentioned in this publication are subject to change without notice. This publication supersedes and replaces all information previously supplied. NVIDIA Corporation products are not authorized for use as critical components in life support devices or systems without express written approval of NVIDIA Corporation.

Trademarks

NVIDIA and the NVIDIA logo are registered trademarks of NVIDIA Corporation. Other company and product names may be trademarks of the respective companies with which they are associated.

Copyright

© 2004 NVIDIA Corporation. All rights reserved



NVIDIA.

NVIDIA Corporation
2701 San Tomas Expressway
Santa Clara, CA 95050
www.nvidia.com