User Guide

DXSAS Sample Implementation 0.8

Instructions

This code sample demonstrates how to implement a DirectX Semantics and Annotations (DXSAS) ScriptExecute parser for your engine. The sample is written in C# using managed DirectX, and supports HLSL shaders in .fx files that conform to the 0.8 version of the DXSAS standard. Several shaders are included with this sample. Hundreds of additional shaders are distributed with FX Composer and in the NVIDIA SDK.

Several commercial DCC applications also support creating/exporting shaders compliant with the DXSAS specification. You can find the specification for DXSAS 0.8 on the DirectX9c SDK.

To run the sample you will need to have installed the managed DirectX libraries, and to compile it you will need the C# components of Visual Studio 2003.

Full source is provided for the ScriptExecute parser and the sample application.

At startup the sample will scan the media directory and find all scene and model .fx files. The list boxes on the right enable you to change the selection of effects displayed in the scene. Table 1 lists the control keys.

Applying Shader Effects:

- **Scene Effect**
  Enables selection of a different scene effect, which is applied to the whole scene. CTRL+Click on the scene box enables multiple scene effects (try corona.fx + edgedetect.fx to get a feel for this).
- **Model Effect**
  Chooses an alternative effect for the model. This box will be removed if the current scene effect doesn't refer to the geometry in the scene.
- **Model**
  Offers a choice of 3 models – the ship, a sphere and the head

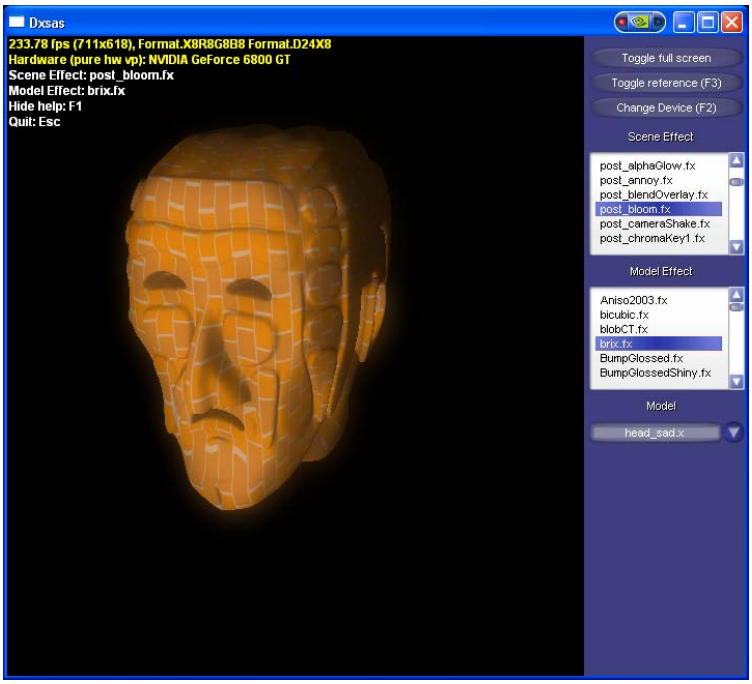

Table 1. List of Control Keys

Key	Description
F1	Display/Hide controls
Left-Drag	Rotate around the object in the scene
Right-Drag	Dolly the camera towards/away from the object.
CTRL+Click scene list	Add additional scene effects
Click in scene/object list	Choose different scene/object effects
Esc	Exit

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