Release Note

FX Composer 1.7

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DEVELOPMENT

Welcome to FX Composer 1.7

This document contains quick start notes for FX Composer. If you have any additional questions or feedback, please email fxcomposer@nvidia.com

Getting Started

Make sure that you have installed the DirectX 9 October 2004 Update (or later) release to enable all example projects and effects to run. You should also make sure you are running the latest NVIDIA display drivers (61.77 or later). Also, we recommend you use a graphics card with DirectX 9 support, such as the GeForce 6, GeForce FX or Quadro FX series GPU's.

To get started with FX Composer, try loading some of the example projects (*.fxproj files) and self-contained FX Composer packages (*.fxcomposer files) that ship with FX Composer. The examples that ship with FX Composer are located in the MEDIA directory, under the main FX Composer installation directory, and include performance tutorials described in the User Guide. Download the NVIDIA SDK and use our SDK Browser to search through hundreds of additional examples.

Note that on hardware not capable of displaying an effect, FX Composer reports a warning and renders invalid shaders in blue wireframe. All examples shipping with FX Composer should load and run correctly if you are using a GeForce 6 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.

This version of FX Composer supports the 0.8 version of the Microsoft DirectX Semantics and Annotations Specification (DXSAS). A table of supported DXSAS semantics/annotations and a description of each is available in 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 self-contained .fxcomposer packages using a previous version of FX Composer, you may also need to update embedded .fx files, and re-associate lights, textures, etc.

For further reference, consult the User Guide included in this release.

New in FX Composer 1.7

- This release is synced to the April 2005 release of the DirectX SDK, and requires d3dx9_25.dll. Starting with this release, you must have the corresponding version of the DirectX SDK installed on your system since d3dx9.lib is not provided with the DirectX SDK.
- Because this release was built with the April 2005 release of the DirectX SDK, it includes any compiler fixes released in this version of the DirectX SDK.
- Includes a minor installer fix that ensures correct installation of MSXML.
- The ShaderPerf Panel plug-in is synced with 71.84 display drivers. Note: You can use the NVShaderPerf stand-alone installer to update the shared COM component that provides this functionality.
- A bug in the .x file importer that prevented loading of .x files exported from 3ds max has been fixed.
- Please note that the large collection of example shaders that shipped with FX Composer 1.5 and earlier releases is still available (and continues to be updated) in the latest version of the NVIDIA SDK.

New in FX Composer 1.6

- FX Composer SceneCommands have been replaced with support for the new Microsoft DirectX Semantics and Annotations Specification (DXSAS).
- Support for tangent space data generated by Melody in the .obj importer.
- Supports a global set of #define options, so you can add specific preprocessor directives. See the File->Settings->Compiler Options for more details.
- An option to choose row or column major ordering for matrices passed by FX Composer to the effect. This feature is for developers who have already decided to write their effects with row-major matrices. All HLSL effects shipping with FX Composer and the NVIDIA SDK expect FX Composer to use column-major matrices.
- A new patch-based teapot with better texture mapping/tangent space, and tessellation option. Courtesy of Fabio Policarpo, Paralelo Computacao, Ltda.
- This build fixes the MSXML4 installation procedure.
- Fixed bug that caused ~1min launch time on some systems.

- The User Guide has been updated to reflect changes and new features.
- Many minor bug fixes.
- Includes support for ShaderModel 3.0 and GeForce 6 Series GPUs.
- Updated Shader Perf panel supports latest drivers.

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