

README 1ST

(r|shaders CZ 1.0 Trial – 12/10/2011)

IMPORTANT! : To install r|shaders trial version you have to launch “rShader_trial.exe”

Update (Final 1.0 - 10/06/2011)

General bug fixing ;
Updated setup.exe ;
Updated User Manual ;

Update (Beta 0.9 - 12/06/2010)

Add.001 : Magma basic shader ready to be tested

Fix.001 : some minor cosmetic issue fixed

Update (Beta 0.85 - 10/28/2010)

Add.001 : Ground basic shader ready to be tested

Chg.001 : User manual update

Fix.001 : some minor bugs fixed

Update (Beta 0.78 - 06/30/2010)

Chg.001 : New beta progress number

Add.001 : SnowLand shader 1st build ready to be tested

Add.002 : IceLand shader 1st build ready to be tested

Chg.002 : Previous user manual was removed, a new version in progress has been added. In July final version will be sent to registered users

Chg.003 : Little Installer UI tweaking

Update (Beta 1.6 - 03/30/2010)

Chg.001 : Sand Editor has been removed it will be added in next complete release

Fix.001 : Installer directory problem solved

Fea.001 : Compatibility 100% with 3ds max 2011 / Slate Material Editor

Fea.002 : General Snow/Ice improvement UI, rendering engine compatibility

Fea.003 : Sand code optimization

Fix list / Update (Beta 1.5 - 02/15/2010)

Fea.001 : Sand shader added.

- Fea.002 : Ocean. Foam panel removed.
- Fea.003 : Ocean. Density control in General Parameters removed, now it is automatic.
- Fea.004 : Ocean. Glittering fixed and updated, better result with same render time.
- Fea.005 : Ocean. Possibility to control waves and swell displacement height independently.
- Fea.006 : Ocean. Mental Ray and Final Render optimization completely rewritten.
- Fea.007 : Ocean. Scattering density color fixed.
- Fea.008 : Ocean. Some minor UI tweaks.
- Fea.009 : Ocean. Better scattering result in rendering.
- Fea.010 : Ocean. Depth Str parameter added to control the murkiness color underwater, useful for submerged objects.
- Fea.011 : Ocean. Function error pop-up fixed when the user will select VRay from the optimization selector.

Known Issue (09/03/2009)

BUG LIST

- BUG.033 : Snow has no rendering engine optimization selector, it will be added on next build
Using FinalRender with displacement set to on and raytracing set to on, 3ds max will crash
- BUG.034 : Under 3ds max 2010, on Ice and Ocean, if the user try to select FinalRender or VRay as
optimized rendering engine, he will get a "function Call Error", it will be solved on next
build. Under 3ds max 2009 works perfectly
- BUG.036 : During the installation, if the user will choose a different path for the 3ds max root,
the installer add "3ds max 2009", at the end of the path, the user needs to check it manually
- BUG.037 : When the user save the scene, if he will open it again, every parameter changes will be not
visible on the material slot and the rendering, it will happens under some PC configuration,
I hope to have a solution before 15th september to fix it in the best way.
- BUG.038 : Problems when the user adopt MR Exposure Control or Logarithmic Exposure with Ice shader,
It depends on 3ds max problems linked to Light and shadows zone....
- BUG.039 : Weird Ocean reflection look using MR Exposure control with Mental Ray

LICENSE FILES

After the installation please copy the request file you sent me and the license file you received in the
folder \3ds max ROOT\ui\rShaders\
The request file must be named "request.rlic", and the license file must be named "license.rlic" to be valid.