

Dll-so shaders

.dll (.so under linux) shaders are those for which only the dll (so) library file is provided, but their ui (either the spdl file or the shaderdef script) is not.

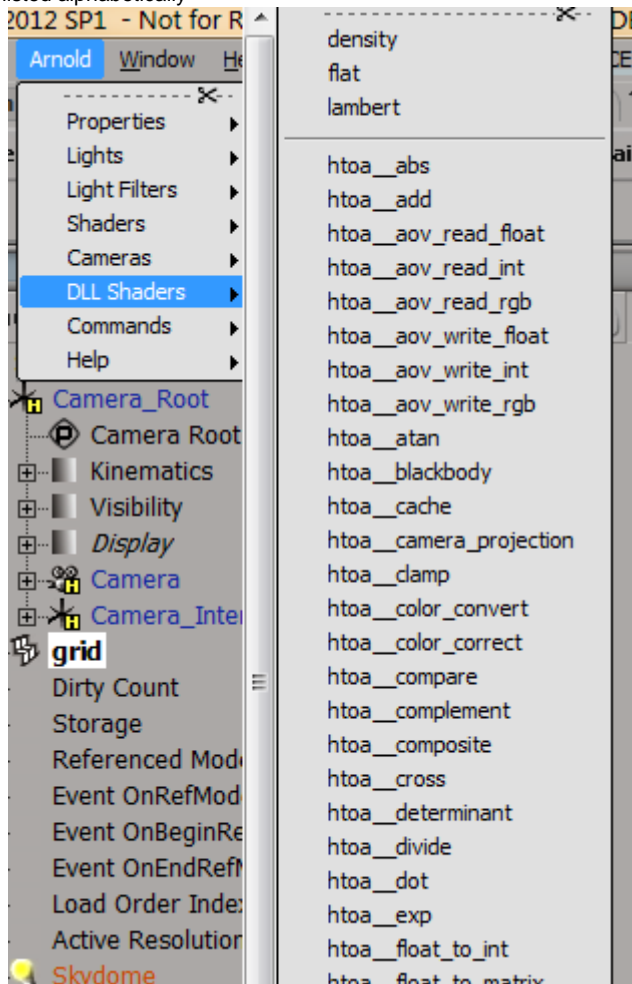
SltoA parses the shaders defined in the library files, and for each it builds on the fly a basic interface with all the parameters set at their default values.

This makes it possible to:

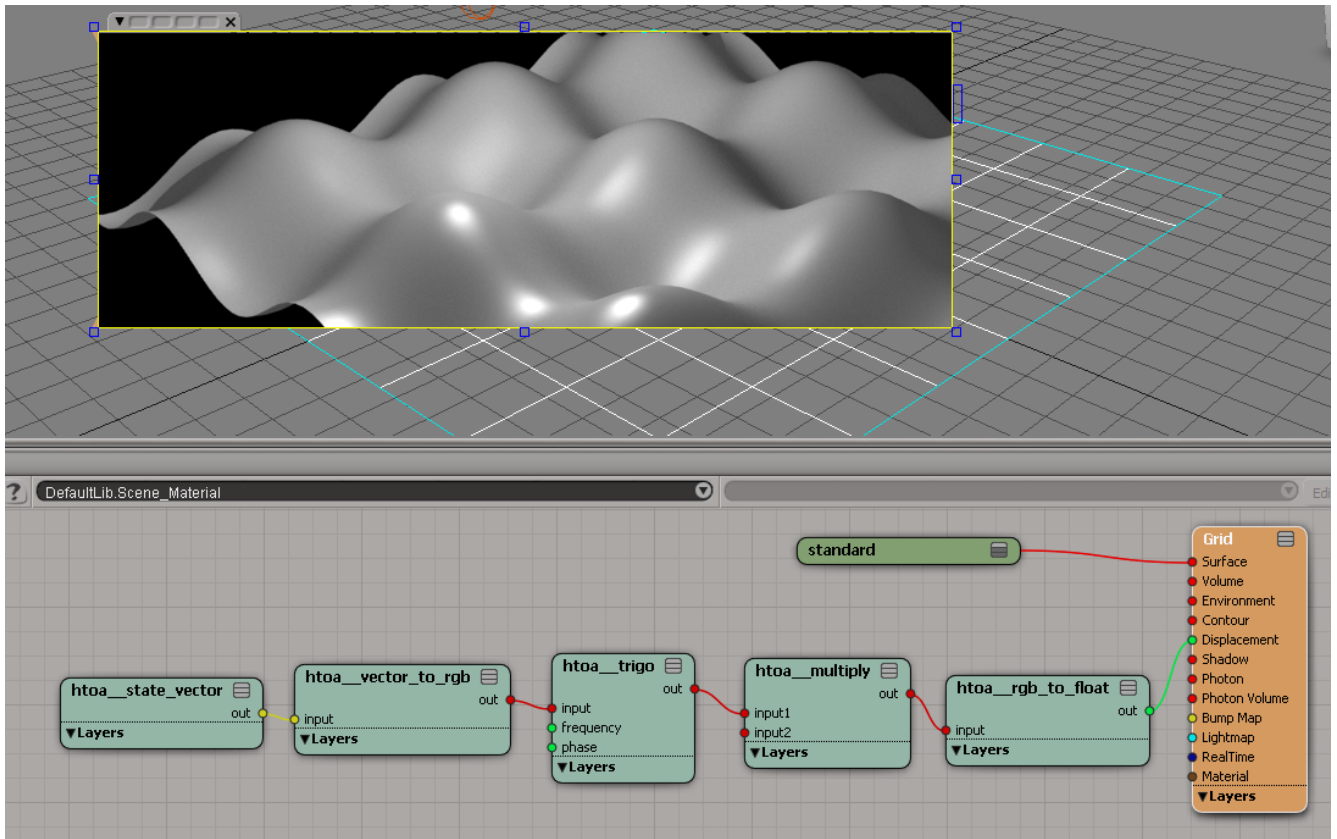
- Use the shaders that come with the MtoA, C4DtoA or HtoA installation.
- Use any 3rd-party shader without needing a dedicated ui file.
- Use the Arnold core shaders that, at the moment, do not have a dedicated Softimage ui.

The dll/so files must be placed in the same directory as the SltoA dll/so, or under any of the paths pointed by the Shaders Search Path.

In the example below, I copied **htoa_shaders.dll** from the HtoA installation into the SltoA bin directory. In the menu, I can read all the nodes listed alphabetically



And I can now build a displacement branch made only of these extra nodes



For every auto-generated ui, an extra **Info** tab is also added, to show some additional information on the shader.

