

Izrt Manual

Acronyms

ALS	kd-Tree average leaf size
APT	Average prim test pr. ray
FPS	Frame pr. second
NEA	Number of evaluated KD axes
NEP	Number of evaluated KD planes
LHP	Leaf hit pct. (number of hits / number of rays)
LPR	Average number of leaf visits pr. traversed ray
PCF	KDTree polygon copy factor
KNL	KDTree number of leaves
KDT	KDTree depth
DEP	Deepest Frustum Entry Point
AEP	Average Frustum Entry Point
FHP	Frustum hit pct. (number of frustum hits / total number of frustums generated)
MPT	Million polytests
TUP	Thread usage pct.

Keyboard bindings

V	Display/hide verbose stats
Arrows	Move camera
1	Change MeshTransform kernel
2	Change KDBuild kernel
3	Change RayGen kernel
4	Change KDTravers kernel
5	Change PolyPartition kernel
6	Change PolyTest kernel
X	Start/stop animation
S	Shadow rays on/off
E	Reflection rays on/off
D	Shading on/off
A	Raster on/off
B	Force KDTree rebuild
R	Increase number of evaluated KDTree planes
T	Decrease number of evaluated KDTree planes
G	Change number of evaluated KDTree axes
N	Decrease number of jobs
M	Increase number of jobs
H	Decrease number of threads
J	Increase number of threads
Q	Change renderer
Y	Decrease frustum dim
U	Increase frustum dim
I	Decrease number of frustum steps
O	Increase number of frustum steps
K	Decrease frustum stepsize
L	Increase frustum stepsize