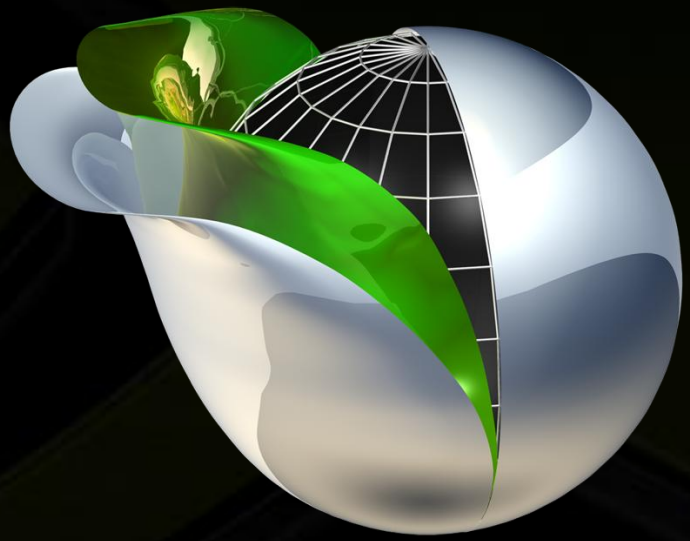
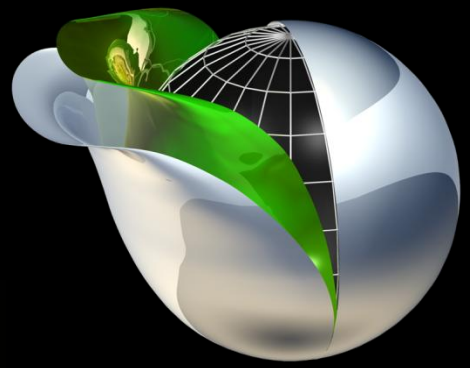
The NVIDIA Shader Debugger



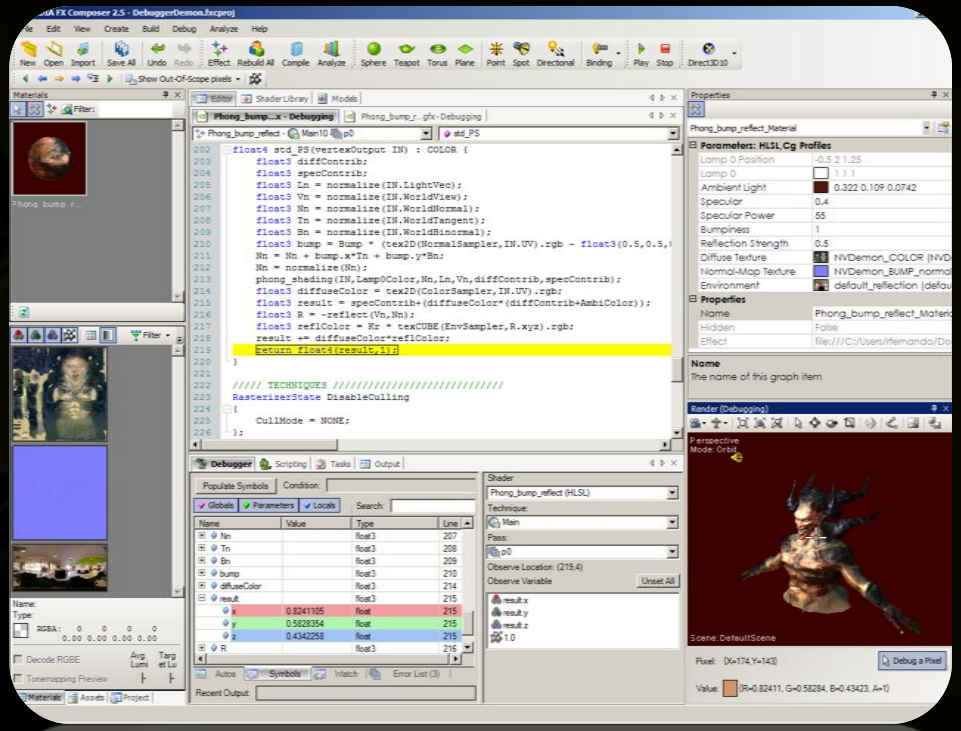
www.shaderdebugger.com

NVIDIA Shader Debugger

Visualize your shaders, step by step



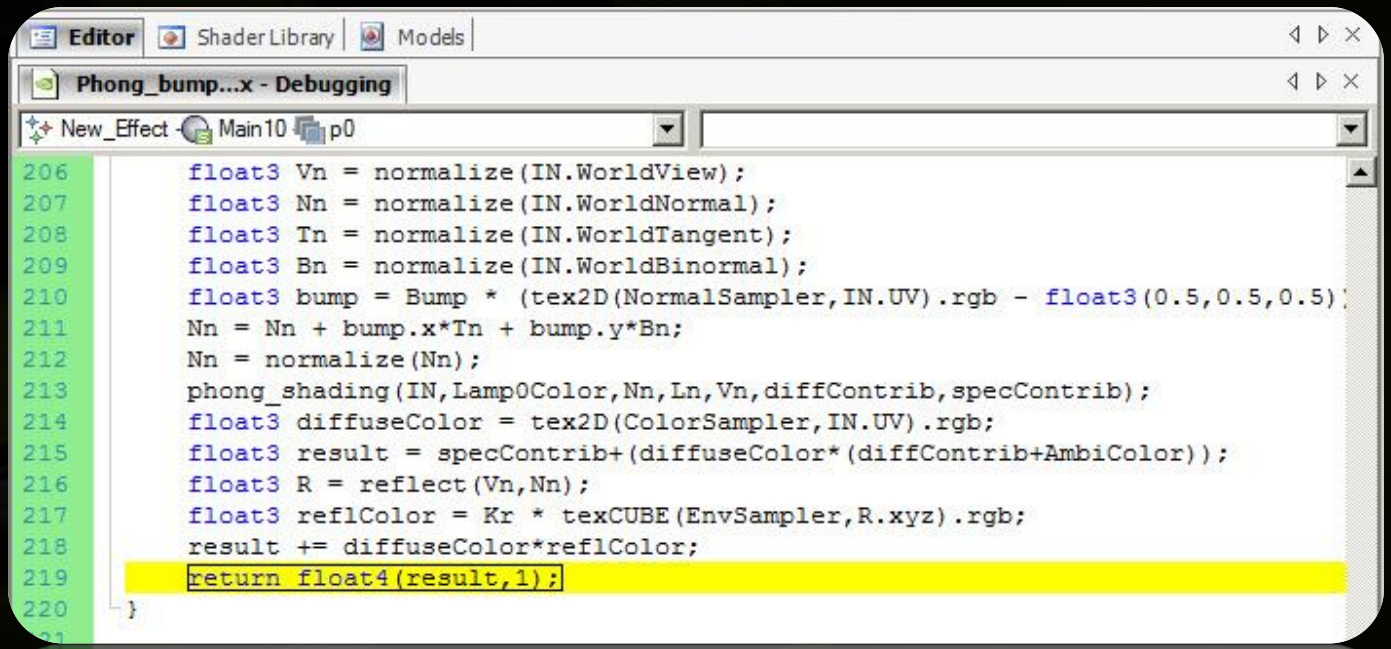
- Broad Language Support
  - HLSL10/9
  - CgFX
  - COLLADA FX Cg
- Step through shader source code
- Visualize variables across your geometry
- Plug-in for FX Composer 2.5



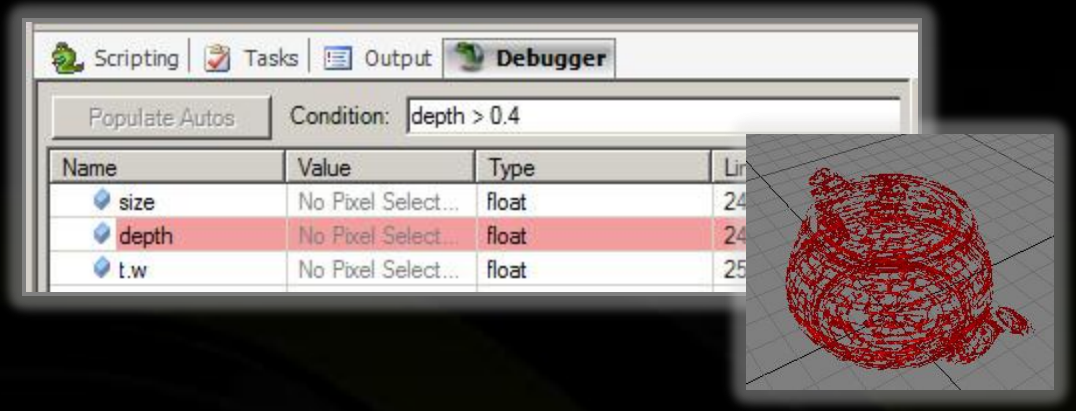
Run Control

Full control of shader execution

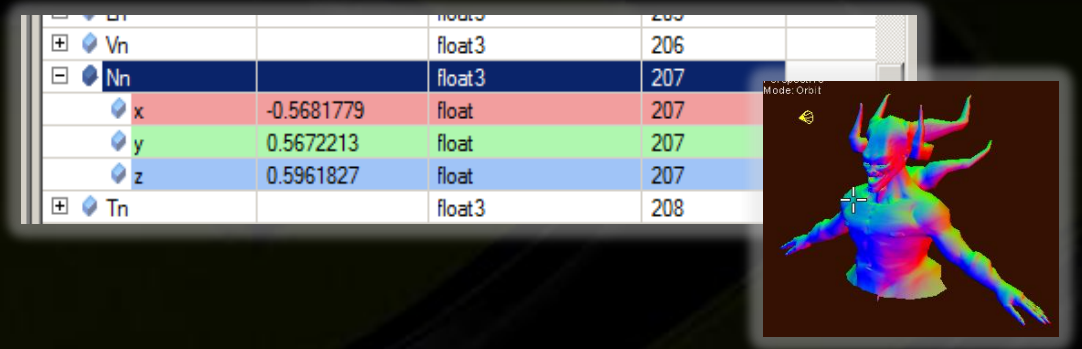
- Next/Previous Statement
- Run to Cursor
- Run to Bookmark



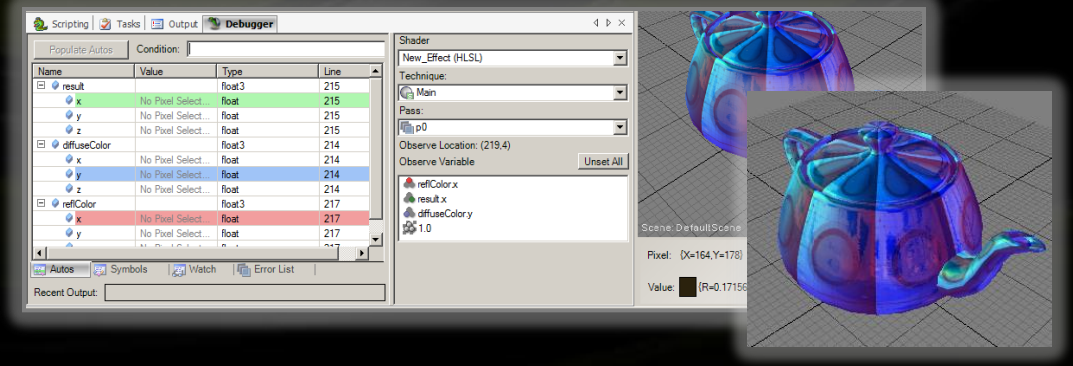
More Shader Debugger Features



Conditionally Kill Fragments



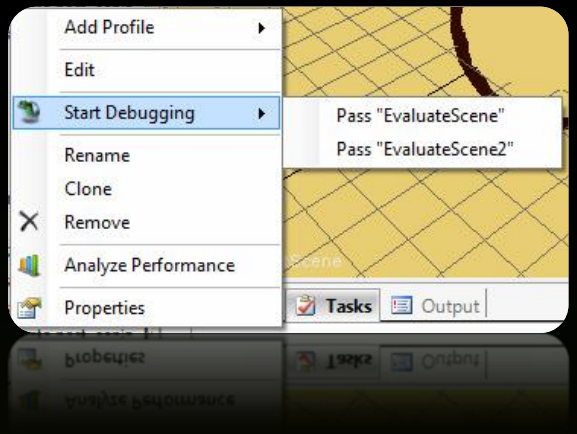
Visualize Any Variable

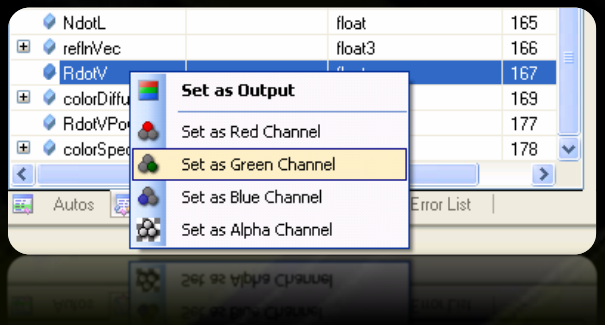


Create Custom Output Mappings

More Shader Debugger Features

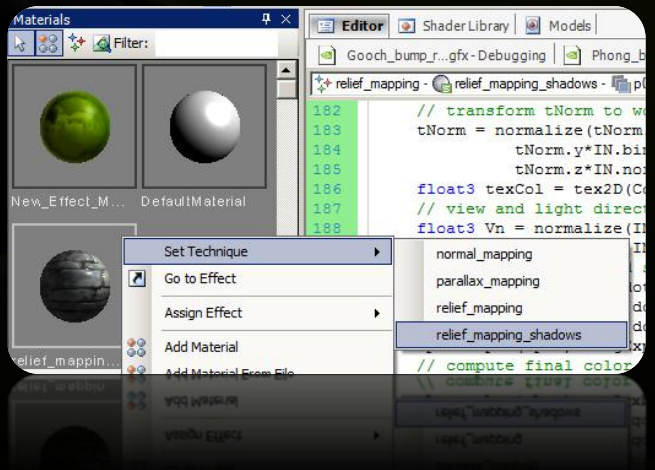
Debug multi-pass/full scene effects.





Map any variable to any channel.

Pick any technique in your shader to debug.



The NVIDIA Software Improvement Program (SIP)

- Goal: Better meet developer needs
  - Simplify common usage patterns
  - Expand on popular features
  - Highlight powerful but underutilized features
  - Remove unwanted features
- Instant Feedback allows user to press F4 and directly send a comment to NVIDIA
- Developer opts in to the SIP to participate – we encourage you to do so
- Only information about product features used is gathered, as well as GPU and driver version.
- No personally identifiable data, shaders, textures, scripts, geometry, or information about other applications is ever collected.

Trying Out The NVIDIA Shader Debugger

- Read the Quick Tutorial
  - This will guide you through the basics quickly
- Read the User Guide
  - This explains all product features in detail
  - Starts from the basics and moves to advanced topics
- Let us know what you think
  - Don’t be shy with Instant Feedback (F4)!
  - Send feedback to ShaderDebugger-Support@nvidia.com