

# Channel and Display Defaults

Below are the defaults for Channels and Displays

## Defaults

Name	Type	Default	Description
filter	<i>string</i>	box	Reconstruction filter or rule. Supported values: min, max, average, zmin, zmax, sum, gaussian, box, triangle, catmull-rom, separable-catmull-rom, mitchell, blackman-harris, sinc, bessell, disk, lanczos.
filterwidth	<i>float[2]</i>	1 1	
relativepixelvariance	<i>float</i>	0	The multiplier on global pixel variance to determine convergence threshold for the adaptive sampler on this channel. Note, if the relativepixelvariance is non-zero for any channel then the global 'adaptall' setting is ignored and the relativepixelvarince for all channels will be considered in the adaptive sampler.
remap	<i>float[3]</i>	0 0 0	
source	<i>string</i>	<i>empty</i>	AOV source name or Light Path Expression.
statistics	<i>string</i>	none	Supported values: none, variance, mse, even, odd.

Name	Type	Default	Description
ActiveBuckets	<i>int</i>	<i>empty</i>	
BucketOrder	<i>int</i>	<i>empty</i>	
BucketSize	<i>int[2]</i>	<i>empty</i>	
camera	<i>string</i>	<i>empty</i>	
ChannelCount	<i>int</i>	<i>empty</i>	
ChannelNames	<i>string</i>	<i>empty</i>	
CheckpointElapsedTime	<i>float</i>	<i>empty</i>	
CheckpointIncrement	<i>int</i>	<i>empty</i>	
CheckpointKeep	<i>int</i>	<i>empty</i>	
CheckpointThreads	<i>int</i>	<i>empty</i>	
far	<i>float</i>	<i>empty</i>	
HostComputer	<i>string</i>	<i>empty</i>	
mode	<i>string</i>	<i>empty</i>	
near	<i>float</i>	<i>empty</i>	
PixelAspectRatio	<i>float</i>	<i>empty</i>	
remap	<i>float[3]</i>	<i>empty</i>	
Software	<i>string</i>	<i>empty</i>	