

# PxrProjectionStack

This node is designed to multiple composite PxrProjectionLayer nodes, but accepts connections from other patterns.

## Input Parameters

### Layers Mode

Control which layers are active. Using a Solo layer will deactivate any On layers.

- 0: Off
- 1: On
- 2: Solo

### Layers RGB

Connect the resultRGB output of a PxrProjectionLayer pattern to here.

### Layers A

Connect the resultA output of a PxrProjectionLayer pattern to here.

### Layers Num Channels

This array of integers should contain the number of channels computed by the PxrProjectionLayer connected at the same array index. This number MUST be correct otherwise PxrProjectionStack will be unable to correctly retrieve and unpack the data. It may even crash. The best solution is to connect PxrProjectionLayer.outNumChannels to PxrProjectionStack.layersNumChannels[n] to guarantee correct operation.

### Layers Channels RGB

Each member of this array must be connected to a PxrProjectionLayer.outChannelsRGB plug. The number of valid array members will be defined by the size of the layersNumChannels array. The channel RGB data is packed in a single color array and the number of channels is necessary to compute the starting point of each channel.

### Channels Aov Names

This array contains an array of (optional) AOV names to which channels should be output. Invalid AOV names will be safely ignored. The AOV name order MUST match the channel order, i.e. if channel 2 contains specular color data, channelsAovNames[2] should contain "color projectedSpecularColor". You can reference up to 32 AOVs.

### Output Channels Idx

This array contains indices to route a fully composited channel to one of the channelOutX outputs. This allows you to route all or only a subset of your channels to drive other downstream nodes. By default, each outputChanIdx member will have a value of -1 and no channel will be routed.

## Output Parameters

### resultRGB

The clamped color result.

### resultR

The R channel from the resultRGB output.

### resultG

The G channel from the resultRGB output.

### resultB

The B channel from the resultRGB output.