

# Developers' Guide



Inside Out 2 © Disney/Pixar

Included with the release are the necessary [Doxygen](#) files and supported Options, Attributes, and Camera attributes.

Some pages lack formatting and will be updated shortly after release.



Please note the new interactive API (Riley) introduced in RenderMan 22 is *not yet* stable.

Plugins for RenderMan 26 must utilize the requirements set by the [VFX Reference Platform CY2023](#).



This new and refreshed documentation experience continues to grow with new tutorials and content. Previous documentation versions can be found through the RenderMan Support Forums for download.

This package includes Doxygen files and best practices for users wanting to create customer solutions and plugins with our API. General users and artists may not need this package.

- [API Changes from 25.X to 26.X](#)
- [RenderMan API](#)
- [Live Statistics API](#)
- [Args File Reference](#)
- [Instance Attributes](#)
- [Renderer Options](#)
- [Primitive Variables](#)
- [Rendermn.ini](#)
- [Compiling Plugins & Linking Applications](#)
- [Coordinate Systems](#)
- [Generating well-stratified samples using RixRNG](#)
- [Geometry Plugins](#)
- [Cameras and Output Plugins](#)
- [Lighting Plugins](#)
- [Shading Plugins](#)
- [RenderMan Interface \(Ri\)](#)
- [XCPT Messages](#)