Channel and Display Defaults

Below are the defaults for Channels and Displays

Defaults

Name	Type	Default	Description
filter	*string*	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, bessel, disk, lanczos.
filterwidth	*float[2]*	1 1	
relativepixelvariance	*float*	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	*float[3]*	0 0 0	
source	*string*	*empty*	AOV source name or Light Path Expression.
statistics	*string*	none	Supported values: none, variance, mse, even, odd.

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