PxrProjectionStack

This node is designed to composite multiple 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.

Channels [0-16] RGB

Each of these parameters must be connected to a `PxrProjectionLayer.outChannelsRGB` plug. The number of the parameter must match the PxrProjectionLayer's layer index.

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.

channelOut[0-7]

Assignable outputs for up to 8 layers. See **Output Channels Idx** for configuration.