

# PxrGoboLightFilter

PxrGoboLightFilter projects a painted texture in front of the light.

This light filter is a simple version of [PxrCookieLightFilter](#).

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## Parameters

### Map

Filename of the projected texture. If you want to control the blur for the projected edge, include the mask into the alpha channel of this map. Otherwise, it will use a white opaque alpha installed on \$RMANTREE/lib/textures/white.tex for blurring when blur is > 0.

### Fill Color

If the texture's tile mode is not repeating, this specifies the color for the region outside of and behind the projected rectangle. When we specify a blur below, the edge of the projected rectangle will be blended with the fill color.

### Width

Width of the rect which the light is shining through.

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Height of the rect which the light is shining through.

## Multiplier

### Density

Controls the strength of the projected effect.

### Invert

Specify whether to invert the projected texture before it is applied.

### Intensity

Global Multiplier for both the diffuse and specular contribution below.

### Diffuse

Multiplier of this light filter result for the diffuse contribution.

## Specular

Multiplier of this light filter result for the specular contribution.

## Texture Mapping

### Tile Mode

Specifies how the texture repeats.

- No Repeat (0)
- Edge Extent (1)
- Tile (2)

### Scale U

Scale of the projected texture in the U direction.

### Scale V

Scale of the projected texture in the V direction.

### Offset U

Offset of the projected texture in the U direction. This simply moves the image in the U direction.

### Offset V

Offset of the the projected texture in the V direction. This simply moves the image in the V direction.

### Premultiplied Alpha

If using a texture with unpremultiplied Alpha, set this to 0 of off for correct behavior.

## Combine Mode

**mult:** The results of all the filters are multiplied together

**max:** The maximum result from all filters is used. This works best for grey scale light filters.

**min:** The minimum result from all filters is used. This works best for grey scale light filters.

**screen:** Similar to the max operation, but it combines gradients in a smoother way. This works best for grey scale light.

Light filters on a light are grouped by their combine mode. Light filters in the same group are executed together and combined by the combine mode. The groups are executed in this order (max, min, screen, and then mult) and are multiplied together, which means a filter that turns things black in the mult group will zero out all other filters.