

Here's some quick instructions on installation and use:

Installation

- 1.) Run the Yaf(a)Ray4tS.exe setup file.
- 2.) Open the tS Library Browser and double click on the Yaf(a)Ray4tS library folder.
- 3.) Open a Link Editor Window, and drag the Yaf(a)Ray4tS_Installer object into the Link Editor window.
- 4.) Click "Install."
- 5.) Then either drag the Yaf(a)Ray4tS object into the Link Editor, or click on the Add Yaf(a)Ray to Scene icon.
- 6.) Right click on the Add Yaf(a)Ray to Scene icon to bring the Yaf(a)Ray4tS object up in the Panels tab of the tS Stack View.
- 7.) Select the "Directories" aspect tab and set the Yaf(a)Ray install directory to where you have installed the Yaf(a)Ray render engine. (You can download Yaf(a)Ray from the Yaf(a)Ray website here: www.yafaray.org)
- 8.) Select the "Default" aspect tab and set the Output file to where you want Yaf(a)Ray4tS to render out your image.

Congratulations you've finished your setup.

Note: if you create a new scene you will need add a Yaf(a)Ray4tS object to that scene and reset up the directories and output file location. So it may be useful to save a copy of the Yaf(a)Ray4tS object already configured into the Yaf(a)Ray4tS library.

Usage

In order to render to Yaf(a)Ray, you will need to have a Yaf(a)Ray4tS object in your scene. This object can be accessed in the Panels tab of the Stack View by right clicking on the Add Yaf(a)Ray to Scene icon or by selecting the Yaf(a)Ray4tS object in the Scene View or Link Editor windows.

Lights

Custom Yaf(a)Ray light objects are included with Yaf(a)Ray4tS. While Yaf(a)Ray4tS can use tS lights except for the Ambient light type, to fully configure lights for Yaf(a)Ray you will need to use the custom lights that came with Yaf(a)Ray4tS. They can be loaded into the scene via the icons from the Yaf(a)Ray4tS icon bar, or by dragging and dropping from the library.

Materials

Special Yaf(a)Ray DX materials have been included with Yaf(a)Ray4tS. You must apply these to your meshes for their materials to show up in the Yaf(a)Ray render. These materials can be applied to an object by drag and drop or by double clicking them to load them into the tS DX Material editor and applying them using the DX

Material editor. The settings for the materials can be changed by using the ME Inspect tool to load the material into the DX Material editor, changing the material values, and re-applying the material to the object.

Limitations:

This current version of Yaf(a)Ray4tS doesn't support Skinned (Actor/skeleton) objects.

Fog currently is non-functional.

Animation is not supported.

Multiple materials on a single object are not supported at this time.

To learn more about what the settings in Yaf(a)Ray4tS do, it is recommended that you read the Yaf(a)Ray documentation provided at the Yaf(a)Ray website: [www.yafaray.org / documentation](http://www.yafaray.org/documentation)