Sample/Device Correlation Table

The sample solutions included in Scene Composer vary depending on the platform (package type). This section illustrates the correlation between each platform and its corresponding sample solutions.

Materials	○	○	○	○	○
MenuScreens	○	○	○	○	○
MixedReality	○	□	□	□	□
OpenGL 2D Effects	○	○	○	○	○
Physically Based Rendering	○	○	○	○	○
Post Processing	○	○	○	○	○
Scripting	○	□	○	□	○
Transition	○	○	○	○	○

Instrument Cluster	○	□	○	○	□

Post Processing	▯	○	○	○	○

Post Processing	○	□	□	□	□
Scripting	○	□	□	□	□
Transition	○	○	□	○	○

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