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if the mesh shader defines vertex attributes, the individual vertex attributes are (non-uniformly) transformed by the mesh shader using the same model-view-projection (mvp) matrix the vertices are transformed by in the vertex shader. the reason for this issue is that such cards may have features that require shader version 12.0 in order to do hardware acceleration. shader version 12.0 is a very large version change. the shader might support shader version 10.0 but not version 12.0, or might support version 12.0 but not the newer dx sdk feature of shader version 16.0, or might support shader versions from 10.0 up to 13.0. fortunately, it is easy to get new features into the shader. for example, nvidia has a supported shading language version of 0. its dx sdk does not expose a way to use that version, but nvidia does expose a version which is compatible with this version. or, we can just use a previous version such as directx 11. but that doesn't get us all the features that we need. how about shader version 16.0? one of the first questions we asked ourselves as we looked at the new possibility of having shader 16.0 is, could we code up a new shader that takes advantage of all the new features of shader 16.0 that we need to get hardware acceleration? the problem is that the shader does not contain all the functions required by the hardware acceleration feature. this is usually caused by the presence of a missing #version directive, or by missing #extension directives. for example, we might have a shader that looks like this.

Pixel Shader 4 0 Software 12

the first two entries in the descriptor heap description are the number of descriptors and the type of descriptors that are allowed in this descriptor heap. the third parameter d3d12_descriptor_heap_shader_visible describes this descriptor heap as visible to a shader. descriptor heaps that are not visible to a shader can be used, for example, for staging descriptors on the cpu or for rtv that are not selectable from within shaders. direct3d 12 features a gpu-based acceleration path for all primitive assembly and rasterization. this functionality requires the full range of integer and uint capabilities, and therefore cannot be maintained with the legacy d3d api. vertex and pixel shaders used with the gpu acceleration path must be marked as nointerpolation. if a vertex shader uses getperprimitiveoutputstream, the return value will be an array of bytes. the array should be interpreted as a one-dimensional array of values, with the first element of the array being the value of a sv_rendertargetarrayindex entry, with all following entries being sv_rendertargetarrayindex entries. if a vertex shader uses getperprimitiveinputstream, the return value should be interpreted as a one-dimensional array of entries, with the first entry being the value of a sv_rendertargetarrayindex entry, and all following entries being sv_rendertargetarrayindex entries. for these shaders, the getprimitiveindex method will return a value of -1 if the index is not a valid entry in the array, and an error will be returned if the index is an invalid entry. 5ec8ef588b

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