**The Equirectangular Projection Shader Instruction Manual**

Welcome to the Instruction Manual of the new Equirectangular Projection shader. In this document I will show you how you can work with the parameters for the shader, The shader is done by rosme, and was ported to DX11 by RadiusNic.

(Note by Peeblo: The shader is the whole folder, put it in your effects folder, don’t make the same mistake I did 4 times.)

**1 - FOV Parameters**

The FOV Parameters should be self-explanatory for what they are. However here are the required values that would (default-ly) be needed:

Horizontal FOV - 120

Vertical FOV - 90

**2 - Focal X & Y**

The Focal X & Y both require the value of 0.5 (Not always) If you would like to center the positioning.

**3 - X & Y Zoom Function**

This one isn’t anything long, just put the values to 1.0 (Normally).

If you happen to have weird anti-aliasing for the shader, add up the value of both X and Y FOV.