

POV-Ray Photon Flowchart — Customization Guide

How to use:

- 1) Add the file 'photon_flowchart.pov' to your scene directory and render it directly, or #include it into a larger scene.
- 2) Edit the node positions (V_ROW_* declarations), sizes, colors, and text. All SDL keywords are plain strings; you can change them freely.
- 3) If your system lacks the default font name 'cyrvetic', set S_FONT to a local .ttf path (e.g., 'arial.ttf').
- 4) You can add or remove nodes by duplicating calls to Flow_BoxNode / Flow_DiamondNode / Flow_Arrow.

Key citations (behavior basis):

- Pre-target pass_through filtering (PT_FILTER_BEFORE_TARGET) in photons.cpp.
- Merged light+object flags and early bail in photonestimationtask.cpp.
- Docs: Using Photon Mapping and Media & photons (POV-Ray 3.6/3.7).