

	Expression:	Supported	Partially Supported	Not Supported	Note:
		91	7	46	
Atmospheric Expressions	Atmospheric Fog Color	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	No atmospheric fog support
Color Expressions	Desaturation	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Constant expressions	Constant	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Constant2Vector	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Constant3Vector	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Constant4Vector	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Distance Cull Fade	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Culling not supported
	PerInstanceFadeAmount	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not supported
	PerInstanceRandom	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not supported
	Time - Partial	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Time is not updated at the moment
	TwoSidedSign	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	VertexColor	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	View Property	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
	Precomputed AO Mask	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Works as if there is no AO map
Coordinate Expressions	CameraPositionWS	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	LightmapUVs	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
	ObjectOrientation	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	ObjectPositionWS	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	ObjectRadius	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	No equivalent in Octane
	Panner	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	PixelNormalWS	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Rotator	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	SceneTexelSize	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
	ScreenPosition	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	TextureCoordinate	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	VertexNormalWS	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	ViewSize	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	WorldPosition	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Custom Expressions	Custom Code Expression	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Converting HLSL to OSL is a hard problem
Depth Expressions	DepthFade	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	No depth buffer at shading time
	PixelDepth	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	SceneDepth	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	No depth buffer at shading time
Font Expressions	FontSample	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	No Font support
	FontSampleParameter	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	No Font support
Function Expressions	FunctionInput	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	FunctionOutput	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	MaterialFunctionCall	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	StaticBool	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	StaticSwitch	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Landscape Expressions	LandscapeLayerBlend	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Landscape not supported
	LandscapeLayerCoords	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Landscape not supported
	LandscapeLayerSwitch	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Landscape not supported
	LandscapeLayerWeight	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Landscape not supported
	LandscapeVisibilityMask	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Landscape not supported
Material Attributes	Break Material Attributes	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Make Material Attributes	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Math Expressions	Abs	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Add	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Arccosine	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	ArccosineFast	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Arcsine	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	ArcsineFast	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Arctangent	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Arctangent2	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Arctangent2Fast	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	ArctangentFast	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Ceil	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Clamp	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	ComponentMask	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Cosine	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	CrossProduct	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Divide	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	DotProduct	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Floor	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Fmod	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Frac	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	If	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	LinearInterpolate	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Logarithm10	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Logarithm2	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Max	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Min	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Multiply	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Normalize	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	OneMinus	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Power	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Round	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Saturate	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Sign	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Sine	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	SquareRoot	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Subtract	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Tangent	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Truncate	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Parameter Expression	Collection Parameters	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	ScalarParameter	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	StaticBoolParameter	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	StaticSwitchParameter	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	StaticComponentMaskParameter	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	VectorParameter	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	TextureObjectParameter	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	TextureSampleParameter2D	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	TextureSampleParameterCube	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

	TextureSampleParameterMovie	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	No Texture Movie Support
Particle Expressions	DynamicParameter	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Particles not supported
	ParticleColor	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Particles not supported
	ParticleDirection	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Particles not supported
	ParticleMacroUV	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Particles not supported
	ParticleMotionBlurFade	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Particles not supported
	ParticlePositionWS	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Particles not supported
	ParticleRadius	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Particles not supported
	ParticleRelativeTime	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Particles not supported
	ParticleSize	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Particles not supported
	ParticleSpeed	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Particles not supported
	SphericalParticleOpacity	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Particles not supported
	ParticleSubUV	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Particles not supported
	TextureSampleParameterSubUV	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Particles not supported
Texture Expressions	SceneColor	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Rasterizer specific
	SpriteTextureSampler	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
	TextureObject	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	TextureSample	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	TextureProperty	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
Vector Operations	AppendVector	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	DeriveNormalZ	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Normalize	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Transform	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Works in most situations
	TransformPosition	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Utility Expressions	AntialiasedTextureMask	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not supported
	BlackBody	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
	BumpOffset	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	ConstantBiasScale	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	DDX	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Rasteriser specific
	DDY	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Rasteriser specific
	DepthOfFieldFunction	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
	Distance	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	DistanceFieldGradient	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	No distance field support
	DistanceToNearestSurface	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	No closest surface support
	FeatureLevelSwitch	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Fresnel	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	GIReplace	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
	LightmassReplace	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Always use dynamic lighting
	Noise	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
	Previous Frame Switch	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Not Supported
	QualitySwitch	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	RotateAboutAxis	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	SphereMask	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Vector Noise	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
Vector Expressions	ActorPositionWS	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Not supported
	CameraVectorWS	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	LightVector	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Deprecated
	Object Bounds	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not supported
	Pre-Skinned Local Normal	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not supported
	Pre-Skinned Local Position	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Not supported
	ReflectionVectorWS	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	