

Viewing Configuration Guide

Oracle AutoVue 20.2,Desktop Deployment

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Preface

AutoVue is Oracle's suite of Enterprise Visualization solutions, which are designed to view, digitally annotate and collaborate on any digital information from any system. AutoVue delivers best-in-class visualization capabilities for hundreds of document types, including business documents such as Office and Graphics, as well as technical document types such as 2D/3D Computer Aided Design (CAD) and Electronic Design Automation (EDA). As an Enterprise Visualization solution, AutoVue's capabilities differ from those delivered by format's editors or native applications. AutoVue provides a set of configuration parameters that end-users can set to control how a file prints or displays.

The *Viewing Configuration Guide* explains how to configure AutoVue to control file display, printing and markup behavior, and other configuration parameters. The options described in this document should be set in users' INI files.

For the most up-to-date version of this document, go to the AutoVue Documentation Web site on the Oracle Technology Network at <http://www.oracle.com/technetwork/documentation/autovue-091442.html>.

Audience

The *Viewing Configuration Guide* is primarily for AutoVue administrators and advanced users.

Related Documents

For more information, see the following documents in the Oracle AutoVue documentation library:

- *Installation and Configuration Guide*
- *User's Manual*

Conventions

The following text conventions are used in this document:

Convention	Meaning
boldface	Boldface type indicates graphical user interface elements associated with an action, or terms defined in the text.
<i>italic</i>	Italic type indicates book titles, emphasis, or placeholder variables for which you supply particular values.
monospace	Monospace type indicates commands within a paragraph, URLs, code in examples, text that appears on the screen, or text that you enter.
[root directory] \ [sub directory]	In Windows and Linux OSes, directory hierarchy is written with backward slashes (\) and forward slashes (/), respectively. In this document, unless mentioned otherwise, directory hierarchy for Windows and Linux OSes are written with the backward slash.
<angular brackets>	Indicates required entries to be entered.
{curly braces}	Indicates mandatory information.
[square brackets]	Indicates optional syntactical elements.
	Indicates an either-or type of choice.

Convention	Meaning
...	Indicates that information may be repeated.

Introduction

As an Enterprise Visualization solution, Oracle AutoVue delivers robust document viewing, digital annotation and collaboration capabilities. AutoVue as a viewer displays designs/documents very close to their authoring applications. There may be slight differences in the AutoVue display as compared to the native applications. In some cases, there are configurations that can be performed to have AutoVue closely match the native applications. These configuration options can control how the file displays or prints in AutoVue, the performance for loading the document or select the attributes to be displayed with the file. Note that AutoVue is a viewer and as such does not provide the editing capabilities of the authoring applications. Throughout this document, we ask you to set font paths to point to specific fonts or update font mapping files. In all these cases, before you copy or point to fonts, you must ensure that you are compliant with the licensing of the fonts.

This *Viewing Configuration Guide* describes the various configuration parameters available in AutoVue, and lets you identify which options would best suit your visualization needs and requirements. This document also provides additional information on configuration parameters for other Oracle AutoVue capabilities such as printing, markup and conversion. In order to take effect, these options must be set in the INI profile of the end users.

Viewing Configuration INI Files

When users connect to AutoVue, a user-specific INI file, **<username>.ini**, where **<username>** is the name of the user connecting to AutoVue, is created and is placed at the location specified by `autovue.users.directory` parameter in `autovue.properties`. The default location is `<AutoVue Installation Directory>\bin\Profiles`.

The default AutoVue installation bundles two INI files, **default.ini** and **allusers.ini** at `<AutoVue Installation Directory>\bin`. The very first time a user connects to AutoVue, the contents of `default.ini` are written to the user-specific INI. The contents of `allusers.ini` are written to the user-specific INI every time a user connects to AutoVue.

If you need to roll out certain settings to all users that connect to AutoVue, you can do so by setting options in either `default.ini` or `allusers.ini` once you determine what option works best for you.

Important:

- An option that has been written into the user-specific INI does not get removed from the INI if you remove it from `allusers.ini`. The recommended approach to revert an INI option is to change the value of the option in `allusers.ini` instead of removing it.
- Many of the INI options in the following chapters may also be set by the end-user from the AutoVue graphical user interface (GUI).

General Viewing Configuration

AutoVue provides configuration options at the application level and at the file format level. File format INI options are generally specific to a file format or to a file format group. Application level INI options generally control the application features - such as printing or markups or user-interface capabilities.

This chapter describes the application level INI options and provides suggestions on when to use these options. Some application options apply to a format group. These options are described in the formats INI options chapters.

Many of the options described here can also be set from the AutoVue user-interface (UI). When applicable, this document also indicates when an option can be set from the UI. When an INI option is set from the AutoVue UI, the option is written into the INI file of the user that is setting it.

Refer to the following sections for format group and file format related INI options:

["Viewing Configuration for AEC Formats"](#)

["Viewing Configuration for 3D Formats"](#)

["Viewing Configuration for EDA Formats"](#)

["Viewing Configuration for Raster Formats"](#)

["Viewing Configuration for Office Formats"](#)

["Configuration for Markups"](#)

["Configuration for Printing"](#)

["Configuration for Conversion"](#)

["Configuration for Overlays"](#)

External Resources

Many documents that you view in AutoVue require external resources such as fonts, XREFs and mapping tables in order to display completely. AutoVue provides several options to configure the look up for these resources and the paths for resources.

When viewing a file, if a required resource is not found in AutoVue, a red 'x' is displayed at the bottom left of the workspace. If a resource is substituted with another resource, a yellow exclamation mark (!) is displayed in the bottom left corner of the workspace. Resource information can be accessed from the **Resource Information** tab of the File Properties dialog.

When AutoVue loads a base file that requires other resources in order to display fully, AutoVue generally performs the following series of searches until the resources are found.

- If the base file contains a path to the resource, AutoVue looks up the path to locate the resource. If the path is a relative path, the relative path is taken with respect to the base file path.
- AutoVue looks for the resources in the base file location.
- AutoVue looks for the resource in the AutoVue installation folder (in some cases, this folder is used for font maps, color maps, and font resources).
- AutoVue looks for the resource in the path specified by USERXREFPATHS and USERXFONTPATHS INI options. These are options are set when the user enters required XREFs and fonts paths from the **XREF Paths** and **Font Paths** section of the **Configure** dialog on the AutoVue user interface.
-

Note: However, some file formats may have exceptions to the search sequence listed above.

AutoVue can only resolve external resources based on their filenames. The external resource filename must be exactly the same as it is defined in the base file (as saved from the native application).

External Resources Fonts

Syntax and additional information for the following options are described in section ["External Resources INI Options"](#).

Files containing text need access to the required fonts for correct and complete display. Fonts used by the various formats can be categorized as:

- **System Fonts:** These fonts are usually part of the operating system installation. These can be TrueType fonts, Type 1 fonts or raster/bitmap fonts.
- **Native stroke fonts:** These fonts are generally created by the native application of a format. For example, AutoCAD SHX fonts, CATIA fonts

When viewing a file, if a font is not found in AutoVue, a red X is displayed in the bottom left corner of the workspace. If a font is substituted with another font, a yellow exclamation mark (!) is displayed in the bottom left corner of the workspace. The list of found, missing, and substituted fonts can be accessed via the Resource Information tab in the File Properties dialog.

Depending on the type of font that is required, AutoVue will try to resolve required fonts in several ways based on the type of font.

- To resolve required system fonts,
 - AutoVue locates the fonts at <Windows install directory>\windows\fonts.

Note: Fonts are governed by certain licensing restrictions. Ensure that you verify the licensing for fonts before copying them over to different machines.

- To resolve required native stroke fonts, AutoVue tries to search for them in the following order:
 - At the file location
 - At the font path specified to AutoVue using XFONTPATHS INI option
 - In the fonts sub-folder of the AutoVue installation

For some formats, AutoVue provides a set of Universal Font Files (UFF), located at <AutoVue Installation Directory>\bin\fonts which are used to substitute missing native stroke fonts. Using UFF fonts could generate slight differences in display from the native application. For best results, ensure that the fonts from the native application are accessible.

For some formats, AutoVue provides font mapping files in order to specify font substitution. These font map files can also be used to perform font substitution for language specific fonts. Font mapping information for formats that use font map files are listed in the format-specific sections.

External Resources Options

Several configuration options are available for external resources. Some file formats may need additional configuration in order to correctly locate resources. These are described in the file format's configuration chapter.

Syntax and additional information for the following options are described in section ["External Resources INI Options"](#).

- To be able to enable look up for resources, you can set INI option RESOLVERESOURCES to 1. This can also be done from the AutoVue user interface by selecting the **Resolve Resources** checkbox from the **General** tab of the Configure dialog. When you enable/disable this option from the UI, the user profile is updated with the value for the option RESOLVERESOURCES.
- If look up for resources (RESOLVERESOURCES=1) is enabled, you can set INI options USERXREFPATHS and USERXFONTPATHS to point to XREFs and fonts, respectively. This can also be done from the AutoVue User Interface by entering required XREFs and fonts paths from the **XREF Paths** and **Font Paths** section of the **Configure** dialog.

- If look up for resources is enabled (RESOLVERESOURCES=1), you might run into situations where the client is trying to access a resource and the request takes a long time due to network issues. You can configure a time out for the look up by setting a value for RESOURCERESOLVINGTIMEOUT.

External Resources INI Options

All options described below should be placed in the **[OPTIONS]** header of the INI file:

Parameter	Description	Default
RESOLVERESOURCES = [0 1]	Enable/disable resource file lookup by the client. Set to 1 so that the client will try to locate resource files, Set to 0 so that the client will never receive a request to resolve resources.	1
RESOURCERESOLVINGTIMEOUT=[time in seconds]	Specify the timeout for resource resolving callback. After the timeout has elapsed, resource resolving callback will not wait for a response from the client, it will continue execution without attempting to resolve any more resources on the client.	60 (seconds)
USERXFONTPATHS = [semicolon separated list of paths]	Specify the paths for external font lookup on the client side. The path appears in the Configuration dialog in General > Font Paths.	
USERXREFPATHS = [semicolon separated list of paths]	Specify the paths for XREF lookup on the client side. The path appears in the Configuration dialog in General > XREF Paths.	

System Tray Configuration

You can enable or disable the system tray for AutoVue by setting the SYSTEMTRAY INI option in the [Disable] section of the user-profile. By default, the system tray is on and AutoVue continues to run until you close it from the system tray.

System Tray INI Option

Below option must be set in the **[Disable]** section of the INI file.

Parameter	Description	Default
SYSTEMTRAY=[0 1]	Specify whether to display the system tray icon. Set to 0 to display the system tray icon. Alternately, you can also leave this option empty to display the icon. Set to 1 to disable the system tray icon.	0

Background Color Option

You can specify the background color to be used for different file formats. To specify the background color from the AutoVue UI, open the Configuration dialog (select **Options** and then **Configure**), and then select either 2D, 3D or EDA and select a background color. Refer to the *User's Manual* for more information. Syntax and additional information for the following options are described in section ["Background Color INI Options"](#).

Background Color INI Options

Note: For parameters in the following table, specify an integer that represents an RGB color (Red + 256 * Green + 65536*Blue). The values for Red, Green, and Blue range from 0 to 255.

All options in the following table should be placed under the **[UI COLORS]** header in the INI file.

Parameter	Description	Default
BKCOLORARCHIVE	Specify background color for archive files.	
BKCOLORDATABASE	Specify background color for database files.	
BKCOLORDOCUMENT	Specify background color for PDF format.	
BKCOLOREDA	Specify background color for EDA files.	0
BKCOLORCOLORRASTER	Specify background color for raster formats.	
BKCOLORMONORASTER	Specify background color for monochrome raster formats.	
BKCOLORNOFILESET	Specify background color when no file is open in AutoVue.	
BKCOLORSPREADSHEET	Specify background color for spreadsheets.	
BKCOLORTHUMBNAILS	Specify background color for thumbnails.	
BKCOLORVECTOR	Specify background color for vector formats.	

•

If you are using Windows Shortcuts, the shortcuts do not open with the universal file open dialog. You must switch to the native file open dialog to be able to open the shortcuts.

UI Configuration

Syntax and additional information for the following options are described in section ["UI Configuration INI options"](#).

- You can configure what menu items and toolbar items, the position of the markup toolbar, and many other options by using a customized GUI file. This configuration is described in the AutoVue *Installation and Configuration Guide*.
- You can control whether or not to display the tree (bookmarks/models/views/eda panels) in the AutoVue workspace by setting the SHOWTREE INI option. You can also do this from the AutoVue user interface by selecting **Options, Show Panels**, and then **Main Panel**.
- You can control whether or not to display the markup tree in the AutoVue workspace by setting the SHOWMARKUPTREE INI option. You can also do this from the AutoVue user interface from the by selecting **Options, Show Panels**, and then **Markup Panel**.
- You can set a custom width for the file name field in the status bar by setting the STATUSBARPATHPREFERREDWIDTH INI option.
- AutoVue, by default is in Zoom Box mode when viewing and marking up 2D, Office, Raster or EDA documents. In some situations, you may not want to be in this mode. INI option ZOOMBOXENABLED can set the initial state of the zoom box mode. When set to 0, zoom box mode is disabled.

UI Configuration INI options

The following options should be placed under the **[OPTIONS]** header in the INI file

Parameter	Description	Default
SHOWTREE = [0 1]	Set to 1 to display tree. Set to 0 to switch off the tree display.	1
SHOWMARKUPTREE = [0 1]	Set to 1 to display the markup tree. Set to 0 to switch off the markup tree display.	1
STATUSBARPATHPREFERREDWIDTH = [numeric value]	Specify the character width of the file name field in the status bar. When you specify a value for StatusBarPathPreferredWidth, it controls the proportion of the file name field with respect to the other fields displayed in the status bar. The file name field width will vary when loading different types of formats or if the applet size changes. This is because the value specified controls the proportion and does not set it to a fixed width. Note: To be able to display 56 characters in the file name field (STATUSBARPATHPREFERREDWIDTH=56), the client applet width must be greater than 800 pixels when all the default fields are displayed in the status bar.	12
ZOOMBOXENABLED=<0 1>	When a file is opened, this parameter sets the default mode of the mouse pointer to a zoom box. Note: This parameter only works with non-3D designs. Set to 1 to set the default mode of the mouse pointer to a zoom box. Set to 0 to disable zoom box mode.	1

Rendering Configuration

AutoVue provides some options to set the accuracy, detail, and speed of rendering. Syntax and additional information for the following options are described in section ["Rendering INI Options"](#).

Rendering Options

- If your drawing contains white or black entities and the workspace background is white or black, respectively, they might not display since the entities are the same color as the background color. Using the **KEEPORIGINALCOLORS** INI option, you can specify whether or not AutoVue should invert entity colors in these situations.
- You can choose whether or not to force the display of all colors in vector entities in the drawing to black and all colors in raster files to grayscale by setting the **FORCETOBLACK** INI option. This option can also be configured from the AutoVue user interface by selecting the **Force To Black** checkbox from the **General** pane of the Configure dialog.
- Aliasing is the distortion of a continuous line due to the nature of screen display, which relies on a matrix of pixels. Anti-aliasing visually corrects this by introducing additional colored pixels to give the impression of a continuous line or curve. To enable or disable anti-aliasing, you can set INI option **ANTIALIAS**. If you disable anti-aliasing, it degrades the quality of the display. This option can also be controlled from the AutoVue user interface by selecting **Manipulate**, **Visual Effects**, and then **Anti-Alias**. Anti-aliasing affects image display when an image is down scale, text and geometry.
- You can specify whether or not to use the Windows graphics device interface (GDI) draw arcs by setting the **NOWINARCS** INI option.
- When anti-aliasing is enabled, you can specify if certain types of anti-aliasing should be disabled by setting the **ANTIALIASING** option in the [Disable] section of the INI file.

- AutoVue provides an INI option to control the how arcs are displayed. If you notice that arcs are not rendered smoothly in your drawings, you can set INI option ARCRESOLUTION to a higher value. Doing so may slow down performance. Setting the option to lower value results in a less smooth appearance of the arcs and better performance.

Rendering Performance-Related Options

- AutoVue provides an option FASTDISPLAY to be able to speed up the rendering in TILED¹ display mode. When enabled, AutoVue renders the drawing ignoring some details in order to speed up the rendering. When disabled, AutoVue performs a full rendering without any optimization of drawing of primitives.
- When you are zoomed into an area of a document, AutoVue has a look ahead feature that pre-renders tiles that are adjacent to your view area. As a result, when you scroll through the adjacent areas, the viewed area is rendered quickly. The disadvantage of this feature is that if your client is idle for a second, look ahead is triggered which could slow down current operations. Once all the adjacent tiles are rendered, the current operations speed up again. INI option LOOKAHEAD determines whether or not the look ahead feature is enabled.
- The TILES INI option allows you to control the number of tiles that AutoVue stores in memory. Changing the INI option values allows less or more tiles, thereby affecting the memory usage for the interactive operations such as zoom, scroll and pan. Additionally, keeping more tiles in the cache may improve performance when scrolling and panning, but may increase memory usage. If you are working primarily with Office documents, the value should be set to 2.

Rendering INI Options

The following options should be placed under the [OPTIONS] header in the INI file

Parameter	Description	Default
ANTIALIAS = [0 1]	<p>Aliasing is the distortion of a continuous line due to the nature of screen display, which relies on a matrix of pixels. Anti-aliasing visually corrects this by introducing additional colored pixels to give the impression of a continuous line or curve.</p> <p>If set to 1, anti-aliasing is enabled. If set to 0, anti-aliasing is disabled and degrades the quality of the display.</p>	1
FASTDISPLAY = [0 1]	<p>AutoVue renders the drawing ignoring some details in order to speedup the rendering. Set to 0 so that AutoVue performs a full rendering without any optimization of the drawing of the primitives. Set to 1 so that AutoVue performs the following optimizations when the file is rendered in TILED mode:</p> <ul style="list-style-type: none"> • Draw small text as boxes. • Ignore the line-style for small primitives and draw them with plain style. • Ignore the point style for points and draw them in dot style. 	0

1. There are two rendering formats: TILED and METAFILE. TILED uses a tiled-raster presentation of documents to display a file, and METAFILE streams data to the client as a compressed metafile (CMF).

Parameter	Description	Default
LOOKAHEAD = [1 0]	Specify whether or not to enable the look ahead feature. When enabled, AutoVue pre-renders tiles adjacent to the current tile when the client is idle for 1 second. This provides the advantage that it speeds up scrolling to the adjacent areas of the document. This option can also be controlled from the AutoVue User Interface by selecting the Enable Lookahead Checkbox from the General tab of the Configure dialog (Options > Configure > General).	0
KEEPPORINCIALCOLORS = [0 1]	Set to 1 to keep original colors - white graphics and black graphics will always be drawn white and black respectively, even if the background is white or black. Set to 0 to invert colors for white and black graphics on white and black background. Note: This parameter has different default values for different file formats.	
ARCRESOLUTION = [1-180]	Specify the degree increment used in rendering arcs. Value can be a number from 0 to 180.	10 (degrees)
FORCETOBLACK = [0 1]	Set to 1 to force all colors in vector files to print as black all colors in raster files to print as grayscale.	0
NOWINARCS=[0 1]	Set to 1 so that Windows GDI functions are not used to draw arcs. Set to 0 so that Windows renders the arcs. This option is used for some HP print drivers that do not properly render arcs and circles	0
TEXTBITMAPRENDERING=[0 1]	Set to 1 to render small text glyphs using bitmaps. Set to 0 so that text is not rendered using bitmaps. Note: This option may also affect most text in PDF, TrueType text in Direct Drafting (ME10), and PostScript text in CATIA 5.	1

Below option should be placed in the **[DISABLE]** section of the INI file.

Parameter	Description	Default
ANTIALIASING = [0 1 2 4 8]	Specify whether to disable certain types of antialiasing. Set to 0 to enable all types of antialiasing. Set to 1 to disable image antialiasing. This also disables image blurring (value=8). Set to 2 to disable text antialiasing. Set to 4 to disable geometry antialiasing. Geometry includes lines, arcs, polygons, ellipses and rectangles. Set to 8 to disable image blurring. Blurring is an interpolation that is performed when images are magnified to prevent pixelation. Disabling image antialiasing (value=1) also disables blurring. Note: To use this option, ANTIALIAS must be set to 1 .	0

Below option should be placed in the **[DISPLAYMEMORY]** section of the INI file.

Parameter	Description	Default
TILES=[1-9]	Specify the number of tiles that AutoVue stores in memory. Note: If working primarily with Word and Excel documents and you have memory constraints, set this to a lower value. Recommended value in this situation is to set it to 2.	9
STACKS=[0-5]	Specify the number of zoom levels at which to cache TILES. The minimum value is 0. When set to 0, none of the previous zoom levels are cached	5

File Orientation Configuration

Syntax and additional information for the following options are described in section ["File Orientation INI options"](#).

- You can control whether a drawing should display rotated in the workspace. Option is ROTATE and is applicable to 2D, Raster and EDA formats. The rotation can also be controlled from the AutoVue user interface from the **View > Rotate** menu item.
- You can control whether a drawing should display flipped in the workspace. Option is FLIP and is applicable to 2D, Raster and EDA formats. The rotation can also be controlled from the AutoVue user interface from the **View > Flip** menu item.
- When you rotate or flip a drawing, you might want to use the same rotation or flip setting for all files you view. In some situations, you might want to reset the setting for the next file opened. INI option RESETROTATEANDFLIP lets you configure whether you want AutoVue to remember the last rotate/flip or if you want to reset the rotation/flip setting.

File Orientation INI options

The following options should be placed under the **[OPTIONS]** header in the INI file.

Parameter	Description	Default
ROTATE = <i>degrees</i>	Specify the degree of rotation as 0, 90, 180 or 270.	0
FLIP = [0 1 2 3]	Specify if the drawing should appear flipped horizontal/vertical/both: 0 - none 1 - horizontal 2 - vertical 3 - both	0
RESETROTATEAANDFLIP=[0 1]	This option allows the user to choose rotation and flip settings when viewing files. Set to 1 to apply the settings as saved in the document being viewed. Set to 0 to render the file with the rotation and flip settings defined in the AutoVue user interface or in AutoVue INI file.	1

Measurement Configuration

Syntax and additional information for the following options are described in section ["Measurement INI options"](#).

- For files that do not store units, AutoVue lets you configure the units you want to use for the file using the DEFAULTFILEUNITS INI option. This can also be configured from the AutoVue user interface from the **Default File Units** drop-down in the **Measurements** pane of the **Configure** dialog.
- You can configure the default units to use when performing measurements using the MEASUREMENTUNITS INI option. You can either specify a unit or you can specify that you want to use the units of the file for measurements. This can also be configured from the AutoVue user interface from the **Measurement Units** drop-down in the **Measurements** pane of the **Configure** dialog.
- You can configure the number of decimal digits to display when performing measurements using the DIGITSNUMBER INI option. This can also be configured from the AutoVue user interface from the **Decimal Digits** drop-down in the **Measurements** pane of the **Configure** dialog.

Measurement INI options

Below options should be placed under the [OPTIONS] header in the INI file

Parameter	Description	Default
DEFAULTFILEUNITS=[1 2 5 7 8 9 10 11 12 14 15]	Specify the unit to use if native file does not contain units information. 1 - inches 2 - millimeters 4 - twip 5 - centimeters 7 - meters 8 - kilometers 9 - feet 10 - yards 11 - miles 12 - mils 13 - mil./10 14 - microns 15 - microinches	1
MEASUREMENTUNITS=[1 2 5 7 8 9 10 11 12 14 15 16]	Specify the default unit to use for measurements. When you select native file units, AutoVue uses the units of the file that you are currently viewing for measurements. 1 - inches 2 - millimeters 4 - twip 5 - centimeters 7 - meters 8 - kilometers 9 - feet 10 - yards 11 - miles 12 - mils 13 - mil./10 14 - microns 15 - microinches 16 - native file units	1
DIGITSNUMBER	Specify the number of decimals to display when measuring in AutoVue.	6

Watermarks in View Mode

AutoVue allows you to add watermarks to a document when in View mode. Syntax and additional information for the following options are described in section ["Watermarks in View Mode INI Options"](#).

Note: To disable the watermark in View mode, you must either remove the whole [WATERMARK] section, remove the TEXT option, or assign an empty string to the TEXT option.

- You can specify the text to be printed as a watermark with the TEXT INI option. You can also set this feature from the AutoVue UI. To do so, from the Print Properties dialog, click the Watermark tab, and enter the text in the **Watermark Text** field.
- You can specify the font used for the printed watermark text by setting the FONTNAME INI option. You can also set this feature from the AutoVue UI. To do so, from the Print Properties dialog, click the Watermark tab, then click **Set Font** to open the Font dialog. From the dialog, select a font from the Font list.
- You can select the font style to use for the watermark text by setting the FONTSTYLE INI option. You can also set this feature from the AutoVue UI. To do so, from the Print Properties dialog, click the Watermark tab, and then click **Set Font** to open the Font dialog. From the dialog, select a style from the Font Style list.
- You can specify the font size for the watermark text by setting the FONTSIZE INI option. You can also set this feature from the AutoVue UI. To do so, from the Print Properties dialog, click the Watermark tab, and then click **Set Font** to open the Font dialog. From the dialog, select a font size from the Size list.
- You can specify the X-axis position of the watermark in the applet window by setting the XFACTOR INI option. You can specify the Y-axis position of the watermark in the applet window by setting the YFACTOR INI option. Position [0,0] is the top-left corner of the screen.
- You can specify the color of the watermark by setting the COLOR INI option. You can also set this feature from the AutoVue UI. To do so, from the Print Properties dialog, click the Watermark tab, and then click **Set Font** to open the Font dialog. From the dialog, select a font color from the Color list.
- You can control the transparency level of the watermark by setting the ALPHA INI option.

Watermarks in View Mode INI Options

All of the following options should be placed in the [WATERMARK] header of the INI file:

Parameter	Description	Default
TEXT	Specify watermark text. Example , TEXT=AutoVue 19.3.	
FONTNAME	Specify font to be used for the watermark. Example , FONTNAME=Times New Roman.	
FONTSTYLE	Specify the font style for the watermark. 0 – Plain 1 – Bold 2 – Italic 3 – Bold and Italic Example , FONTSTYLE=3.	
FONTSIZE	Specify font size. Example , FONTSIZE=24.	
XFACTOR	Specify watermark x position on the applet window. Value should range from 0 to 1. Example , XFACTOR=0.05.	
YFACTOR	Specify watermark y position on the applet window. Value should range from 0 to 1. Example , YFACTOR=0.90.	

COLOR	Specify a valid RGB color value. Example , COLOR=0x0000FF.
ALPHA	Specify the transparency level of the text. Value can range from 0x00 (not visible) to 0xFF (opaque). Example , ALPHA=0x80.

Viewing Configuration for AEC Formats

This chapter describes the INI options and provides useful hints when working with AEC formats in AutoVue.

A ["General AEC Configuration"](#) section describes options that apply to all AEC formats. Other sections provide information on specific file formats.

General AEC Configuration

The following options generally apply to all AEC formats.

AEC Display-Related Configuration

Syntax and additional information for the following options are described in section ["AEC Display-Related INI Options"](#).

- You can control whether or not to show dimensions in 2D drawings by setting the SHOWDIMENSION INI option. This option can also be configured from the AutoVue user interface by selecting the **Show Dimensions** checkbox from the **General** pane of the Configure dialog.
- You can control whether or not to show text in 2D drawings by setting the SHOWTEXT INI option. This option can also be configured from the AutoVue user interface by selecting the **Show Text** checkbox from the **General** pane of the Configure dialog.
- You can control whether or not to show line weights in 2D drawings by setting the SHOWLINEWEIGHT INI option. This option can also be configured from the AutoVue user interface by selecting the **Show Line Weight** checkbox from the **General** pane of the Configure dialog.
- You can control whether or not to show line styles in 2D drawings by setting the SHOWLINESTYLE INI option. This option can also be configured from the AutoVue user interface by selecting the **Show Line Style** checkbox from the **General** pane of the Configure dialog.
- You can control whether or not to show filling in 2D drawings by setting the SHOWFILL INI option. This option can also be configured from the AutoVue user interface by selecting the **Show Fill** checkbox from the **General** pane of the **Configure** dialog.
- INI option VECTORFIT lets you specify, on file load, whether to fit the drawing to the workspace or to display the drawing as per its last saved view extents.

AEC Display-Related INI Options

All options in the following table should be placed under the [OPTIONS] header in the INI file.

Parameter	Description	Default
SHOWDIMENSION = [0 1]	Set to 1 to show dimension entities. Otherwise, they are not shown.	1
SHOWFILL = [0 1]	Set to 0 to display only the outlines of filled entities (solids, fat polylines, and so on). Set to 1 so that the entities are shown as filled.	1
SHOWLINESTYLE = [0 1]	Set to 1 to show linestyle patterns. Set to 0 so that linestyles are displayed as solid lines.	1
SHOWLINEWEIGHT = [0 1]	Set to 1 to display varying line thicknesses. Set to 0 so that no line weights are displayed for any lines (all lines appear equal).	1
SHOWTEXT = [0 1]	Set to 1 so that text entities are shown.	1

Parameter	Description	Default
SHOWXREFS = [0 1]	Set to 1 so that external reference files are shown.	1
VECTORFIT = [0 1]	Set to 1 so that Vector files are "Auto-Fit" once they are loaded.	0

AEC Fonts

Syntax and additional information for the following options are described in section ["AEC Font-Related INI Options"](#).

- In some situations when you have rotated or flipped non-English text, the rotated or flipped text may not display correctly since the glyphs required to draw these text are missing from the TrueType font used for the text. You can set INI option REPLACEMENTFONTS and specify a semi-colon separated list of replacement fonts to use when required glyphs are missing from fonts.

AEC Font-Related INI Options

All options in table below should be placed under the [OPTIONS] header in the INI file.

Parameter	Description	Default
REPLACEMENTFONTS= <i>font1;font2;...;fontn</i>	Specify a list of replacement TrueType fonts to use when required TrueType fonts do not have the required glyphs. The substitution is used for rotated or flipped TrueType text. This option applies to all 2D vector formats containing non-English TrueType text. Specify a semicolon (;) separated list of font face names.	

AutoCAD

AutoCAD Fonts

AutoCAD drawings typically use three types of SHX fonts - Big fonts (16-bit fonts), small fonts (8-bit fonts), and shape fonts. When viewing AutoCAD drawings, AutoVue tries to locate required fonts in the following order:

- At the location saved in the drawing
- At the file location
- At the font path specified to AutoVue using *XFONTPATHS* INI option
- In the fonts sub-folder of the AutoVue installation

If the required fonts are not found, AutoVue substitutes the fonts with AutoVue's Universal Font Files (UFF). This may generate a different display for text in AutoVue as compared to the AutoCAD application.

AutoVue also provides a way to substitute missing AutoCAD fonts with another AutoCAD font. INI options *ACADDEFAULTFONT*, *ACADDEFAULTBIGFONT* and *ACADDEFAULTSHAPEFONT* can be set to specify the substitute font for small fonts, big fonts and shape fonts respectively. Refer to section ["AutoCAD INI Options"](#) for more information on these options.

Non-English Text

To correctly display AutoCAD drawings that contain non-English text, you can set INI option CODEPAGE to match the language in the drawing. When the CODEPAGE option is set to the right value, AutoVue displays text

corresponding to the CODEPAGE correctly. For example, to display Japanese text in AutoCAD files, you will need to set CODEPAGE to 932. For a full list of values, refer to the following Web sites:

<http://www.microsoft.com/globaldev/reference/cphome.msp>

http://en.wikipedia.org/wiki/Code_page

AutoCAD Font Mapping

As with AutoCAD, AutoVue allows you to change the font mapping for both TrueType and AutoCAD SHX fonts. To match AutoCAD's font mapping, update *acadfont.map* located at <AutoVue Installation Directory>\bin and specify the required font mapping.

Note: Changes to *acadfont.map* will take effect when the AutoCAD file is reloaded.

The *acadfont.map* contains 2 sections: BIGFONTCODEPAGES and FILENAMES.

- **BIGFONTCODEPAGES:**

When a big font is missing, AutoVue displays 'FONT [Unknown Codepage]: font name' in the **Fonts** section of the **Resources** tab in the **File Properties** dialog. The BIGFONTCODEPAGES section can be used to specify the big font that you want to use for a specific codepage (similar to AutoCAD's bigfont.ini file). The codepage should be the Windows codepage numeric value.

For example,

```
[BIGFONTCODEPAGES]

japanesebigfont.shx;932
```

In this example, AutoVue will use japanesebigfont.shx font to display any text with the codepage 932 (JAPANESE).

Note: The SHX font should be accessible to AutoVue via the search mechanism listed in the Fonts section above.

- **FILENAMES:**

In this section, you can

- map Postscript fonts used in the AutoCAD drawing to TrueType or SHX fonts.
- map TrueType font file names to TrueType font face names

In the [FILENAMES] section, add mapping using below syntax:

;;<type>;<style>

where is the name of the TrueType or Postscript font,

 is the font face name

<type> can be t or s, where t represents TrueType font and s represents SHX font

<style> represents the font style for TrueType fonts. Values can be b (bold), i (italic) or bi (bold and italic).

When empty, the normal font is used.

Following is an example of some typical custom font mapping entries:

```
[FILENAMES]

cibt;CityBlueprint;t
cobt;CountryBlueprint;t
```

Refer to the instructions included in *acadfont.map* for more information on modifying the font mapping.

AutoCAD Line Weights

- AutoCAD provides a command *lwdefault* that sets a default line weights for entities that use the value 'Default'. AutoVue provides an INI option LWDEFAULT that provides the same behavior as AutoCAD's *lwdefault*.
- INI option LWDISPLAYSCALE controls the display scale of line weights in the modelspace page of AutoCAD drawings. Lines can appear thicker or thinner than they are depending on the value that this option is set to.
- You can choose whether or not to display a drawing's line weights when converting or printing the drawing by setting the ACAD_LWDISPLAY INI option. By displaying the line weights, the output matches that of AutoCAD for conversion and printing.

Refer to ["AutoCAD INI Options"](#) for more information on these options.

AutoCAD Visual Styles

In AutoVue, the page *Model* always displays the 2D representation of the model. This is equivalent to using *2D Wireframe* Visual Style in AutoCAD. If you want to view using any other Visual Styles, you need to go to the *3D Model* page in AutoVue and then select the corresponding rendering mode. This will change the visual style on the 3D page.

AutoCAD Pen Settings

- When printing, you can control the effect of the pen settings by setting ACAD_PENSETTINGSAFFECTLINEWIDTH option to 0. This means that the pen settings does not modify the display of non-zero constant width polylines.
- When using pen settings for printing, you can force AutoCAD version 2004 and later files to use AutoCAD color index (AIC) instead of the RGB color. This can be done by setting ACAD2004RGBCOLOR option to 0.

Refer to ["AutoCAD INI Options"](#) for more information on these options.

AutoCAD Password-Protected Files

AutoVue supports loading of password-protected AutoCAD files of version 2004 and up. When you load a password-protected file, AutoVue prompts for a password. When the correct password is specified, AutoVue loads the file.

AutoCAD Performance-Related Options

AutoVue provides several INI options for AutoCAD that can help you choose between speed versus accuracy or speed versus memory. This section describes the options available for performance tuning of the AutoCAD format. For more information about the options described in this section, refer to section ["AutoCAD INI Options"](#).

AutoCAD 2D

Syntax and additional information for the options described in the following are in section ["AutoCAD INI Options"](#).

- Rendering of dashed and complex linetypes takes longer than rendering a solid line. AutoVue lets you control when to replace a dashed or a complex linestyle with a solid line by using the ACAD_MAXNUMLINETYPECYCLES INI option. Any entity segment that has more cycles than specified is drawn with a solid line type. Setting this option to a smaller value results in the 2D file loading faster as it contains many non-solid linetypes entities. However, there may be some loss of accuracy since linetypes will be rendered solid.
- Controlling whether or not to display AutoCAD drawings according to the display list also affects performance. INI option DRAWORDER determines if entities should be drawn in the order specified by the last save of the drawing or if entities should be drawn in the order in which they are first created. AutoCAD draws entities in the order in which they were created. If you choose to draw entities in the order in which they were created, it results in faster loading of 2D pages.

- Choosing whether or not to render the background for fields helps you control the rendering performance for AutoCAD drawings. INI option FIELDDISPLAY controls whether or not to draw backgrounds for fields. When backgrounds are not drawn, rendering of 2D pages is faster.
- When AutoCAD drawings contain non-rectangular viewports, AutoVue takes longer to load the drawings. You can choose whether or not to display non-rectangular viewports using the option SHOWNONRECTVIEWPORTS. When you disable non-rectangular viewports, a less complex algorithm is used to render the display which results in faster loading of 2D pages.
- You can choose whether to load the model space, paper space, or the last saved mode by setting the INI option TILEMODE.

AutoCAD 3D

Syntax and additional information for the options described in the following are in section ["AutoCAD INI Options"](#).

- You can choose whether or not to load the 3D pages of AutoCAD drawings using the INI option DISABLE3DMODEL. If you only need to access the 2D pages, we recommend that you disable the loading of 3D pages. This will mean faster loading of AutoCAD drawings and will mean faster generation of streaming files.
Note: When you enable or disable loading of 3D pages it results in more or fewer pages displayed, respectively. This impacts markups as they may be associated with the 3D model. When the option is changed, markups may appear on incorrect pages.
- Another option to control the loading speed of AutoCAD 3D is ACAD_FAST3D. When you select speed over accuracy for this option, all meshes and extrusions are combined into one body and displayed on the same layer. If you want to have these entities on their actual layers, you must choose accuracy over speed using this option.
- AutoVue loads mesh data for AutoCAD 3D files. When loading large 3D models, the building of surface topology from the mesh data can slow down the loading process. INI option MESHBUILDTOPOLOGY lets you control whether or not you want to build surface topology. If you disable loading of surface topology, surfaces do not appear smooth and measurements on the 3D model are not accurate. If you need to perform accurate measurements on AutoCAD 3D, it is recommended that you do not disable building of surface topology. For more information on this INI option, refer to section ["General 3D Performance-Related INI Options"](#).

AutoCAD INI Options

Options below are for AutoCAD 2D. All options in table below should be placed under the [OPTIONS] header in the INI file.

| Parameter | Description | Default |
|--|---|---------|
| ACAD_MAXNUMLINETYPECYCLES = [0-1000] | Specify the maximum number of times a line style pattern can be repeated for a line segment.
Note: Any entity segment that has more cycles than the specified line type is drawn with a solid line type. | 256 |
| ACAD_PENSETTINGS AFFECT LINE WIDTH = [0 1] | Option is for AutoCAD drawings.
When set to 0 , pen settings do not affect non-zero constant width polylines.
When set to 1 , pen settings affect non-zero constant width polylines. | 0 |
| ACAD2004RGBCOLOR=[1 0] | Set to 1 to use RGB color.
Set to 0 to use AIC (AutoCAD Indexed Color).
Note: Should be set to 0 to be able to use pen settings for printing.
Note: This is for AutoCAD version 2004 and later files. | 1 |

| Parameter | Description | Default |
|---|---|---------|
| ACADDEFAULTFONT=[<i>fontname</i>]
] | This font is used as the substitution if an 8-bit SHX font is not located for AutoCAD drawings.
Specify the full path to the 8-bit substitution font or just specify the font file name. When you just specify the font file name, ensure that the font is accessible to AutoVue as per the search mechanism specified in the "AutoCAD Fonts" section. | |
| ACADDEFAULTBIGFONT=[<i>bigfontname</i>] | This font is used as the substitution font if a 16-bit SHX font is not located.
Specify the full path to the 16-bit substitution font or just specify the font file name. When you just specify the font file name, ensure that the font is accessible to AutoVue as per the search mechanism specified in the "AutoCAD Fonts" section. | |
| ACADDEFAULTSHAPEFONT=[<i>shapefontname</i>] | This font is used as the substitution font if a shape SHX font is not located.
Specify the full path to the shape font file or just specify the font file name. When you just specify the font file name, ensure that the font is accessible to AutoVue as per the search mechanism specified in the "AutoCAD Fonts" section. | |
| ACAD_LWDISPLAY = [0 1 2] | Specify whether or not to display line weight in the drawing when printing or converting it to PDF/TIFF.
Set to 0 : Line weight is disabled regardless of the file setting. As a result, entities print without line weight even if they contain line weight.
Set to 1 : Line weight is enabled regardless of the file setting. As a result, entities print with line weight if they contain line weight.
Set to 2 to use the default line weights display settings saved in the file (that is, if the file contains line weights). | 2 |
| DRAWORDER=[0 1] | Set to 1 to draw sorted (ordered) entities from the last save of the DWG file.
Set to 0 to draw entities in the order they were first created. | 1 |
| FIELDDISPLAY = [0 1] | Specify whether or not field backgrounds display.
Set to 1 to display field backgrounds.
Set to 0 to hide field backgrounds.
Note: For AutoCAD 2005 and later files. | 1 |
| LWDEFAULT = [1-100] | Set the default line weight.
Specify a value between 1 (which corresponds to 0.01mm) and 100 (which corresponds to 1mm).
Default value is 25 (which corresponds to 0.25mm). | 25 |
| LWDISPLAYSCALE=[0-100] | This option controls the display scale of line weights in the modelspace page.
Set this option to [0-100].
For no line weight scaling, set this option to 25.
For thicker lines, set this option above 25.
For thinner lines, set this option below 25.
Note: For AutoCAD Release 14 and later files. | 25 |
| SHOWALLLAYERS=[0 1] | Set to 1 to turn on all the layers in the base and XREF files. | 0 |

| Parameter | Description | Default |
|------------------------------|--|---------|
| SHOWNONRECTVIEWPORTS = <0 1> | In AutoCAD it is possible to create non-rectangular viewports. When a file has non-rectangular viewports, it may take AutoVue longer to display the drawing.
Set to 1 to display non-rectangular viewports.
Set to 0 to disable display of non-rectangular viewports and improve performance. Note that the accuracy of the display will be compromised.
Note: This options applies to AutoCAD 2000 and later files. | 1 |
| TILEMODE = [-1 0 1] | Specify if you want AutoVue to first load the model space or the paper space or if AutoVue should load as per the last saved settings in the file.
1 : Model space
0 : Paper space
-1 : Automatic | -1 |

Options below are for AutoCAD 3D. All options in table below should be placed under the **[OPTIONS]** header in the INI file. These options only apply to DWG.

| Parameter | Description | Default |
|------------------------|--|---------|
| ACAD_FAST3D=[0 1] | Set to 1 to improve rendering speed of AutoCAD 3D and to use less memory.
Note: Setting this option to 1 means that layers are not listed and AutoVue streams all 3D records in one body.
Setting to 0 results in slower rendering of AutoCAD 3D. However, layer information is listed and each 3D record is streamed separately. | 1 |
| DISABLE3DMODEL = [0 1] | Specify whether or not the 3D page of AutoCAD files should be loaded.
Set to 0 to include the 3D model in the design.
Set to 1 to disable the 3D model. As a result, it is not included in the design and streaming file size is reduced.
Note: The option is applies to AutoCAD release 2000 files and above, DWF, Microstation 7 and Microstation 8. | 0 |

MicroStation

MicroStation External References

AutoCAD XREFs

When MicroStation 8 files contain AutoCAD XREFs and their unit information is not stored in the MicroStation drawing or if the XREF displays stretched/squashed, you can specify unit information for AutoVue by setting DGN8XREFUNITS INI option. The selected unit should be the same as the unit chosen for DWG in MicroStation. Consult the MicroStation help for a complete list of units. If the unit is not specified or an invalid value is entered, AutoVue reads the units from the AutoCAD XREFs and hence, XREFs may not be scaled properly.

This option applies to MicroStation 8 files only.

Circular XREFs

When two MicroStation drawings are inserted as XREFs into each other, it is known as circular reference. MicroStation 8.5 provides a `MS_REF_CYCLECHECK` environment variable to determine how the circular references are displayed. AutoVue provides the same behavior using the `DGNREFCYCLECHECK` INI option. When set to 1, AutoVue will check for circular XREFs in reference paths and will display them only once. When set to 0, they will be displayed as long as the nesting depth permits.

This option applies to MicroStation 8 files only.

Raster XREFs

Some older MicroStation 7 files reference raster files which have been created by the MicroStation/J application (for example, I/RASB). Since they do not follow the typical raster convention, they may appear stretched. AutoVue provides the `DGNIRASB` option to control raster XREFs which have been created with I/RASB convention. Set this option to 1 to correct the display. By enabling this option, AutoVue changes the insertion point by resizing the width and height of raster XREFs.

XREFs Lookup in MicroStation

When comparing AutoVue display with MicroStation, if you notice extra entities in the AutoVue display, it may be because the file contains absolute paths to XREFs which are not being resolved by MicroStation but by AutoVue. AutoVue automatically looks for them in the current folder and then at the location specified in to AutoVue via the INI options to configure external references. You can force MicroStation to resolve them by loading the file and then 'reload' the XREF in the reference manager.

Z-Clipping

If a MicroStation 2D drawing with more than one graphical entity only partially displays in AutoVue, it can be because not all the entities are being loaded. You can use `DGNDISABLEZCLIP` INI option which determines whether to take the z-axis into consideration when applying a clip region (a cut-out region) to a 2D drawing.

MicroStation Fonts

There are several options available to configure fonts in MicroStation drawings in case text display is not correct.

- **Custom Fonts (.RSC) File**
Some MicroStation drawings need to reference custom font (.RSC) files. When these drawings are loaded in AutoVue, the missing font resources are listed in the Resources tab of the File Properties dialog with a red 'X'. For AutoVue to correctly display them, set `DGNFONTRSC` INI option to the full path of the font resource (.RSC) file. To specify multiple fonts, use a semicolon (;) separated list of file paths. Once found, the font will be listed in the Resource dialog as found.
- **Arabic Text**
AutoVue provides the `DGNARABICFONTS` INI option to view Arabic text, which is in the right-to-left direction, for MicroStation drawings.
- **Language Specific UFF font**
AutoVue determines which language version of UFF font to use based on the `LOCALE` option. This option is a parameter specified in the AutoVue applet. Currently, only the "JA" (Japanese) is supported for MicroStation UFF fonts.

MicroStation Line Styles and Line Weights

AutoVue provides several options to configure line display in terms of line types, line weight, line style and patterns in MicroStation 7 and/or 8 files:

- **Custom Line Style (.RSC) files**
Some MicroStation drawings need to reference custom line style resource (.RSC) files. When these drawings are loaded in AutoVue, the missing line style resources are listed in the resources tab with a red 'X'. For AutoVue to correctly display them, set the DGNLSTYLERSC INI option to the resource file path. To specify multiple line styles, use a semicolon (;) separated list of file paths. Once found, the line style will be listed in the Resource dialog as found.
- **Zero Length lines**
Some MicroStation files contain lines that are 1 pixel long or zero length. AutoVue lets you control the display of such lines using the DGNSHOWZEROLENGTHLINES INI option. When set to 1, zero-length lines will be displayed as fixed-sized filled squares otherwise they will be ignored.
This option only applies to MicroStation 7 files.
- **Line Weight**
AutoVue lets you change the line thickness of all lines in a drawing through the DGN8LWDISPLAYSCALE INI option. This will scale the line weights by a specified factor. For example, when set to 2, all line weights will be doubled, when set to 0.5 all line weights will be reduced by half.
This option applies to MicroStation 8 files only.
- **Line Patterns**
AutoVue lets you override the default seven line styles and define your own dash-dot combinations to use in MicroStation drawings. Use the DGNLSTYLEDASHDOT INI option to define up to 7 line styles, each of them containing up to 6 patterns separated by commas. Every line style is preceded by a description and an integer specifying the number of patterns.

MicroStation Color Table

- Some MicroStation 7 drawings use a custom color-table element if one is not already defined in the drawing. Such drawings point to a color.tbl file. To display the drawing correctly, AutoVue provides the DGNCOLORTBL INI option which should be set to the full path of the color.tbl file. Once the color.tbl file is located, it is listed in AutoVue's Resource dialog as COLOR TABLE <Name and path to the color table>. Note that if a color-table element exists in the MicroStation file, it will supersede this option. This option applies to MicroStation 7 files only.
- **Entity/Layer Symbology**
Symbology settings in MicroStation drawings are definitions for color, line weight and line style for a given graphic element. There are two ways to display the entities: using the entity's own symbology or the symbology attached to the layer/level the entity resides on.
AutoVue can display graphic entities in either way via the DGNDEACTIVATELEVSymb INI option.

MicroStation Performance-Related Configuration

MicroStation 2D

Syntax and additional information for the options described in the following are in section ["MicroStation INI Options"](#).

- Controlling how to display Circular/Nested XREFs in MicroStation 8 drawings affects performance. INI option DGNREFCYCLECHECK checks for circular XREFS and displays them once or as long as the nesting depth permits. If you choose to display them only once, it results in faster loading of 2D pages.
- Checking for zero length lines and then rendering those lines takes longer than ignoring them. However, there may result in some loss of accuracy since the zero length lines will not be drawn. AutoVue lets you control this using the DGNSHOWZEROLENGTHLINES INI option. Option only applies to MicroStation 7 files.

MicroStation 3D

Syntax and additional information for the following options are described in section ["MicroStation INI Options"](#).

- To control the loading speed of MicroStation 3D, AutoVue provides DGN_FAST3D INI option. When you select speed over accuracy for this option, there is an improvement in memory usage. When the option is enabled, all entities are collapsed into one body.
- AutoVue loads mesh data for MicroStation 3D files. When loading large 3D models, the building of surface topology from the mesh data can slow down the loading process. INI option MESHBUILDTOPOLOGY lets you control whether or not you want to build surface topology. If you disable loading of surface topology, surfaces do not appear smooth and measurements on the 3D model are not accurate. If you need to perform accurate measurements on MicroStation 3D, it is recommended that you do not disable building of surface topology. For more information on this INI option, refer to section ["General 3D Performance-Related INI Options"](#).
- You can choose whether or not to load the 3D pages of MicroStation drawings using the INI option DISABLE3DMODEL. If you only need to access the 2D pages, we recommend that you disable the loading of 3D pages. This will mean faster loading of MicroStation drawings and will mean faster generation of streaming files. For more information on this INI option, refer to section ["AutoCAD INI Options"](#).

Note: When you enable or disable loading of 3D pages it results in more or fewer pages displayed, respectively. This impacts markups as they may be associated with the 3D model. When the option is changed, markups may appear on incorrect pages.

MicroStation INI Options

Options below are for MicroStation 2D. All options should be placed under the [OPTIONS] header in the INI file.

| Parameter | Description | Default |
|---------------------------------------|--|---------|
| DGN8LWDISPLAYSCALE = [0.0-1000.0] | Set to a value, greater than or equal to 0.0, representing the scaling factor which is applied to all line weights in the drawing.
Example:
Set to 0.0 : Reduces all line weights to 0 (1 pixel width).
Set to 1.0 : Line weights remain at their default value.
Set to 0.5 : Reduces all line weights by half.
Set to 2.0 : Multiplies all line weights by 2.
Note: Only applies to MicroStation 8 files. | 1.0 |
| DGN8XREFUNITS=[unit] | Specify the unit to use for AutoCAD XREFs when units information for the XREFs is not stored in the MicroStation drawing. The selected unit should be the same as the unit chosen for the DWG in MicroStation. Consult the MicroStation help for a complete list of units. If the unit is not specified or an invalid value is entered, AutoVue reads the units from the AutoCAD XREF and hence, XREFs may not be scaled properly.
Example:
DGN8XREFUNITS = meters
Note: Option applies to MicroStation version 8 files with AutoCAD XREFs. | |
| DGNARABICFONTS = [0 1] | Support for Arabic fonts for MicroStation.
Set to 1 to specify right-to-left drawing. | 0 |
| DGNCOLORTBL = [<file path>\color.tbl] | Specify the full path to a MicroStation DGN color table file. This option is used only if the MicroStation file does not have a color-table element in it.
If a color-table element exists in the file, it will supersede this option.
Note: Option applies to MicroStation version 7 files. | |

| Parameter | Description | Default |
|--|---|---------|
| DGNDEACTIVATELEVSYSM
B = [0 1] | Symbology settings in MicroStation drawings are definitions for color, line weight and line style for a given graphic element. There are two ways to display the entities: using the entity's own symbology or the symbology attached to the layer/level the entity resides on. | 0 |
| DGNDISABLEZCLIP = <0 1> | Specify whether to take the z-axis into consideration when applying a clip region (a cut-out region) to a 2D drawing.
Set to 1 if the contents of the clipped image should not be restricted based on the z-coordinate of individual objects.
Set to 0 if the contents of the clipped image should be restricted based on the z-coordinate of individual objects.
Note: This option only applies to 2D drawings; it is not considered when loading a 3D model.
Note: Option applies to MicroStation 7 files. | 0 |
| DGNFONTRSC = [<file
path>\font.rsc;full 2. . .] | Specify a semi-colon separated list of the full paths to fonts for the MicroStation font RSC files. | |
| DGNIRASB = [0 1] | Set to 0 so that MicroStation raster hybrid files follow the I/RASB conventions for raster extents.
Set to 1 if you find that the raster components of MicroStation files appear stretched.
Note: Option only applies to MicroStation 7 files. | 0 |
| DGNLSTYLERSC = [<file
path>\style.rsc] | Specify a semi-colon separated list of the full paths to MicroStation line style RSC files. | |
| DGNREFCYCLECHECK = [0 1] | When set to 1 , the decoder will check for circular references in reference paths. Circular references will not be displayed, except for the case where a given model references itself. This improves memory performance.
When set to 0 , all references will be displayed, as long as nesting depth permits.
Note: Option applies to MicroStation 8 files and corresponds to MicroStation v8.5 environment variable MS_REF_CYCLECHECK. | 1 |
| DGNSHOWZEROLENGTHLINES = [0 1] | Set to 1 to display zero-length lines as fixed-sized filled squares.
Set to 0 to ignore zero-length lines.
Note: Option applies to MicroStation 7 files. | 0 |
| DGNLSTYLEDASHDOT
=[<description, number of
patterns, pattern1, pattern2,... ,
pattern6] | Defines up to seven line styles (indexed from 1 to 7). Each line style, separated by a comma, can include up to six patterns. Each line style must be preceded by a description and a number specifying the number of patterns for the style.

Example:
DGNLSTYLEDASHDOT = style1,5,-1,1,0,-1,2,style2,3,2,-2,-2

In this example, two line styles (index 1 and index 2) are defined. the line styles provided by this parameter replaces the default seven standard styles. A line that uses style index that has not been provided is displayed as a solid line (for example, a line with style3 when only two styles have been defined). | |

Options below are for MicroStation 3D. All options should be placed under the **[OPTIONS]** header in the INI file.

| Parameter | Description | Default |
|--------------------|---|---------|
| DGN_FAST3D = [0 1] | Set to 1 to improve rendering speed and memory usage of MicroStation 7 and 8 files.
Note: By setting this option to 1, AutoVue supports layer visibility and streams all meshes and extrusions in one body.
Set to 0 will mean slower rendering of MicroStation 7 and 8 files. | 1 |

Autodesk DWF

Autodesk DWF Fonts

DWF files generally use TrueType fonts - symbol TrueType fonts and non-symbol TrueType fonts. If a required symbol TrueType font is missing, AutoVue tries to substitute the missing font with another symbol TrueType font. In cases where the symbol TrueType leads to incorrect text display, we recommend that you direct AutoVue to use a non-symbol TrueType font. You can do this by setting INI option NOSYMBOLTTF to 1. See section ["Autodesk DWF INI Options"](#) below.

Autodesk DWF Color Configuration

Syntax and additional information for the following options are described in section ["Autodesk DWF INI Options"](#). DWF files generally contain color information stored in the RGB color scheme. By default, AutoVue also uses the RGB color scheme when loading DWF files. AutoVue also provides you the option of using a color index table that you can update to get to the desired color mapping.

- **RGB Color**
By default, AutoVue uses RGB colors for DWF files. If you want to change this behavior and use the color index table, set the INI option DWFRGBCOLOR to 0.
- **Color Index Table**
AutoVue provides a DWF color table, dwfcol.tbl at <AutoVue Installation Directory>\bin folder. This mapping file maps color indices to RGB colors. To direct AutoVue to use the color index table, you must set DWFRGBCOLOR to 0. The color table file to use is specified by the DWFCOLORTBL INI option. If you choose to use the color index table, update the default color mapping or create a new color mapping file and point to this new file in the DWFCOLORTBL INI option. Each entry in the color table should follow syntax:
<color_index>,<red_color>,<blue_color>,<green_color>.
A maximum of 256 color indices can be defined, ranging from index 0 to index 255. The value of each color component must also range between 0 and 255. Lines beginning with the pound '#' character are treated as comments. Once the color index table is located, it is listed in AutoVue's Resource dialog as COLOR TABLE
<Name and path to the color table>

Autodesk DWF Password-Protected Files

AutoVue supports loading of password-protected Autodesk DWF files of version 6.0 and up. When you load a password-protected file, AutoVue prompts for a password. When the correct password is specified, AutoVue loads the file.

Autodesk DWF Performance-Related Options

Syntax and additional information for the following options are described in section ["Autodesk DWF INI Options"](#).

- AutoVue loads mesh data for DWF 3D files. When loading large 3D models, the building of surface topology from the mesh data can slow down the loading process. INI option MESHBUILDTOPOLOGY lets you control whether or not you want to build surface topology. If you disable loading of surface topology, surfaces will not appear smooth and measurements on the 3D model will not be accurate. If you need to perform accurate measurements on DWF 3D, it is recommended that you do not disable building of surface topology. For more information on this INI option, refer to section ["General 3D Performance-Related INI Options"](#).
- You can choose whether or not to load the 3D pages of Autodesk DWF drawings using the INI option DISABLE3DMODEL. If you only need to access the 2D pages, we recommend that you disable the loading of 3D pages. This will mean faster loading of Autodesk DWF drawings and will mean faster generation of streaming files. For more information on this INI option, refer to section ["AutoCAD INI Options"](#).

Note: When you enable or disable loading of 3D pages it results in more or fewer pages displayed, respectively. This impacts markups as they may be associated with the 3D model. When the option is changed, markups may appear on incorrect pages.

Autodesk DWF INI Options

Following are DWF 2D INI options. Options here should be set in the [OPTIONS] header of the INI file:

| Parameter | Description | Default |
|-----------------------------------|---|---------|
| DWFRGBCOLOR=[0 1] | Set to 1 to use RGB color.
Set to 0 to use AIC (AutoVue Indexed Color).
Note: Should be set to 0 to be able to use pen settings for printing. | 1 |
| DWFCOLOR_TBL=[<i>file path</i>] | Option is applicable only when DWFRGBCOLOR=0 .
Specify the path and the name to a color table. Specified color table overrides the palette stored in the DWF file.
If no external palette is specified, the default palette stored in the DWF file will be used.
Here are some of the common colors and their corresponding pen numbers:
0,0,0 /* 0, Black */
128,128,128 /* 248, Gray */
255,0,0 /* 190, Red */
0,255,0 /* 40 Green */
255,255,0 /* 251, Yellow */
0,0,255 /* 15, Blue */
255,0,255 /* 195, Violet */
0,255,255 /* 45, Cyan */
255,255,255 /* 225, White */ | |
| NOSYMBOLTTF=[0 1] | Set to 1 to force the original symbol font to be substituted by a non-symbol font if it is missing.
Set to 0 to allow the original symbol font to be substituted by another symbol font if it is missing. | 0 |

Creo Element/Direct Drafting (ME10)

Syntax and additional information for the following options are described in section ["Creo Element/Direct Drafting \(ME10\) INI Options"](#).

Creo Element/Direct Drafting (ME10) Display

- When viewing Direct Drafting (ME10) files, if you do not want to have the sketch/reference/construction entities in the workspace, you can choose to hide them by setting ME10CONSTRUCTIONGEOM option to 0. This also applies when printing Direct Drafting (ME10) files containing sketch lines.
- If you do not want to view vertices in the workspace, you can choose to hide them by setting ME10SHOWVERTEX to 0. This also applies when printing Direct Drafting (ME10) files containing vertices.
- When accessing Direct Drafting (ME10) native font and its equivalent UFF font, you can choose to use the HTML ASCII CODES table for character mapping by setting ME10_USEHTMLASCIICODES to 1. Note that enabling this option may cause incorrect character display if text inside the Direct Drafting (ME10) files is not coded according to the HTML ASCII CODES standards.

Creo Element/Direct Drafting (ME10) Fonts

Direct Drafting (ME10) files could use Direct Drafting (ME10) native fonts, multibyte fonts or TrueType fonts. A font map file called mefont.map is included with AutoVue at the <AutoVue Installation Directory>\bin folder. This font map file lets you map native font and TrueType font face names to font files. You can also use the font map to manipulate font size when text is incorrectly scaled in an Direct Drafting (ME10) drawing.

The font map file contains two sections; Native font section and TrueType font section. A typical entry in the font map in the native font section looks like:

```
# Font Value,File name,Type, SizeX, SizeY

"hp_i3098_c", "hp_i3098_c.fnt", "ME", 20, 20      #ME10 Font

"hp_i3098_v", "hp_i3098_v.fnt", "ME", 20, 20      #ME10 Font
```

A typical entry in the font map in the TrueType font section looks like:

```
# Font string, FFont name, Type,ScaleX, ScaleY, Bold, Italic

"verdana","Verdana","TT",0.436, 1.208,0, 0

"berlin_sans_fb_demi","Berlin Sans FB Demi","TT",0.447, 1.220,0,0
```

where,

Font Value is the name of the font referenced by the drawing

Font Name is the name of the HP font

Type can be one of MB (Multibyte), ME (Direct Drafting (ME10) Native font) or TT (TrueType font)

SizeX and *SizeY* are font sizes and can have a value between 5 and 1000. They correspond to the height and width of the font and can be obtained from CoCreate Drawing application's Font Editor (Tools > Font Editor)

ScaleX and *ScaleY* are font sizes

Bold can be 0 or 1.

Italic can be 0 or 1.

Multibyte Text

To display Direct Drafting (ME10) files with multi-byte text in AutoVue, following should be done for correct display:

- Set the ME10MULTIBYTE to 1. This will set the priority for multi-byte font search

- Update the me10font.map with the required font face name corresponding to the font file
- Specify XFONTPATH option with font path of the fonts added in the me10font.map.

For example, to display an Direct Drafting (ME10) drawing containing Japanese text using hp_kanji.fnt, you should:

- Set ME10MULTIBYTE to 1
- Update the me10font.map with the entry:
"hp_kanji_c", "hp_kanji.fnt", "MB", 20, 20
- Specify XFONTPATH option with the path to hp_kanji.fnt

Creo Element/Direct Drafting (ME10) Pen Settings

AutoVue supports pen settings for Direct Drafting (ME10) files through the option ME10RGBCOLOR. It can be set to 1 or 0 depending on the two modes of colors used:

- Using the RGB color. Set the option to 1.
- Using AutoVue Indexed color (AIC). Set the option to 0.

When AIC is used, you can customize the Direct Drafting (ME10) pen color map file (me10color.tbl) to match your plotters pen settings.

Note the following when customizing Direct Drafting (ME10) pen color map file.

- Valid pen numbers are from 0 to 255.
- Valid RGB values are from 0 to 255 for each Red, Green and Blue component.

When the pen colors are not specified, AutoVue will use the default values as follows:

- For pens 0-7, use the mapping specified in the color map file.
- For pens greater than 7, use the default AutoCAD pen settings.

Creo Element/Direct Drafting (ME10) Performance-Related Options

AutoVue provides several INI options for Direct Drafting (ME10) drawings that can help you choose between speed vs. accuracy. For more information about the options described in this section, refer to section ["Creo Element/Direct Drafting \(ME10\) INI Options"](#).

- Displaying construction entities and vertices in Direct Drafting (ME10) drawings takes longer and uses more memory. If these are not needed, you can choose to turn off their display by setting ME10CONSTRUCTIONGEOM INI option and ME10SHOWVERTEX INI option respectively to 0.
- At small zoom levels, Direct Drafting (ME10) TrueType text can be displayed in AutoVue using font paths or using bitmaps. Using font paths ensures better quality display at small zoom levels however file rendering may become slower. If file performance is more important than text display at smaller zoom levels, then set TEXTBITMAPRENDERING to 1 to use the font paths to display text. Note that this option affects other formats as well. For more information on this option, refer to section ["Rendering INI Options"](#).

Creo Element/Direct Drafting (ME10) INI Options

The option described should be set in the [OPTIONS] section in the INI file:

| Parameter | Description | Default |
|---|---|---|
| ME10_USEHTMLASCII
CODES=[0 1] | Specify whether or not to use the HTML ASCII CODES table for character mapping when accessing Direct Drafting (ME10) native fonts and their equivalent UFF fonts.
Set to 0 to use Direct Drafting (ME10)'s native character mapping instead of the HTML ASCII CODES table.
Set to 1 to use HTML ASCII CODES table for character mapping for special characters. | 0 |
| ME10CONSTRUCTION
GEOM = [0 1] | Set to 1 to draw construction entities for Direct Drafting (ME10) files. | 1 |
| ME10MULTIBYTE =
[0 1] | This option sets the priority for glyph search in Multibyte/Singlebyte fonts.
Set to 0 if the file does not contain any Multibyte fonts (for example, far eastern languages).
Set to 1 if the file contains a mixture of Singlebyte/Multibyte fonts. | 0 |
| ME10RGBCOLOR =
[0 1] | Determine the mode of colors for Direct Drafting (ME10) files.
Set to 1 to use RGB colors.
Set to 0 to use AIC (AutoVue Indexed Color).
Note: When set to 0 , you can customize file me10col.tbl to get desired pen settings. | 1 |
| ME10SHOWVERTEX =
[0 1] | Set to 1 to draw vertices for Direct Drafting (ME10) files. | 0 |
| MEFONTMAP = [<file
path>\mefont.map] | Specify the full path to the Direct Drafting (ME10)/OneSpace Designer Drafting [Direct Drafting (ME10)] font map file. This file maps Direct Drafting (ME10) fonts to the appropriate native Direct Drafting (ME10) font files or TrueType fonts. | <AutoVue Install
Directory>\bin\mefont.map |

CADKEY

Syntax and additional information for the following options are described in section ["CADKEY INI Options"](#).

CADKEY Fonts

AutoVue does not support native CADKEY stroke fonts. AutoVue displays all text using TrueType fonts. The font mapping from native stroke font to TrueType font is defined in the CADKEY font map file prtfont.map located at <AutoVue Installation Directory>\bin. You can update this font map file if you wish to update the font mapping or you can create your own font map and point to this font map file using the PRTFONTMAP INI option.

The font map file should have entries as follows:

```
<Cadkey_font_index>,<TrueType_fontfacename>,<bold>,<italic>,<small_caps>,<scale_factor_percent>
```

Where:

<Cadkey_font_index> is the CADKEY font index ranging from 0 to 256 where index 256 is used as the default font.

<TrueType_fontfacename> is the TrueType font face name. Ensure that this font has been installed on the system.

<*bold*> can be set to 0 for non-bold or 1 for bold.

<*italic*> can be set to 0 for non-italic or 1 for italic.

<*small_caps*> can be set to 0 for text without small_caps or 1 for text with small_caps.

<*scale_factor_percent*> is the scale factor to use when using the font.

CADKEY INI Options

The option described should be set in the [OPTIONS] section in the INI file:

| Parameter | Description | Default |
|---|---|--|
| PRTFONTMAP=
[<i>fullpath to prtfont.map</i>] | Specify the full path to the CADKEY/PRT font map file. This file maps CADKEY/PRT fonts to TrueType fonts. | The file prtfont.map in the <AutoVue Installation Directory>\bin. |

CGM

Syntax and additional information for the following options are described in section ["CGM INI Options"](#).

CGM Display

- Some CGM drawings have a color for the background. AutoVue, by default, does not show the background for CGM files. AutoVue provides an INI option SHOWBACKGROUND to control whether or not to show the background. Note that when background is displayed, you may run into issues when you print drawings containing large black or dark backgrounds.
- When you have drawings that display blank or incomplete in AutoVue, you can set INI option CGMNOCLIP to 1 to display entities outside the defined clip regions. By default, AutoVue enables clip regions. Setting option CGMNOCLIP to 1 will disable clipping of CGM files.

CGM INI Options

The options described should be set in the [OPTIONS] section in the INI file:

| Parameter | Description | Default |
|--------------------------|---|---------|
| CGMNOCLIP = [0 1] | Set to 0 to enable clipping in CGM files. Some files may display as empty when the value is 0 .
Set to 1 to disable clipping. | 0 |
| SHOWBACKGROUND=
[0 1] | Set to 1 to display the background of CGM files with color backgrounds.
Set to 0 if you have problems printing CGM files that contain large black or dark backgrounds. | 0 |

HPGL

Syntax and additional information for the following options are described in section ["HPGL INI Options"](#).

HPGL Non-English Text

To correctly display HPGL drawings that contain non-English text, you can set INI option CODEPAGE to match the language in the drawing. When the CODEPAGE option is set to the right value, AutoVue displays text corresponding to the CODEPAGE correctly. For example, to display Japanese text in HPGL files, you will need to set CODEPAGE to 932. For a full list of values, refer to the following Web sites:

<http://www.microsoft.com/globaldev/reference/cphome.mspx>

http://en.wikipedia.org/wiki/Code_page

HPGL Color

- Since HPGL is a printer format, most files display well on a white background. AutoVue provides INI option HPBACKGROUND to control whether or not AutoVue should display the background for HPGL files.
- AutoVue provides a way to map pen numbers to colors for HPGL drawings. Sometimes HPGL files do not explicitly contain pen color information. In these situations, you can set INI option HPGLCOLORTBL to the full path of the HPGL color table. You can modify the hpglcol.tbl file that is included with AutoVue at <AutoVue Installation Directory>\bin or you can create your own mapping file and specify the full path to the file using HPGLCOLORTBL INI option.

HPGL INI Options

The options described should be set in the [OPTIONS] section in the INI file:

| Parameter | Description | Default |
|--|---|---|
| CODEPAGE = [num] | Forces text display of a specific language. Specify the codepage to use for HPGL files.
For example, set CODEPAGE = 932 to display Japanese text in HPGL files.
For a full list of codepage values, refer to the following Web sites:
http://www.microsoft.com/globaldev/reference/cphome.mspx
http://en.wikipedia.org/wiki/Code_page
Note: This option also affects TEXT files. | |
| HPBACKGROUND = [0 1] | This option allows you to see what the drawing would look like when plotted (on white paper).
Set to 0 so that the page background is not drawn.
Set to 1 to draw page background.
Note: Applies to HPGL/HPGL2 files. | 0 |
| HPGLCOLORTBL = [<file path>\hpglcol.tbl] | Specify the color table for HPGL/HPGL2 files. The color table file specifies the mapping from a pen number to a color. This option allows you to specify default pen colors to match a particular plotter. Thus, AutoVue's display matches the plotter's output.
Note: This option is used only if the file does not explicitly specify pen colors with the HPGL PC command. | <AutoVue Installation Directory\bin\hpglcol.tbl |

CSI Shapefile Project Files

Syntax and additional information for the following options are described in section ["CSI Shapefile INI Options"](#).

AutoVue allows you to overlay multiple ESRI shapefile drawings through CSI shapefile project files (CSHP files). By using the CSI shape project files, you are able to specify the drawing that should be overlaid along with information such as its color, visibility, units and point options which would not be possible by selecting **Overlay in**

AutoVue from the **File** menu. In addition, once the CSHP files are loaded in AutoVue, you are able to modify the drawing layer order.

AutoVue provides several INI options to configure viewing of ESRI shapefile drawings. They are specified in a text based .cshp file which contains two main sections: [PROJECTPROPERTIESSECTION] and [LAYER(n)] section.

- **PROJECTPROPERTIESSECTION:**

The options specified in this section apply to the entire project file. Following is a list of potential options that can be configured in the section:

- You select the shapefile units by setting the UNITS INI option.
- You can specify the shape to use when drawing a point in the PONTTYPE INI option.
- You can specify the pointsize when drawing a point in the POINTSIZE INI option.

- **LAYER(n)**

This section should be created for every drawing to be overlaid. The options in this section take precedence over the values specified in the PROJECTPROPERTIESSECTION section. Following is a list of potential options that can be configured in the [LAYER(n)] section:

- You can specify the shape to use when drawing a point in the PONTTYPE INI option. If it is not provided, the PONTTYPE specified in the PROJECTPROPERTIESSECTION is used.
- You can specify the pointsize when drawing a point in the POINTSIZE INI option.
- You can specify the outline color when drawing graphics (point, lines, polygons, and so on) in the OUTLINECOLOR INI option.
- You can specify the fill to use when drawing fills for graphics in the FILLCOLOR INI option.
- You can set the line width to use when drawing graphics in the LINEWIDTH INI option.
- You can specify the visibility of the shapefile in the VISIBLE INI option. This option can also be set from the Layers dialog.
- You can specify the name of the ESRI shapefile drawing in the FILENAME INI option.

When creating or updating a CSHP file, note the following:

- It must begin with the line: ;CSI shapefile project file.
- Comments must begin with a semi-colon(;).

CSI Shapefile INI Options

All of the following options should be placed in the [PROJECTPROPERTIES] header of the INI file:

| Parameter | Description | Default |
|-------------------------|--|---------|
| UNITS | Specify the file units.
Possible values: <ul style="list-style-type: none">• px• inches• millimeters• mm• twips• centimeters• cm• decimeters• dm• meters• m• kilometers• km• feet• yards• miles• millimeters• micromiles• microns• microinches | |
| POINTTYPE | Specify what shape to use when drawing a point.
Possible values: <ul style="list-style-type: none">• Circle• Triangle• Square• Star• Dot• Plus• Cross• Diamond• Custom | Custom |
| POINTSIZ=[<i>int</i>] | Specify what size to use when drawing a point.
You can assign <i>int</i> any integer greater than 0. | 7 |

All of the following options should be placed in the **[LAYER(n)]** header of the INI file:

| Parameter | Description | Default |
|-----------------------------|--|------------|
| OUTLINECOLOR=[<i>int</i>] | <p>Specify the color to use when drawing outlines for graphics such as points, lines, polygons, and so on.</p> <p>Possible integer range: [-1, 255]
Where the integer refers to the index of the color in the AutoCAD Color Index (AIC) table.</p> <p>Set to OUTLINECOLOR=-1 so that an internal counter is used to determine the color. The counter is incremented a maximum of two times per layer and only if it is required: once for the outline color (if it is not provided) and once for the fill color (if it is not provided).</p> <p>Example: If a user provides valid outline and fill colors, the counter is not incremented for the given layer. However, if the user only provides a valid outline color, the counter increments once for the given layer.</p> <p>Note: Every graphic element has an outline and fill color whose colors are determined by this option and FILLCOLOR.</p> | -1 |
| FILLCOLOR=[<i>int</i>] | <p>Specify the color to use when the drawing fills for graphic (such as polygons).</p> <p>Possible integer range = [-1, 255]
where the integer refers to the index of the color in the AutoCAD Color Index (AIC) table.</p> <p>Set to FILLCOLOR=-1 so that an internal counter is used to determine the color. The counter is incremented a maximum of two times per layer and only if it is required: once for the outline color (if it is not provided) and once for the fill color (if it is not provided).</p> <p>Example: If a user provides valid outline and fill colors, the counter is not incremented for the given layer. However, if the user only provides a valid outline color, the counter increments once for the given layer.</p> <p>Note: Every graphic element has an outline and fill color whose colors are determined by this option and OUTLINECOLOR.</p> | -1 |
| LINEWIDTH=[<i>int</i>] | <p>Specify the line width in pixels to be used when drawing graphics.</p> <p>Possible integer range: [0,100]</p> | 0 (pixels) |
| VISIBLE=[0 1] | <p>Specify the visibility of the shapefile.</p> <p>Set to 1 to make the shapefile visible when initially loading the CSI shapefile project.</p> <p>Set to 0 to make the shapefile invisible when initially loading the CSI shapefile project.</p> | 1 |

| | | |
|---|--|------------|
| POINTTYPE | Specify what shape to use when drawing a point. | Custom |
| <p>Note: If a POINTTYPE is not provided for the a given [LAYER] section, then the POINTTYPE provided in [PROJECTPROPERTIES] section is used.</p> <p>Possible values:</p> <ul style="list-style-type: none">• Circle• Triangle• Square• Star• Dot• Plus• Cross• Diamond• Custom | | |
| POINTSIZ | Specify what size in pixels to use when drawing a point. | 7 (pixels) |
| <p>Note: If a POINTSIZE is not provided for the a given [LAYER] section, then the POINTSIZE provided in [PROJECTPROPERTIES] section is used.</p> <p>You can assign <i>num</i> any integer greater than 0.</p> | | |
| FILENAME= [<i>file path</i>] | Specify the name of the ESRI shapefile drawing. | |

Viewing Configuration for 3D Formats

This chapter describes the INI options and provides useful hints when working with 3D formats in AutoVue.

The ["General 3D Configuration"](#) section describes options that apply to all 3D formats. Other sections provide information on specific file formats.

General 3D Configuration

The following configuration options generally apply to all 3D formats.

General 3D Performance-Related Configuration

Syntax and additional information for the following options are described in section ["General 3D Performance-Related INI Options"](#).

- Some 3D file formats contain both Mesh and BREP data.
 - A Mesh is a collection of vertices, edges, and faces that define the shape of a 3D object.
 - Boundary representation (BREP) information represents 3D objects using their boundaries; it consists of topological and geometrical information. The geometrical information defines the vertices, edges, and faces. The topological information identifies the relationships between the vertices, edges, and faces

For such files AutoVue supports two types of load modes: Mesh and BREP modes.

- Mesh mode, also known as Fast model rendering mode, is a non-precise, fast and memory efficient form of loading. When loading in Mesh mode, AutoVue approximates the topological information. Loading Mesh data is useful when viewing large files when you do not need geometric accuracy.
- BREP mode loads the model geometry of the of the final model. This mode is precise and used for performing accurate measurements. It is therefore slower than Mesh mode.

By default, AutoVue is configured to load BREP. You can load Mesh mode if you do not need to do exact measurements on the BREP. To change default load mode, modify LOADFACETEDDATA INI option. Note that this option impacts formats that support Mesh and BREP.

- AutoVue also lets you configure the resolution at which models load in the workspace. The lower the resolution, the faster the file is displayed. However, surfaces may not appear smooth at low resolution. At higher resolutions, files display well, but take longer to display. The INI option is MESHRESOLUTION.
- When loading in Mesh mode, performance improvement can be achieved by setting the MESHBUILDTOPOLOGY option to 0. You can control whether or not to build topology for meshes using this option. Topological information is required during operations such as measurements, but is not always available in the file format itself. In order to maintain a homogenous behavior across all file formats, the topology is computed by AutoVue. Building the topology can be time consuming and uses more memory. When you disable building of the topology, loading is faster, but measurements are not accurate and surfaces do not appear smooth. If it is necessary to perform accurate measurements, ensure that you enable building of the topology. Note that this option impacts other formats as well.
- If a 3D model contains a large number of PMI entities, AutoVue could take a long time to load the file. AutoVue lets you choose whether or not to load PMI entities. If you choose to load PMI entities, AutoVue lets you specify a number of PMI entities as a threshold. If the number of PMI entities in the model is more than the threshold, AutoVue does not load any PMI entities for the model. The INI option to determine whether or not to load PMI entities is PMIINITIALVISIBILITY and the option to specify PMI threshold is PMITHRESHOLD. These options can also be configured from the AutoVue user interface from the PMI Initial Visibility section of the **3D > Model** panel of the Configure dialog.
- When loading Mesh data, if the available memory on the system is insufficient, AutoVue dumps data to disk. This enables AutoVue to load assemblies that need a large amount of memory. The INI option is USEMESHCACHE. This is enabled and it is not recommended to change this option.

- Display of 3D models relies on OpenGL. For optimal performance, it is recommended that you have a graphics card that supports OpenGL and has dedicated memory on the AutoVue client machines. If OpenGL is not supported on your graphics hardware, it will run from within Windows on Windows operating systems which will result in much slower performance. On non-Windows operating systems, 3D models will not display in the absence of a graphics card with OpenGL support.
- When an assembly you are loading contains a large number of duplicate parts, you can optimize the loading of such large assemblies by enabling identical part detection. When enabled, it reduces the amount of data streamed to the client since parts are shared in the model. In some instances this might cause a slowdown in loading performance. Generally, enabling identical part detection results in faster load times. You can control whether or not to detect identical parts in an model by setting the ENABLEIDENTICALPARTDETECTION INI option.
- A tristrip or a triangle strip is a series of connected triangles, sharing vertices, allowing for faster rendering and more efficient memory usage for computer graphics. AutoVue enables tristrip by default. You can control whether or not to enable this feature by setting the TRISTRIP INI option. This option can also be configured from the AutoVue user interface by selecting the **Tristrip** checkbox from the **3D** panel of the Configure dialog.

General 3D Performance-Related INI Options

Options listed here should be placed under the [OPTIONS] header of the INI file:

| Parameter | Description | Default |
|--------------------------|--|---------|
| LOADFACETEDDATA = [0 1] | <p>Instructs AutoVue to load Mesh data if present in the 3D model (faster loading).</p> <p>Applies to the following 3D formats when both Mesh and BREP data are available:</p> <ul style="list-style-type: none"> • CATIA V5 • Creo Parametric (Pro/ENGINEER) • SolidWorks <p>If set to 1, the Mesh data loads.
If set to 0, the BREP data is read and rendered instead of the Mesh data (more accurate measurement).</p> | 0 |
| MESHBUILDTOPLOGY = [0 1] | <p>Set to 1 to build the topology in Mesh mode.
Set to 0 if you do not want to build the topology in Mesh mode. Note that building topology for meshes impacts load and rendering times (especially for large mesh parts and complex assemblies).</p> <p>Applies to the following file formats:</p> <ul style="list-style-type: none"> • AutoCAD • Catia 4 • Catia 5 • DirectModel (JT) • DWG • DWF3D • Microstation • Creo Parametric (Pro/ENGINEER) • SolidWorks • Unigraphics • STL • IFC | 1 |

| | | |
|---|---|-----|
| MESHRESOLUTION = [LOW MEDIUM HIGH VERYHIGH] | Specify the default mesh resolution for 3D files.
Note that the higher the mesh resolution, the more time required to load the image.
Set to LOW for low mesh resolution.
Set to MEDIUM for medium mesh resolution.
Set to HIGH for high mesh resolution.
Set to VERYHIGH for very high mesh resolution. | LOW |
| ENABLEIDENTICALPARTDETECTION=[0 1] | Optimizes the performance of loading 3D files.
Set to 1 to detect identical parts in a native file before streaming begins.
Set to 0 to disable the procedure. | 1 |
| USEMESHCACHE = [0 1] | When set to 1 , AutoVue dumps Mesh data to disk when there is not enough memory available.
Note: It is not recommended to change this INI option. | 1 |
| 3DPOLICYMANAGER = [0 1] | Set to 1 to enable dynamic loading of 3D models.
Set to 0 to loads incrementally. | 1 |
| DEFAULTMESHRESOLUTION = [1 2 3 4] | When 3DPOLICYMANAGER = 1, you can set the load resolution.
1 = Low
2 = Medium
3 = High
4 = Very High | 2 |
| PMIINITIALVISIBILITY=[0 1] | Set to 1 to not load PMI entities for 3D models.
Set to 0 to load PMI entities. | 0 |
| PMITHRESHOLD=[num] | Specify the threshold to use when PMIINITIALVISIBILITY=0. If the number of PMI entities in the entire model exceeds this threshold, AutoVue will not load any PMI entities. | 200 |
| TRISTRIP=[0 1] | Set to 0 to disable Tristrip.
Set to 1 to enable Tristrip. | 1 |

General 3D Display

Syntax and additional information for the following options are described in section ["3D Display-Related INI Options"](#).

- If users of AutoVue experience one of the following issues with 3D models:
 - Not able to see the 3D model completely,
 - Not able to perform measurements on the 3D, or
 - Not be able to markup documents,

We recommend that you set NOACCELERATION to 1 to disable hardware acceleration. Note that doing this will mean a degradation in performance for 3D.
- Specify if you would like to use JOGL's heavyweight or lightweight widget to render 3D Models using the HEAVYWEIGHT INI option. When heavyweight is on, AutoVue uses hardware acceleration to render 3D. When the applet parameter HEAVYWEIGHT is set to AUTO, AutoVue checks if this INI option is set. If INI option is set, AutoVue reads the INI option. If option is set, AutoVue uses heavyweight rendering on all operating systems except Windows 7.
- You can specify whether models should display with smooth shading or with flat shading using the SMOOTHSHADING INI option. This option can also be configured from the AutoVue user interface from the **Smooth Shading** check box in the **3D** panel of the Configure dialog.
- You can specify which rendering mode to use when you manipulate 3D models by setting the DYNAMICRENDERING INI option. This can also be configured from the AutoVue user interface from the Dynamic Rendering drop-down list in the **3D** panel of the Configure dialog.

- You can choose whether or not to render the backfaces of the model by setting the BACKFACEREMOVAL option. By enabling backface removal, rendering performance is improved but does not provide a realistic display of the model. This option can also be set from the AutoVue user interface by selecting the **Backface removal** checkbox from the **3D** panel of the Configure dialog.
- You can configure if a 3D model at initial load should display at default visibility or with all parts visible or all parts invisible. INI option is INITIALVISIBILITY and can also be configured from the AutoVue user interface from the **Initial Visibility** section of the **3D > Model** panel of the Configure dialog.
- You can specify the default render mode of 3D models using the INI option CURRENTRENDERMODE. This can also be configured from the AutoVue user interface from **Manipulate > Visual Effects > Rendering** menu.
- You can control whether or not to display a model in perspective view using INI option PERSPECTIVE. You can also control this from the AutoVue user interface from **Manipulate > Visual Effects > Perspective** menu.
- You can specify if a selected part should be displayed with a bounding box or should be highlighted using the default highlight color using the SELECTIONHIGHLIGHT INI option. You can also control this from the 3D - Miscellaneous pane of the Configure dialog.

3D Display-Related INI Options

Options listed here should be placed under the [OPTIONS] header of the INI file:

| Parameter | Description | Default |
|---|---|---------|
| NOACCELERATION = [0 1] | Set to 1 to disable hardware acceleration.
It is recommended setting to 1 if 3D files are displaying blank or vector files are not displaying properly or if markup entities are not completely visible.
Note: If you have basic graphics cards, hardware acceleration may slow down performance for big 3D models. | 1 |
| SMOOTHSHADING = [0 1] | Set to 1 to enable smooth shading of 3D display. | 1 |
| DYNAMICRENDERING = [0 1 2] | Specify mode for dynamic rendering of 3D.
0 - current render mode
1 - Flat Shading
2 - Wire Polygons
3 - Wire Frame
4 - Vertex cloud
5 - Fast Frame
6 - Bounding box | 0 |
| PREFERREDFRAMERATE=<integer from 1 to 10> | Specify the frame rate for rotation and zooming of 3D models.
A higher frame rate result in a lower resolution when the model is in motion.
1 - low frame rate
10 - highest frame rate | 1 |
| BACKFACEREMOVAL=[0 1] | Set to 1 to enable removal of backfaces. Provides faster rendering, but there is loss of surfaces while the model is in motion.
Set to 0 to disable removal of backfaces. | 0 |
| HEAVYWEIGHT=[0 1] | Specify if you would like to use JOGL's heavyweight (1) or lightweight widget (0) to render 3D Models. When heavyweight is on, AutoVue uses hardware acceleration to render 3D.
By default, the option is not set and AutoVue uses heavyweight rendering on all operating systems except MAC and Windows 7. | |

| | | |
|----------------------------|---|---|
| INITIALVISIBILITY=[0 1 2] | Specify if a 3D model should load at default visibility or with all parts visible or with parts invisible. The option controls the initial load of the model. You can modify visibility of part(s) after the model is loaded from the model tree.
0 - Default Visibility
1 - All Visible
2 - All invisible | 0 |
| SELECTIONHIGHLIGHT = [0 1] | Specify selection highlight mode.
0: Bounding box
1: Entity default color | 0 |

Options listed here should be placed under the **[SMVIEW]** header of the INI file:

| Parameter | Description | Default |
|---|---|---------|
| CURRENTRENDERMODE = [1 2 4 8 16 32 16384 32768] | Specify the current render mode for 3D models.
1 - Shaded model
2 - Wire Polygons
4 - Wireframe
8 - Hidden line
16 - Silhouette
32 - Shaded wire display
16384 - Reflective
32768 - Reflective Wire | 1 |
| PERSPECTIVE=[0 1] | Specify whether or not to display a 3D model in perspective view.
0 - Normal view
1 - Perspective view | 0 |

3D Measurement

Syntax and additional information for the following options are described in section ["3D Measurement INI Options"](#).

- When computing mass properties on models containing mesh parts, you can configure AutoVue to either exclude or include these parts from the mass properties computation or include these parts only if the entire selection for mass properties computation is mesh. You can use INI option 3DMASSPROP_MESH_BEHAVIOR for this configuration.
- When computing mass properties on models containing sheets, you can configure AutoVue to either exclude or include these sheets from the mass properties computation or include these sheets only if the entire selection for mass properties computation contains sheets. You can use INI option 3DMASSPROP_SHEET_BEHAVIOR for this configuration.
- As of version 20, the distance measurement tab was improved so that AutoVue matches snapping and measurement capabilities of other CAD applications. If you wish to revert to the previous distance measurement mechanism, called point to point distance measurement, you can set INI option SHOW_POINTTOPOINT_PAGE to 1.

3D Measurement INI Options

Options listed here should be placed under the **[OPTIONS]** header of the INI file:

| Parameter | Description | Default |
|-----------|-------------|---------|
|-----------|-------------|---------|

| | | |
|-------------------------------------|--|---|
| 3DMASSPROP_MESH_BEHAVIOR = [0 1 2] | Specify how to handle mesh when computing mass properties. This option can have one of the following values:
0 - Exclude from mass property computation.
1 - Include in mass property computation.
2 - Handle selection: Include in mass property computation only if the selection is fully made with mesh bodies. | 1 |
| 3DMASSPROP_SHEET_BEHAVIOR = [0 1 2] | Specify how to handle sheet bodies when computing mass properties. This option can have one of the following values:
0 - Exclude from mass property computation.
1 - Include in mass property computation.
2 - Handle selection: Include in mass property computation only if the selection is fully made with sheet bodies. | 2 |
| SHOW_POINTOPOINT_PAGE = [0 1] | Set to 0 to hide the Point to Point distance tab.
Set to 1 to display the Point to Point distance tab.
Note: When snapping to an edge with the Point to Point distance tab enabled, the distance is measured from the exact point you click on the edge (rather than the midpoint). | 0 |

3D Color Configuration

Syntax and additional information for the following options are described in section ["3D Color INI options"](#).

AutoVue provides several different configuration parameters to configure background color, measurement color, selection color, highlight color. See INI options section below for a list of the color configuration options. These options can also be configured from the AutoVue user interface from the **3D - Colors** panel of the Configure dialog.

3D Color INI options

All options listed below should be placed in the **[SMCOLORS]** header of the INI file.

Note: For parameters in the following table, specify an integer that represents an RGB color (Red + 256 * Green + 65536*Blue). The values for Red, Green, and Blue range from 0 to 255.

| Parameter | Description | Default |
|---------------------------------|---|---------|
| BACKGROUND_COLOR | Specifies the background color for 3D models. | |
| ENTITY_DEFAULT_COLOR | Specifies the default color for 3D models.
This option only applies to formats that do not read native colors. | |
| EDGE_HIGHLIGHT_COLOR | Specifies the color for highlighting edges. | |
| FACE_HIGHLIGHT_COLOR | Specifies the color for highlighting faces. | |
| MEASUREMENT_COLOR | Specifies the color for measurements. | |
| MINDISTANCESET1_HIGHLIGHT_COLOR | Specifies the color for first set in minimum distance measurement. | |
| MINDISTANCESET2_HIGHLIGHT_COLOR | Specifies the color for second set in minimum distance measurement. | |
| SECTION_EDGE_COLOR | Specifies the section edge color. | |
| SECTION_FILL_COLOR | Specifies the section fill color. | |
| SELECTION_COLOR | Specifies the color for selecting models or model parts. | |

| Parameter | Description | Default |
|----------------------|--|---------|
| VERTEXHIGHLIGHTCOLOR | Specifies the color for highlighting vertices. | |

| Parameter | Description | Default |
|-----------------------|---|---------|
| BACKGROUNDCOLOR | Specifies color for background. | |
| ENTITYDEFAULTCOLOR | Specifies default color for 3D models. | |
| HIGHLIGHTCOLOR | Specifies color for highlighting. | |
| DISTANCECOLOR | Specifies color for distance measurement. | |
| EDGECOLOR | Specifies color for highlighting edges. | |
| FACESCOLOR | Specifies color for highlighting faces. | |
| VERTICESCOLOR | Specifies color for highlighting vertices. | |
| SECTIONEDGECOLOR | Specifies section edge color. | |
| MINDISTFIRSTSETCOLOR | Specifies color for first set in minimum distance measurement. | |
| MINDISTSECONDSETCOLOR | Specifies color for second set in minimum distance measurement. | |

3D Workspace and Background Configuration

Syntax and additional information for the following options are described in section ["3D Workspace and Background INI Options"](#).

This section covers configuration options available to you to configure the 3D axes displays, the background color, and the background image.

- You can choose whether or not to show the global axes on the workspace using the SHOWGLOBALAXES INI option. You can also configure this from the AutoVue user interface by selecting the **Show Global Axes** checkbox from the **3D-Miscellaneous** panel of the Configure dialog.
- You can change the size of the global axes using the AXESSIZE INI option. You can also configure this from the AutoVue user interface from the **Size of Axes** slider in the **3D-Miscellaneous** panel of the Configure dialog.
- You can choose if you want to have a plain background for the 3D workspace or if you want a radial or a directional background using the BKTYPE INI option. You can also configure this from the AutoVue user interface from the **3D - Background** panel of the Configure dialog.
- You can choose if you want to have an image file for the background for the 3D workspace using the BKIMAGES INI option. You can also configure this from the AutoVue user interface from the **3D - Background** panel of the Configure dialog. For this option, only .bmp, jpeg, or .png files can be added as background images.

3D Workspace and Background INI Options

The following options should be placed in the [OPTIONS] header in the INI file.

| | | |
|------------------------|---|----|
| SHOWGLOBALAXES = [0 1] | Set to 1 to display global axes for 3D models. | 1 |
| AXESSIZE = [0-100] | Enables you to resize the 3D axes.
Setting the value to 0 displays the smallest possible 3D axes. If you assign a value greater than 0, the size of the 3D axes will increase. | 50 |

| | | |
|--|--|-------|
| BKTYPE | <p>Specify the type of 3D background. Three classes of values: <i>radial gradient</i>, <i>directional gradient</i>, and <i>plain color</i> (default value).</p> <p>Radial gradient values: CENTER, TOP, BOTTOM, LEFT, RIGHT, TOP_LEFT, TOP_RIGHT, BOTTOM_LEFT, or BOTTOM_RIGHT.</p> <p>Directional gradient values:</p> <p>An integer value (angle in degrees). Note that 0 is in the “3 o’clock” direction and that the angles rotate CCW.</p> <p>Note: For this option, only .bmp, jpeg, or .png files can be added as background images.</p> | PLAIN |
| BKIMAGES=[path1, position1, stretch1; path2, position2, stretch2; ...] | <p>Displays a list of images in the 3D background. Can include a semi-colon separated list of images.</p> <p>Path values: May be absolute and relative to the start directory of the application or module directory.</p> <p>Position values: CENTER, TOP, BOTTOM, LEFT, RIGHT, TOP_LEFT, TOP_RIGHT, BOTTOM_LEFT, or BOTTOM_RIGHT.</p> <p>Stretch Values: NONE (no stretching), FILL (fills the screen and does not respect image ratio), UNIFORM (displays full image and respects image ratio), and UNIFORM_TO_FILL (fill the screen and respects image ratio).</p> | |

3D PMI Entities

Syntax and additional information for the following options are described in section ["3D PMI Entities INI Options"](#).

When 3D models contain PMI data, AutoVue displays these PMI entities in the workspace and in the model tree. AutoVue provides several configuration parameters that let you control what PMI data should be visible on the workspace/tree, how PMI text is displayed when you zoom to the text and whether or not to load PMI data.

- INI option PMITEXTRENDERINGSTYLE lets you choose if PMI text should be displayed as saved in the native file or if the text should be displayed in 3D mode or if text should be displayed flat-to-screen. This option can also be set from the AutoVue user interface from the PMI dialog.
- Generally PMI entities display on top of the model. You can change this behavior in AutoVue by setting the FORCEPMISZORDER option to 1. When set to 1, PMI entities are not forced to display on top of the model and may even be hidden by the model. Setting this option to 0 invalidates the PMI_ATTRIB_RENDERABOVEMODEL INI option. As a result, 3D PMIs are not forced above the model and may be obstructed by it, depending on its orientation.
- AutoVue also provides several INI options to control visibility and tree listing of various kinds of PMI entities. All of these options can be set from the AutoVue user interface from the PMI dialog. In the INI file, these options should be set in the [PMI] section. Refer to the INI options below for a list of options.
- AutoVue provides some options for PMI, PMIINITIALVISIBILITY and PMITHRESHOLD, that have an effect on performance when loading files with PMI entities. Refer to the ["General 3D Performance-Related INI Options"](#) section for more information on these options.

3D PMI Entities INI Options

These options should be set in the [OPTIONS] header in the INI file.

| Parameter | Description | Default |
|---------------------------------|--|---------|
| FORCEPMISZORDER = [0 1] | Set to 0 so that PMI entities are not forced to display above the model.
Set to 1 so that PMI entities are not forced to display on top of the model and may even be hidden by the model. | 0 |
| PMITEXTRENDERINGSTYLE = [0 1 2] | Specify the text rendering style for PMI entities.
0 - Native Setting
1 - 3D
2 - Flat-to-screen | 0 |

Options below should be placed in the **[PMI]** header in the INI file.

| Parameter | Description | Default |
|--|--|---------|
| COORDINATE_SYSTEM_TREE_VIS = [0 1] | Set to 1 to display datum coordinate system entities in the tree.
Set to 0 to hide datum coordinate system entities from the tree. | 1 |
| COORDINATE_SYSTEM_VIEW_VIS = [0 1 2] | Set to 2 to set the visibility of datum coordinate system entities to the last saved state in the native application.
Set to 1 to display datum coordinate system entities.
Set to 0 to hide datum coordinate system entities from the display. | 2 |
| DATUM_FEATURE_SYMBOL_TREE_VIS = [0 1] | Set to 1 to display datum feature symbol entities in the tree.
Set to 0 to hide datum feature symbol entities from the tree. | 1 |
| DATUM_FEATURE_SYMBOL_VIEW_VIS = [0 1 2] | Set to 2 to set the visibility of datum feature symbol entities to the last saved state in the native application.
Set to 1 to display datum feature symbol entities.
Set to 0 to hide datum feature symbol entities from the display. | 2 |
| DATUM_TARGET_TREE_VIS = [0 1] | Set to 1 to display datum target entities in the tree.
Set to 0 to hide datum target entities from the tree. | 1 |
| DATUM_TARGET_VIEW_VIS = [0 1 2] | Set to 2 to set the visibility of datum target entities to the last saved state in the native application.
Set to 1 to display datum target entities.
Set to 0 to hide datum target entities from the display. | 2 |
| DIMENSION_TREE_VIS = [0 1] | Set to 1 to display dimension entities in the tree.
Set to 0 to hide dimension entities from the tree. | 1 |
| DIMENSION_VIEW_VIS = [0 1 2] | Set to 2 to set the visibility of dimension entities to the last saved state in the native application.
Set to 1 to display dimension entities.
Set to 0 to hide dimension entities from the display. | 2 |
| FEATURE_CONTROL_FRAME_TREE_VIS = [0 1] | Set to 1 to display datum feature control frame entities in the tree.
Set to 0 to hide datum feature control frame entities from the tree. | 1 |
| FEATURE_CONTROL_FRAME_VIEW_VIS = [0 1 2] | Set to 2 to set the visibility of datum feature control frame entities to the last saved state in the native application.
Set to 1 to display datum feature control frame entities.
Set to 0 to hide datum feature control frame entities from the display. | 2 |
| LINE_WELD_TREE_VIS = [0 1] | Set to 1 to display lineweld entities in the tree.
Set to 0 to hide lineweld entities from the tree. | 1 |
| LINE_WELD_VIEW_VIS = [0 1 2] | Set to 2 to set the visibility of lineweld entities to the last saved state in the native application.
Set to 1 to display lineweld entities.
Set to 0 to hide lineweld entities from the display. | 2 |
| LOCATOR_TREE_VIS = [0 1] | Set to 1 to display locator entities in the tree.
Set to 0 to hide locator entities from the tree. | 1 |
| LOCATOR_VIEW_VIS = [0 1 2] | Set to 2 to set the visibility of locator entities to the last saved state in the native application.
Set to 1 to display locator entities.
Set to 0 to hide locator entities from the display. | 2 |
| MEASUREMENT_POINT_TREE_VIS = [0 1] | Set to 1 to display point measurement entities in the tree.
Set to 0 to hide point measurement entities from the tree. | 1 |

| Parameter | Description | Default |
|---------------------------------------|---|---------|
| MEASUREMENT_POINT_VIEW_VIS = [0 1 2] | Set to 2 to set the visibility of point measurement entities to the last saved state in the native application.
Set to 1 to display point measurement entities.
Set to 0 to hide point measurement entities from the display. | 2 |
| NOTE_TREE_VIS = [0 1] | Set to 1 to display note entities in the tree.
Set to 0 to hide note entities from the tree. | 1 |
| NOTE_VIEW_VIS = [0 1 2] | Set to 2 to set the visibility of note entities to the last saved state in the native application.
Set to 1 to display note entities.
Set to 0 to hide note entities from the display. | 2 |
| REFERENCE_GEOMETRY_TREE_VIS = [0 1] | Set to 1 to display reference geometry entities in the tree.
Set to 0 to hide reference geometry entities from the tree. | 1 |
| REFERENCE_GEOMETRY_VIEW_VIS = [0 1 2] | Set to 2 to set the visibility of reference geometry entities to the last saved state in the native application.
Set to 1 to display reference geometry entities.
Set to 0 to hide reference geometry entities from the display. | 2 |
| SPOT_WELD_TREE_VIS = [0 1] | Set to 1 to display spotweld entities in the tree.
Set to 0 to hide spotweld entities from the tree. | 1 |
| SPOT_WELD_VIEW_VIS = [0 1 2] | Set to 2 to set the visibility of spotweld entities to the last saved state in the native application.
Set to 1 to display spotweld entities.
Set to 0 to hide spotweld entities from the display. | 2 |
| SURFACE_FINISH_TREE_VIS = [0 1] | Set to 1 to display surface finish entities in the tree.
Set to 0 to hide surface finish entities from the tree. | 1 |
| SURFACE_FINISH_VIEW_VIS = [0 1 2] | Set to 2 to set the visibility of surface finish entities to the last saved state in the native application.
Set to 1 to display surface finish entities.
Set to 0 to hide surface finish entities from the display. | 2 |
| WIRE_TREE_VIS = [0 1] | Set to 1 to display wire entities in the tree.
Set to 0 to hide wire entities from the tree. | 1 |
| WIRE_VIEW_VIS = [0 1 2] | Set to 2 to set the visibility of wire entities to the last saved state in the native application.
Set to 1 to display wire entities.
Set to 0 to hide wire entities from the display. | 2 |

Autodesk Inventor

Autodesk Inventor Display

Syntax and additional information for the following options are described in section ["Autodesk Inventor INI Options"](#).

- AutoVue, by default, does not draw the background sheets for Inventor 2D. If you want AutoVue to display backgrounds for 2D drawing files to match Autodesk Inventor, you can set INI option AIBACKGROUND to 1.
Note: As is the case with Autodesk Inventor, AutoVue displays but does not print background images.
- AutoVue, by default, loads the DWF data for Inventor 2D. If DWF information is not stored in the file, AutoVue loads native data. If you want AutoVue to always load native data, you can set INI option AILOADNATIVE2D to 1.

- You can limit the Inventor drawing to the sheet borders by clipping entities that are outside the frame. To do so, you can set INI option DRAWINGPAGE. This option is useful when performing a Zoom Fit to only display the drawing page (entities outside the frame are not shown) or when printing.
- You can control the visibility of non-manifold or construction geometries for Inventor 3D models using the INVENTOR_HIDE_CONSTRUCTION_GEOMETRY INI option.

Autodesk Inventor INI Options

All options in table below should be placed under the **[OPTIONS]** header in the INI file.

| Parameter | Description | Default |
|--|--|---------|
| AIBACKGROUND= [0 1] | Set to 1 to draw background sheet.
Set to 0 to draw the outline only.
Note: Option applicable to AutoDesk Inventor 2D versions 6 and later. | 1 |
| AILOADNATIVE2D= [0 1] | Set to 1 to read native data for Inventor 2D.
Set to 0 to read embedded DWF information. If DWF information is not stored in the Inventor 2D file, then native support will be activated automatically.
Note: Option applicable to AutoDesk Inventor 2D versions 6 and later. | 1 |
| DRAWINGPAGE = [0 1] | Set to 1 to limit the loading of the drawing to the sheet borders.
Set to 0 to display the whole drawing. | 0 |
| INVENTOR_HIDE_CONSTRUCTION_GEOMETRY= [0 1] | This option is used to control the visibility of construction/non-manifold geometries for Inventor 3D files.
Set to 0 to display non-manifold/construction geometries
Set to 1 to hide non-manifold/construction geometries | 1 |

AutoVue Assembly Format

AutoVue allows you to define an assembly structure for CATIA 4, CATIA 5, and DirectModel (JT) formats. This structure is known as AutoVue Assembly Format (formerly known as MxCATIA) and is in XML format. When viewing the XML file in AutoVue, **AutoVue Assembly XML Format Vx.x** displays in the status bar.

Following are some guidelines to follow when creating/updating AutoVue Assembly Format files:

- The XML file should start with the standard `<?xml...>` tag.
For example, `<?xml version="1.0" encoding="UTF-8" ?>`.
- The second tag should be the `<AutoVue_Assembly ... >` tag and the version attribute must be set to **2.0**. Other optional attributes (date, time and author) may be set if required.
Note: Backwards compatibility with the old MxCATIA structure is preserved. The old files are recognized as AutoVue Assembly Format version 1.0.
- The `<CSI_Assembly>` tag defines assembly or sub-assembly nodes. It may contain other `<CSI_Assembly>` nodes as well as `<CSI_Model>` nodes.
Note: The `<CSI_Assembly>` node cannot contain a direct reference to the model geometry (Catia 4, Catia 5 or JT file).
- The `<CSI_Model>` tag contains references to real geometry (Catia 4, Catia 5 or JT file). The `<CSI_Model>` tag cannot contain `<CSI_Assembly>` tags or other `<CSI_Model>` tags. In other words, `<CSI_Model >` represents the model tree *leaf* node with real geometry attached to it.
- The `<CSI_DocName>` and `<CSI_DocID>` tags can be used as identifiers to a document in a content repository when integrated with a VueLink:

- The <CSI_DocName> tag may be inside the <CSI_Assembly> tag or the <CSI_Model> tag. The <CSI_DocName> tag inside the <CSI_Assembly> tag is used only to specify the assembly node name. It is not used to check presence of resource with this name. This is the name the user sees in the model tree. The <CSI_DocName> tag inside the <CSI_Model> tag points to the real file. It is used as a real resource identifier to search and use resources (JT, CATIA 4 or CATIA 5 file) as well as to name the node inside the model tree. The missing or present resource is listed in AutoVue's resource listing. This tag can be a file name or a relative or absolute file path.
- The <CSI_DocID> tag is an integer number you may want to assign to the model tree node. It is attached as an attribute with the name DocID and a value equal to this number to the node.
- The <CSI_Format> tag specifies the type of data you are working with (**JT** for DirectModel (JT), **Catia** for CATIA 4, **Catia5** for CATIA 5).
- If the format is not specified, the default format is assumed to be **Catia** (CATIA 4).
The format set for an assembly/sub-assembly node with the <CSI_Format> tag applies to all subnodes as long as these nodes do not have their own <CSI_Format> tag.

For example:

Assembly A has subassembly B and subassembly B has part node C. (A->B->C)

If A has tag <CSI_Format>JT<CSI_Format> then A and subnodes B and C (as long as they do not have their own <CSI_Format> tag) will have their format property set to **JT**.

If B has tag <CSI_Format>Catia<CSI_Format>, then A has its format properties set to **JT**, and B and C (as long as it does not have its own <CSI_Format> tag) will have their format property set to **Catia**.

If B has tag <CSI_Format>Catia<CSI_Format> and C has tag <CSI_Format>Catia5<CSI_Format>, then A will have its format property set to **JT**, B will have its format property set to **Catia**, and C will have its format property set to **Catia5**.

- The <CSI_TransformationMatrix4x4> tag contains a 4x4 transformation matrix data to compute part space position (rotation and translation) and size (part scale). The part space position is relative to the value specified by the optional <CSI_TransformationRelativeTo> tag. It can be set to either **Parent** or **Top**. If the tag is left unspecified or set to **Parent**, then the transformation information is relative to the parent node. If set to **Top** then the positioning is absolute (relative to the root node).
- If the XML file is located in a separate directory from the part files and the <CSI_DocName> has a relative path, then you must specify XREFPath to the part directory. Refer to section ["External Resources"](#) for more information on the XREFPath INI option.

The following is an example of an AutoVue Assembly XML File Structure:

```
<?xml version="1.0" encoding="UTF-8" standalone="no" ?>
<AutoVue_Assembly version="2.0" author="ABCDEF" time="12:18:49" date="2007-08-09">
  <CSI_Assembly>
    <CSI_Attribute key="Vendor" value="XYZ Company"/>
    <CSI_DocID>1</CSI_DocID>
    <CSI_DocName><![CDATA[SAMPLE1.CATProduct]]></CSI_DocName>
    <CSI_Format>CATIA5</CSI_Format>
    <CSI_TransformationRelativeTo>Parent</CSI_TransformationRelativeTo>
    <CSI_TransformationMatrix4x4>
      <X11>1</X11><X12>0</X12><X13>0</X13><X14>0</X14>
      <X21>0</X21><X22>1</X22><X23>0</X23><X24>0</X24>
      <X31>0</X31><X32>0</X32><X33>1</X33><X34>0</X34>
      <X41>0</X41><X42>0</X42><X43>0</X43><X44>1</X44>
    </CSI_TransformationMatrix4x4>
    <CSI_Model>
      <CSI_Attribute key="Vendor" value="ABC Company"/>
      <CSI_Attribute key="Product" value="Wheel"/>
      <CSI_DocID>2</CSI_DocID>
      <CSI_DocName><![CDATA[SAMPLE2.CATProduct]]></CSI_DocName>
      <CSI_Format>CATIA5</CSI_Format>
      <CSI_TransformationRelativeTo>Parent</CSI_TransformationRelativeTo>
      <CSI_TransformationMatrix4x4>
        <X11>-8.67362e-019</X11><X12>1</X12><X13>-1.38778e-016</X13><X14>-
1065.79</X14><X21>-0.537781</X21>
        <X22>-6.24673e-018</X22><X23>-0.843084</X23><X24>-11.5219</X24><X31>-
0.843084</X31><X32>-5.01628e-017</X32>
        <X33>0.537781</X33><X34>-16.8617</X34><X41>0</X41><X42>0</X42><X43>0</
X43><X44>1</X44>
      </CSI_TransformationMatrix4x4>
    </CSI_Model>
    <CSI_Model>
      <CSI_Attribute key="Vendor" value="ABC Company"/>
      <CSI_Attribute key="Product" value="Wheel"/>
      <CSI_DocID>3</CSI_DocID>
      <CSI_DocName><![CDATA[SAMPLE3.CATProduct]]></CSI_DocName>
      <CSI_Format>CATIA5</CSI_Format>
      <CSI_TransformationRelativeTo>Parent</CSI_TransformationRelativeTo>
      <CSI_TransformationMatrix4x4>
        <X11>1.11022e-016</X11><X12>1</X12><X13>2.77556e-016</X13><X14>-1054.79</
X14><X21>0.274001</X21>
        <X22>6.44031e-031</X22><X23>0.96173</X23><X24>-0.766302</
X24><X31>0.96173</X31><X32>5.55112e-017</X32>
        <X33>-0.274001</X33><X34>4.74167e-011</X34><X41>0</X41><X42>0</
X42><X43>0</X43><X44>1</X44>
      </CSI_TransformationMatrix4x4>
    </CSI_Model>
  </CSI_Assembly>
</AutoVue_Assembly>
```

Syntax and additional information for the options described in the following sections are in section ["AutoVue Assembly Format Performance-Related Options"](#).

AutoVue Assembly Format Performance-Related Options

AutoVue provides INI options for AutoVue Assembly Format that can help you choose between speed versus accuracy or speed versus memory. This section describes the options available for performance tuning of the AutoVue Assembly Format.

- When loading a large AutoVue Assembly XML file consisting of many attributes, you can speed up loading by setting the LOAD_ATTRIBUTES INI option to 0.

AutoVue Assembly Format INI Options

Below are AutoVue Assembly Format INI options. Options here should be set in the [OPTIONS] header of the INI file:

| Parameter | Description | Default |
|-------------------------|---|---------|
| LOAD_ATTRIBUTES = [0 1] | Control the loading of attributes listed under the CSI_ATTRIBUTE node when viewing AutoVue Assembly XML formats.
Set to 1 to enable loading of attribute data.
Set to 0 to disable the loading of attributes. This option improves loading performance for large assembly files with many attributes. | 1 |

CATIA 4

Syntax and additional information for the following options are described in section ["CATIA 4 INI Options"](#).

CATIA 4 Display

Some CATIA 4 3D models may contain certain data types known as No show and Non-Root entities. For these kind of CATIA 4 models, AutoVue provides the INI options CATIAFILTERNOSHows and CATIAFILTERNONROOT to control whether they will be loaded or not. This may affect mass properties measurements and display.

CATIA 4 Project Files

CATIA 4 files generally reference a project file. AutoVue needs to have access to these CATIA 4 project files in order to display files correctly:

- You can specify a path where all the project files are located using the CATIAPROJECTFILEPATH INI option
- Or you can specify the name of the project file to use by using the CATIAPROJECTFILE INI option

CATIA 4 Fonts

CATIA4 drawing files use native fonts to display text. When native fonts are missing, the text in CATIA files is unreadable. You can specify an alternate native font to use if the required native fonts are missing by setting CATIADEFAULTFONT to the name of the alternate font.

AutoVue maps native fonts to AutoVue's Universal font files (UFF) fonts in an XML-based file. It contains two sections: Font Table and Substitution Table.

Font Table

The Font Table section defines a code name for a native font and its codepage file. The following is a typical entry in this section:

```
<font>
```

```
<codeName>ISOW</codeName>
<fontFile>SSS4.font</fontFile>
<codepageFile>CPXI1.codepage</codepageFile>
</font>
```

Substitution Table

The Substitution Table section maps a native font to AutoVue's Universal font file and a native codepage file to AutoVue's Universal codepage file. The following is a typical entry in this section:

```
<font>
<native>TRCH.font</native>
<universal>cat4-font21.uff</universal>
</font>
<codepage>
<native>CPDA932S.codepage</native>
<universal>cat4-codepage1.ucf</universal>
</codepage>
```

Note: A requirement for this font map to work properly is the existence of the CATIA 4 project file.

CATIA 4 Display

Some CATIA 4 3D models may contain certain data types known as No show and Non-Root entities. For these kind of CATIA 4 models, AutoVue provides the INI options CATIAFILTERNOSHOWS and CATIAFILTERNONROOT to control whether they will be loaded or not. This may affect mass properties measurements and display.

CATIA 4 Performance-Related Options

AutoVue provides several INI options for CATIA 4 files that can help you choose between speed versus accuracy or speed versus memory. This section describes the options available for performance tuning of CATIA format. For more information about the options described in this section, refer to section ["CATIA 4 INI Options"](#).

CATIA 4 3D Options

- If present in the CATIA 4 3D files, AutoVue loads Mesh data. When loading large 3D models, the building of surface topology from the Mesh data can slow down the loading process. INI option MESHBUILDTOPOLOGY lets you control whether or not you want to build surface topology. If you disable loading of surface topology, surfaces do not appear smooth and measurements on the 3D model are not accurate. If you need to perform accurate measurements on CATIA 4 3D, it is recommended that you do not disable building of surface topology. Note that this option impacts other formats as well.
- Loading of wires can consume memory and could take some amount of time. If you do not need wires, you can speed up the loading of CATIA 4 3D by setting the INI option LOADCATIAWIRES to 0.
- If you do not use PMI entities, you can speed up loading of the 3D model by setting CATIALOADPMI to 0.
- 3D models can be loaded in two ways: using spline representation such as parametrical surfaces and by using analytical representation such as spheres, cones, torus and cylinder. Loading of 3D geometry using spline takes longer and more time compared to analytical representation. You can speed up loading time and decrease memory consumption for CATIA 4 3D models, by setting set the CATIA4SPLINEGEOMETRY INI option to 0.

- For CATIA 4 models containing No show and Non Root entities, loading these entities can consume more memory and could take longer to load. You can speed up loading of such files by setting CATIAFILTERNOSHows and CATIAFILTERNONROOT INI options to 0.

CATIA 4 INI Options

Options below are for CATIA 4. All options in the following table should be placed under the **[OPTIONS]** header in the INI file.

| Parameter | Description | Default |
|---|--|---------|
| CATIA4SPLINEGEOMETRY = [0 1 2] | Specify the preference of the geometry representation in the loaded model.
Set the value for the preferred representation:
0 : Analytical representation is preferred.
1 : In some cases spline geometry will be selected.
2 : Spline geometry is preferred.
Note : This option should not be set unless you see an obviously bad geometry in the model. In this case, trying the other values may solve the problem. | 0 |
| CATIAPROJECTFILE=[<i>file path</i>] | Specify the full path to the CATIA 4 project file. | |
| CATIAPROJECTFILEPATH = [<i>file path</i>] | Specify the directory path for the location of project files. If the option is set, it overrides the existing INI option CATIAPROJECTFILE. Otherwise, if the option is not set or project file cannot be found in the specified directory, the CATIAPROJECTFILE INI option is used. | |
| LOADCATIAWIRES=[0 1] | Set to 0 to disable display of 3D wires for CATIA 4 3D. | 1 |
| CATIADEFAULTFONT | Specify the default CATIA 4 native font to use if a font is not found. | |
| CATIAFILTERNONROOT=[0 1] | Non-root entities are construction geometries used in helping the design of the model.
If set to 1 , AutoVue will not load non-root entities.
Set to 0 to load and display non-root entities for CATIA V4 3D. | 1 |
| CATIAFILTERNOSHows=[0 1] | Controls the loading and visibility of the NoShow entity.
Set to 1 to filter out hidden entities for CATIA 4 3D. Hidden entities will not be loaded or displayed.
Set to 0 to load and display hidden entities for CATIA 4 3D. | 1 |
| CATIAIGNOREPROJECTIOLAYER=[0 1] | Set to 1 to support projected view visibility through draft view layer settings for CATIA 4 drawings | 0 |
| CATIALOADPMI = [0 1] | Set to 1 to enable displaying of PMIs.
Set to 0 to disable displaying of PMIs.
Note : Option applies to CATIA 4 and CATIA 5 3D. | 1 |

CATIA 5

Syntax and additional information for the options described in the following sections are in section ["CATIA 5 INI Options"](#).

CATIA 5 Fonts

- It is recommended to point AutoVue to CATIA 5 Type 1 fonts for complete 2D drawing files display. These fonts should be referenced using the XFONTPATHS option.
- At small zoom levels, PostScript text in CATIA 5 can be displayed in AutoVue using font paths or using bitmaps. Using font paths ensures better quality display at small zoom levels however file rendering may become slower. If file performance is more important than text display at smaller zoom levels, then set TEXTBITMAPRENDERING to 1 to use the font paths to display text. Note that this option affects other formats as well.

CATIA 5 3D Loading Mode

AutoVue supports both Mesh and BREP load modes for CATIA 5. Apart from the fact that measurements are accurate in BREP mode, the model tree's behavior changes depending on what load mode is used in AutoVue.

- The model tree in Mesh mode for CATIA 5 3D is a geometry tree and does not match the CATIA 5 application.
- The model tree in BREP mode for CATIA 5 3D is a feature tree and is identical to the CATIA 5 application.
- By default, AutoVue is configured to load BREP. You can load Mesh mode if you do not need to do exact measurements on the BREP. To change default load mode, modify LOADFACETEDDATA INI option. For more information on this INI option, refer to section ["General 3D Performance-Related INI Options"](#).

CATIA 5 Performance-Related Options

AutoVue provides several INI options for CATIA 5 that can help you choose between speed versus accuracy or speed versus memory. This section describes the options available for performance tuning of the CATIA 5 format.

- Loading CATIA 5 in Mesh mode will provide for faster loading times and less memory. However, if you need an accurate model tree or need to perform accurate measurements, make sure that you load the model in BREP mode.
- AutoVue loads Mesh data for CATIA 5 3D files. When loading large 3D models, the building of the surface topology from the Mesh data can slow down the loading process. The INI option MESHBUILDTOPOLOGY lets you control whether or not you want to build the surface topology. If you disable loading of the surface topology, surfaces do not appear smooth and measurements on the 3D model are not accurate. If you need to perform accurate measurements on CATIA 5 3D, it is recommended that you do not disable building of the surface topology. Note that this option impacts other formats as well. For more information on this INI option, refer to section ["General 3D Performance-Related INI Options"](#).
- Some CATIA 5 parts/assemblies contain invisible and/or intermediate CGM bodies. When loading in BREP mode, you can speed up the loading of files containing the invisible and intermediate CGM bodies using the INI options CATIA5BUILDINVISIBLECGMBODIES and CATIA5BUILDINTERMEDIATECGMBODIES.
 - When CATIA5BUILDINVISIBLECGMBODIES INI option is set to 0, invisible CGM bodies are not processed. This is the fastest.
 - When CATIA5BUILDINVISIBLECGMBODIES INI option is set to 1 and CATIA5BUILDINTERMEDIATECGMBODIES INI option is set to 0, invisible bodies are processed and you can control the visibility of intermediate bodies from the model tree.
 - When CATIA5BUILDINVISIBLECGMBODIES INI option is set to 1 and CATIA5BUILDINTERMEDIATECGMBODIES INI option is set to 1 all CGM bodies are processed. This is the slowest and it is recommended to use this only when you want to see the history of each body. You can control the visibility of all intermediate states of each body from the mode tree.
- When loading in BREP mode, you can speed up loading by turning off listing of geometric sets in the model tree. This is done by setting CATIA5BUILDCGMSETS option to 0. Note that when MinimizeNodes INI options is set to 1, this option is forced to 0.
- If you do not use PMI entities, you can speed up loading of the 3D model by setting the INI option CATIALOADPMI to 0. This option is valid in both Mesh and BREP modes.

- You can minimize the number of nodes in the model tree by setting the MINIMIZETREENODES INI option. This option is only valid for BREP mode (LOADFACETEDDATA=0). Additionally, this option should be used in conjunction with other performance options:
 - CATIA5BUILDINVISIBLECGMBODIES=0
 - CATIA5BUILDCGMSETS=0
 When this option is set to 1, CATIA5BUILDCGMSETS is forced to 0.

CATIA 5 INI Options

Below are CATIA 5 INI options. Options here should be set in the **[OPTIONS]** header of the INI file:

| Parameter | Description | Default |
|--|---|---------|
| CATIA5BUILDCGMSETS = [0 1] | Controls the building and display of geometrical sets.
Set to 1 to build and show geometrical sets structure in the Model Tree.
Set to 0 to hide geometrical sets structure.
Note: This option is forced to 0 when MINIMIZETREENODES INI option is set to 1. | 1 |
| CATIA5BUILDINVISIBLECGMBODIES = [0 1] | Option controls the building and display of invisible CGM bodies.
Set to 1 if you wish to process and display invisible CGM bodies.
Set to 0 to disable the loading and display of invisible CGM bodies. | 0 |
| CATIALOADPMI = [0 1] | Set to 1 to enable displaying of PMIs.
Set to 0 to disable displaying of PMIs.
Note: Option applies to CATIA 4 and CATIA 5 3D. | 1 |
| LOAD_ATTRIBUTES = [0 1] | Control the loading of attributes when viewing AutoVue Assembly XML formats.
Set to 1 to enable loading of attribute data.
Set to 0 to disable the loading of attributes. This option improves loading performance for large assembly files with many attributes. | 1 |
| MINIMIZETREENODES = [0 1] | Set to 1 to minimize the number of nodes in the model tree and to increase performance.
Set to 0 to build a model tree similar to the CATIA 5 feature tree.
Note: This option is only valid in BREP mode (LOADFACETEDDATA=0). | 0 |
| CATIA5BUILDINTERMEDIATECGMBODIES = [0 1] | This option controls the building and display of intermediate CGM bodies.
Set to 1 if you wish to process and display intermediate CGM bodies.
Set to 0 to disable the loading and display of intermediate CGM bodies.
Note: The option takes effect only in BREP mode (LOADFACETEDDATA=0). | 0 |

IFC

Syntax and additional information for the options described in the following sections are in section ["IFC INI Options"](#).

IFC 3D Loading Mode

- AutoVue supports both Mesh and BREP load modes for IFC. If accurate measurements is a requirement for you, ensure that you load the model in BREP mode. If speed and memory are requirements, load the model in Mesh mode. To change the mode, you must set INI option LOADFACETEDDATA. For more information on this INI option, refer to section ["General 3D Performance-Related INI Options"](#).

IFC Display

Part Color

You can control the color of IFC models using the IFCCOLORS_MODE option. This option can be set to 4 different values depending on whether part color should be the one defined in the IFC file and/or part color should be the one specified by the IFCCOLORS option.

You can also control the part color of a specific group element using the IFCCOLOR option. The group elements can be:

- WALLSTANDARDCASES
- CURTAINWALLS
- WALLS
- DOORS
- WINDOWS
- SLABS
- OTHERS

The color value can be set to either the color's name or RGB value from the following predefined list of colors:

| Color Name | RGB Value |
|-------------|-------------|
| WHITE | 255,255,255 |
| BLACK | 0,0,0 |
| RED | 255,0,0 |
| GREEN | 0,255,0 |
| BLUE | 0,0,255 |
| CYAN | 0,255,255 |
| MAGENTA | 255,0,255 |
| YELLOW | 255,255,0 |
| LIGHTCYAN | 128,255,255 |
| BROWN | 205,91,69 |
| LIGHTYELLOW | 255,219,153 |
| CADETBLUE | 122,197,205 |

The following are important notes to keep in mind when using the IFCCOLORS option:

- All color definitions should be on the same line and should be separated by spaces
For example: IFCCOLORS=WALLS(WHITE) DOORS(GREEN) WINDOWS(BROWN)
- Special element name OTHERS is used for all elements that are not in the color definition.
- Special color NONE is used when you want to use the 3d default element color for a group element.
- Names of group elements are case sensitive and should be written in upper case.
- Color names are not case sensitive.

For more information about these options, refer to section ["IFC INI Options"](#).

Transparency

AutoVue allows you to modify the transparency of the WINDOWS group element using the IFCWINDOW_TRANSPARENCY INI option. For more information about this option, refer to section ["IFC INI Options"](#).

IFC Performance-Related Options

AutoVue provides several INI options for IFC that can help you choose between speed versus accuracy or speed versus memory. This section describes the options available for performance tuning of the IFC format. For more information about the options described in this section, refer to section ["IFC INI Options"](#).

- AutoVue loads Mesh data for IFC 3D files. When loading large 3D models, the building of surface topology from the Mesh data can slow down the loading process. INI option MESHBUILDTOPOLOGY lets you control whether or not you want to build surface topology. If you disable loading of surface topology, surfaces do not appear smooth and measurements on the 3D model are not accurate. If you need to perform accurate measurements on IFC 3D, it is recommended that you do not disable building of surface topology. Note that this option impacts other formats as well.
- Reading the attributes contained in IFC files consumes a lot of time and memory. File loading time can be improved by setting IFCREADPROPERTIES to 0. This limits the loading of attributes to only three attributes: display mode, name and visibility and thereby improves file loading performance.
- Performance can be optimized by setting IFCLOADINVISIBLESPACES option to 0. This disables loading of internal spaces boundary geometry which are normally marked as invisible.

IFC INI Options

The following options should be set in the [OPTIONS] header of the INI file:

| Parameter | Description | Default |
|--|--|--|
| IFCCOLORS_MODE=[0 1 2 3] | Specify the mode of using default element colors.
Set to 0 to use file-defined colors.
Set to 1 to use default colors as specified by INI option IFCCOLORS. File-defined colors are ignored.
Set to 2 to use default colors for elements without file-defined colors.
Set to 3 to use default colors for elements without file-defined colors, and to replace elements defined as black. | 3 |
| IFCCOLORS | Specify group element colors for IFC files.
Syntax:
[Options]
IFCCOLORS=GROUP_ELEMENT_NAME(R,G,B)
or IFCCOLORS=GROUP_ELEMENT_NAME(color_name)
where GROUP_ELEMENT_NAME is the name of the group element. For example DOORS, WINDOWS, WALLS

(r,g,b) is the RGB value for the color
color_name is the string representing the color | IFCCOLORS=WALLSTANDARDCASES(255,255,255)
CURTAINWALLS(255,255,255)
DOORS(255,219,153)
OTHERS(0,255,255)
SLABS(205,91,69)
WALLS(255,255,255)
WINDOWS(122,197,205) |
| IFCREADPROPERTIES=[0 1] | Set to 1 to display all supported entity properties for an IFC file.
Set to 0 to display only the default entity properties which are Display Mode, Name and Visibility. | 1 |
| IFCLOADINVISIBLESPACES=[0 1] | Set to 1 to enable loading of internal spaces boundary geometry.
Set to 0 to disable loading of internal spaces boundary geometry. | 1 |
| IFCWINDOW_TRANSPARENCY=[integer value] | Specify the transparency level for windows in IFC files.
Value is an integer between 0 (no transparency) and 100 (full transparency). | 55 |

IGES

Syntax and additional information for the options described in the following sections are in section ["IGES INI Options"](#).

IGES Fonts

When an IGES drawing contains Japanese multibyte text, you can control whether or not to force AutoVue to use a Japanese TrueType font to render Japanese text correctly by setting the IGESMULTIBYTE INI option. You must ensure that you have the Japanese TTF font, msgothic.ttf, installed on the system.

IGES Performance-Related Options

AutoVue provides several INI options for IGES that can help you choose between speed versus accuracy or speed versus memory. This section describes the options available for performance tuning of the IGES format.

- To improve file load time and memory, you can set the IGESLOADSUBFIGUREDEFINITIONS option to 0 to disable the display of subfigure definition entities when subfigure instances are not found. Subfigure definition entities are used to store a group of entities (subfigure instances) that occur repeatedly in a file.
- You can also improve file load time and memory by setting IGESLOADDRAFTFIRST option to 1. This will display the 2D page first and the 3D page as a 2D page (projection of the 3D model).
Note: If you have markups on the 3D model and then set this INI option, markups may appear misplaced. This is because the 3D page is displayed as a 2D page when the option is set.
- You can control whether or not to display a more detailed assembly structure in the model tree by setting the IGESDETAILEDTREE INI option. Enabling this option will result in more memory usage and a longer loading time. When viewing IGES models you can choose to display every face (surface) as a separate node in the model tree or merge all single faces into one body, using the IGESDETAILEDTREE INI option.
- You can control the handling of hidden entities by setting the IGESINVISIBLEPARTS INI option. Loading hidden entities may increase loading time of the model. When an IGES model contains invisible or hidden entities, you can control the loading and/or visibility of the hidden entities using the IGESINVISIBLEPARTS INI option.
- When an IGES 3D model contains layers, you can choose to load the layer information using the IGES3DLAYERS INI option. Layer information is used when computing mass properties.

IGES INI Options

The options listed below should be placed in the **[OPTIONS]** header of the INI file

| Parameter | Description | Default |
|---------------------------------------|---|---------|
| IGESDETAILEDTREE = [0 1] | Set to 1 to display every face (surface) as a separate node in the model tree.
Set to 0 to merge all single faces together into one body. | 0 |
| IGESINVISIBLEPARTS = [0 1] | Set to 0 so that hidden entities are not loaded.
Set to 1 to load but not display hidden entities.
Set to 2 to load and display hidden entities. | 1 |
| IGESHIERARCHYCOLOR = [0 1] | Controls the color overwrite setting of IGES files.
Set to 1 so that the child entity color always overwrites the parent entity color. For example, the color of the face, if set, always overwrites color of the body. | 1 |
| IGESFACEORIENTATION = [0 1] | Set to 0 to disable validation of face orientations in IGES 3D files.
Set to 1 to enable validation of face orientations in IGES 3D files. | 0 |
| IGESSHOWALL = [0 1] | Set to 0 to disable loading of subordinate entities in IGES 3D files.
Set to 1 to load subordinate entities in IGES 3D files | 0 |
| IGESMULTIBYTE=[0 1] | Set to 1 to use Mutibyte Japanese TrueType font to draw Japanese text if the IGES file contains Japanese multibyte text.
Set to 0 to use the default non-multibyte TrueType font. | 0 |
| IGESLOADDRAFTFIRST = [0 1] | Set to 1 to display the 2D page first and to display of the 3D page as a 2D projection of the 3D model.
Set to 0 to load the 3D page first. | 0 |
| IGESLOADSUBFIGURE DEFINITIONS = [0 1] | Set to 1 to display subfigure definitions when subfigure instances are not found.
Set to 0 to disable loading of subfigure definitions when subfigure instances are not found. | 0 |
| IGES3DLayers = [0 1] | Set to 0 to disable loading of layers in IGES files containing layer information.
Set to 1 to enable loading of layers in IGES files containing layer information. | 1 |

JT/DirectModel JT

Syntax and additional information for the options described are in section ["JT/DirectModel JT INI Options"](#).

JT/DirectModel JT Performance-Related Options

AutoVue provides several INI options for JT that can help you choose between speed versus accuracy or speed versus memory. This section describes the options available for performance tuning of the JT format.

- AutoVue loads Mesh data for JT 3D files. When loading large 3D models, the building of the surface topology from the Mesh data can slow down the loading process. INI option MESHBUILDTOPOLOGY lets you control whether or not you want to build the surface topology. If you disable loading of surface topology, surfaces do not appear smooth and measurements on the 3D model are not accurate. If you need to perform accurate measurements on JT 3D, it is recommended that you do not disable building of the surface topology. Note that this option impacts other formats as well.

- It is recommended to reduce the model's resolution mesh by setting the JTRESOLUTION option to low (LO) when loading large complex assemblies which utilize high memory. The LO, MED, and HI resolution meshes are internal JT data representations that are meant to optimize performance of JT files.

JT/DirectModel JT INI Options

The options listed here should be placed under the [OPTIONS] header of the INI file:

| Parameter | Description | Default |
|--------------------------------|--|---------|
| JTRESOLUTION = [HI MED LO] | When available, enables users to load the model's high, medium, and low resolution meshes.
Note: It is recommended to reduce the model's resolution mesh to LO if loading large complex assemblies degrades performance or utilizes significantly high memory resources. | HI |

Creo Parametric (Pro/ENGINEER)

Syntax and additional information for the options described in the following sections are in section ["Creo Parametric \(Pro/ENGINEER\) INI Options"](#).

Creo Parametric (Pro/ENGINEER) External References

- The XREF location mechanism in AutoVue does not function in the same manner as the mechanism in Creo Parametric (Pro/ENGINEER). There may be differences in the location mechanism between the two.
- AutoVue does not accurately display 3D Creo Parametric (Pro/ENGINEER) parts and assemblies that contain family table instances if the instance accelerator files are missing. You must ensure that the accelerator files are generated in Creo Parametric (Pro/ENGINEER) in order for AutoVue to deploy correctly. You can use the following option if the accelerator files are missing:
 - You can generate the accelerator files from Creo Parametric (Pro/ENGINEER) by using the save_instance_accelerator option. Open the files in Creo Parametric (Pro/ENGINEER) and select **Tools > Options > save_instance_accelerator** to generate the accelerator files.
- AutoVue does not fully display 2D Creo Parametric (Pro/ENGINEER) drawings that do not contain display lists and the reference 3D parts/assemblies are missing. You must make sure to save Creo Parametric (Pro/ENGINEER) drawings with Display Lists or make sure the reference parts/assemblies exist. To save Display list, open the file in Creo Parametric (Pro/ENGINEER) and select **Tools > Options > Environment**. A dialog appears. Select **Save Display** and then save the file.

Creo Parametric (Pro/ENGINEER) 3D Loading Mode

AutoVue supports both Mesh and BREP load modes for Creo Parametric (Pro/ENGINEER) 3D entities. If accurate measurements are a requirement, ensure that you load the model in BREP mode. To change default load mode, modify LOADFACETEDDATA INI option. Note that this option also impacts other formats that support Mesh and BREP.

Creo Parametric (Pro/ENGINEER) Font Substitution

When required fonts are not found in 2D Creo Parametric (Pro/ENGINEER) drawings, AutoVue substitutes fonts as specified in the proefont.map file located in <AutoVue Installation Directory>\bin\fonts. The .map file contains font substitution information for both native stroke fonts and TrueType fonts.

In addition, to display 2D Creo Parametric (Pro/ENGINEER) drawings and 3D PMI entities that contain multibyte text, AutoVue provides the PROELANG INI option which should be set to the language of the native font support.

The proefont.map file is divided into two sections; native fonts and TrueType fonts.

Native Fonts

This section is for resolving native language Creo Parametric (Pro/ENGINEER) fonts. The languages are classified as the following:

- Latin based fonts (such as English, German, French, Italian, and Spanish) specified under [USASCII] section
- Korean, Japanese, Chinese and Hebrew specified under [*<language>*] where language is Korean, Japanese, Chinese_tw, Chinese_cn, Hebrew.

For example, to support Japanese text that uses *special.fnt*, the following would need to be entered in this section:

```
[USASCII]
font=ascii.fnt;special.fnt;latin_1.fnt
font3d=font3d.fnt;special.fnt;latin_1.fnt

[Japanese]
font=ascii.fnt;katakana.fnt;sigma.fnt;special.fnt;latin_1.fnt
```

In addition to this, the INI option PROELANG must be set to **Japanese** in allusers.ini.

TrueType Fonts

This section contains a list of Creo Parametric (Pro/ENGINEER) defined TrueType fonts. It maps a TrueType font name to its font face name.

Note: Ensure that the TrueType font has been installed before adding it to this section.

The following is a typical entry in this section:

```
[True Type]
;;-----
;;ProE defined TrueType fonts
;;-----
bluprnt=Blueprint MT
bluprntb=Blueprint MT Bold
```

Refer to the guidelines in proefont.map for more instructions on updating it.

Creo Parametric (Pro/ENGINEER) Display

- Creo Parametric (Pro/ENGINEER) allows users to control display of tolerance for dimension entities. AutoVue provides similar behavior through the PROEPMIDIMTOLDISPLAY INI option.
- Some Creo Parametric (Pro/ENGINEER) 2D drawings contain hidden lines. AutoVue allows you to display them as dashed lines using the PROESHOWHIDDENLINEDASHED INI option.
- AutoVue provides the PROE2DTANEDGEDEFAULTST INI option to select different line styles for tangent edges if it is not saved in the native file. The lines styles can be solid, dashed, control, phantom or dimmed.

Creo Parametric (Pro/ENGINEER) Performance-Related Options

AutoVue provides several INI options for Creo Parametric (Pro/ENGINEER) that can help you choose between speed versus accuracy or speed versus memory. This section describes the options available for performance tuning of the Creo Parametric (Pro/ENGINEER) format.

Creo Parametric (Pro/ENGINEER) 2D

- Creo Parametric (Pro/ENGINEER) drawings generally contain display lists. In AutoVue, you can choose whether to load the drawing from the saved display lists or to generate the drawing based on the 3D model using the INI option PROE2DLOADSAVEDDISPLAYLISTS. When you load from the display lists, files are loaded much faster in AutoVue. The disadvantage of loading from saved display lists is that the display lists could be out of date.
- Creo Parametric (Pro/ENGINEER) drawings contain preview data (or pictures). In AutoVue, you can choose whether to load the picture or if you want to load the saved display lists using the INI option PROE2DLOADPICTURE. Loading pictures is much faster than loading from display lists, but is less reliable.
- When a Creo Parametric (Pro/ENGINEER) 2D drawing contains projections of the 3D model, you can configure AutoVue so that AutoVue displays fewer details in the projected views using the INI option PROE2DVIEWDEFAULTSTYLE. Showing less details in the views provides better performance.
- AutoVue can remove the background color from shaded views in Creo Parametric (Pro/ENGINEER) 2D drawings. To do so, specify the PROEBACKGROUNDCOLOR INI option to the background color used in Creo Parametric (Pro/ENGINEER) at the time the drawing (shaded view) was created.
- Creo Parametric (Pro/ENGINEER) version Wildfire 2 or older does not support shaded views; the shading view style used is Wireframe. In AutoVue shaded view in such files will be rendered with the model image instead of wireframe.

Creo Parametric (Pro/ENGINEER) 3D

- When Creo Parametric (Pro/ENGINEER) models contain PMI entities, you can configure whether or not to load PMI entities using the PROELOADPMI INI option. Disabling the loading of PMI will result in faster loading times. If you do not use PMI entities, it is recommended that you disable the loading of PMI entities.
- You can turn off the display of datum cosmetic entities in Creo Parametric (Pro/ENGINEER) 3D by setting INI option PROELOADCOSMETICS. When you do not display datum cosmetic entities, you will get faster loading time and clear secondary entities from displaying on the model.
- You can turn off the display of cosmetic entities in Creo Parametric (Pro/ENGINEER) 3D by setting INI option PROELOADCOSMETICWIRES. This will provide faster loading time when files contain cosmetic wires.

Creo Parametric (Pro/ENGINEER) INI Options

The options listed here should be placed under the [OPTIONS] header of the INI file.

| Parameter | Description | Default |
|-------------------------------------|---|---------|
| PROE2DLOADPICTURE = [0 1] | Set to 1 to load the preview data for Creo Parametric (Pro/ENGINEER) 2D Drawings.
Set to 0 to load Creo Parametric (Pro/ENGINEER) 2D drawings from the 3D model. | 0 |
| PROE2DLOADSAVEDDISPLAYLISTS = [0 1] | Set to 1 to load the saved display list.
Set to 0 to generate the 2D drawing from the 3D model. | 1 |

| Parameter | Description | Default |
|---|---|-----------|
| PROE2DTANEDGEDEFAULTSTYLE = [0-4] | Specify the default line style for tangent edges if it is not saved in the native file. The styles are:
0 - Solid
1 - Disabled
2 - Control
3 - Phantom
4 - Dimmed | 0 |
| PROE2DVIEWDEFAULTSTYLE=[HIDDEN WIREFRAME SHADING NO HIDDEN] | Specify a default style to display 3D projected views. This option controls the amount of detail in projected views. Showing less detail in views might improve the performance:
<ul style="list-style-type: none"> HIDDEN WIREFRAME SHADING NO HIDDEN <p>This option will work in the following conditions:</p> <ul style="list-style-type: none"> When the view's display style follows the global style (that is, Proe/Engineer environment variable Display Style is set to Follow Environment) Loading drawing files in picture mode is turned off (PROE2DLOADPICTURE=0) Loading drawing files from display list is turned off (PROE2DLOADSAVEDDISPLAYLISTS=0) | NO HIDDEN |
| PROEBACKGROUNDCOLOR=<integer> | Specify the background color of shaded views in Creo Parametric (Pro/ENGINEER) 2D drawing (when in saved display list and/or picture mode) to the background color used in Creo Parametric at the time the drawing (shaded view) was created.
To obtain the background color from Pro/ENGINEER, select View > Display Settings > System Colors > Background Color
Note: If no color is specified (PROEBACKGROUNDCOLOR=-1), the hard-coded default Creo Parametric (Pro/ENGINEER) 2D background color is used:
<ul style="list-style-type: none"> For versions Wildfire, Wildfire2: RGB(183, 183, 183) For versions Wildfire3, Wildfire4: RGB(51, 50, 46) For version Wildfire5: RGB(160, 186, 212) For Creo 1.0: RGB(251, 251, 252) | -1 |
| PROELANG=[<i>native font</i>] | Specify the native font to use for Creo Parametric (Pro/ENGINEER) 2D drawings and 3D PMI text.
Possible values are:
Korean/Japanese/Chinese_cn/Chinese_tw/Hebrew/Russian
Example:
ProELang = Chinese_cn
<p>Font files to use should be defined in the proefont.map file located in the <AutoVue Root Install>\bin\font directory. Refer to proefont.map for more instructions regarding font mapping.</p> | |
| PROELOADCOSMETICS = [0 1] | Enable or disable the loading and display of datum planes, datum axes, datum points and coordinate systems.
Note: PROELOADPMIDATA should be set to 1 for this option to take effect.
Set to 1 to turn on loading and display of PMI entities.
Set to 0 to turn off display of datum cosmetics (coordinate system, datum planes and datum axes and datum points). | 1 |

| Parameter | Description | Default |
|---------------------------------|--|---------|
| PROELOADCOSMETICWIRES=[0 1] | Enable or disable the loading of 3D wires.
Note: PROELOADPMIDATA should be set to 1 for this option to take effect.
Set to 1 to load and display 3D wires.
Set to 0 to turn off loading and display for 3D wires. | 1 |
| PROELOADPMIDATA = [0 1] | Enable or disable the loading of PMI entities.
Set to 1 to enable loading and display of PMI entities.
Set to 0 to disable display of PMI entities (notes, dimensions, symbols, geometric tolerances). | 1 |
| PROEMASSPROPUSEMESH = [0 1] | Set to 1 to compute mass properties (volume, surface area, mass...) using the mesh model.
Set to 0 to compute mass properties using the BREP model.
Note: This option will be deprecated in a future release. | 0 |
| PROEPMIDIMTOLDISPLAY = [0 1] | Set to 1 to display tolerance for dimension entities for Creo Parametric (Pro/ENGINEER) 3D files.
Set to 0 to turn off display of tolerance for dimension entities. | 1 |
| PROESHOWHIDDENLINEDASH ED=[0 1] | This option controls the display and printing of hidden lines contained in Creo Parametric (Pro/ENGINEER) drawings.
Set to 1 to display and print hidden lines as dashed lines.
Set to 0 to display and print hidden lines as solid lines. | 0 |

SolidWorks

Syntax and additional information for the options described in the following sections are in section ["SolidWorks INI Options"](#).

SolidWorks 3D Loading Mode

- AutoVue supports both Mesh and BREP load modes for SolidWorks. Apart from the fact that measurements are accurate in BREP mode, the model tree's behavior changes depending on what load mode is used in AutoVue. To change the load mode, you must set the INI option LOADFACETEDDATA. For more information on this INI option, refer to section ["General 3D Performance-Related INI Options"](#).
- All SolidWorks-saved configurations are only available in BREP mode.
- If a part is missing when loading in BREP mode, AutoVue will replace the missing part with a mesh representation (if it exists).
- Loading from Mesh mode may result in wrong detection of sheets versus bodies. This may result in incorrect mass properties.

SolidWorks 2D Display

- AutoVue display of SolidWorks 2D is similar to SolidWork's *quick view* mode. In this mode, the 3D models are not checked for updates.
- You can control the visibility of borders in 2D drawings using the option SWSHOWVIEWPORTBORDER. Set it to 0 to hide the borders and 1 to display them.
- You can change the color of 2D projection views using the option SWWIRECOLORVISIBLE to the color's RGB value. By default, it is black.
- AutoVue 2D Professional does not support draft quality, shaded, and shaded with wire views for SolidWorks drawings. As a work around, open the file in SolidWorks, select each view and modify its quality to **High Quality** and then re-save the file.

SolidWorks Saved Configurations

SolidWorks allows users to create multiple configurations of a part or assembly which are saved into one file. AutoVue supports viewing of these different configurations of SolidWorks parts and assemblies (supported for parts version 2004 and above and for assemblies version 2003 and above). The list of configurations is shown in AutoVue's bookmark tree.

To view SolidWorks saved configurations in AutoVue, ensure that the file is loaded in BREP mode (that is, the LOADFACETEDDATA INI option is set to 0).

SolidWorks Performance-Related Options

AutoVue provides several INI options for SolidWorks that can help you choose between speed versus accuracy or speed versus memory. This section describes the options available for performance tuning of the SolidWorks format.

- Loading the Mesh representation provides for faster loading times and less memory consumption. However, if performing measurements on the model is a requirement for you, you must load the model in BREP mode.
- When loading large 3D models, the building of surface topology from the Mesh data can slow down the loading process. The INI option MESHBUILDTOPOLOGY lets you control whether or not you want to build the surface topology. If you disable loading of surface topology, surfaces do not appear smooth. Note that this option impacts other formats as well. For more information on this INI option, refer to section ["General 3D Performance-Related INI Options"](#).

SolidWorks INI Options

The options listed here should be placed under the [OPTIONS] header of the INI file.

| Parameter | Description | Default |
|---|---|-----------|
| SWWIRECOLORVISIBLE=[<i>int value</i>] | Specify the color to use for drawing SolidWorks wireframe models for SolidWorks drawings. Value should be an integer value specifying the RGB color.
(Red +256 * Green + 65536 * Blue). The values for Red, Green, and Blue range from 0 to 255. | 0 (Black) |
| SWSHOWVIEWPORTBORDER = [0 1] | Set to 1 to display the border (bounding box) of 2D views in a SolidWorks drawing.
Set to 0 so that no border is drawn. | 0 |

STEP

Syntax and additional information for the options described in the following sections are in section ["STEP INI Options"](#).

STEP Color

- STEP models have color specified on both sides of the face ('positive' or 'negative' side depending on the face sense). AutoVue allows you to specify whether to use the positive-side color for all faces, or to let AutoVue decide whether to use either the positive or native side color. Set the STEPFACEPOSITIVECOLOR INI option to specify the color.

STEP Performance-Related Options

AutoVue provides several INI options for STEP that can help you choose between speed versus accuracy or speed versus memory. This section describes the options available for performance tuning of the STEP format.

- AutoVue, by default, does not list every sub-item of a shape representation in the model tree. This is to improve file loading performance. If you want to view all the nodes, set the option STEPDETAILEDTREE to 1. Note that this option affects other formats as well.

STEP INI Options

The options listed here should be placed under the **[OPTIONS]** header of the INI file.

| Parameter | Description | Default |
|-------------------------------|--|---------|
| STEPDETAILEDTREE = [0 1] | Select to enable or disable detailed model tree.
Set to 1 to show detailed tree for STEP files.
Set to 0 to display collapsed model tree. | 0 |
| STEPFACEPOSITIVECOLOR = [0 1] | Set to 1 so that AutoVue uses either the color for “BOTH” sides of the face if it is set or the color of the “positive” face side if it is set.
Set to 0 so that AutoVue uses either the color for “BOTH” sides of the face if it is set or selects the “positive” or “negative” face side color depending on the face sense. | 0 |

Unigraphics

Unigraphics Performance-Related Options

When present, AutoVue loads Mesh data for Unigraphics 3D files. When loading large 3D models, the building of surface topology from the Mesh data can slow down the loading process. The INI option MESHBUILDTOPOLOGY lets you control whether or not you want to build the surface topology. If you disable loading of the surface topology, surfaces do not appear smooth and measurements on the 3D model are not accurate. If you need to perform accurate measurements on Unigraphics 3D, it is recommended that you do not disable building of the surface topology. Note that this option impacts other formats as well. For more information on this INI option, refer to section ["General 3D Performance-Related INI Options"](#).

Viewing Configuration for EDA Formats

This chapter describes the INI options and provides useful hints when working with EDA formats in AutoVue.

A ["General EDA Configuration"](#) section describes options that apply to all EDA formats. Other sections provide information on specific file formats.

General EDA Configuration

The following options generally apply to all EDA formats.

EDA Cross-Probing

Syntax and additional information for the options described are in section ["EDA Cross-Probing INI Options"](#).

- When cross-probing EDA designs, you can control whether AutoVue should zoom to the selected entities or to extents of the drawing by setting the CROSSPROBE_ACTION INI option. This option can also be configured from the AutoVue user interface by expanding the **EDA** tree and then selecting **Analysis** from the Configure dialog.
- When cross-probing a schematic page with another file, AutoVue automatically selects a PCB file if it is present. When cross-probing a PCB page with another file, AutoVue automatically selects a 3D page if the schematic page is not present. To manually select which page to cross-probe to, you can set the CROSSPROBE_AUTOMATIC_PAGETYPE INI option. This option can also be configured from the AutoVue user interface by selecting/de-selecting the **Automatic** checkbox from the Scope/Occurrences dialog. When it is not selected, you can specify the page type from the Type list.

EDA Cross-Probing INI Options

All options in the following table should be placed under the **[ECAD]** header in the INI file.

| Parameter | Description | Default |
|---------------------------------------|--|---------|
| CROSSPROBE_ACTION = [0 1 2] | Specify entity selection behavior when cross-probing EDA files. This option can have one of the following values:
0 - Keep zoom level
1 - Zoom selected
2 - Zoom Fit | 1 |
| CROSSPROBE_AUTOMATIC_PAGETYPE = [0 1] | Specify whether the Automatic option is enabled or disabled when cross probing EDA files.
Set to 1 to enable Automatic mode during an EDA cross probe.
Set to 0 to disable Automatic mode during an EDA cross probe. | 1 |

General EDA Selecting/Searching Entities

Syntax and additional information for the options described in the following sections are in section ["General EDA Selecting/Searching Entities INI Options"](#).

- You can control whether to perform an entity search in the entire design or the current page for multipage schematic files by setting the ECAD_SEARCH_DESIGN INI option. You can also set this option through the AutoVue user interface by selecting **Edit**, then **Entity Search**, and then making a selection from the Defining Scope dialog.
- You can set the snap radius in pixels for snap box to appear to select an entity by setting the ECAD_SNAPRADIUS INI option. You can also set this option from the Configuration dialog by selecting **2D**, and then entering the snap radius in the **Snap Radius** field.

- You can control whether Highlight Selected or Dim Unselected should be the default behavior when selecting an entity by setting the ECAD_SELECTIONHIGHLIGHT INI option. You can also set this option from the Configuration dialog by selecting **EDA**, and then selecting **Highlight Entity** or **Dim Unselected**.
- You can control the dim level of all the entities that are not selected by setting the ECAD_DIMLEVEL INI option. This option is enabled when Dim Unselected is enabled. This option can also be set from the AutoVue user interface. To do so, from the Configure dialog, click on **EDA** and then select **Dim Unselected** and drag the slider to modify the dim level.

General EDA Selecting/Searching Entities INI Options

All options in the following table should be placed under the **[ECAD]** header in the INI file.

| Parameter | Description | Default |
|---------------------------------|---|---------|
| ECAD_SEARCH_DESIGN = [0 1] | Specify EDA entity search scope.
Set to 1 to search the entire design.
Set to 0 to search the current page.
Note: This option only affects files with multiple schematic pages. | 0 |
| ECAD_SNAPRADIUS | Specify snap radius for snap box to appear to select entity.
Note: The snap radius is configured in pixels. | 5 |
| ECAD_SELECTIONHIGHLIGHT = [0 1] | Select either Highlight Selected or Dim Unselected as the default behavior when selecting entities.
Set to 1 to enable Dim Unselected.
Set to 0 to enable Highlight Selected. | 0 |
| ECAD_DIMLEVEL = [0.0-1.0] | Specify the dim level. The value corresponds to a percentage. For example 0.3 is 30%.
Change takes effect whether you change it manually or through the GUI. Set a value between 0.0 and 1.0 .
Note: This option only takes effect if Dim Unselected is enabled. | 0.5 |

EDA Layer Display

Syntax and additional information for the options described in the following sections are in section ["EDA Layer INI Options"](#).

- You can control whether to expand or collapse the Logical Layers pane in the Layers dialog by setting the LOGICALLAYERS INI option.
- You can control whether to expand or collapse the Physical Layers pane in the Layers dialog by setting the PHYSICALLAYERS INI option.

EDA Layer INI Options

All options in the following table should be placed under the **[ECAD]** header in the INI file.

| Parameter | Description | Default |
|-----------------------|--|---------|
| LOGICALLAYERS = [0 1] | Expand or collapse the Logical Layers pane in the Layers dialog.
Set to 0 to expand the Logical Layers pane.
Set to 1 to collapse the Logical Layers pane. | 0 |

| | | |
|------------------------|---|---|
| PHYSICALLAYERS = [0 1] | Expand or collapse the Physical Layers pane in the Layers dialog.
Set to 0 to expand the Physical Layers pane.
Set to 1 to collapse the Physical Layers pane. | 1 |
|------------------------|---|---|

EDA Enhanced Display Modes

AutoVue provides configuration options that let you control line caps/joins display, plated hole visibility and color, non-plated hole visibility and color, pad filling and global transparency. All of these options can be configured from the AutoVue user interface from the **Configure** dialog, **EDA** panel. All options below, except ECAD_GLOBAL_TRANSPARENCY, are only supported for Cadence Allegro format.

- You can control the visibility of plated holes by setting the ECAD_PLATED_HOLE_VISIBILITY INI option. Similarly, you can configure the visibility of non-plated holes by setting the ECAD_NON_PLATED_HOLE_VISIBILITY. These options can also be controlled from the AutoVue user interface from the **Configure** dialog, **EDA** and then **Display Options** panel.
- You can specify if the color of the plated holes should be as saved in the native application or if you want to specify a custom color by setting the ECAD_NATIVE_PLATED_HOLE_COLOR INI option. When you set ECAD_NATIVE_PLATED_HOLE_COLOR to 0, you can specify a custom color using the ECAD_PLATED_HOLE_COLOR INI option. Similarly you can set INI options ECAD_NATIVE_NON_PLATED_HOLE_COLOR and ECAD_NON_PLATED_HOLE_COLOR to control color of non-plated holes. These options can be controlled from the AutoVue user interface from the **Configure** dialog, **EDA** and then the **Colors** panel.
- You can specify if line caps/joins should be on or off or should be displayed as saved in the native file by setting the ECAD_LINE_CAPS_JOINS INI option. This options can also be controlled from the AutoVue user interface from the **Configure** dialog, **EDA** and then the **Display Options** panel.
- You can specify whether or not to display filling for pads by setting the ECAD_PAD_FILLING INI option. This options can also be controlled from the AutoVue user interface from the **Configure** dialog, **EDA** and then the **Display Options** panel.
- You can control the global transparency when displaying EDA files by setting the ECAD_GLOBAL_TRANSPARENCY INI option. This options can also be controlled from the AutoVue user interface from the **Configure** dialog, **EDA** and then the **Display Options** panel. Note that when there could be performance issues with rendering the drawing when transparency is enabled.

EDA Enhanced Display Mode INI Options

All options in the following table should be placed under the [ECAD] header in the INI file.

| Parameter | Description | Default |
|---|---|---------|
| ECAD_PLATED_HOLE_VISIBILITY = [0 1 2] | Specifies whether plated holes should be visible or not visible or if visibility of plated holes should be as saved in the file.
Set to 0 to set visibility of plated holes as saved in the file.
Set to 1 to display plated holes.
Set to 2 to turn off visibility for plated holes. | 0 |
| ECAD_NON_PLATED_HOLE_VISIBILITY = [0 1 2] | Specifies whether non-plated holes should be visible or not visible or if visibility of plated holes should be as saved in the file.
Set to 0 to set visibility of non-plated holes as saved in the file.
Set to 1 to display non-plated holes.
Set to 2 to turn off visibility for non-plated holes. | 0 |

| | | |
|---|--|-----|
| ECAD_NATIVE_PLATED_HOLE_COLOR=[0 1] | Specifies if plated hole color should be as saved in the native application or if AutoVue should use a custom color for plated holes. Set to 0 to override color saved in the file and use a custom color for plated holes. Set to 1 to use the color saved in the file for displaying plated holes. | 1 |
| ECAD_PLATED_HOLE_COLOR= | Specifies the color for plated holes when ECAD_NATIVE_PLATED_HOLE_COLOR = 0 | |
| ECAD_NATIVE_NON_PLATED_HOLE_COLOR=[0 1] | Specifies if plated hole color should be as saved in the native application or if AutoVue should use a custom color for plated holes. Set to 0 to override color saved in the file and use a custom color for plated holes. Set to 1 to use the color saved in the file for displaying plated holes. | 1 |
| ECAD_NON_PLATED_HOLE_COLOR= | Specifies the color for plated holes when ECAD_NATIVE_NON_PLATED_HOLE_COLOR = 0 | |
| ECAD_LINE_CAPS_JOINS=[0 1 2] | Specifies if line caps should be displayed as saved in the file or if line caps should be on or off. Set to 0 to display line caps/joins as saved in the file. Set to 1 to display line caps/joins. Set to 2 to turn off line caps. | 0 |
| ECAD_PAD_FILLING=[0 1 2] | Specifies if pad filling should be displayed as saved in the file or if pads filling should be on or off. Set to 0 to set filling for pads as saved in the file. Set to 1 to display filling for pads. Set to 2 to turn off filling for pads. | 0 |
| ECAD_GLOBAL_TRANSPARENCY=[0-255] | Specifies the transparency for EDA files. Specify a value from 0 to 255. At 255, the display is not transparent and at 0, the drawing is completely transparent. | 255 |

EDA 3D Display

Syntax and additional information for the options described in the following sections are in section ["EDA 3D INI Options"](#).

- You can control the color of the PCB board of 3D ECAD model by setting the ECAD_3D_BOARDCOLOR INI option. This option can also be set from the AutoVue user interface. To do so, from the Configure dialog, click on **EDA**, select **Colors**, and then click on the color box next to Default Board Color to make your selection. Reload the file for the changes to take effect.
- You can control the color of the PCB components in the 3D ECAD model by setting the ECAD_3D_COMPONENTCOLOR INI option. This option can also be set from the AutoVue user interface. To do so, from the Configure dialog, click on **EDA**, select **Colors**, and then click on the color box next to **Default Component Color** to make your selection. Reload the file for the changes to take effect.
- You can control whether to cut drill holes out of the 3D ECAD model by setting the ECAD_3D_CUTOUTDRILLHOLES INI option.
- You can control the default board thickness for the 3D ECAD model by setting the ECAD_3D_DEFAULTBOARDTHICKNESS INI option. This option is used when the design does not have a thickness defined for the component. This option is used when the PCB design does not have a thickness defined for the board. This option can also be set from the AutoVue user interface. To do so, from the Configure dialog, click on **EDA**, and then enter a value in the Default Board Thickness field. Reload the file for the changes to take effect.
- You can control the default thickness for components of the 3D ECAD model by setting the ECAD_3D_DEFAULTCOMPONENTTHICKNESS INI option. This option is used when the design does not

have a default thickness unit defined. This option can also be set from the AutoVue user interface. To do so, from the Configure dialog, click on **EDA**, and then enter a value in the Default Component Height field. Reload the file for the changes to take effect.

- You can specify the default component and board thickness unit of measurement for 3D ECAD model by setting the ECAD_3D_DEFAULTTHICKNESSUNIT INI option. This option can also be set from the AutoVue user interface. To do so, from the Configure dialog, click on **EDA**, and then select a unit of measurement form the **Default Units** list. Reload the file for the changes to take effect.
- You can control whether or not to display 3D models by setting the ECAD_LOAD_3D_PAGE INI option. You can set this option to 0 when you do not need the 3D display. This results in faster loading of the file.

Note: When you enable or disable loading of the 3D models, it results in more or fewer pages displayed, respectively. This impacts markups as they are associated with a page number. When the option is changed, markups may appear on incorrect pages.

EDA 3D INI Options

All options in the following table should be placed under the **[ECAD]** header in the INI file.

| Parameter | Description | Default |
|---------------------------------------|---|-------------|
| ECAD_3D_BOARDCOLOR | Specify the color of the PCB board in 3D. | |
| ECAD_3D_COMPONENTCOLOR | Specify the color of the PCB components in 3D. | |
| ECAD_3D_CUTOOTDRILLHOLE
S = [0 1] | Specify whether to cut drill holes out of the 3D model of the board.
Set to 1 to cut out drill holes.
Set to 0 to disable drill holes.
Setting this option to 1 increases the amount of memory required to load the 3D model. Also, for DMU purposes, this option should be set to 1 to correctly check for interference for parts that go through the drill holes.
Note: Only supported for Allegro and PADS. | 0 |
| ECAD_3D_DEFAULTBOARDTHI
CKNESS | Specify default board thickness for EDA.
Note: This option is used when the board thickness is not specified in the design. | 40.0 (mils) |
| ECAD_3D_DEFAULTCOMPONE
NTTHICKNESS | Specify default thickness for components for 3D EDA.
Note: This option is used when the component height is not specified in the design. | 40.0 (mils) |
| ECAD_3D_DEFAULTTHICKNES
SUNIT | Specify the unit to be used for the options
ECAD_3D_DEFAULTBOARDTHICKNESS and
ECAD_3D_DEFAULTCOMPONENTTHICKNESS. | 12 (mils) |
| ECAD_LOAD_3D_PAGE=[0 1] | Enable or disable display of 3D models of EDA files.
Set to 0 to disable display of 3D model.
Set to 1 to enable display of 3D model.
Option applies to the following PCB formats: <ul style="list-style-type: none"> • Altium Designer • Cadence Allegro • Cadence Projects • Cadence Specctra • IDF • Mentor BoardStation • Mentor Expedition • ODB++ • Zuken CADIF | 1 |

| | | |
|-----------------------------|---|---|
| PROTELDISPLAYLABELS = [0 1] | Specify whether pad and via labels should be displayed when viewing PCB files.
Set to 1 to display pad and via labels.
Set to 0 so that pad and via labels are not displayed. | 0 |
|-----------------------------|---|---|

Allegro

Syntax and additional information for the options described in the following sections are in section ["Allegro INI Options"](#).

Allegro Fonts

When a required font is not found, AutoVue substitutes the font with AutoVue's Universal Font File (UFF) located in the <AutoVue Installation Directory>\bin\fonts folder. Using UFF fonts may generate slight differences in display for text in AutoVue when compared to the Allegro application.

If loading time is to be optimized and you are not concerned with the display quality, you can improve the performance of many text heavy files by setting the ALLEGRO_USETRUETYPEFONTS option to use TrueType fonts. Refer to section ["Allegro INI Options"](#) for more information.

Allegro Displaying Non-Archived Cadence Projects

AutoVue supports archived and non-archived Cadence projects.

- Archived projects: A project where all required libraries are contained within its folder structure.
- Non-archived projects: A project that may reference libraries outside its folder structure (for example, a central library stored on a network).

To properly support non-archived and archived Cadence projects, you can create a new resource file called *cadence.config* in the <AutoVue Installation directory>\bin directory. This file allows you to specify environment variables (used to resolve library paths) and custom variables that (used to display custom text) when viewing Cadence projects in AutoVue.

There are two sections in the cadence.config file:

- Environment Variables
- Custom Variables

Environment Variables Section

This section is used to specify environment variables used to correctly display non-archived Cadence projects. Any environment variables that are not set are listed as missing resources in AutoVue's File Properties dialog.

Each environment variable represents a file path. These variables are typically set when the Cadence suite is installed on a machine. However, they are not limited to these variables. You can find the values of these environment variables by executing the *set* command from a shell or command prompt.

An entry in this section must be given as follows:

```
<environment variable name>=<file system path>
```

The following is an example of some typical entries for this section:

```
[Environment Variables]
$CONCEPT_INST_DIR=C:\Cadence\SPB_16.3
$CHDL_LIB_INST_DIR=C:\Cadence\SPB_16.3
```

When editing the cadence.config resource file, the following are important notes to keep in mind:

- The environment variables section name is not case sensitive.
- Environment variable names must begin with a dollar sign (\$). For example, \$CONCEPT_INST_DIR is a valid environment variable, whereas CONCEPT_INST_DIR is not.
- Only environment variables given under the Environment Variables section are accepted.
- The value of each environment variable is read as a single file path. As a result, you cannot specify multiple paths for a given environment variable.
- Duplicate entries are ignored, not concatenated.
- Unicode file paths are accepted.
- UNC file paths are accepted.
- Both the forward slash (/) and backward slash (\) can be used as valid path separators. However, it is recommended to use the correct path separator of the operating system on which AutoVue is running.
- The variables defined in cadence.config apply to all Cadence projects.
- If a variable is defined in both cadence.config and the Cadence project CPM file, the value from the CPM file takes precedence.

Allegro Custom Variables Section

This section is used to specify site-level custom variables that should apply to both archived and non-archived designs. These variables are usually obtained from the CUSTOMVAR section of the *site.cpm*, *user.cpm*, and *cds.cpm* files that are part of a Cadence SPB installation.

Note: You may enter any custom variables you require in this section and are not limited to the ones present in the aforementioned files.

The following is an example of some typical cadence.config entries:

```
[Custom Variables]
SCH_ENTERPRISE=Oracle Corporation
```

In the example above, all instances of `<SCH_ENTERPRISE>` in the drawing are replaced by the text "Oracle Corporation".

Allegro Enhanced Display Modes

AutoVue allows users to dynamically control the display of plated and non-plated holes (visibility and color), pad filling, line caps and joins without re-saving and re-loading files. These can be configured via the Options dialog.

AutoVue provides the `ALLEGRO_ENABLEENHANCEDDISPLAYMODES` option to enable or disable this feature.

Note: Enhanced display modes are not supported when performing conversion or when doing native printing.

Allegro Display

Schematic Designs

The following configurations apply to the display of Cadence Allegro schematic files.

- Occurrence Edit Mode

Schematic designs in the Cadence Design Entry application can be displayed through Occurrence Edit mode. In this mode, the schematic design contains all PCB board information. Similarly, AutoVue, by default, displays schematic files in Occurrence Edit mode. This is to better support cross-probing.

When comparing display in AutoVue with Allegro Design Entry HDL application, you must switch the view mode to *No Occurrence Editing* from the user interface. To do so, from the **View** menu, select **Views** to open the Select a Named View dialog. From the dialog, select **No Occurrence Editing**. The default is No Occurrence Editing mode.

- Variant Views

AutoVue supports design variants by including the different schematic views as new designs when loading a project file. These extra schematic views are listed in the bookmark tree. Each variant is treated as a separate design, meaning it is considered on its own when performing various tasks such as cross-probing, entity search, go to net instances, and Bill Of Material. AutoVue provides the `ECAD_DISABLE_VARIANTS` option to control loading of variant views.

Note: When you enable or disable variant views it results in more or fewer pages displayed, respectively. This impacts markups as they are associated with a page number. When the option is changed, markups may appear on incorrect pages.

- View Schematic Files Only

AutoVue provides the `CADENCE_CONCEPTHDLONLY` option to view either the schematic files in a project or both schematic and PCB layouts.

- View Sub-Designs

AutoVue provides the `CADENCE_CPMONLY` option to view sub-designs as an independent design or as part of the parent design. If a Cadence project file contains sub-designs, by default AutoVue loads them as part of the parent design. To view the sub-designs as an independent design, set the option to 0.

- Mechanical Callouts

A callouts file in a Cadence project contains a list of mechanical parts. This information can be added to the Bill Of Material report for a project. AutoVue provides the `CADENCE_CALLOUTSFILE` option to add or exclude this information from the Bill Of Material. Once the callouts file is located, it is listed in AutoVue's Resource dialog as: `[CALLOUTS] <Name and path to callouts file>`.

PCB Designs

This section applies to the display of Cadence Allegro PCB layout files.

- Extra PCB Designs

When a user opens a project in the Allegro Project Manager, they can only access the PCB layout that is defined in the master.tag file located in the project's physical folder. However, when AutoVue loads the project, AutoVue includes all PCB designs in the project's physical folder with the layout defined in the master.tag file as the first one displayed.

- PCB Display Mismatches

If you notice differences in display between AutoVue and Allegro, note the following:

- Filled shapes are displayed differently in AutoVue when compared to Allegro PCB Editor version 16.3. AutoVue uses a non-zoomable horizontal hatch pattern whereas Allegro uses a solid fill. AutoVue's display matches that of Allegro PCB Editor version 15.7.
- Native highlighting is displayed differently in AutoVue when compared to Allegro PCB Editor version 16.3. AutoVue draws the highlighted entity using the correct highlight color, and then draws a thin, dashed line using the layer color on top. Allegro PCB Editor version 16.3 uses the highlight color. AutoVue's display matches that of Allegro PCB Editor version 15.7.
- AutoVue relies on the file version to determine the layer ordering. For files whose version is 16.2 and above, AutoVue uses the layer-based priority mechanism that was introduced in version 16.2 of Allegro PCB Editor.

For older version files, AutoVue uses the color-based priority mechanism that Allegro PCB Editor used in previous versions.

- Filled shapes and Thick lines/arcs
 - If filled shapes or thick lines are displayed differently in AutoVue when compared to Allegro PCB Editor, you can adjust the global transparency in AutoVue which is applied by default in Allegro PCB editor. To do so, from the **Options** menu, select **Configure** to open the **Configuration** dialog. From the dialog, select **Display Options** under **EDA**. Move the slider under **Global Transparency**.

Allegro Performance-Related Options

AutoVue provides several INI options for Allegro files that can help you choose between speed vs. accuracy or speed vs. memory. This section describes the options available for performance tuning of the Allegro format. For more information on the options described in this section, refer to section ["Allegro INI Options"](#).

- You can improve file loading time for text-rich files by using TrueType fonts instead of native stroke fonts by setting ALLEGRO_USETRUETYPEFONTS option to 1. In addition, the streaming file size will be smaller.
- Loading variant views takes longer and consumes more memory. If you do not need the design variants, you can reduce streaming file size and memory usage by setting ECAD_DISABLE_VARIANTS option to 1.

Note: When you enable or disable variant views it results in more or fewer pages displayed, respectively. This impacts markups as they are associated with a page number. When the option is changed, markups may appear on incorrect pages.

- If you do not need the PCB boards, you can choose to load only schematic views. They load much faster and consume less memory. Set CADENCE_CONCEPTHDLONLY INI option to 1. In addition, it also reduces the size of streaming file and makes the bookmark tree less cluttered.

Note: When you enable or disable loading of the PCB boards it results in more or fewer pages displayed, respectively. This impacts markups as they are associated with a page number. When the option is changed, markups may appear on incorrect pages.

- Loading the 3D model of a PCB layout takes time and consumes memory. If you are only concerned with the PCB board and not the 3D model, you can disable loading of 3D model by setting ECAD_LOAD_3D_PAGE option to 0.
- Loading the parent design without the individual sub-designs uses less memory and loads in less time. If the sub-designs are not needed, you can set CADENCE_CPMONLY option to 0 to load only the parent design.

Note: When you enable or disable loading of the individual sub-designs it results in more or fewer pages displayed, respectively. This impacts markups as they are associated with a page number. When the option is changed, markups may appear on incorrect pages.

- Loading a PCB board in 3D with the holes drawn in it takes longer than without the holes. If the holes are not needed then you can improve file loading time by setting ECAD_3D_SHOWHOLES to 0.

Allegro INI Options

The following options are for PCB layouts. All the options should be placed under the **[ECAD]** header in the INI file.

| Parameter | Description | Default |
|---|---|---------|
| ALLEGRO_USETRUETYPEFONTS = [0 1] | Set to 0 to use stroke font.
Set to 1 to use TrueType font instead (increases performance). | 0 |
| ALLEGRO_ENABLEENHANCED_DISPLAYMODES = [0 1] | Set to 1 to enable enhanced display modes.
Set to 0 to disable them. | 1 |
| ECAD_3D_SHOWHOLES = [0 1] | Set to 1 if you want holes to be drawn in the 3D model.
Set to 0 if you do not want holes to be drawn in the 3D model. | 0 |

The following options are for Cadence project files. All the options should be placed under the **[ECAD]** header in the INI file.

| Parameter | Description | Default |
|--|---|---------|
| CADENCE_CALLOUTSFILE =
[<i>file path</i>] | Specify the full path to a callouts file. The callouts file is used to create abstract mechanical part entities for the design | |
| CADENCE_CONCEPT
HDLONLY=[0 1] | Controls whether or not to load and display PCB boards in a Cadence project.
Set to 0 to include PCB boards when loading a project.
Set to 1 so that PCB boards should not be displayed. | 0 |
| CADENCE_CPMONLY=[0 1] | Load and display all pages in the Cadence project file, or only the files listed in the CPM file.
Set to 1 if you want only files listed in the CPM file displayed.
Set to 0 to load and display all the pages inside the Cadence project file. | 1 |
| ECAD_DISABLE_VARIANTS =
[0 1] | Specify whether to enable or disable variant views. This option can be used to improve performance if the project contains multiple variant views.
Set to 1 to disable variant views.
Set to 0 to enable variant views.
Note: This option currently only supports Cadence/Allegro projects. | 0 |

Altium Designer

Syntax and additional information for the options described in the following sections are in section ["Altium Designer INI Options"](#).

Altium Designer Field Names

- If an Altium Schematic design has a field name with spaces in it, Altium Designer resolves the field to "#NAME?". AutoVue is able to process these fields and displays the correct value.

Altium Designer Performance-Related Options

- AutoVue provides INI option PROTELDISPLAYLABELS to allow you to specify whether or not to load pad and via labels for PCB files. Enabling this option slows down performance speed. That is, it increases server and client memory usage and the size of the streaming file.

Altium Designer INI Options

All options in the following table should be placed under the **[ECAD]** header in the INI file.

| Parameter | Description | Default |
|-----------------------------|---|---------|
| PROTELDISPLAYLABELS = [0 1] | Specify whether pad and via labels should be displayed when viewing PCB files.
Set to 1 to display pad and via labels.
Set to 0 so that pad and via labels are not displayed. | 0 |

Zuken CadStar

Syntax and additional information for the options described in the following sections are in section ["Zuken CadStar INI Options"](#).

Zuken CadStar Display

Native Highlighting

Zuken CadStar entities contain highlight color information. When viewing these files in AutoVue, you can choose to display these entities based on native highlighting saved in the file or using the default color scheme by setting the ECAD_SHOW_NATIVE_HIGHLIGHTS option to 1 or 0, respectively.

Missing Drill Holes

When comparing the display of CadStar PCB files version 10 and below in AutoVue with CadStar 11 and above, you may notice that the drill holes are not displayed. Since AutoVue uses the file version to determine whether or not to display drill holes, you can re-save the file as a version 11 or above CadStar file to resolve the issue.

Zuken CadStar INI Options

The following are Zuken CadStar INI options. All the options should be placed under the [ECAD] header in the INI file.

| Parameter | Description | Default |
|-------------------------------------|--|---------|
| ECAD_SHOW_NATIVE_HIGHLIGHTS = [0 1] | Specify whether AutoVue should display a file's native highlighting.
Set to 0 so that the native highlighting in the file is ignored during display.
Set to 1 so that the native highlighting in the file is applied during display. | 1 |

Gerber

Syntax and additional information for the options described in the following sections are in section ["Gerber INI Options"](#).

Gerber Display

Initial Display

Gerber files are comprised of a set of coordinate data that can be interpreted in different ways based on certain settings. AutoVue provides several INI options to configure the viewing of Gerber files to match the settings of the application used to generate the Gerber files.

The following is a list of options that may need to be configured in case the display in AutoVue is incorrect:

- ENDOFCOMMAND: Use this option to set the token used to end a Gerber command.
- INCREMENTALMODE: Use this option to indicate if the Gerber commands are given in incremental mode (current location is based on the previous location) or absolute mode (current location is given as is).
- MULTIQUADRANT_ARCS_BY_DEFAULT: Use this option to indicate if arcs can span more than one quadrant.

- NUMDECIMALS: Use this option to determine how many numbers comprise the decimal portion of a value.
- NUMDIGITS: Use this option to determine how many numbers comprise the whole portion of a value.
- TRAILINGZEROS: Use this option to indicate if coordinate data is in trailing zeros format.
- UNITS: Use this option to specify the units of the Gerber data (inches or millimeters).

Note: The configuration settings provided above apply mainly for Gerber RS-274D files. However, some options, such as ENDOFCOMMAND, also apply to Gerber RS-274X files.

Refer to section ["Gerber INI Options"](#) for more information on these options

Aperture Display

AutoVue provides options to configure the aperture (tool) settings if the drill hole display is incorrect. The following is a list of options that may need to be configured to get the correct drill hole display.

- TOOLFILEPATH: Use this option to provide a relative or absolute file system path of the tool file. The tool file defines the different apertures (name, shape, sizes) used in a Gerber file.
- TOOL_UNIT: Use this option if the units of the apertures defined in the tool file are different from the units of the Gerber files to display.
- TOOLFILETYPE: Use this option to indicate the format type used for the tool file.
- APERTURE_FORMAT_FILEPATH: You can also define your own format for the tool file by using this option to provide the relative or absolute file system path of the aperture format file. AutoVue reads this file to determine how different tools are defined in the tool file.

Note: The configuration settings provided above apply mainly for Gerber RS-274D files.

Refer to the ["Gerber INI Options"](#) section for more information on these options.

Gerber Layer File

If you need to overlay multiple Gerber files at once, you can do so by creating a Gerber Layer File.

The Gerber Layer File (GBL) format allows you to open multiple Gerber files at once in AutoVue. This file format also allows you to analyze multiple Gerber files for net connectivity by creating net entities in AutoVue to connect the different traces and pins.

A GBL is divided into four main sections:

- Header section
- INI configuration section
- Aperture file section (optional)
- Gerber layers section

Header

The header is used to recognize a file as a Gerber Layer File (GBL). All GBLs must begin with the following line:

```
GBL FILE (CSI)
```

If a file does not begin with this line, it will not be treated as a GBL.

INI Configuration

The INI configuration section allows you to configure the following INI options that are used when processing each Gerber layer and Gerber Layer File.

- APERTURE_FORMAT_FILEPATH
- INCREMENTALMODE
- NUMDECIMALS
- NUMDIGITS

- TRAILINGZEROS
- TOOLFILEPATH
- TOOLFILETYPE
- TOOL_UNIT
- UNITS

These INI options are the same as the Gerber-specific options.

Aperture File

The aperture file section is used to specify the aperture file required by Gerber files. If you do not provide an aperture file in the Gerber Layer File, then the aperture file specified in AutoVue's INI file is used.

The aperture file section is a single line in the GBL and follows this structure:

APP <aperture_file_path> <aperture_file_type>

Where:

- APP is a keyword to indicate that the current line refers to aperture information.
- <aperture_file_path> is the absolute or relative file system path of the aperture file.

This field is mandatory.

- <aperture_file_type> is an optional field that indicates the format used to store the aperture information. The following table provides a list of possible values.

| File Type | Typical File Extension | Description |
|-----------|------------------------|--|
| 0 | .too | AutoVue default aperture file type. |
| 1 | .app | OrCAD Layout file aperture file type. |
| 2 | .gap | ECAM aperture file type |
| 3 | .rep | Protel/Altium Designer aperture file type. |
| 4 | .apt | Artwork aperture file type. |
| 5 | .txt | Allegro aperture file type. |

For example:

```
APP aperture.txt 5
```

This example specifies an Allegro-type aperture file, aperture.txt, in the same folder as the GBL.

Gerber Layers

The Gerber layers section is used to list the Gerber files to be opened as layers in the Gerber Layer File and includes two fields: OPTIONALATTRIBUTES and LAYER.

OPTIONALATTRIBUTES is an optional field used to list the names of the attributes that are provided for each Gerber layer. It is specified as a semicolon (;) separated list.

For example:

```
OPTIONALATTRIBUTES=<attribute1>;<attribute2>;...
```

There are currently seven supported attributes: COLOR, LAYERNAME, LAYERTYPE, OFFSET, VISIBLE, POLARITY, and UNITS.

- **COLOR:** Used to provide the color of the layer. The color can be given either as a color index (refer to the following table) or as an RGB color.

The following table provides a list of possible color indices:

| Index | Color |
|-------|-----------|
| 0 | Black |
| 1 | Red |
| 2 | Yellow |
| 3 | Green |
| 4 | Cyan |
| 5 | Blue |
| 6 | Magenta |
| 7 | White |
| 8 | Dark grey |

RGB colors are specified as follows:

RGB (<r_components>, <g_component>, <b_components>)

- **LAYERNAME:** Used to provide the name of the layer that appears in the Logical Layer dialog.
- **LAYERTYPE:** Used to provide the type of the layer. This is used to construct the net connectivity. There are three possible values:
 - signal
 - nonsignal
 - plane

Only the signal and plane layer types are considered when constructing the net connectivity. Any value other than these three is treated as a nonsignal.

- **OFFSET:** Used to provide the offset of the layer in native units.

Syntax: (x,y)

For example: (10.0, 20.0)

- **VISIBLE:** Used to provide the initial visibility of a layer. To set a layer as invisible, the value of this attribute should be set to **false** (case-insensitive). Any other valued are treated as **true**.
- **POLARITY:** Used to provide the initial polarity of a layer. To set a layer's polarity to negative, the value of this attribute must be set to **negative**. Note that the attribute value is case-sensitive.
- **UNITS:** Used to provide the units of a layer. Possible values are **in** for inches, **mm** for millimeters, and **mil** for microns.

Note: To include whitespaces, the argument should be enclosed between double quotes ("").

As the following example shows, the order of the attributes are not important and their names are not case sensitive (that is, COLOR is the same as color).

OPTIONALATTRIBUTES=COLOR;LAYERTYPE

OPTIONALATTRIBUTES=layerName;Color;layerTYPE

The LAYER field entry represents a Gerber file that makes up a layer in the GBL. It is specified as follows:

LAYER <optional_attributes> <Gerber_filename>

Where:

- *LAYER* is the keyword for this field.
- *<optional_attributes>* is a list of attributes in the order given by the OPTIONALATTRIBUTES field. All attributes given in the OPTIONALATTRIBUTES field must be provided for each LAYER entry in the same order.
- *<Gerber_filename>* is the absolute or relative file system path of the Gerber file.

Gerber INI Options

The following are Gerber INI options. All the options should be placed under the **[GERBER FORMAT]** header in the INI file.

| Parameter | Description | Default |
|---|--|--|
| APERTURE_FORMAT_FILEPATH = <i>[file path]</i> | Specify the file path for the aperture format file. | |
| ENDOFCOMMAND = [ASTERISK DOLLAR ENDOFLINE AUTODETECT] | Specify the end of command character if known. If end of command character is not known, ENDOFCOMMAND can be set to AUTODETECT mode.

Available values:

ASTERISK: End of command is *
DOLLAR: End of command is \$
ENDOFLINE: End of command is the end of the line.
AUTODETECT: AutoVue automatically detects the end of command character. | AUTODETECT |
| INCREMENTALMODE = [0 1] | Set to 1 if data is in incremental mode. | 0 |
| MULTIQUADRANT_ARCS_BY_DEFAULT = [0 1] | Specify whether the default circular interpolation is multi-quadrant or single-quadrant.
Set to 0 so that the circular interpolation is single-quadrant.
Set to 1 so that the circular interpolation is multi-quadrant. | 0 |
| NUMDECIMALS = <i>[num]</i> | Enter the number of decimals. Specify a value between 1 and 6. | 3 |
| NUMDIGITS = <i>[num]</i> | Enter the number of digits. Specify a value between 1 and 6. | 2 |
| TOOLFILEPATH = [<i><filepath></i> default.too] | Specify the path to the aperture list file. | <install directory>\av\avwin\default.too |
| TOOLFILETYPE=[0 1 2 3 4 5 6 7] | Specify the type of aperture list file.
0 = CSI
1 = Orcad
2 = ECAM
3 = Protel
4 = Artwork
5 = Allegro
6 = Visula
7 = Autotrax | 0 |
| TRAILINGZEROS= [0 1] | Set to 1 if coordinate data is in trailing zeros format. | 0 |

| Parameter | Description | Default |
|-----------------------|---|---------|
| TOOL_UNIT=[-1 1 2 12] | Specify the unit for the tool and aperture file if unit is different from the Gerber file.
-1 = Unspecified file unit. Aperture file will adopt the same unit as the Gerber file.
1 = inches
2 = millimeters
12 = mil | -1 |
| UNITS = [1 2] | Specify the unit.
Set to 1 for inches (in).
Set to 2 for millimeters (mm). | 1 |

Mentor

Mentor Display

You can control which Mentor PCB Design Tool (Mentor Librarian, Mentor Layout and Mentor Fablink) display to match by setting the MENTOR_PCB_DESIGNTOOL.

Schematic Designs Back Annotated Views

Schematic designs in the Mentor Design Architect application can be displayed through *Set Viewpoint* view mode. In this mode, the schematic design contains all PCB information. Similarly, AutoVue, by default, displays schematic files in *Back Annotated Views* view mode. This is to better support cross-probing. It is recommended to switch to the back-annotated view in Mentor Design Architect.

When comparing the display in AutoVue with Mentor Design Architect, you must switch the view mode to *No Back Annotations* from the user interface in Mentor Design Architect. To do so, from the **View** menu, select **Views** to open the Select a Named View dialog. From the dialog, select **No Back Annotations**.

Compressed and Uncompressed Mentor Designs

There is no native Mentor application which can open both PCB layouts and Schematic designs (if both are present) from a compressed (for example, zipped) design. However, AutoVue can load PCB layouts and Schematic designs, if present, from a compressed design.

To load uncompressed PCB layout files, select *pcb.Mgc_pcb.attr* file from the design project. To load uncompressed schematic files, select *mgc_schematic.attr* file from the design project.

Mentor INI Options

The following are Mentor INI options. All the options should be placed under the **[ECAD]** header in the INI file

| Parameter | Description | Default |
|---------------------------------|---|---|
| MENTOR_PCB_DESIGNTOOL = [0 1 2] | Controls which Mentor PCB Design Tool's display to match.
Set to 0 so that AutoVue matches the display of Mentor Librarian.
Set to 1 so that AutoVue matches the display of Mentor Layout.
Set to 2 so that AutoVue matches the display of Mentor Fablink. | 0 for Mentor ASCII
Geometry
Symbol file
2 for Mentor PCB designs |

NC Drill

Syntax and additional information for the options described in the following sections are in section ["NC Drill INI Options"](#).

NC Drill Display

Initial Display

NC Drill files are comprised of a set of coordinate data that can be interpreted in different ways based on certain settings. AutoVue provides several INI options to configure the viewing of NC Drill files to match the settings with that of the application used to generate the NC Drill files.

Following is a list of potential INI options that may need to be configured in case the display in AutoVue is incorrect:

- **NCD_UNITS:** Use this option to specify the units of the NC Drill data. It can be inches or millimeters.
- **NCD_TRAILINGZEROSOMITTED:** Use this option to indicate the coordinate data format. It can be trailing zeros omitted, leading zeros omitted, all digit present or explicit decimal point format
- **NCD_COMMENTSYMBOL:** Use this to indicate what character is used to begin a comment line. Any line beginning with this character will be ignored.
- **NCD_INCREMENTALMODE:** Use this option to indicate if the NC Drill commands are given in incremental mode (current location is based on the previous location) or absolute mode (current location is given as is).
- **NCD_NUMDIGITS:** Use this option to determine how many numbers comprise the whole portion of a value.
- **NCD_NUMDECIMALS:** Use this option to determine how many numbers comprise the decimal portion of a value.

Aperture Display

AutoVue provides options to configure the aperture (tool) settings if the drill hole display is incorrect. The following is a list of potential options that may need to be configured to get the correct drill hole display.

- **NCD_TOOLFILEPATH:** Use this option to provide a relative or absolute file system path of the tool file. The tool file defines the different apertures (name, shape, sizes) used in a NC Drill file.
- **NCD_APERTURE_FORMAT_FILEPATH:** Use this option to provide the relative or absolute file path of the aperture format file. AutoVue reads this file to determine how different tools are defined in the tool file.

NC Drill INI Options

The following are NC Drill INI options. All the options should be placed under the **[ECAD]** header in the INI file.

| Parameter | Description | Default |
|------------------------------------|---|---------|
| NCD_UNITS=[1 2] | Specify units for NC-Drill files.
1 = inches
2 = millimeters | 1 |
| NCD_TRAILINGZEROSOMITTED=[0 1 2 3] | 0 = Coordinate data is trailing zero omitted
1 = Coordinate data is leading zero omitted
2 = Coordinate data is all digits present
3 = Coordinate data is explicit decimal point | 0 |
| NCD_COMMENTSYMBOL=[symbol] | Specify the comment symbol. | ; |

| Parameter | Description | Default |
|---|---|---------|
| NCD_INCREMENTALMODE=[0 1] | Set to 1 if data is in incremental mode.
0 = absolute mode
1 = incremental mode | 0 |
| NCD_NUMDIGIT=[0-6] | Specify the number of digits to determine how many numbers comprise the whole portion of a value. Enter a value between 0 and 6.
Note: Changing this value will affect the x, y coordinate. | 2 |
| NCD_NUMDECIMALS=[0-6] | Specify the number of decimals to determine how many numbers comprise the decimal portion of a value. Enter a value between 0 and 6.
Note: Changing this value will affect the x, y coordinate. | 4 |
| NCD_APERTURE_FORMAT_FILEPATH=[<i>file path</i>] | Complete path for Aperture format file. This file provides information on how to read the tool file | |
| NCD_TOOLFILEPATH=[<i>file path</i>] | Complete path for Tool file. | |

OrCAD Capture

OrCAD Capture Display

AutoVue does not support freezing of the reference grid in OrCAD schematic designs. When a schematic design's title block is larger than the drawing's frame/grid, some information in the title may be omitted when viewing in AutoVue.

Bookmarks

For OrCAD Capture 16.5 files, AutoVue bookmarks tree does not match with OrCAD Capture's hierarchy view. AutoVue only lists the bookmarks whereas OrCAD Capture lists all components on a page, including net groups and hierarchy blocks.

Viewing Configuration for Raster Formats

This chapter describes the INI options and provides useful hints when working with Raster formats in AutoVue.

A ["General Raster Configuration"](#) section describes options that apply to all Raster formats. Other sections provide information on specific file formats.

General Raster Configuration

The following configuration options generally apply to raster formats and to raster formats which are embedded in other formats. For example, if an AutoCAD drawing contains a TIFF image, setting the options below would impact the display of the TIFF image within the AutoCAD drawing.

General Raster Display

Syntax and additional information for the options described are in section ["General Raster Display-Related INI Options"](#).

- You can specify a brightness when viewing raster formats by setting the INI option BRIGHTNESS. This option only has an impact on non-monochrome raster formats.
- You can specify a contrast for the raster formats you are viewing by setting the CONTRAST INI option. A higher value for this options provides higher contrast. This option applies to monochrome raster formats. This option can also be configured from the AutoVue user interface from the **Manipulate > Visual Effects > Contrast** menu item.
- You can choose whether or not to invert a raster drawing display by setting the INVERT INI option. When you invert a drawing, the colors of the foreground and the background are reversed. This option can also be configured from the AutoVue user interface from the **Manipulate > Visual Effects > Invert** menu item.
- You can set the DIBTRUECOLOR INI option to force the display of 4-bit and 8-bit raster images on a 24-bit pixmap.
- When you load raster files, you can configure whether the files should display at full resolution or at fit to page on first load. You can control this by setting the RASTERFIT INI option. You can also set this from the AutoVue user interface from the **Full Resolution/Fit to screen** radio buttons from the **General** pane of the **Configure** dialog.
- When FORCETOBLACK option is on, you can set RASNOFORCETOBLACK option so that raster files or embedded rasters in other drawings are not forced to grayscale.
- Aliasing is the distortion of a continuous line due to the nature of screen display, which relies on a matrix of pixels. Anti-aliasing visually corrects this by introducing additional colored pixels to give the impression of a continuous line or curve. To enable or disable anti-aliasing, you can set INI option ANTIALIAS. If you disable anti-aliasing, it degrades the quality of the display. This option can also be controlled from the AutoVue user interface by selecting **Manipulate, Visual Effects**, and then **Anti-Alias**. Anti-aliasing affects image display when an image is down scale, text and geometry.

General Raster Display-Related INI Options

Options listed here should be placed under the [OPTIONS] header of the INI file:

| Parameter | Description | Default |
|-----------|-------------|---------|
|-----------|-------------|---------|

| | | |
|---------------------------|---|---|
| BRIGHTNESS = <(-100)-100> | Specify the brightness value for the current control (this only affects non-monochrome raster formats and vectors overlaying them). Value can be an integer between -100 (black display) and 100 (white display). | 0 |
| CONTRAST = <0-100> | Applies contrast to raster images. The value can range from 0 (low contrast) to 100 (high contrast). | 0 |
| INVERT = [0 1] | If 1 , monochrome raster images are displayed inverted. | 0 |
| DIBTRUECOLOR = [0 1] | Set to 1 to force rendering of 4-bit and 8-bit raster images on a 24-bit pixmap. | 0 |
| RASTERFIT = [0 1] | Set to 1 to fit the initial display of raster images to the screen.
Set to 0 so that the full resolution is shown. | 1 |
| RASNOFORCETOBLACK = [0 1] | Set to 1 to disable Force to Black for raster overlays and raster files.
Note: Option is applicable only when FORCETOBLACK = 1 . | 0 |

BMP

BMP Display

- You can specify whether or not to use the alpha-channel stored in the raster file to apply transparency by setting the INI option APPLYRASTERTRANSPARENCY.

BMP INI Options

All options in table below should be placed under the **[OPTIONS]** header in the INI file.

| Parameter | Description | Default |
|-------------------------------|--|---------|
| APPLYRASTERTRANSPARENCY=[0 1] | Set to 0 to ignore alpha-channel and display the whole bitmap opaque.
Set to 1 to use the alpha-channel stored in the file to apply transparency. | 1 |

TIFF

TIFF Display

Syntax and additional information for the options described are in section ["TIFF INI Options"](#).

- When loading or printing TIFF files containing zero pixel white entities on a black background, you can set the TIFF_ZERO_PIXEL INI option to white. This will force the background color to be white and the drawing to be black. Similarly, setting option to black will force a white background to black and black entities to white.
- When overlaying TIFF files, you can control the transparency of the files by setting the OVERLAYALPHAVALUE INI option.

TIFF Performance-Related Options

Syntax and additional information for the options described are in section ["TIFF INI Options"](#).

- AutoVue provides INI option TIFF_LOADPREVIEWS to allow you to choose whether or not to load preview pages for TIFF files. Enabling this option (setting to 1) impacts performance since extra pages may be displayed.

Note: Enabling this option may invalidate previous markups as different number pages may be created.

TIFF INI Options

All options in table below should be placed under the **[OPTIONS]** header in the INI file.

| Parameter | Description | Default |
|---|---|---------|
| TIFF_ZERO_PIXEL =
[BLACK WHITE FILE] | Specify how pixel values are interpreted in black and white TIFF files.
Set to BLACK to force zero pixels to display black.
Set to WHITE to force zero pixels to display white.
Set to FILE to force zero pixels to display as the pixel color specified in the file.
Note: This only applies to black and white TIFF images. | FILE |
| TIFF_LOADPREVIEWS =
[0 1] | Specifies if the TIFF images with reduced resolution (that is, preview pages) are displayed.
Set to 1 to display all pages including the preview pages.
Set to 0 so that the preview pages are not displayed. | 0 |
| OVERLAYALPHAVALUE =
[0 1] | Controls transparency of two overlaid tiff files.
Set to 1 so that the overlay is opaque.
Set to 0 so that the overlay is transparent. | 0.5 |

JPEG

JPEG Performance-Related Options

Syntax and additional information for the options described are in section ["JPEG INI Options"](#).

- AutoVue by default uses true colors to when loading an image, which increases loading time of the image. For quicker display, set JPGQUANTIZE option to 1.

JPEG INI Options

All options in table below should be placed under the **[OPTIONS]** header in the INI file.

| Parameter | Description | Default |
|---------------------|--|---------|
| JPGQUANTIZE = [0 1] | Quantizes JPEG images to 256 colors for quicker display. Quantizing images affects quality of the color display.

Set to 1 to quantize images.
Set to 0 to use true colors. | 0 |

JPEG2000

JPEG 2000 Performance-Related Options

Syntax and additional information for the options described are in section ["JPEG 2000 INI Options"](#).

- AutoVue provides INI option J2KRESOLUTION that lets you control speed versus accuracy for JPEG 2000 files. When set to HIGH, AutoVue displays JPEG2000 files with a high resolution, but decreased performance. When set to a factor, AutoVue increases or decreases the resolution by the factor.

JPEG 2000 INI Options

All options in table below should be placed under the **[OPTIONS]** header in the INI file.

| Parameter | Description | Default |
|--|---|---------|
| J2KRESOLUTION=
[DYNAMIC HIGH
MEDIUM LOW +num -
num] | <p>Set to HIGH to display with a high resolution. This could cause a decrease in performance.</p> <p>Other values: LOW, MEDIUM, and DYNAMIC.</p> <p>You can also set J2KRESOLUTION values to +num or -num, where num is a number between 1 and 100.</p> <p>Setting the value to +num gives the same result as DYNAMIC but increases the resolution by a factor of num where num is a value from 1 to 100 (up to the maximum possible resolution of the image). Note that this will decrease performance.</p> <p>Setting to -num gives the same result as DYNAMIC but decreases the resolution by a factor of num where num is a value from 1 to 100 (down to the lowest possible resolution of the image). Note that this will increase performance.</p> | DYNAMIC |

Viewing Configuration for Office Formats

This chapter describes the INI options and provides useful hints when working with Office formats in AutoVue.

General Office Options

- You can choose whether or not to enable creation of markup for office documents by setting the `ENABLEOFFICEMARKUPS` INI option. This option impacts Microsoft Word, Microsoft Excel, RTF and Outlook formats.
- You can specify which parser to use when load Microsoft Office XML files by setting the `TRYWITHMSXMLPARSER` INI option. When the option is set to 1 (MSXML parser), the resulting parsing performance will be improved, but there will also be an increase in memory usage. This option does not affect Linux OSES as only the Xerces parser is available.

Office formats render differently on different machines if the fonts on the machines vary. Due to differences in fonts, documents may have line breaks and page breaks that vary from one machine to another. This could result in a situation where markup entities appear misplaced w.r.t underlying text in documents.

General Office INI Options

All of the following options should be placed in the `[OPTIONS]` header of the INI file:

| Parameter | Description | Default |
|--|--|---------|
| <code>ENABLEOFFICEMARKUPS = [0 1]</code> | Enable/disable creation of markups for office documents.
Set to 1 to enable markups for office formats.
Set to 0 to disable markups for office formats. | 0 |
| <code>TRYWITHMSXMLPARSER = [0 1]</code> | Specify which parser to use when loading Office XML files.
Set to 1 to use the MSXML parser that is included with Windows OS.
Set to 0 to use the Xerces XML parser.
Note: This option affects the following formats: WordXML PPTXML, ExcelXML | 1 |

Microsoft Excel

Syntax and additional information for the options described in the following sections are in section ["Microsoft Excel INI Options"](#).

Microsoft Excel Fonts

- If you are comparing how AutoVue display an Excel file to how Excel display, ensure that they both have access to the same font resources.
- If fonts are missing, Microsoft Excel substitutes missing fonts with alternative fonts. AutoVue also substitutes missing fonts with alternative fonts. However AutoVue does not always do the same substitution as Microsoft Excel. As a result, AutoVue display could be different from Microsoft Excel's display. It is recommended that you resolve any missing resources to ensure that AutoVue display closely matches Microsoft Excel's display.
- Microsoft Excel has a special font called *Small Fonts* which ships with Microsoft Excel. When a font is set to a point size of 7, Microsoft Excel automatically switches the font to Small Fonts. The `USESMALLFONTSFORXCELSMALLTEXT` INI option enables the same behavior in AutoVue. However, AutoVue does this substitution only for text in cells. This substitution is not done for text in Text Boxes. It is also

not reported as a missing resource since this is a dynamic font substitution done on the fly depending on the zoom level. For more information about this option, refer to the ["Microsoft Excel INI Options"](#) section.

Microsoft Excel General

- AutoVue disables the Magnify Glass, Magnify Window, Flip, and Rotate features for Excel documents since these features are not very useful for these kinds of documents.
- When viewing Excel files that contain review comments overlaid on top of text, it is not possible to reposition the comments in AutoVue to view the hidden text. It is recommended to do one of the following when saving the Excel files in the native application:
 - Hide the comments. These comments can still be read in AutoVue by hovering the mouse cursor over them.
 - Ensure comments are visible all the time and reposition them so that they do not obscure any text.

Microsoft Excel Printing Options

AutoVue supports Excel's print settings that are saved in the document. You can set INI option USEFILESETTINGS to enable AutoVue to print using the print settings saved in the Excel document. You can also enable this from the AutoVue user interface from the Native Settings (from file) check box in AutoVue's print dialog.

For additional information on excel native print settings, refer to section ["Configuration for Printing"](#).

Microsoft Excel Streaming Files

Streaming files are not generated for Microsoft Excel files.

Microsoft Excel INI Options

The following are Excel INI options. All the options should be placed under the [OPTIONS] header in the INI file

| Parameter | Description | Default |
|---|--|---------|
| USESMALLFONTSEXCELS
MALLTEXT = [0 1] | Set to 1 so that the Excel Small Fonts font is used to display text at small fonts sizes of 7 points or less (matching Excel behavior).
Set to 0 so that the Small Fonts font is not used.
Note: This parameter has effect only if the Small Fonts font is installed on the system. | 0 |

Microsoft Outlook

Microsoft Outlook Performance-Related Options

To improve file load time, you can turn off Outlook Message attachments and/or hyperlinks using the OUTLOOKLINKFLAG option. For more information about this option, see ["Microsoft Outlook INI Options"](#).

Performance improvement can also be achieved by disabling the loading of the Web resources such as images when viewing Outlook messages by setting DOWNLOADWEBRESOURCES option to 0.

Note: AutoVue displays Outlook message files in Rich Text Format and not in HTML format. As a result, the display might not completely match the native application.

Microsoft Outlook Page Size

You can configure the page size for Outlook messenger files using the DEFAULTDOCPAGESIZE INI option. You may need to configure this page size in order to get the correct formatting for Outlook message files

Microsoft Outlook INI Options

All the options should be placed under the [OPTIONS] header in the INI file

| Parameter | Description | Default |
|------------------------------------|--|---------|
| OUTLOOKLINKFLAG=[0 1 2 3] | Enable or disable hyperlinks or attachments in Outlook MSG files.
0 – Hyperlink on, Attachment on
1 – Hyperlink on, Attachment off
2 – Hyperlink off, Attachment on
3 – Hyperlink off, Attachment off | 0 |
| DOWNLOADWEBRESOURCES=[0 1] | Specify whether external (files other than .msg files) resources are downloaded and displayed.
Set to 1 to enable download and displaying of external resources.
Set to 0 to disable download.
Note: Ensure that AutoVue has access to these Web resources. If a proxy setting is required, set it in autovue.properties. | 0 |
| DEFAULTDOCPAGESIZE=[width, height] | Specify the page size in inches that AutoVue should use in order to properly display text files.
Example:
DefaultDocPageSize = 11.0,8.5
will force AutoVue to display Outlook files at a page size of 11x8.5 inches.
Note: This option also applies to Text files. | |

Adobe PDF

Syntax and additional information for the options described in the following sections are in section ["Adobe PDF INI Options"](#).

Adobe PDF Fonts

AutoVue supports TrueType fonts, Type1 fonts (including multiple master fonts), Type3 fonts and CID fonts. All fonts could be embedded or non-embedded.

- When viewing Adobe PDF files, it is recommended to point to Adobe PDF fonts for complete and correct display.

Adobe PDF Font Substitution

AutoVue allows you to specify font substitution for fonts used by PDF documents. This font mapping information is stored in *pdffont.map* located at <AutoVue Installation directory>\bin\resource\maps. If you want to use a font that is not part of AutoVue to match the PDF's font mapping information, then update the *pdffont.map* with the required font mapping.

The *pdffont.map* file contains three sections: Standard 14 Fonts, Specific Mapping and Adobe Fonts.

- Standard 14 Fonts

Adobe PDF files have a special handling for fourteen standard fonts. The fonts are listed in the Standard 14 Fonts section of *pdffont.map* file along with a mapping to the Windows font face names. Note that this section takes precedence to all other sections and should not be edited. The following is an example of some typical entries in this section:

```
[Standard 14 Fonts]
Times-Roman=Times New Roman
Times-Bold=Times New Roman Bold
```

In this example, AutoVue uses the Windows font Times New Roman to display Adobe PDF text in Times Roman.

- **Specific Mapping**

If a font is not from the 14 standard font families, then you can specify a mapping for them in this section. Unicode font names can also be specified.

Syntax to add new entries to this section is:

OriginalFont=FontSubstitution

Following is an example of some typical entries in this section:

```
[Specific Mapping]
AR 行楷連綿体 H=Arphic Gyokailenmentai Heavy JIS
```

- **Adobe Fonts**

If Adobe fonts are installed on your machine, then AutoVue uses these fonts (specified by the mapping in the Adobe Fonts section of the *pdffont.map* file) to display Adobe PDF files.

Following is an example of some typical entries in this section:

```
[Adobe Fonts]
Adobe Sans MM=ZX_____.PFB
Adobe Serif MM=ZY_____.PFB
```

Adobe PDF Display

AutoVue provides additional INI options that perform the many of the same functions as Adobe Acrobat's options.

Custom Resolution

Adobe Acrobat provides an option to specify the zoom level at which to display Adobe PDF files through **Preferences > Page Display > Resolution**. Similarly, AutoVue provides the PDFCUSTOMRESOLUTION INI option that should be set to the same value as in Adobe Acrobat. If you zoom to Full resolution, you see the same display as in Adobe. Note that this setting does not affect the initial display of PDF files.

Adobe PDF Password-Protected Files

AutoVue supports loading of password-protected PDF files. AutoVue prompts for authentication information when a password-protected file is loaded.

Adobe PDF Performance-Related Options

AutoVue provides several INI options for Adobe PDF files that can help you choose between speed vs. memory or speed vs. accuracy. This section describes the options available for performance tuning of Adobe PDF format. For more information about the options described in this section, refer to section ["Adobe PDF INI Options"](#).

- Adobe Acrobat provides an option to enhance thick lines. This option is useful when lines start to disappear in the display when zoomed out. AutoVue provides a similar behavior by providing the INI option PDFENHANCELINES, with which you can enable or disable enhancement of line display.
- Adobe PDF files containing large images take longer to load compared to those containing small images. You can specify the maximum amount of memory, in MegaBytes, you would like to allocate to load the large images before they are scaled down by setting the PDFMAXIMAGESIZEMB INI option. Note that the images display may not be as accurate as if they were loaded without scaling them down.
- At small zoom levels, Adobe PDF text can be displayed in AutoVue using font paths or using bitmaps. Using font paths ensures better quality display at small zoom levels however file rendering may become slower. If file performance is more important than text display at smaller zoom levels, then set TEXTBITMAPRENDERING to 1 to use the font paths to display text. Note that this option affects other formats as well.
- When vector geometry in PDF files are under one pixel width, entities may not display until you zoom in. To make sure these thin entities display, AutoVue provides INI option ENHANCETHINLINES.
- When viewing a PDF file that contains overprinted fills that obscure content, you can choose whether to hide or display the fills by setting the PDFOVERPRINTPREVIEW INI option.

Refer to section ["Adobe PDF INI Options"](#) for more information on this option.

Adobe PDF INI Options

The following are Adobe PDF INI options. All the options should be placed under the [OPTIONS] header in the INI file.]

| Parameter | Description | Default |
|-----------------------------|--|---------|
| PDFENHANCELINES=[0 1] | If set to 1 , this option results in enhanced line display similar to the Adobe Acrobat option Enhance Thin Lines. This option is useful for cases when lines start to disappear in the AutoVue display when zooming out.
If set to 0 , this option is disabled and the line display is not enhanced. | 0 |
| PDFMAXIMAGESIZEMB = [val] | Allows users to set the maximum image size (in Mbytes) of large bitmaps in PDF files after which the PDF decoder starts reducing resolution to reduce memory use. | 150 |
| PDFCUSTOMRESOLUTION = [val] | When viewing PDF documents, specify a resolution at which to display the documents. This corresponds to Adobe's resolution setting (Preferences > Page Display > Resolution). This resolution setting determines the zoom level at which AutoVue displays PDF documents (same behavior as Adobe).
val can be any value between 10 and 4800.
When val is <=0, use system screen resolution. | 110 |
| ENHANCETHINLINES=[0 1] | Set to 1 to render all geometry that have under one pixel thickness to a thickness of 1 pixel.
Set to 0 to disable this option. | 1 |
| PDFOVERPRINTPREVIEW = [0 1] | Displays content that otherwise may be obscured by overprinted fills.
Set to 1 so that overprinted fills are not displayed if they use a spot color.
Set to 0 so that overprinted content is shown as in Adobe Acrobat | 0 |

Microsoft Visio

Microsoft Visio Display

Syntax and additional information for the options described are in section ["Microsoft Visio INI Options"](#).

By default, AutoVue displays Microsoft Visio files as they appear in Microsoft Visio's drawing mode. For example, drawings that are outside the page margin may not display or may be partially displayed in AutoVue. To view the entire drawing, including the sections that are outside the page margins, set the VISIODRAWINGPAGE INI option to 1.

When you have drawing entities that do not show completely in AutoVue, it is recommended to turn on the page outline for the drawing so that you can determine if these missing entities are outside the page margin. AutoVue does not display this page outline by default. To turn on the display of page outlines, set the VISIOPAGE INI option to 1.

To set a specific background color within the page outline for Microsoft Visio files, set the VISIOPAGEBKCOLOR INI option to a value which represents a RGB color.

For example: Red + Green*256 + Blue*65536

Where Red, Green and Blue range from 0 to 255.

Note: For the background color to take effect, VISIOPAGE should be set to 1.

Microsoft Visio INI Options

The following are Microsoft Visio INI options. All the options should be placed under the [OPTIONS] header in the INI file.

| Parameter | Description | Default |
|--------------------------|--|---------|
| VISIODRAWINGPAGE = [0 1] | Specify if you want to display Visio files in drawing mode or in print mode.
Set to 1 to display in drawing mode.
Set to 0 to display in print mode. | 0 |
| VISIOPAGE = [0 1] | 0: Off
1: On. Displays the page outline and background. | 0 |
| VISIOPAGEBKCOLOR = [num] | Used to turn ON/OFF the page background fill color for Visio files.
If set to the default -1 , there will be no background.
Only the outline will be displayed if VISIOPAGE is on (=1).
You can specify an integer that represents an RGB color (Red + 256*Green + 65536*Blue). The values for Red, Green, and Blue range from 0 to 255. | -1 |

Microsoft Word

Syntax and additional information for the options described in the following sections are in section ["Microsoft Word INI Options"](#).

Microsoft Word Display

AutoVue displays Word documents as Microsoft Word would print them. If you see a discrepancy in display between AutoVue and Word, it is probably because you are comparing Word's normal display to AutoVue. You should compare AutoVue display to how the document displays in Microsoft Word's print preview mode.

Since AutoVue displays as in Word's print preview mode, grid lines (for example, table borders) do not display. To display the grids, use the DOC_SHOWTABLEGRIDLINES INI option.

AutoVue displays Word documents as Microsoft Word's *Final* version. If you see a discrepancy in display between Word and AutoVue, it may be because you are comparing Word's *Final Showing Markup* display to AutoVue. You should compare the AutoVue display to how the document displays in Word's *Final* review mode.

For more information about display related INI options, see ["Microsoft Word INI Options"](#).

Microsoft Word Streaming Files

Some Microsoft Word files contain *fields* which are used to insert dynamic text into a document. For example, field text can be used to save dates and times, equations used for entering formulas and so on. AutoVue treats Microsoft Word files containing Date and Time field differently in that it does not create streaming files for these. This is because the information for the date and time shown in the Word file should be the current one and not a stored value.

Microsoft Word Comparing Documents

When comparing how a Word document displays in AutoVue and how it displays in Microsoft Word, it is recommended to use the same version of Microsoft Word application as the document's version.

Microsoft Word Page Breaks

When page breaks are explicitly inserted in the Word document, AutoVue displays the page breaks correctly. However, if a paragraph text extends to the next page automatically, the page break display in AutoVue may appear different from that in Word. This can be due to slight text height and width calculation discrepancies in AutoVue compared to Word.

Microsoft Word Fonts

AutoVue provides several ways to resolve font issues in Microsoft Word files to achieve accurate display.

Microsoft Word Font Substitution

When a font required to correctly display a Word document is missing, AutoVue substitutes missing fonts with different fonts. This substitution (or font mapping information) is stored in the file *docfont.map* located at <AutoVue Installation directory>\bin. Microsoft Word also substitutes missing fonts with alternative fonts. If you want to match AutoVue's font substitution with Microsoft Word's font substitution, update docfont.map.

The docfont.map contains one main section: FONT MAPPING. It also contains additional sections for custom font substitution specific to character sub range, FONT MAPPING: <CHARACTER SUB RANGE>.

FONTMAPPING Section

In this section you can specify a font mapping of a font in its entire supported character range. For example, Arial Unicode MS can be substituted by Arial for ASCII characters as shown in the following entry:

```
[Font Mapping]
Arial Unicode MS=Arial
```

Custom Font Mapping Section

Additional sections can be created to customize font substitution specific to the language or fonts character sub range. The header of this section would be of the form [FONTMAPPING:<CHARACTER SUB RANGE>] where CHARACTER SUB RANGE can be one of the following:

- Symbol
- Chinese Simplified
- Chinese Traditional
- Korean
- Japanese
- Russian
- Hebrew
- Arabic
- Greek
- Baltic
- East European
- Turkish
- Thai

For example, to substitute Arial Unicode MS by SimSun for Chinese characters, create section [FONTMAPPING:CHINESE SIMPLIFIED] and specify the font mapping.

```
[Font Mapping:Chinese Simplified]
Arial Unicode MS=SimSun
```

Refer to the guidelines provided in the docfont.map, for more information on updating the font mapping.

If you choose to use your own font map file, you must set the CUSTOMDOCFONTSUBSTITUTION INI option to point to the full path of your font map file.

AutoVue also provides the CUSTOMDOCFONTSUBSTITUTION INI option with which you can point to a font map file whose name and location differ from the one above.

Refer to section ["Microsoft Word INI Options"](#) for more information on these font related options.

Microsoft Word Markups

When adding markups to Word files in AutoVue, it is recommended to create markup entities within the page frame/ extents. This is to ensure that all markups are present when the Word document is printed or converted to other formats.

Microsoft Word INI Options

The following are Office INI options. All the options should be placed under the [OPTIONS] header in the INI file.

| Parameter | Description | Default |
|--|---|--|
| CUSTOMDOCFONTSUBSTITUTION=[<i>file path</i>] | Specify the path of the custom font mapping file (docfont.map) to use for word documents.
The docfont.map contains font mapping information that identifies what font to use if a font is missing. If you wish to modify font mappings, update docfont.map | <AutoVue installation directory>\bin\fonts |

| Parameter | Description | Default |
|--------------------------------|---|---------|
| DOC_SHOWTABLEGRIDLINES = [0 1] | Turn table grid lines on and off.
Set to 1 to display the table gridlines.
Set to 0 to hide the table gridlines.
Unlike cell borders, gridlines never print. | 0 |

Text Documents

There are several options available to configure how text documents should display in AutoVue.

Text Documents Fonts

You can configure the default font to use when loading text documents. There are several INI options available for font configuration for text files. These are described in the Fonts INI section below.

This font configuration can also be done from the AutoVue user interface from the **General - Base Font** panel of the **Configure** dialog.

Text Documents Codepage

To correctly display Text files that contain non-English text, you can set INI option CODEPAGE to match the language in the file. When the CODEPAGE option is set to the right value, AutoVue displays text corresponding to the CODEPAGE correctly.

For example, to display Japanese text in TEXT files, you will need to set CODEPAGE to 932.

For a full list of values, refer to the following Web sites:

<http://www.microsoft.com/globaldev/reference/cphome.msp>

http://en.wikipedia.org/wiki/Code_page

Text Documents Page Configuration

- You can specify a page size for Text documents using the DEFAULTDOCPAGESIZE INI option.
- You can set the maximum number of pages to load for Text files using the MAXPLAINTEXTFILES INI option. Setting this to a lower value could help improve performance.
- You can specify page margins in inches for plain Text files by using the DEFAULTDOCMARGINS INI option. Setting this option affects loading time of the Text file.

Text Documents Font INI options

Specify base font to be used for Text files. All options should be placed under the **[BASEFONT]** section of the INI file.

| Parameter | Description | Default |
|-------------------|--|---------|
| FACE=[font style] | Specify font style. | |
| ISITALIC=[0 1] | Specify if font is italic. | |
| SIZE = [num] | Specify font height. | |
| WEIGHT = [num] | Specify font weight. | |
| FROMPAGE = [num] | Specify the starting page number of the print range. | |

Options below should be placed under the [Options] section of the INI file.

| Parameter | Description | Default |
|---|--|------------|
| CODEPAGE =[num] | Forces text display of a specific language. Specifies the codepage to use for TXT files. For example, set CODEPAGE = 932 to display Japanese text in TXT files. For a full lists of value, refer to the following Web sites:
http://www.microsoft.com/globaldev/reference/cphome.msp
http://en.wikipedia.org/wiki/Code_page
Note: This option also affects HPGL files. | |
| DEFAULTDOCMA
RGINS=[leftMargin,
rightMargin,
topMargin,
bottomMargin] | Specify page margins in inches for plain Text files. If this option is not set, a default of 1 inch for each margin is set.
Sample Syntax:
DEFAULTDOCMARGINS=1.2, 1, 0.8, 0.8
Note: Margin values are in inches (") and can be expressed in integers or floating point. | 1, 1, 1, 1 |
| MAXPLAINTEXT
PAGES = [num] | Sets the maximum number of plain pages to be loaded to help improve performance. The option only affects unformatted text; other types of documents (Word, RTF, and so on) are not affected.
Note: Setting the option value to 0 or less results in the entire file loading. | 1000 |
| DEFAULTDOCPAG
ESIZE=[height,
width] | Specify the page size in inches that AutoVue should use in order to properly display text files.
Example:
DefaultDocPageSize = 11.0,8.5
will force AutoVue to display text files at a page size of 11x8.5 inches.
Note: This option also applies to Microsoft Outlook Messenger files. | |

Configuration for Markups

AutoVue provides several configuration options for markups. Many of these options can be configured from the AutoVue user interface.

Markup Entity Attributes

AutoVue provides you options to configure the default markup entity color, fill color and type, linestyle, line weights, and so on. Syntax and additional information for the options described are in section ["Markup Entity Attributes INI Options"](#).

- INI option DEF_COLOR lets you specify the default color for markup entities. You can specify if the markup entity should have the color of the markup layer or if you want a fill color to be the same color as the line or you can specify a custom RGB color. This option can also be configured from the AutoVue user interface. To do so, from the **Markup** menu, select **Format**, and then select **Markup Entity Attributes** to open the Markup Entity Properties dialog. Make a selection from the Line Color list.
- You can specify the default line style for markup entities using the DEF_LSTYLE option. This option can also be configured from the AutoVue user interface. To do so, from the **Markup** menu, select **Format**, and then select **Markup Entity Attributes** to open the Markup Entity Properties dialog. Make a selection from the Line Style list.
- You can specify the default line width for markup entities using the DEF_LWIDTH INI option. This option can also be configured from the AutoVue user interface. To do so, from the **Markup** menu, select **Format**, and then select **Markup Entity Attributes** to open the Markup Entity Properties dialog. Make a selection from the Line Thickness list.
- You can specify the default fill type for markup entities using the DEF_FILLTYPE INI option. You can specify if the markup entity should have the color of the markup layer or if you want a fill color to be the same color as the line or you can specify a custom RGB color. This option can also be configured from the AutoVue user interface. To do so, from the **Markup** menu, select **Format**, and then select **Markup Entity Attributes** to open the Markup Entity Properties dialog. Make a selection from the Fill Type list.
- You can specify a windows RGB color as the default fill color by setting the DEF_FILLCOLOR INI option. This option can also be configured from the AutoVue user interface. To do so, from the **Markup** menu, select **Format**, and then select **Markup Entity Attributes** to open the Markup Entity Properties dialog. Make a selection from the Fill Color list.
- You can specify the alignment position for a Leader entity by setting the DEF_LEADERALIGN INI option. This option can also be configured from the AutoVue user interface. To do so, from the **Markup** menu, select **Format**, and then select **Markup Entity Attributes** to open the Markup Entity Properties dialog. Make a selection from the Leader Alignment list.
- You can choose whether or not to have the markup entity line thickness scale according to the zoom level by setting the LINETHICKNESS_ZOOMABLE INI option.
- You can choose whether to turn on or off the visibility of the markup text box by setting the DEF_TEXTBOXVISIBLE INI option. This option can also be configured from the AutoVue user interface. To do so, from the **Markup** menu, select **Format**, and then select **Markup Entity Attributes** to open the Markup Entity Properties dialog. Make a selection from the Text Box Visibility list.
- When creating Leader entities and when making markup measurements, you can specify whether to create zoomable arrow heads for the lines. This is done by setting the ARROW_SIZE INI option. This option can also be configured from the AutoVue user interface. To do so, from the **Markup** menu, select **Format**, and then select **Markup Entity Attributes** to open the Markup Entity Properties dialog. Make a selection from the Arrow Style list.
- When a highlight markup is applied on a color background, you can choose to have it appear normally or dithered by setting the TRUEBACKGROUND INI option.
- When you create markup entities that have the same color as the background color, you can choose to invert the color of the entity. You can do so by setting the TRUECOLOR INI option.

- You can choose whether or not to maintain the markup entity line style at all zoom levels by setting the `LINESTYLE_ZOOMABLE` INI option.
- When you create Note entities, you can choose whether or not to include automatic number of the entities. This is done by setting the `NOTENAME_AUTOGEN` INI option.
- When you copy and paste a markup entity between AutoVue applets, a shift in scale and markup entity display may occur. You can control whether or not to preserve the scale of the markup entity when copying and pasting between AutoVue applets by setting the `PRESERVE_SCALE_ON_COPY` INI option.
- When Force To Black is enabled, you can specify whether or not this Force to Black setting should apply to markup entities by setting the `MARKUP_FORCE_TO_BLACK` INI option in the [Disable] section of the INI file.

Markup Entity Attributes INI Options

All of the following options should be placed in the **[MARKUP OPTIONS]** header of the INI file:

| Parameter | Description | Default |
|----------------|---|---------|
| DEF_COLOR= | Specify a windows RGB color for default markup entity color.
Other values:
-1 - Assign layer color to markup entity
-2 - Hide markup entity | -1 |
| DEF_LSTYLE | Specify the default linestyle for markup entities. Possible values are:
0 - Solid line
1 - Dashed line
2 - Dashed line (smaller dashes)
3 - Dash Dot
4 - Dash Dot Dot
6 - Cloud linestyle
7 - Triangle linestyle | 0 |
| DEF_LWIDTH= | Specify the default line width in pixels for markup entities. | 1 |
| DEF_FILLTYPE= | Specify the fill type for filled entities.
Possible values are:
0 - No Fill
1 - Solid Fill
2 - Transparent Fill | 0 |
| DEF_FILLCOLOR= | Specify a windows RGB color for default fill color.
Other values:
-1 - Assign layer color to markup entity
-2 - Hide markup entity
-3 - Assign line color (option applies to fill color only) | -1 |

| Parameter | Description | Default |
|---------------------------------------|--|--------------------|
| DEF_LEADERALIGN= <i>integer value</i> | Specify the leader alignment.
Set the option to one of the following nine values:
0 - top left
1 - top center
2 - top right
3 - center left
4 - center center
5 - center right
6 - bottom left
7 - bottom center
8 - bottom right | 7 |
| DEF_TEXTBOXVISIBLE=[0 1] | Set to 1 to turn on the visibility of the markup text box.
Set to 0 to turn off the visibility of the markup text box. | 1 |
| ARROW_SIZE= [value] | Set to a positive value (greater than 0.1) to create zoomable arrow heads when creating leader and measurement markup entities.
If set to a negative value, arrow head is not zoomable. | between -7.2 and 0 |
| TRUEBACKGROUND=[0 1] | Used when a highlight markup is applied on a colored background (for example, graphic/filled cell areas in office document tables).
Set to 1 for a dithered highlight markup.
Set to 0 for a normal highlight markup. | 0 |
| TRUECOLOR = [0 1] | Set to 0 so that the Markup entity color is inverted when it matches the background color.
Set to 1 so that all entities are drawn with their actual color irrespective of the background color. Entities whose color matches or is close to the background color become invisible. | 1 |
| LINETHICKNESS_ ZOOMABLE = [0 1] | Set to 1 if you want markup entity line thickness to scale according to zoom level. | 0 |
| LINESTYLE_ ZOOMABLE = [0 1] | Set to 1 if you want to maintain markup entity line style at all zoom levels. | 0 |
| NOTENAME_AUTOGEN = [0 1] | Set to 0 to disable automatic numbering of Note entities.
Set to 1 to enable numbering of Note entities. | 1 |
| PRESERVESCALEONCOPY=[0 1] | Set to 1 to preserve markup entity scale on copy and paste.
Set to 0 to disable preservation of markup entity scale. | 0 |

Below option should be placed in the **[DISABLE]** section of the INI file.

| Parameter | Description | Default |
|----------------------------|---|---------|
| MARKUPFORCETOBLACK = [0 1] | Specify whether to force markup color to black for server native printing.
Set to 1 so that markup color is not forced to black (even when base file printing is forced to black).
Set to 0 to use the same logic as for the base file color. | 0 |

Attachments

Syntax and additional information for the options described are in section ["Attachment INI Options"](#).

- You can control the maximum size for an attachment markup entity by setting the ATTACHMENT_MAX_SIZE INI option.

Attachment INI Options

All of the following options should be placed in the [MARKUP OPTIONS] header of the INI file:

| Parameter | Description | Default |
|-----------------------------|--|--------------|
| ATTACHMENT_MAX_SIZE=[value] | Specify the maximum size for attachment markup entities. When creating attachment markup entities, if attachment size exceeds, an error message appears to indicate that attachment size exceeds the limit.
Note: Value is in MegaBytes. | 0 (no limit) |

Markup Fonts

Syntax and additional information for the options described are in section ["Markup Fonts INI Options"](#).

- You can set the text entity font name by specifying the FACE INI option. This option can also be set from the AutoVue user interface. To do so, from the **Markup** menu, select **Format** and then **Font**. From the Font dialog that appears, make a selection from the Font list.
- You can set the text entity font size by specifying the SIZE INI option. This option can also be set from the AutoVue user interface. To do so, from the **Markup** menu, select **Format** and then **Font**. From the Font dialog that appears, make a selection from the Size list.
- You can choose whether or not to have the text entity appear in bold by setting the ISBOLD INI option. This option can also be set from the AutoVue user interface. To do so, from the **Markup** menu, select **Format** and then **Font**. From the Font dialog that appears, select **Bold**.
- You can choose whether or not the text entity should be underlined by setting the ISUNDERLINE INI option. This option can also be set from the AutoVue user interface. To do so, from the **Markup** menu, select **Format** and then **Font**. From the Font dialog that appears, select **Underline**.
- You can choose whether or not the text entity should be italicized by setting the ISITALIC INI option. This option can also be set from the AutoVue user interface. To do so, from the **Markup** menu, select **Format** and then **Font**. From the Font dialog that appears, select **Italic**.

Markup Fonts INI Options

All of the following options should be placed in the [MRKFONT] header of the INI file:

| Parameter | Description | Default |
|-------------|---|---------|
| FACE | Specify the text entity font name. | Arial |
| SIZE | Specify the text entity font size. | 10 |
| ISBOLD | Set to 1 so that the text entity font appears in bold. | 0 |
| ISUNDERLINE | Set to 1 so that the text entity is underlined. | 0 |
| ISITALIC | Set to 1 so that the text entity appears in italic. | 0 |

Markup Consolidation

Syntax and additional information for the options described are in section ["Markup Consolidation INI Options"](#).

- The Consolidate option allows you to create a new Markup file that combines copies of selected layers of different Markup files. This Open as Active Markup option opens the newly consolidated markup as the active markup. You can choose whether or not to enable this feature by setting the CONSOLIDATE_OPENASACTIVE INI option. This option can also be set from the AutoVue user interface. To do so, from the **Markup** menu, select **Consolidate** to open the Consolidate Markups dialog. From the dialog, select/deselect the **Open as active markup and hide others** checkbox.

Markup Consolidation INI Options

All of the following options should be placed in the [MARKUP OPTIONS] header of the INI file:

| Parameter | Description | Default |
|----------------------------------|---|---------|
| CONSOLIDATE_OPENASACTIVE = [0 1] | Set to 1 to toggle-on "Open as Active Markup" option in Markup Consolidation dialog.
Set to 0 to turn off this option. | 1 |

Scaling

Syntax and additional information for the options described are in section ["Scaling INI Options"](#).

- When the orientation, as well as the width and height, of a base document has changed since creating the markup, you can scale the markup appropriately by setting the RESCALEMARKUP INI option.

Scaling INI Options

All of the following options should be placed in the [MARKUP OPTIONS] header of the INI file:

| Parameter | Description | Default |
|-----------------------|--|---------|
| RESCALEMARKUP = [0 1] | If view extents of base document have changed since creating the Markup, set this option to 1 to scale Markups appropriately. | 0 |

Sign Off

Syntax and additional information for the options described are in section ["Sign Off INI Options"](#).

- You can include a background image for a Sign Off markup entity by specifying the path to signoffstamp.bmp in the SIGNOFFFILE INI option.

Sign Off INI Options

All of the following options should be placed in the [MARKUP OPTIONS] header of the INI file:

| Parameter | Description | Default |
|-----------------------------------|---|---|
| SIGNOFFFILE = [path_to_signoffbg] | Specify the full name and path for the background image for the Sign Off markup entity. | signoffstamp.bmp in the <AutoVue installation directory>\bin |

Symbols for Measurements

Syntax and additional information for the options described are in section ["Symbols for Measurements INI Options"](#).

- You can specify comma-separated list unicode symbols to include when creating measurements by setting the SYMBOLLIST INI option.
- You can specify comma-separated list unicode symbols to include when creating angle measurements by setting the ANGLESYMBOLLIST INI option. If you do not specify the symbols in this option, the symbols defined in SYMBOLLIST are displayed.

Symbols for Measurements INI Options

All of the following options should be placed in the [MARKUP OPTIONS] header of the INI file:

| Parameter | Description | Default |
|--|--|---------|
| SYMBOLLIST=[<i>alphanum</i>] | Specify a comma-separated list of symbols (in unicode) for measurements.
Example:
u0398, u2221, u2248. | |
| ANGLESYMBOLLIST=[<i>alphanum</i>] | Specify a comma-separated list of symbols (in unicode) for angle measurements. If not specified and SymbolList is specified, symbols defined in SymbolList are displayed.
Example:
u0398, u2221, u2248. | |
| ARCSSYMBOLLIST=[<i>alphanum</i>] | Specify a comma-separated list of symbols (in unicode) for arc measurements. If not specified and SymbolList is specified, symbols specified in SymbolList are displayed.
Example:
u0398, u2221, u2248 | |
| DISTANCESYMBOLLIST=[<i>alphanum</i>] | Specify a comma-separated list of symbols (in unicode) for distance measurements. If not specified and SymbolList is specified, symbols specified in SymbolList are displayed.
Example:
u0398, u2221, u2248 | |

| Parameter | Description | Default |
|------------------------------------|--|---------|
| AREASYMBOLLIST=[<i>alphanum</i>] | Specify a comma-separated list of symbols (in unicode) for area measurements. If not specified and SymbolList is specified, symbols specified in SymbolList are displayed.
Example:
u0398, u2221, u2248 | |

Stamp Library

A Stamp is a graphical entity, such as a company logo. Before a graphic entity can be used as a stamp, it must be added to a Stamp Library. This section provide information on how you can configure the Stamp Library. Syntax and additional information for the options described are in section ["Stamp Library INI Options"](#).

- You can choose whether or not to allow the stamp library to be edited or deleted by setting the ALLOWSTAMPLIBRARYEDIT INI option.

Stamp Library INI Options

All of the following options should be placed in the [OPTIONS] header of the INI file:

| Parameter | Description | Default |
|-------------------------------|---|---------|
| ALLOWSTAMPLIBRARYEDIT = [0 1] | Specify whether you can edit/delete a stamp library.
Set to 1 to enable editing/deleting of a stamp library.
Set to 0 to disable editing/deleting of a stamp library. | 1 |

Configuration for Printing

AutoVue provides several configuration options for printing. For example, you can configure format-specific printing options (Excel, Microstation, and so on) as well as general printing options (scaling/offset, watermarks, headers/footers, and so on). Many of these options can be configured from the AutoVue user interface.

General Print Attributes

AutoVue provides you options to configure the print area (extents/orientation), color, and paper size. Syntax and additional information for the options described are in section ["General Print Attributes INI Options"](#).

- You can specify whether or not to print the extents of a page, the region currently displayed in the view window, the selected entities in the workspace, or limits (for AutoCAD files only). To do so, you can set the AREA INI option. This option can also be configured from the AutoVue user interface by opening the Print Properties dialog and selecting either **Extents**, **Displayed**, **Limits**, or **Selected** from the Page Area section.
- You can force all colors (except white) in a vector file to print in black and all colors in a raster file to print in grayscale by setting the FORCETOBLACK INI option. This option can also be configured from the AutoVue user interface by opening the Print Properties dialog and then selecting the **Force to black** checkbox.
- You can specify whether to print the image as portrait or landscape by setting the ORIENTATION INI option. This option can also be configured from the AutoVue user interface by opening the Print Properties dialog and selecting either **Portrait** or **Landscape** or **Auto** from the Orientation section.
- You can specify the paper size to print by setting the PAPER NAME INI option. The list of paper sizes available to AutoVue is dependent on the printer being used and is also dependent on the JVM that AutoVue is running on. This option can also be configured from the AutoVue user interface by opening the Print Properties dialog and making a selection from the Paper size list. For a list of standard paper sizes, refer to http://en.wikipedia.org/wiki/Paper_size.
- You can control whether or not to skip blank pages when printing using the SKIPBLANKPAGES INI option. This can also be controlled from the AutoVue user interface by selecting the **Skip Blank Pages** checkbox in the Print Properties dialog.
- You can specify whether or not to print markup notes using the PRINTNOTES INI option. Notes are printed after all the pages of the base document. This can also be controlled from the AutoVue user interface by selecting the **Print Notes** checkbox in the Print Properties dialog.
- You can specify if you want to print each note on a separate page by setting the PRINTONENOTEPEPAGE INI option. This can also be controlled from the AutoVue user interface by selecting the **Print One Note Per Page** checkbox in the Print Properties dialog.
- AutoVue provides an option NATIVEJAVAPRINTING, which on Windows operating systems, will enable/disable using of Windows' native calls. When AutoVue uses Windows' native calls to do the printing, printing performance is improved. Note that auto-orientation is supported when NATIVEJAVAPRINTING is set to 0. When set to 1, auto-orientation is not supported.
- You can force the page layout of a landscape page to be landscape in the print output by setting the SUPPORTLANDSCAPEPRINTING INI option. This can be applied to physical printouts or print to file operations. You can also specify multiple printers. Note that if the specified printers do not support landscape printing, the output may be unusable. Make sure to add only those printers that support landscape printing.
- You can specify whether or not to enable color printing for monochrome images by setting the FULLCOLORPRINTERSUPPORT INI option. By default, this option is disabled as some printers do not support transparent monochrome images.

General Print Attributes INI Options

All of the following options should be placed in the [PRINTOPTIONS] header of the INI file:

| Parameter | Description | Default |
|-----------|-------------|---------|
|-----------|-------------|---------|

| | | |
|------------------------------------|---|---|
| AREA | Indicates if you are printing:
0 - File Extents
1 - Displayed
2 - Selected area
3 - Limits (AutoCAD files only) | 0 |
| FORCETOBLACK = [0 1] | Set to 1 to print all colors (except white) in vector files in black and all colors in raster files as grayscale. | 0 |
| ORIENTATION = [0 1 2] | Set to 0 to print the file in portrait
Set to 1 to print file in landscape.
Set to 2 to print file with auto-orientation. Orientation will be based on the original document's page orientation. | 2 |
| PAPER NAME | Specify the paper size to print to.
Note: Paper-sizes are determined by the printer. For a list of available papers sizes refer to http://en.wikipedia.org/wiki/Paper_size . | |
| SKIPBLANKPAGES=[0 1] | Set to 1 so that blank pages are not printed.
Set to 0 to print all pages (including blank pages are printed) | 0 |
| PRINTNOTES=[0 1] | Set to 1 to print markup notes along with the base document.
Set to 0 to so that markup notes are not printed. | 0 |
| PRINTONENOTEPEPAGE=[0 1] | Set to 1 to restrict printing to one note entity per document page.
Set to 0 to print all markup notes.
PRINTNOTES must be set to 1 for this option to take effect. | 0 |
| UIENABLEPRINTTYPESELECTION = [0 1] | Set to 0 to disable display of the Java Printing checkbox in the Print dialog.
Set to 1 to enable display of the Java Printing checkbox in the Print dialog.
When enabled, users can control whether they want to use Java Printing or Native Printing.
By default, AutoVue uses Java Printing.
Note: It is not recommended to enable this option. | 0 |
| HIGHRESOLUTION = [0 1] | Set to 1 to print in high resolution (native printing)
Set to 0 to disable option and print using Java printing (client-side printing).
We recommend that you do not enable this option. We recommend that you use the default, which is Java printing (client-side printing) | 0 |
| NATIVEJAVAPRINTING=[0 1] | Specify whether to use native Java graphics when printing on Windows OSes.
Set to 0 to use AutoVue's customized printing. This provides better performance and uses Windows' API calls instead of native Java calls.
Set to 1 to use native Java printing. | 0 |

All of the following options should be placed in the **[OPTIONS]** header of the INI file:

| Parameter | Description | Default |
|-----------|-------------|---------|
|-----------|-------------|---------|

| | | |
|--|---|------|
| FULLCOLORPRINTERSUPPORT=[0 1] | <p>Enable color printing for some monochrome images.</p> <p>Set to 0: Default AutoVue behavior; where some transparent monochrome images are not printed in color due to some printers that do not fully support transparency.</p> <p>Set to 1: Enables certain monochrome images to be printed in color with color printers. This flag should not be set by default because it has some drawbacks and may cause some problems on some printers.</p> <p>Enabling option 1 could cause a decrease in performance:</p> <ul style="list-style-type: none"> The spool size is much larger because there is 8 to 24 times more information sent to the printer. Not all printers support image transparency and using them with this option may yield incorrect results. | 0 |
| SUPPORTLANDSCAPEPRINTING=[AUTO OFF <i>printer1 name; printer2 name;...</i>] | <p>Specifies whether the page layout of a landscape page should be landscape in the print output.</p> <p>AUTO: When printing to a file printer, page layout for a landscape output is forced to landscape.</p> <p>OFF: Does not force the layout for landscape outputs.</p> <p><i>printer name</i>: Forces layouts for landscape pages to be landscape for specified printer drivers. You can specify multiple printers in a semi-colon (;) separated list.</p> <p>Note: If the specified printers do not support landscape printing, the output may be unusable. As a result, only add printers that support landscape printing.</p> | AUTO |
| NOWINARCS=[0 1] | <p>Set to 1 so that Windows graphics device interface (GDI) functions are not used to draw arcs.</p> <p>Set to 0 so that Windows renders the arcs. This option is used for some HP print drivers that do not properly render arcs and circles.</p> | 0 |

Printing Range

Syntax and additional information for the options described are in section ["Printing Range INI Options"](#).

- You can control whether to print all pages, the current page, or a certain page range by setting the PAGES INI option. This option can also be configured from the AutoVue user interface by opening the Print Properties dialog and making a selection from the Document Pages section.
- You can control which page to start printing from by setting the FROMPAGE INI option. This option can also be configured from the AutoVue user interface by opening the Print Properties dialog, selecting **Range**, and then entering the starting page number in the **From** field. This option can also be configured from the AutoVue user interface by opening the Print Properties dialog, selecting **Range** and then entering a page number in the **From** field.
- You can specify the ending page number of the print range by setting the TOPAGE INI option. This option can also be configured from the AutoVue user interface by opening the Print Properties dialog, selecting **Range**, and then entering the a page number in the **To** field.

Printing Range INI Options

All of the following options should be placed in the [PRINTOPTIONS] header of the INI file:

| Parameter | Description | Default |
|------------------|--|---------|
| FROMPAGE = [num] | Indicates the starting page number of the print range. | |
| TOPAGE = [num] | Indicates the ending page number of the print range. | |

| | | |
|-----------------|--------------------------------|---|
| PAGES = [0 1 2] | Indicates if you want to print | 1 |
| | 0 - All Pages | |
| | 1 - Current Page | |
| | 2 - Page Range | |

Scaling/Offset

Syntax and additional information for the options described are in section ["Scaling/Offset INI Options"](#).

- You can control how the image can be scaled by setting the SCALING INI option. You can select Fit to Page, Scale Factor or Scale Percentage. This option can also be configured from the AutoVue user interface by opening the Print Properties dialog and making a selected **Fit to page**, **Scale**, or **Factor** from the Scaling section.
- You can specify the location of the drawing on a print out with respect to the page boundary by setting the OFFSETTYPE INI option. You have the option to set a customized or predefined offset (top left, center, and so on). This option can also be configured from the AutoVue user interface by opening the Print Properties dialog and making a selection from the Alignment/Offset list.
- If the SCALING INI option is set to either Scale Factor or Scale Percentage, you can specify the offset value (in inches) along the X-axis by setting the CUSTOMOFFSETX INI option. This option can also be configured from the AutoVue user interface by opening the Print Properties dialog and entering the offset value in the **X** field of the Alignment/Offset section.
- If the SCALING INI option is set to either Scale Factor or Scale Percentage, you can specify the offset value (in inches) along the Y-axis by setting the CUSTOMOFFSETY INI option. This option can also be configured from the AutoVue user interface by opening the Print Properties dialog and entering the offset value in the **Y** field of the Alignment/Offset section.
- If the SCALING INI option is set to Scale Factor, then you can specify how many drawing units (FACTOR1) should map to how many inches (FACTOR2) in the print output. the number of drawing units for the scaling factor by setting the FACTOR1 INI option. These options can also be configured from the AutoVue user interface by opening the Print Properties dialog, selecting **Factor** and then entering a value in the **Drawing units per** field and **Inch** field.
- When the scaling option selected in SCALING causes single page to span over several pages, you can choose to limit the output to one printer page by setting the LIMITTOONEPRINTERPAGE INI option. This option can also be configured from the AutoVue user interface by opening the Print Properties dialog and selecting the **Output a single page** checkbox.
- If the SCALING INI option is set to scaling percentage, you can specify the percentage by setting the SCALE INI option. This option can also be configured from the AutoVue user interface by opening the Print Properties dialog and selecting a percentage from the Scale list.
- You can specify the scaling factor units by setting the UNITS INI option.
- If the scaling settings generate an output for a single page that spans multiple pages, AutoVue lets you control if you would like to limit the printing or if you would like output to fit to a single page. INI option TILELIMIT lets you set a soft limit or a hard limit. When set to a soft limit, if the number of output pages exceeds the limit, AutoVue prompts if the user wants to print all the pages. When set to a hard limit, if the number of output pages exceeds the limit, AutoVue prints the page as fit to page.

Scaling/Offset INI Options

All of the following options should be placed in the [PRINTOPTIONS] header of the INI file:

| Parameter | Description | Default |
|-------------------|--|---------|
| SCALING = [0 1 2] | Specify the scaling factor:
0 - fit
1 - scaling factor
2 - scaling percentage | 0 |

| | | |
|--------------------------------|--|-----|
| CUSTOMOFFSETX = [num] | If SCALING is set to 1 or 2 then you can specify the offset value (in inches) along the X-axis. | 0 |
| CUSTOMOFFSETY = [num] | If SCALING is set to 1 or 2 , then you can specify the offset value (in inches) along the Y-axis. | 0 |
| FACTOR1 = [num] | If SCALING = 1 , specifies the number of pixels for the scaling factor. | |
| FACTOR2 = [num] | If SCALING = 1 , specifies the number of units to which the specified number of pixels are scaled. | |
| LIMITTOONEPRINTER PAGE = [0 1] | If 1 , limits output to one printer page when the scaling options selected causes a single page to span over several pages. | 0 |
| OFFSETTYPE = [0-9] | Specify the location of the drawing with respect to the page boundary when printing.

Possible values:
0 : Custom—To set a custom offset type, you must also set the values for SCALING to 1 or 2 , and then assign values for CUSTOMOFFSETX and CUSTOMOFFSETY . See the respective INI options for more information.
1 : Top Left
2 : Top Center
3 : Top Right
4 : Middle Left
5 : Center Center
6 : Middle Right
7 : Bottom Left
8 : Bottom Center
9 : Bottom Right | 0 |
| SCALE = [percentage] | If scaling = 2 , specifies the percentage to which the image is scaled. | |
| UNITS = [1 0 2] | Specify the scaling factor units:
0 - pixels
1 - inches
2 - millimeters | 1 |
| TILELIMIT=[-n n] | If a single page of a drawing generates an output that exceeds the value specified by n, AutoVue does one of following:
When value is a negative number (soft limit), AutoVue prompts if the user wants to continue to print all pages of the drawing.
When set to a positive number (hard limit), AutoVue prints the page as fit to page. | -32 |

Excel Print Settings

Syntax and additional information for the options described are in section ["Excel Print INI Options"](#).

- When printing Excel documents, AutoVue provides an option **USEFILESETTINGS** to specify whether or not to print the file based on the print settings saved in the file. You can also enable this from the AutoVue user interface from the Native Settings (from file) check box in AutoVue's print dialog.
There are some nuances to AutoVue's support of saved Excel print settings:
 - Excel calculates row and column widths based on the default font set in the file. On different printers, these calculations can differ and as a result Excel prints differently on different machines. AutoVue attempts to match Excel behavior, but may still differ slightly from Excel in terms of page breaks, line breaks, column widths or row heights. See <http://support.microsoft.com/kb/214394/en-us> and <http://support.microsoft.com/kb/214278> for more information.

- AutoVue does not support Excel's "Print Area" settings for Excel files of versions 95 and below.
- When "Native Settings (from file)" is enabled in the Print dialog, some of AutoVue's printing abilities are not available. These are:
 - Headers and footers
 - Scaling Settings (Fit to page, Scale, Factor)
 - Orientation settings
 - Margin settings
 - Alignment/Offset settings
 - Page area settings
 - Print Row and Column Headers
 - Paper size selection
- When Excel's print settings uses a paper size that is not supported by the printer that is installed on the AutoVue, AutoVue defaults to Letter size.
- Excel has an option called *Scale content for A4 or 8.5x11 paper sizes*. When enabled, Excel chooses to print to A4 even if you specify Letter or vice versa. Excel also automatically scales the drawing to the paper size it chooses. AutoVue, however, always prints to the setting saved in the Excel document and ignores the Scale content for A4 or 8.5x11 paper sizes option. See <http://support.microsoft.com/kb/284867> for additional information for this option.
- When printing Excel spreadsheets, you can control whether to print column headers and rows by setting the SSNOPRINTCOLHEADERS INI option. This option only applies to Excel files. This option can also be configured from the AutoVue user interface by opening the Print Properties dialog and selecting/deselecting the **Print Row Headers** and **Print Column Headers**.
- AutoVue supports only the 'Normal' view in MS Excel application. Therefore, headers and footers which are displayed in the 'Page layout' view in MS Excel will not be displayed in AutoVue. In order to enable printing of these headers and footers, select **Native Print Settings** from the Print dialog. This will also enable several other print options such as print areas, scaling and page orientation. If you only wish to enable the headers, you can launch AutoVue's print dialog and select the Headers/Footers Tab. Enter %F in the headers or footers in the appropriate sections (Left or Center or Right). Images are not supported in header/footers.

Excel Print INI Options

All of the following options should be placed in the [PRINTOPTIONS] header of the INI file:

| Parameter | Description | Default |
|-----------------------------|---|---------|
| USEFILESETTINGS= [0 1] | Set to 1 so that AutoVue prints using the print settings as saved in the Excel file.
Set to 0 so that native print settings are not used. You can control how the file is printed by using AutoVue's print settings. | 0 |
| SSNOPRINTCOLHEADERS = [0 1] | If 1 , row and column headers are not printed for spreadsheet formats. | 0 |

Microstation Print Settings

Syntax and additional information for the options described are in section ["Microstation Print INI Options"](#).

- You specify the mapping of MicroStation line weights to line thickness on paper by setting the THICKNESSSCALE INI option. You can get this from the MicroStation configuration file, attribute weight_strokes. This option only applies to MicroStation files.
- You can specify the units to use for the THICKNESSSCALE option by setting the THICKNESSSCALEUNITS INI option. This option only applies to MicroStation files and when THICKNESSSCALE is set.

Microstation Print INI Options

All of the following options should be placed in the **[PRINTOPTIONS]** header of the INI file:

| Parameter | Description | Default |
|---|---|---------|
| THICKNESSSCALE =
[thickness1, thickness2, ..., thicknessN] | Specify the mapping of MicroStation line weights to line thickness on paper. You can get this from the MicroStation configuration file, attribute weight_strokes.
Example:
ThicknessScale = 0.250, 0.375, 0.500, 0.625, 0.750, 0.875, 1.000, 1.125, 1.250, 1.375, 1.500, 1.625, 1.750, 1.875, 2.000, 2.125, 2.250, 2.375, 2.500, 2.625, 2.750, 2.875, 3.000, 3.125, 3.250, 3.375, 3.500, 3.625, 3.750, 3.875, 4.000, 4.125 | |
| THICKNESSSCALEUNITS =
[mm inch dot] | Specify the unit to use for the thickness scale.
Option only applies to MicroStation files when ThicknessScale is set. | |

Printing Resolution

Syntax and additional information for the options described are in section ["Printing Resolution INI Options"](#).

- When using Enhanced Metafile (EMF) generation for Java and native printing, you can control the maximum printer DPI by specifying the MAXPRINTERDPI INI option. This is typically needed when printing to PDF. PDF typically is 1200 dpi and the default value for this setting is 600 dpi. Setting this option to a higher value may result in large output file sizes.
- You can specify the size of one printing band in megabytes (MB) to request from AutoVue by setting the PRINTBANDSIZE INI option. If there is insufficient memory when printing, this can be set to a smaller value. It is not recommended to modify this option.
- You can specify the DPI for java printing by setting the PRINTINGDPI INI option. Setting this value affects the size of the image that is sent to the printer graphics. If output quality is not good, this setting can be set to a higher DPI.
- You can control whether or not to enable bi-cubic interpolation rendering of the image, when printing 3D models, by setting the PRINTWITHBICUBICINTERPOLATION INI option. This option can be used to increase the perceived quality of the print output by applying interpolation.

Printing Resolution INI Options

All of the following options should be placed in the **[OPTIONS]** header of the INI file:

| | | |
|--|---|-----|
| MAXPRINTERDPI =
[DPI value] | Specify the maximum printer DPI to use for Enhanced Metafile (EMF) generation for Java and native printing (used to minimize EMF size if needed). | 600 |
| PRINTBANDSIZE =
[Band size value in MB] | Specify the size of one printing band for requesting from AutoVue in megabytes (MB).
If an image sent to the printer is estimated to be too large, then the generated images are banded.
It is not recommended to modify this option. | 5.0 |
| PRINTINGDPI = [DPI] | Specify the DPI to use. This value affects the size of the image that is sent to the printer graphics. | 144 |

| | | |
|---------------------------------------|---|---|
| PRINTWITHBICUBICINTERPOLATION = <0 1> | Specify whether to enable bi-cubic interpolation rendering of the image when printing 3D models.
Set to 1 to enable bi-cubic interpolation rendering. Print quality is improved but performance might be reduced.
Set to 0 to disable bi-cubic interpolation rendering. | 1 |
|---------------------------------------|---|---|

EMF Generation

There are two methods to generate Enhanced Metafiles (EMF) on the server: rendering directly to EMF device context (DC) or rendering using an intermediate banded device-independent bitmap (DIB) images. Syntax and additional information for the options described are in section ["EMF Generation INI Options"](#).

- You can control whether to use EMF DC or banded DIB images for document files by setting the DOCDIRECTRENDER INI option. If this option is set to 0, the document is first rendered to a backing bitmap and the bitmap is then placed in the EMF. By default, EMF is used. It is not recommended to modify this option.
- You can control whether to use EMF DC or banded DIB images for vector files by setting the VECDIRECTRENDER INI option. This only applies when native printing is used. If printing in default mode is incorrect, you can set this option to use DIB images. It is not recommended to change this option.
- When banded DIB images is selected in VECDIRECTRENDER, you can specify the threshold in KB by setting the DIRECTRENDERLIMIT INI option. This option affects vector and spreadsheet formats when doing native printing. AutoVue uses this option when printing very large files. It is not recommended to modify this option.
- When banded EMF DC is selected in VECDIRECTRENDER, you can control whether or not to use it directly when a vector file contains transparent overlays by setting the TROVLDIRECTRENDER INI option. This option affects vector formats when doing native printing. This option can be changed if users are not able to print transparent objects correctly.

EMF Generation INI Options

All of the following options should be placed in the [OPTIONS] header of the INI file:

| Parameter | Description | Default |
|----------------------------------|---|---------|
| DOCDIRECTRENDER = [0 1] | Controls whether EMF DC is used directly for document files.
Set to 0 so that banded DIB images are used.
Set to 1 so that EMF DC is used.
It is not recommended to modify this option. | 1 |
| VECDIRECTRENDER = [0 1] | Controls whether EMF DC is directory for vector files.
Set to 0 so that banded DIB images are used.
Set to 1 so that additional checks are performed to determine which method to use.
It is not recommended to modify this option. | 1 |
| DIRECTRENDERLIMIT = [Size in KB] | Specify the threshold in KB when to use DIB images if the estimated page size is too large. This option affects vector and spreadsheet formats.
It is not recommended to modify this option. | 30720KB |
| TROVLDIRECTRENDER = [0 1] | Controls whether EMF DC is used directly when a vector file contains transparent overlays.
Set to 0 to disable this option.
Set to 1 to enable this option.
Note: This option is enabled in order to have a safe fallback after disabling check for transparent overlays. | 1 |

Watermarks

Syntax and additional information for the options described are in section ["Watermarks INI Options"](#).

- You can specify the font used for the printed watermark text by setting the FONTNAME INI option. This option can also be configured from the AutoVue user interface. To do so, open the Print Properties dialog, select the Watermark tab, click **Set Font**, and then select a font from the Font dialog.
- You can specify the font size for the watermark text by setting the FONTSIZE INI option. This option can also be configured from the AutoVue user interface. To do so, open the Print Properties dialog, select the Watermark tab, click **Set Font**, and then select a font size from the Font dialog.
- You can select the font style to use for the watermark text by setting the FONTSTYLE INI option. This option can also be configured from the AutoVue user interface. To do so, open the Print Properties dialog, select the Watermark tab, click **Set Font**, and select either **Bold** or **Italic**.
- You can specify the text to be printed as a watermark with the TEXT INI option. This option can also be configured from the AutoVue user interface. To do so, open the Print Properties dialog, select the Watermark tab, and then enter the text to be printed in the Watermark Text field.
- You can select the orientation of the watermark (diagonal, horizontal, or vertical) by setting the ORIENTATION INI option. This option can also be configured from the AutoVue user interface. To do so, open the Print Properties dialog, select the Watermark tab, and then select the orientation.
- You can control whether or not the user is able to edit entries for the watermark in the Print Properties dialog by setting the DISABLEWATERMARK INI option.

Watermarks Codes and Predefined Values

The following is a list of pre-defined codes that are available with AutoVue that can be inserted for Watermarks.

| Codes | Description |
|-------|--|
| %f | Displays the full path of document. |
| %v | Displays the document drive. |
| %d | Displays the document directory. |
| %b | Displays the base document's name. |
| %e | Displays the document file extension. |
| %n | Displays the total document pages. |
| %p | Displays the current page number. |
| %N | Displays the total tiled-pages. |
| %P | Displays the current tile number. |
| %Y | Displays the current year (date). |
| %M | Displays the current month (date). |
| %D | Displays the current day (date). |
| %W | Displays the current day of the week (date). |
| %H | Displays the current hour (time). |
| %U | Displays the current minute (time). |
| %S | Displays the current seconds (time). |
| %r | New line. |
| %F | Headers/footers defined in excel files. |

Additional variables that are retrieved from the JVM are available to insert as Watermarks.

Watermarks INI Options

All of the following options should be placed in the **[PRINTWATERMARK]** header of the INI file:

| Parameter | Description | Default |
|---------------------|---|---------|
| FONTNAME | Specify the font used for the printed Watermark text | |
| FONTSIZE | Specify the font size for Watermark text | |
| FONTSTYLE = [2 1 0] | Specify the font style used for Watermark text.
0 - Regular
1 - Bold
2 - Italic | 2 |
| TEXT | Specify the text to be printed as a watermark. For carriage returns enter %r. | |

| | |
|------------------------|--|
| ORIENTATION = [0 1 2] | Specify if the watermark should be:
0 - Diagonal
1 - Horizontal
2 - Vertical |
| DISABLEWATERMARK=[0 1] | When set to 1 , user will not be able to edit entries for watermark in the print properties dialog box (for both print and print preview). Option goes under section [PRINTOPTIONS] in the INI File. |

Headers/Footers

Syntax and additional information for the options described are in section ["Headers/Footers INI Options"](#).

- You can specify the font to use for the printed Header/Footer strings by setting the FONTNAME INI option. This option can also be configured from the AutoVue user interface. To do so, open the Print Properties dialog, select the Headers/Footers tab, and then select a font from the Font dialog.
- You can specify the text for the center header by specifying the TOPCENTERTEXT INI option. This option can also be configured from the AutoVue user interface. To do so, open the Print Properties dialog, select the Headers/Footers tab, and then enter the text in the Center field of the Headers section.
- You can specify the text for the left header by specifying the TOPLEFTTEXT INI option. This option can also be configured from the AutoVue user interface. To do so, open the Print Properties dialog, select the Headers/Footers tab, and then enter the text in the Left field of the Headers section.
- You can specify the text for the right header by specifying the TOPRIGHTTEXT INI option. This option can also be configured from the AutoVue user interface. To do so, open the Print Properties dialog, select the Headers/Footers tab, and then enter the text in the Right field of the Headers section.
- You can specify the text for the center footer by specifying the BOTTOMCENTERTEXT INI option. This option can also be configured from the AutoVue user interface. To do so, open the Print Properties dialog, select the Headers/Footers tab, and then enter the text in the Center field of the Footers section.
- You can specify the text for the left footer by specifying the BOTTOMLEFTTEXT INI option. This option can also be configured from the AutoVue user interface. To do so, open the Print Properties dialog, select the Headers/Footers tab, and then enter the text in the Left field of the Footers section.
- You can specify the text for the right footer by specifying the BOTTOMRIGHTTEXT INI option. This option can also be configured from the AutoVue user interface. To do so, open the Print Properties dialog, select the Headers/Footers tab, and then enter the text in the Right field of the Footers section.
- You can control whether or not the user is able to edit entries for the headers/footers in the Print Properties dialog by setting the DISABLEHEADERS INI option.

Headers/Footers Codes and Predefined Values

The following is a list of pre-defined codes that are available with AutoVue that can be inserted for headers/footers.

| Codes | Description |
|-------|---------------------------------------|
| %f | Displays the full path of document. |
| %v | Displays the document drive. |
| %d | Displays the document directory. |
| %b | Displays the base document's name. |
| %e | Displays the document file extension. |
| %n | Displays the total document pages. |

| Codes | Description |
|-------|--|
| %p | Displays the current page number. |
| %N | Displays the total tiled-pages. |
| %P | Displays the current tile number. |
| %Y | Displays the current year (date). |
| %M | Displays the current month (date). |
| %D | Displays the current day (date). |
| %W | Displays the current day of the week (date). |
| %H | Displays the current hour (time). |
| %Ue | Displays the current minute (time). |
| %S | Displays the current seconds (time). |
| %r | New line. |
| %F | Headers/footers as saved in Excel files. |

Additional variables that are retrieved from the JVM are available to insert into headers/footers.

Headers/Footers INI Options

All of the following options should be placed in the **[PRINTHEADERS]** header of the INI file

| Parameter | Description | Default |
|------------------|---|---------|
| FONTNAME | Specify the font used for the printed Header/Footer strings. | |
| TOPCENTERTEXT | Specify the text for the center header. For carriage returns, enter %r. | |
| TOPLEFTTEXT | Specify the text for the left header. For carriage returns, enter %r. | |
| TOPRIGHTTEXT | Specify the text for the right header. For carriage returns, enter %r. | |
| BOTTOMCENTERTEXT | Specify the text for the center footer. For carriage returns, enter %r. | |
| BOTTOMLEFTTEXT | Specify the text for the left footer. For carriage returns, enter %r. | |
| BOTTOMRIGHTTEXT | Specify the text for the right footer. For carriage returns, enter %r. | |

All of the following options should be placed in the **[PRINTOPTIONS]** header of the INI file

| Parameter | Description | Default |
|----------------------|--|---------|
| DISABLEHEADERS=[0 1] | When set to 1 , user will not be able to edit entries for headers or footers in the print properties dialog box (for both print and print preview). | 0 |

Print Margins

Syntax and additional information for the options described are in section ["Print Margins INI Options"](#).

- You can specify the bottom print margin by setting the BOTTOM INI option. This option can also be configured from the AutoVue user interface. To do so, open the Print Properties dialog, select the Margins tab, and then specify the bottom margin in the Bottom field.
- You can specify the left print margin by setting the LEFT INI option. This option can also be configured from the AutoVue user interface. To do so, open the Print Properties dialog, select the Margins tab, and then specify the bottom margin in the Left field.
- You can specify the right print margin by setting the RIGHT INI option. This option can also be configured from the AutoVue user interface. To do so, open the Print Properties dialog, select the Margins tab, and then specify the bottom margin in the Right field.
- You can specify the top print margin by setting the TOP INI option. This option can also be configured from the AutoVue user interface. To do so, open the Print Properties dialog, select the Margins tab, and then specify the bottom margin in the Top field.
- You can specify the units for the margin (pixels, inches, or millimeters) by setting the UNITS INI option. This option can also be configured from the AutoVue user interface. To do so, open the Print Properties dialog, select the Margins tab, and then make a selection from the Units list.

Print Margins INI Options

All of the following options should be placed in the **[PRINTMARGINS]** header of the INI file:

| Parameter | Description | Default |
|----------------|--|---------|
| BOTTOM=<value> | Specify the bottom margin. | 0.25 |
| LEFT=<value> | Specify the left margin. | 0.25 |
| RIGHT=<value> | Specify the right margin. | 0.25 |
| TOP=<value> | Specify the top margin. | 0.25 |
| UNITS=[0 1 2] | Specify units for the margin:
0 - pixels
1 - inches
2 - millimeters | 0 |

Pen Settings

Syntax and additional information for the options described are in section ["Pen Settings INI Options"](#).

- You can specify the units (inches or millimeters) for the pen settings in the UNITS INI option. This option can also be configured from the AutoVue user interface. To do so, open the Print Properties dialog, select the Pen Settings tab, and then make a selection from the Units list.
- You can define different pen settings (PEN/*n*], where *n* ≥ 0) in the SELECTEDPEN INI option. These define pen setting are then used in the PEN/*n*] INI option.
- You can specify the pen name and mapping of the pen index and thickness by setting the PEN[*n*] INI option, where PEN[*n*] are the pen settings define in SELECTEDPEN.

Pen Settings INI Options

All of the following options should be placed in the **[PENSETTINGS]** header of the INI file:

| Parameter | Description | Default |
|-----------|-------------|---------|
|-----------|-------------|---------|

| | | |
|---|--|---|
| UNITS=[0 1] | Specify units for the pen settings:
0 - inches
1 - millimeters | 0 |
| SELECTEDPEN=[<i>pen name</i>] | The active pen setting. Pen mappings are defined in INI options
PEN<n> , where n starts from 0 .
Note: You can define as many pen settings as you wish. | |
| PEN<n>=[<penname>,
n1=<thickness>,
n2=<thickness>.....] | Specify the pen name and a mapping of pen index and thickness.
Thickness value is in inches.
Note: The pen color mapping is format dependent.
AutoCAD - The pen-color mapping uses the AutoCAD color palette.
You cannot modify the mapping.
HPGL - The pen-color mapping is defined in hpglcol.tbl and can be modified by the user.
ME10 - The pen-color mapping is defined in me10col.tbl and can be modified by the user.
DWF - The pen-color mapping is defined in dwfcol.tbl and can be modified by the user.
Microstation drawings - The pen-color mapping is shipped in a binary file, color.tbl. This mapping file can be modified using Microstation.
The mapping files are located at <AutoVue Installation Directory>\bin. | |

Configuration for Conversion

AutoVue provides several configuration options for conversion. Many of these options can be configured from the AutoVue user interface.

General Conversion Attributes

AutoVue provides you options to configure the convert area (extents/display), pen color, and output size. The converted output primarily consists of the file display. As a result, hyperlinks, bookmarks and other such entities are not expected to work in the converted output. Syntax and additional information for the options described are in section ["General Conversion INI Options"](#).

- You can choose which format to convert to using the CONVERTTO INI option. If an output format supports sub-formats, you can choose the sub-format using the CONVERTTOSUB INI option. These can also be controlled from the AutoVue user interface from the **Convert** dialog, section **Convert to format**.
 - Supported output formats are TIFF, Windows Bitmap, RLC, CALS GP4, Encapsulated Postscript (raster), PCL, PCX Bitmap and PDF for 2D formats. For 3D formats, in addition to the 2D formats, AutoVue supports conversion to Stereolithography and VRML formats.
 - Conversion to PDF format requires that the AutoVue Document Converter is installed with the AutoVue. This is normally installed as part of the AutoVue installation.
 - Conversion to PDF is not supported for 3D models.
 - When converting to TIFF and PDF, AutoVue provides the option to convert all pages. For other formats, AutoVue only converts the current page.
 - When converting to PDF, AutoVue does not provide any scaling or size options.
- You can control whether to convert all pages, the current page, or a certain page range by setting the PAGES INI option. When you want to convert a range, you can set the FROMPAGE and TOPAGE INI options to specify the range of pages to convert. These can also be configured from the AutoVue user interface by opening the **Convert** dialog and making a selection from the **Document Pages** section.
- You can specify whether or not to convert the extents of a page, the region currently displayed in the view window or for 3D, the selected entities in the workspace. To do so, you can set the CONVERTAREA INI option. This option can also be configured from the AutoVue user interface by opening the Convert dialog and selecting either **Extents**, **Displayed** or **Selected** from the Page Area section.
- You can control how to scale the output image by setting the SCALING INI option. You can select Fit to Page, Scale Factor or Scale Percentage. This option can also be configured from the AutoVue user interface by opening the **Convert** dialog and making a selected **Fit to page**, **Scale**, or **Factor** from the Scaling section.
 - If you want to scale the output drawing, you can specify the scaling percentage by setting the SCALINGFACTOR INI option. This option can also be configured from the AutoVue user interface by opening the Convert dialog and selecting a percentage from the Scale list.
 - When converting to raster formats, you can specify the size of the output size by setting the INI option RASTEROUTSIZE. You can specify the dpi for the output image by setting the RASTERDPI INI option. These can also be configured from the AutoVue user interface by opening the Convert dialog and specifying the size in the X and Y fields and the dpi in the DPI field.
- Specify where the output file should be saved using the OUTPUTDIR INI option. This can also be configured from the AutoVue user interface from the Convert dialog.
- When converting to STL, you can specify whether or not to enable positive triangulation by setting the POSITIVE_TRIANGULATION INI option. This can also be done from the AutoVue user interface by setting the Positive Triangle Values checkbox in the Convert dialog.
- When converting to STL, you can control the density of the generated mesh by setting the EXPORTTESSELLATIONTOL INI option.

General Conversion INI Options

All of the following options should be placed in the [OUTPUT OPTIONS] header of the INI file:

| Parameter | Description | Default |
|--|--|---------|
| CONVERTTO=[PCRS_BMP
PCRS_TIF PCRS_GP4 PCRS_
EPS PCRS_PCL PCRS_PCX P
CRS_RLC PC3D_STL PC3D_
VRML PCVC_PDF] | Specify the output format.
Raster Output Formats:
PCRS_BMP - Windows Bitmap format
PCRS_TIF - TIFF format
PCRS_GP4 - CALS GP4
PCRS_EPS - Encapsulated postscript (Raster)
PCRS_PCL - HP Laserjet Printer (PCL)
PCRS_PCX - PCX Bitmap
PCRS_RLC - Run-length RLC
3D Output Formats:
PC3D_STL - Stereolithography
PC3D_VRML - VRML
PDF Format:
PCVC_PDF - PDF | TIFF |
| CONVERTTOSUB= | Specify the sub-format of the output format.
When converting to TIFF, possible values are:
0 - Uncompressed
1 - Packbits
2 - Fax III
3 - Fax IV
When converting to PCL, possible values are:
0 - 75 dpi
1 - 150 dpi
2 - 300 DPI
When converting to STL, possible values are:
0 - ASCII
1 - Binary | |
| CONVERTAREA | Indicates if you are converting:
0 - File Extents
1 - Displayed
2 - Selected area | 0 |
| PAGES = [0 1 2] | Indicates if you want to convert
0 - All Pages
1 - Current Page
2 - Page Range | 1 |
| FROMPAGE = [num] | Indicates the starting page number of the convert range. | |
| TOPAGE = [num] | Indicates the ending page number of the convert range. | |
| SCALING = [0 1 2] | Specify the scaling factor:
0 - specify an output size
1 - scaling percentage | 0 |
| SCALINGFACTOR = [percentage] | If scaling = 1 , specifies the percentage to which the image is scaled. | |
| RASTEROUTSIZE=<x-valueXy-value> | Specify the size for the output raster image (in pixels).
Example: RASTEROUTSIZE=640X480 | |
| RASTERDPI=<dpi-value> | Specify the dpi for the output raster image. | |

| | | |
|-----------------------------------|--|---|
| OUTPUTDIR=<path> | Specify where the converted outputs should be saved. | |
| EXPORTTESSELLATIONTO
L=[val] | Control the mesh density when converting to 3D STL. Meshes are more dense if tolerance value is smaller.
Note: Val can be 0.01, 0.005, 0.001, 0.0001 | 0 |
| POSITIVE_TRIANGULATION
N=[0 1] | Specify whether to use positive triangulation when converting to 3D STL.
1 - Enable positive triangulation
0 - Use normal triangulation | 0 |

Pen Settings

You can map a color index (or a pen) to a thickness when doing a conversion using AutoVue. Syntax and additional information for the options described are in section ["Pen Settings INI Options"](#).

Note: The pen color mapping is format dependent.

- Using the PEN n option, you define different pen settings and map a pen to a color index. This option can also be configured from the AutoVue user interface. To do so, open the Convert dialog, select the Pen Settings button, and then define the pen settings.
- Using the SELECTEDPEN INI option, you can specify which pen PEN n setting to use for the conversion.

Pen Settings INI Options

All of the following options should be placed in the [CONVERTPENSETTINGS] header of the INI file:

| Parameter | Description | Default |
|---|--|---------|
| UNITS=[0 1] | Specify units for the pen settings:
0 - inches
1 - millimeters | 0 |
| PEN< n >=[<penname>,
n1=<thickness>,
n2=<thickness>,...,] | Using the PEN< n > option, specify a pen name and a mapping of pen index and thickness (in inches), where n starts from 0.
Note: You can define as many pen settings as you wish. | |
| SELECTEDPEN=[pen name] | The active pen setting. Pen mappings are defined in INI options PEN< n >. | |

Configuration for Overlays

When working with 2D files, you can overlay other files over the current active file. AutoVue provides configuration options for overlays.

General Overlay Attributes

AutoVue provides you options to configure how to display and scale overlays. Syntax and additional information for the options described are in section ["General Overlay INI Options"](#).

- You can specify whether the overlay should be scaled based on its file units or based on the extents of the file on which the overlay is added using the INI option MATCHEXTENTS.
- When loading files containing overlays, you can specify if the WMF overlay should be converted to EMF or should be rendered as is using INI option CONVERTWMFTOEMF.

General Overlay INI Options

All of the following option should be placed in the **[OVERLAY OPTIONS]** header of the INI file:

| Parameter | Description | Default |
|----------------------|--|---------|
| MATCHEXTENTS = [0 1] | Specify how to scale the overlay.
Set to 1 so that the overlay is scaled based on the current file extent.
Set to 0 so that the overlay is scaled based on file units. | 1 |

All of the following option should be placed in the **[OPTIONS]** header of the INI file:

| Parameter | Description | Default |
|---------------------------|--|--------------------------------|
| CONVERTWMFTOEMF = [0 1 2] | Specify if the WMF should be converted to EMF. This is option is useful when troubleshooting display issues with WMF.
Set to 0 to not convert WMF overlays to EMF. Set this value when progressive loading is desired.
Set to 1 to convert WMF overlays to EMF. Set this value if enhanced functionality such as rotate and mirroring is required.
Set to 2 to use the default behavior of the format handler.
When AutoVue server is running on Linux, this option is set to a default of 0. | 2 (on Windows)
0 (on Linux) |

Feedback

If you have any questions or require support for AutoVue please contact your system administrator.

If at any time you have questions or concerns regarding AutoVue, call or e-mail us.

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