

***AutoVue***  
***Web Version 19.3.2***  
***Installation and Administration Manual***

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## **Feedback**

If you have any questions or require support for AutoVue please contact your system administrator. Some customization and maintenance must be done on the server and cannot be implemented on the client machine. If the administrator is unable to resolve the issue, please contact Oracle Corp.

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

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## **Customer Support**

**Web Site:** <http://www.oracle.com/support/index.html>



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# **Introduction**

Oracle's AutoVue Enterprise Visualization is the industry leading solution for viewing, reviewing, and collaborating on technical documents and information across the enterprise. The Web version of AutoVue delivers industrial-strength, Web-based viewing, markup, real-time collaboration and back office integration capabilities; connecting people, information and processes in a secure, efficient and flexible manner. Organizations can extend the reach of technical information to a broader set of enterprise users and optimize internal business processes, driving innovation, operational efficiency and business excellence.

**Note:** All file paths presented in this manual assume Windows files paths (for example, \bin\Profiles). As a result, you must handle UNIX paths appropriately (for example, /bin/Profiles).

# **Main Features**

## **Zero Maintenance**

AutoVue Web Version leverages JAVA's applet technology for rapid deployment in browser environments. The zero-administration client provides automatic installation, and is transparent to the user. Furthermore, if a new version of the software is installed on the server, the client browser automatically detects the new version and downloads the applet.

## **Server Scalability and Clustering**

AutoVue Web Version is designed to provide server scalability to support a growing number of users. If there is an increase in the numbers of users, additional servers can simply be added. This can be done online without interrupting service. Accommodating additional users is simply a matter of monitoring AutoVue server load and adding more servers, if necessary. The load is efficiently balanced across the AutoVue server cluster. Increasing the capacity may be as simple as adding one more machine, making it a cost and resource efficient way to accommodate growth.

## **Accurate and Streamed Rendering**

During the viewing process, documents available for viewing are rendered on the server(s) and an intelligent and displayable data stream is delivered to the client. In this manner, AutoVue eliminates any concerns about security since the original document with its proprietary data is not transferred to the client machine. During the transmission of the viewable data, AutoVue utilizes different compression and streaming algorithms in order to achieve a quick and responsive feedback to the client side for large and multi-page documents.

AutoVue embeds several different rendering schemes in order to accommodate environments. These schemes allow the server to take into account issues such as: network bandwidth, load balancing between server and client, server configuration and performance, Intranet/Extranet/Internet use and file size and format to be viewed. However, in all rendering options, AutoVue keeps all necessary information for querying purposes (i.e., the "intelligence" of drawings is preserved). For example, users can perform text searches on text and CAD files or perform queries based on drawing attributes in a CAD file.

## **Multiple Connection Schemes**

During the design process, Oracle has identified the need for several connection possibilities between the client and the rendering server. Depending upon your network configuration (existing firewalls, demilitarized zone, secure connections, proxy servers etc.), the client is able to connect to the AutoVue server using Direct Sockets or the HTTP/HTTPS protocol (through a servlet), thus avoiding any security breach in your system.

## **Server-based Client Configuration**

With AutoVue Web Version, the server defines the user interface capabilities and the feature set provided to the client. The server has complete control over what functions and user interface are made available to the client. For example, users may be granted or denied rights to perform printing, marking up, or any other functionality available in AutoVue depending on their access permissions. Moreover, multiple language support is provided "out-of-the-box" within AutoVue, and users using different languages will be served with a localized user interface from the same applet.

## Key Features and Capabilities

- *View hundreds of document types:*
  - a. Using the Web Version, you can view and markup a wide array of document types—including 3D and 2D CAD, EDA, Office, PDF, and graphics files—all without the authoring application.
- *Accelerate viewing of complex CAD files:*
  - a. With the Web Version, you can begin viewing and working on complex 3D assemblies and multi-page 2D CAD documents when only a fraction of the data has been streamed.
- *Add markups and comments:*
  - a. Manage and track comments from all reviewers.
- *Collaborate in real-time:*
  - a. Initiate real-time collaboration sessions with team members across the globe.
  - b. Enable team members to create simultaneous markups
  - c. Identity all team members and controller's markups with color-coded markups and chat.
  - d. Create an audit trail and capture session information such as meeting, subject, date and time, participants, transcript of session events, and a complete chat record.
- *Enforce server-based privileges and permissions:*
  - a. Manage and control users' access permission level, and define the user-interface capabilities and feature set from the server.
- *Scale to meet the needs of an extended enterprise:*
  - a. Add servers to accommodate additional users.

## Integrations and OEM Needs

AutoVue is customizable and has been designed to provide an extensive set of APIs for integration with DM, PLM, Knowledge Management, PDM, ISPs, Portals, ERP, ESP, supply chain and project management web-centric solutions. The advantage of integrating with AutoVue resides in the fact that the integrator might want to take advantage of the User Interface already developed by Oracle. In certain cases where the integrator might want to have complete control of user interface issues and functionality, we offer the View and Markup beans.

Moreover, to offer a higher level of integration, AutoVue can be closely integrated into several Document Management Systems (DMS) using a complete and flexible set of APIs. The integration design has been aimed to provide a transparent integration scheme, a client being able to review a DMS document or a remote file with no knowledge of the underlying technology. Detailed information about AutoVue integration (DMAPI) possibilities can be obtained from Oracle Corp.

## Why Oracle for OEM Implementation

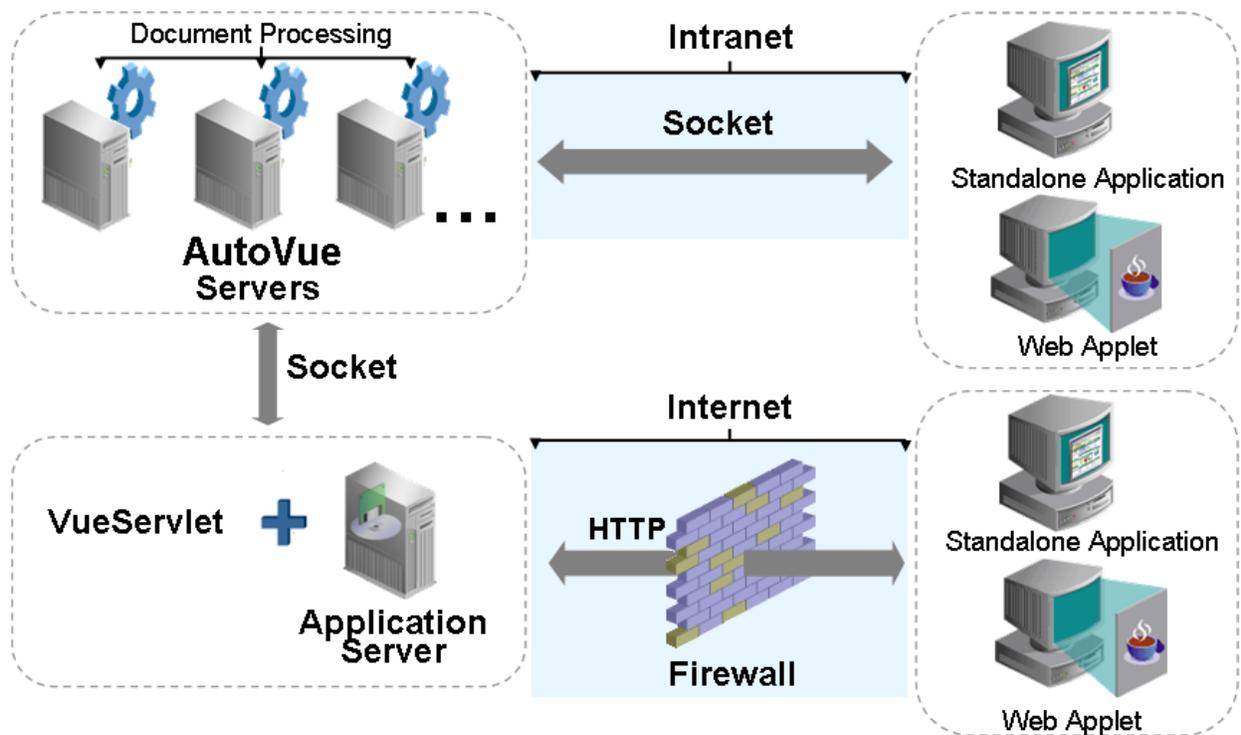
Oracle develops the AutoVue product. Several articles and reviews have described AutoVue as the “best” engineering viewing solution available on the market today. Please connect to <http://www.oracle.com/applications/autovue/index.html> for more information. The AutoVue family of products provides for the most accurate and complete viewing and markup needs.

Oracle owns the technology embedded within AutoVue Desktop and Web Versions. Therefore, Oracle can provide timely and knowledgeable customer support.

## Product Architecture

Oracle’s Web viewing technology is based on a multi-tiered client-server architecture. Communication between the different levels is through standard communication mechanisms.

At the highest level this structure is:



More than one server can be used to perform intelligent load-balancing — the servers automatically divide the load in a “peer-to-peer” fashion to avoid any bottlenecks.

AutoVue Web Version uses JAVA’s applet technology for the client. Clients can be a standard Web or ASP page that embeds the applet, or they can be standalone applications.

---

# System Requirements

The following are certified by Oracle Corp.

## Server

### Windows

- Microsoft Windows 2008 32-bit, Windows 2003R2 32-bit, Windows 2003R2 64-bit (running in 32-bit mode), or Vista 32-bit.
- The installation requires about 400MB of free space.
- The memory requirements depend on the size and the complexity of the files being viewed.

### Linux

- Red Hat Enterprise Linux 5.2 (x86)—32-bit
  - Red Hat Enterprise Linux 5.2 (x86)—64-bit (AutoVue running in 32-bit mode)
  - Red Hat Enterprise Linux 4.6 (x86)—32-bit only
- Note:** Use the Red Hat Update Agent, *up2date*, to download the latest Xvfb and Mesa files.
- Oracle Unbreakable Linux 5.2 (x86)—32-bit only
  - The installation requires about 400MB of free space.
  - The memory requirements depend on the size and the complexity of the files being viewed.

## Client

Clients running the following Java Virtual Machines:

- Sun Java VM 1.4.2 update 13, Sun Java VM 1.5.0 update 11 and Sun Java VM 6.0 Update 3.

The following OSes and browsers:

- Microsoft Internet Explorer 6.0Sp2, Microsoft Internet Explorer 7, FireFox 2.0 on Windows OS
- Safari 2.0.4, Firefox 2.0 on Apple MAC OS X 10.4
- Firefox 2.0 on Red Hat Enterprise Linux 5
- Firefox 2.0 on Linux SUSE10 Sp2
- Mozilla 1.7 on Solaris 10 SPARC

# Application Servers

The VueServlet has been certified on the following application servers:

**See Appendix B: Servlet Configuration**

- Tomcat 5.5 and up
- WebSphere 5.1 and up
- WebLogic 9.0 and up
- Oracle Application Server 10g R3 and up
- JRUN 4 and up
- Jetty 6.0 and up

# Web Server

AutoVue generally works with any Web server. The following are supported by the installer for AutoVue. The installer detects if one of the following Web servers is installed and prompts if you would like to install AutoVue client's components with the Web server:

- IIS versions 5, 6, 7
- Domino Web Server version 5.x
- Apache Web Server 2.2.8 and up (Windows and Linux)

AutoVue client jars and html pages are copied to the jVue folder under your Web Server's docroot.

If you need to setup AutoVue client files with a Web Server that is not one of the above, you can do so manually. Follow steps below to manually setup AutoVue client files:

- Create a folder (for example, named jVue) on your Web Server docroot.
- Copy all files from the *<AutoVue Server Installation Folder>\html* folder to the jVue folder on your Web Server docroot.
- Edit frmApplet.html and batchPrint.html and replace the values for the parameters identified in table below with appropriate values:

Parameter	Description
<b>CODEBASE</b>	Specify the URL to the AutoVue client files on your Web Server (the folder created above). For example: http://AutoVueClient:8080/jVue
<b>JVUESERVER</b>	Specify the socket or the servlet connection to the AutoVue Server. Separate multiple values with a semi-colon. For example: socket://AutoVueServer:5099;http://AutoVueServer:5098/servlet/VueServlet

- Edit frmFiles.html and replace the values for the variable identified in table below with the appropriate value:

Variable	Description
<b>jVueSamples</b>	Specify the URL to the AutoVue sample files on your Web Server. For example: http://AutoVueClient:8080/jVue/samples

## **Client-side Installation**

No special configuration is required on the client side. The only requirement is a Java-compatible browser for a Web client. Generally, the software is installed on a WEB server or application server. It is automatically deployed onto the client machines when the applet is first loaded.

You may also want to use the applet as a standalone application, see [Appendix E](#).

For a list of certified browsers and Java Virtual Machines, see [System Requirements](#).

# Server-Side Installation

If you have an older version of AutoVue installed on your computer, we recommend that you uninstall it before proceeding with the new installation.

Before uninstalling your previous version of AutoVue server, make sure to save a backup copy of any specific settings and content that you would like to push forward into your new version. This can include the following:

- AutoVue server settings from the "jvueserver.properties" file and "VueServer.ini" file (located in the \bin directory of your AutoVue server installation)
- AutoVue user profiles and custom GUI files (located in the \bin\Profiles directory of your AutoVue server installation)
- Global user settings from the "allusers.ini" file and default user settings from the "default.ini" file (located in the \bin directory of your AutoVue server installation)
- Custom logging settings from the "log4j.properties" file (located in the \bin directory of your AutoVue server installation)
- Markup files, if markups are being managed by AutoVue server (located in the \bin\Markups directory of your AutoVue server installation)
- Custom markup symbol libraries (located in the \bin\Symbols directory of your AutoVue server installation)

If you decide to move these settings/content forward to your new installation of AutoVue, they can for the most part be copied to the same relative locations in your new installation. However, for the AutoVue server settings in "jvueserver.properties", as well as the global user settings in "allusers.ini" and default user settings in "default.ini", it is best to manually copy the specific settings that you would like to keep, as the newer version of AutoVue may have important new settings.

## Windows Operating Systems

**Important:** We recommend that you install and run AutoVue Server as a "secure" user so as to ensure that direct access to the server and files on the server is restricted. Users connecting to AutoVue server via the client will still be able to view files and generate streaming files.

To install AutoVue Server, do the following:

- 1 If you downloaded it from the website extract and run **jInstall.exe**.

If you got it from a Media Pack, run the install program. The installation program guides you through the steps of the process.

- 2 Follow the on-screen instructions.

If it detects that a Web server is running on your machine, the install program prompts you to confirm the Web server's host name and HTTP port (which defaults to 80).

Sample HTML pages and client Jar files are installed in the AutoVue directory in the root of the Web server's tree (i.e., <http://server/jVue/...>).

Once the installation program is finished, it creates a Program Manager group, "**AutoVue Web Version**".

**Start AutoVue Server** 

- This is a link to the batch file **jvueserver.bat**. This batch file starts up the AutoVue server which should be running in the background all the time. It handles rendering requests from the clients.

**To test AutoVue**

- Once the AutoVue server starts, launch **jvue.bat** located in **<Install Dir>\bin**.

**Sample HTML page for AutoVue** 

- Once the AutoVue Server starts, type **http://<machine>/jVue/jVue.html** to test AutoVue.

**Note:** This test will work only if you chose to install the web server components.

- Other program links include links to documentation and setup/uninstallation programs.

**See Also** *Starting AutoVue Server*

## UNIX Operating Systems

To install AutoVue Server, do the following:

- 1 Run the Red Hat Update Agent, `up2date`, to download the latest Xvfb and Mesa files.

**Note:** AutoVue Server installer does not detect whether Mesa or Xvfb are installed.

- 2 Install Xvfb version 6.8.2 or later.  
Make sure you install Xvfb with XRender and GLX extensions.
- 3 Install the latest Mesa package (recommended version is 6.5.2 or later).
- 4 Install the `libsane` package, if not already installed.
- 5 Install the `libXp` package, if not already installed.
- 6 Install the Wine RPM package “`wine-av-20040914-15.i386.rpm`” from <http://oss.oracle.com/AutoVue>.
  - If you have an older version of Wine, you will need to uninstall it and then install the package that is certified with AutoVue 19.3.1.
  - Install Wine as a root user by running the following:

```
#rpm -i wine-av-20040914-15.i386.rpm
```

**Note:** This version of Wine is installed at the `/usr/av` location.

- 7 From the media pack, copy the `jInstall_lin.bin` file into a directory on the UNIX machine.
- 8 From an XTerminal, browse to the directory where the installer was copied.
- 9 To give users the permission to run the installer, enter the following at the UNIX prompt:

```
chmod +x jInstall_lin.bin
```

- 10 To invoke the installer, enter the following at the UNIX prompt:

```
./jInstall_lin.bin
```

The installation program guides you through the installation process. Follow the on-screen instructions:

- When you are asked to enter AutoVue Server details, note that the *Host Name* is the name of the UNIX machine that the server will run on.
- Accept the default values for the ports unless you use these ports for other purposes.
- Select **Yes** to install AutoVue for your Web server.
- When prompted for Web Server Doc URL, specify the URL to the `jVue` directory:

**Example:**

```
http://avlin:8080/jVue
```

- If you cancel the installation, make sure to delete the `ismj*` and `ismp*` folders in the `/var/tmp` directory before running the installer again.

- 11 Once the installation is complete, from the <install directory>/bin directory, launch AutoVue Server with the following command line argument:

```
./jvueserver -m<n>
```

Where *n* is the ProcessPoolSize.

**See Also** *Starting AutoVue Server*

## UNIX in Console Mode

### Installing AutoVue Server

To invoke the AutoVue installer for UNIX from a terminal window in interactive console mode, enter the following line in the UNIX prompt;

```
./jInstall_lin.bin -console -is:javaconsole
```

### Uninstalling AutoVue Server

To uninstall AutoVue for UNIX from a terminal window in interactive console mode, type the following line in the UNIX prompt:

```
<jVue Root Folder>/_uninst/uninstaller_linux2.bin -console
```

## Non-Interactive Installations

When the AutoVue product is integrated within a third party solution, it is often convenient to perform non-interactive installations of the product. The necessary input parameters are provided on the command line and installation proceeds without any user interaction.

**Note:** The “front-end” installer that is driving the AutoVue installer should make sure that all the required parameters are properly specified.

### Performing a Non-Interactive Installation for Windows Operating Systems

Specify the following arguments:

**Note:** All arguments begin with two hyphens [--].

Argument	Description
--csiSilent	Required to indicate a non-interactive install.
--csiUser="User Name"	The user-name for registration. Must be at least 3 characters.
--csiCompany="Company Name"	The company name for registration. Must be at least 3 characters.
--csiInstallDir="Path to Installation directory"	The directory to install the product, e.g. “C:\Program Files\jVue.”

Argument	Description
--csiFolder=" <b>Folder Name</b> "	The program group folder, e.g. "AutoVue Server."
--csiJVUESERVER=" <b>machine Name</b> "	The host name of the AutoVue server (e.g. jvueserver.company.com).

**Example:**

```

jInstall --csiSilent --csiUser="My Name" --csiCompany="My Company"
        --csiInstallDir="C:\Program Files\jVue"
        --csiFolder="AutoVue Server"
        --csiJVUESERVER="jvueserver.company.com"

```

**Note:**

- The line breaks have been inserted only for formatting.
- Test run the silent installation before deployment.
- When you perform a silent install on a Windows Operating System, web server components are not installed.

## Performing a Non-Interactive Installation for UNIX Systems

Specify the following argument:

```
./jInstall_lin.bin -options <Silent Install Parameter File>
```

**Example:**

```
./jInstall.bin -options /tmp/silent.txt
```

The following table lists the content for <Silent Install Parameter File>:

Arguments	Description
-silent	
-W beanCustomerInfo.userName=" <b>User Name</b> "	The user-name for registration. Must be at least 3 characters.
-W beanCustomerInfo.companyName=" <b>Company Name</b> "	The company name for registration. Must be at least 3 characters.
-W jvsDetails.host=" <b>Machine Name</b> "	Host name for AutoVue Server.
-W jvsDetails.port="5099"	Socket port for AutoVue Server.
-W jvsDetails.rmiport="1099"	RMI port for AutoVue Server.
-W beanAskToInstallWebComp.Yes_No="1"	Do you want to install Web Server components? Yes -1, No -0
-W wsDetails.showDocRoot="YES"	Show Web Server document root? Value can be Yes or No
-W wsDetails.localhost="Machine Name"	Web Server Host Name
-W wsDetails.ip="Web server IP"	Web Server IP

Arguments	Description
-W wsDetails.port="80"	Web Server port
-W wsDetails.docRoot="<Web Server Doc Root>"	Web Server document root
-P featWS.active="True"	Do you want to install Web server components?
-P prodJVue.installLocation="<Install DIR>"	Installation directory for AutoVue server
-G replaceNewerResponse="yesToAll"	Overwrite confirmation

The log file is optional and can be specified as follows:

```
./jInstall.bin -log !<Log file name> @ALL -options <full path to the option file>
```

## Performing a Non-Interactive Uninstallation for Windows

Performing silent uninstallations is similar. To perform a silent uninstall, specify the following arguments:

Argument	Description
--csiSilent	Required to indicate a silent install.
--csiUninstall	To indicate that uninstall is required.

**Example:** jInstall --csiSilent --csiUninstall

**Note:** Test run the silent uninstallation before deployment.

## Performing a Non-Interactive Uninstallation for UNIX

To uninstall AutoVue Server from the terminal window in silent mode, enter the following:

```
<jVue Install directory>/_uninst/uninstaller_linux2.bin -silent
```

# Starting AutoVue Server

## Windows Operating Systems

The AutoVue installer creates a Program Manager group **AutoVue Web Version**. To start AutoVue server, click **Start AutoVue server** in the **AutoVue Web Version** group. To shut down AutoVue server, click **Shutdown** from the AutoVue console.

By default, when the server is started, the Console is displayed and the server appears in the system tray. To disable the console and to start up the server only in the system tray, start the server with:

```
jVueServerX -noconsole
```

## Unix Operating Systems

### Starting AutoVue Server

- 1 Go to the <Install directory>/bin directory.
- 2 To start up AutoVue Server, enter the following text:

```
./jvueserver &
```

**Note:** This starts up the server console as well if the DISPLAY environment variable is properly set.

AutoVue Server starts with a default ProcessPoolSize of 4.

- 3 To modify the ProcessPoolSize, start up AutoVue Server with the following command line argument:

```
./jvueserver -m<n>
```

Where  $n$  is the ProcessPoolSize.

**Example:** `./jvueserver -m2` will start up two secondaries and the primary server.

The startup script for AutoVue Server on UNIX also starts up the Xvfb server. Xvfb is an X11 virtual framebuffer that helps AutoVue Server render files.

**Note:** If you would AutoVue Server to continue running after you close the terminal window or after you log out of the UNIX machine, you must exit the shell (console window) used to start AutoVue Server before logging out of UNIX. This way, the server will continue running even after you log off. To exit the shell, you must enter “exit” (do not exit by clicking the Close button).

### Modifying the Xvfb Port

The Xvfb server runs on port 909 by default. To modify this port, open `jvueserver` and replace port “909” with an available port.

### Shutting Down AutoVue Server

To shut down AutoVue Server on UNIX, click **Shutdown** on the AutoVue Server console.

# AutoVue Server Console

The AutoVue Server console displays the user connection state (process, username, client IP and number of open documents) and the process pool state. On starting the server, the console is launched and the connection and process pool states are queried.

---

Pool State	Description
■ Red	Process is not running.
■ Green	Process is running.
■ Yellow	Process is initializing.
■ Grey	Process is disabled by the user (applies only to servlet process).
■ Black	Process is not responding.

---

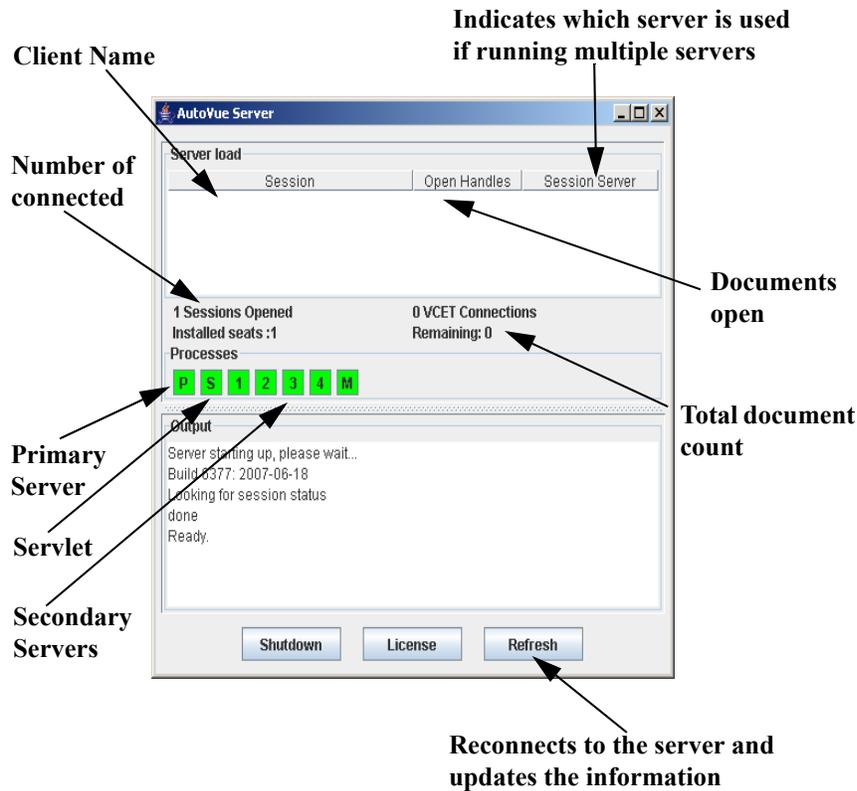
Click **Refresh** to update the console display to regenerate cached server information.

To stop running the AutoVue server and all attached processes, click **Shutdown**.

Any errors that occur during initialization are listed under **Output**.

Under **Processes**, **P** indicates the primary process; **S** indicates the servlet engine; **1, 2, 3...** represent secondary servers (also called Document Servers or Doc Servers), and **M** represents the process for generating streaming files (only visible when **jvueserver.metacache.process** is set to **true** - the default value in **jvueserver.properties**). The number of secondary servers is set in the **processPoolSize** parameter in **jvueserver.properties**.

Double-click on the session listed in the Console to see more information regarding the session. Information such as what document is opened by the user, which DocServer is processing the request is displayed.



## Process Pool

The AutoVue server can run in a process pool on a single machine. The default process pool size is 4 and is set in the `jvueserver.properties` file.

**Example:** `jvueserverx.nt.processPoolSize=4`

Creating a process pool helps improve the responsiveness when handling simultaneous connections and also helps balance the load across processors in a multi-CPU machine. As a rule of thumb, you should allow for approximately 50MB for each process in a pool: thus a process pool size of 4 would require approximately 200MB of RAM on the machine to run comfortably. The load is balanced across the pool on the single machine.

# Server Configuration

## Configuring the Connections to Use

By default, the AutoVue server opens a socket connection to clients on port 5099 and an RMI Connection to other servers in the cluster on port 1099. You can, however, use different ports. To change these server parameters, you need to modify the file `javueserver.properties` located in the `\bin` subdirectory of the AutoVue server installation directory.

## Changing the Connection Parameters Used in RMI or Socket Connections

Edit the following lines:

```
javueserver.rmi.port=1099  
javueserver.socket.port=5099
```

This new server configuration also needs to be properly reflected in the `JVUESERVER` parameter specified in the `APPLET` tag of the HTML page embedding the AutoVue client, and in any `VueServlet` descriptors that point to this server.

**Note:** These port numbers are not related to the HTTP port used by the WEB server.

If your AutoVue server uses a proxy server to connect to the Internet, then the proxy server name must be specified in the `javueserver.properties` file.

**Example:**

```
javueserver.http.proxyhost=my.proxyserver.com:80  
javueserver.ftp.proxyhost= my.proxyserver.com:80
```

Replace `my.proxyserver.com` with the name of the proxy server running on the server and the port with the appropriate port number. It is recommended that, except for the proxy settings, you do not change the default settings.

You should verify that the ports specified are “open” and not in use by any other process. The `netstat -a` program will display which ports are in use. Also, the number of consecutive ports used starting from the base value specified for RMI and Sockets will depend on the `processpoolsize` value set in `jVueServer.properties`.

### ***See Also Running the Web Server on a Different HTTP Port***

No change is necessary in the AutoVue server software if the Web server is running on a port other than the default, 80. The only difference is in the client URL.

**Example:**

- if the WEB server is running on port 8080, instead of the URL below:  
`http://jvue.company.com/jVue/jVue.html`
- if the WEB browser should point to the following URL:  
`http://jvue.company.com:8080/jVue/jVue.html`

## Adding Multiple Servers in a Cluster

The AutoVue server is designed to be easily scalable. As the demand for accurate viewing and marking up increases in an organization, AutoVue can easily accommodate the additional load by adding new servers. Each time a client connects to the cluster entry point (i.e., the host specified in the `JVUESERVER` parameter of the `APPLET`) the overall load is calculated and the server with the least load in the cluster is selected for the client to use. You do not need to modify your HTML pages or stop your running servers to add a new server to the cluster.

In addition, you can add more machines to the “server farm” and the load will be balanced across all machines. Scaling to support more concurrent users can be easily achieved by adding more hardware while keeping the software configuration identical.

Session-level load balancing - Sessions are routed to the server with the least number of sessions.

Document level load-balancing - It does not matter what server a session is on, document open requests are always routed to the server that has the least number of requests in terms of document open requests.

## Adding an Additional Server

- 1 Add a new machine to the same network as the original AutoVue server.

**Note:** If the client-server connection will use RMI or sockets directly, the machine should have an IP address that is viewable from the “outside.” If a servlet connection is used, the AutoVue servers can be completely hidden from clients.

- 2 Install the AutoVue server software on the new server, going through the same steps as in the original installation. The main difference is the different host name of the new server.
- 3 Once installed, edit the file **VueServer.ini** located in the **\bin** program-directory on the cluster entry point machine.

**Note:** These modifications are needed only on the primary AutoVue server machine. For fail-safe installation, repeat the customizations on all machines in the cluster.

- 4 In the `[RMI]` section, add the entries.

**Example:**

```
[RMI]
MaximumLoad=100
RMIHost1=jvueserver1.company.com:1099
RMIHost2=jvueserver2.company.com:1099
```

*Etc.*

**where**

**RMIHost1** is set to the name of the primary AutoVue Server in the farm.

**RMIHost2** is the name of the second AutoVue Server in the farm and so on.

The entry **MaximumLoad** (default 100) is used by the load-balancing algorithm — it gives a rough estimate of the server capacity.

For example, on a powerful machine you may want to set it higher than on a lower-end server. This setting can vary from server to server and you may wish to set it in the **VueServer.ini** of the new server. For example, if you are running on a cluster of machines with different performances, you can assign a higher number to the faster machine and lower numbers to the slower machines. This should be left at the default value of 100.

The entries:

```
RMIHost1=machine1:rmiport1
```

```
RMIHost2=machine2:rmiport2  
RMIHost3=machine3:rmiport3,  
etc.
```

list all the servers in the server-cluster. Their IP address:RMI port identifies them. The RMI port is optional — if not specified it defaults to 1099.

**Note:** If you plan to use AutoVue’s Collaboration feature, see [Configuring for Collaboration](#).

## Running the Server Behind a Firewall: Servlet Tunneling

If the AutoVue server will be accessed by clients outside a firewall, direct access non-standard ports (i.e. non-HTTP) are often blocked. To enable clients to access servers that are protected by firewalls, a servlet is provided to tunnel requests through the HTTP or HTTPS protocol.

When tunneling is required, the AutoVue client encodes requests from the HTTP/HTTPS protocol and attempts to invoke the servlet on the specified server. The servlet decodes the parameters included in the request and forwards the request to the AutoVue server using a socket connection. The servlet also replies to the client machine using the same HTTP/HTTPS protocol.

### Enabling Tunneling

**Note:** Jetty is installed with the AutoVue server and enabled by default.

Two changes are needed to configure the server.

- 1 Install the file **vuesservlet.jar** into the Application server or Servlet engine. Follow the instructions provided with the Application server or Servlet engine.  
**Note:** Installation instructions vary depending on the particular server; see [Appendix B](#).
- 2 Update the Web pages that embed the AutoVue client to include the full URL of the Servlet (something like **http://servername/servlet/VueServlet**) as the **JVUESERVER** parameter.

The VueServlet supports two parameters: the **JVueServer** parameter and the **Verbose** parameter.

The **JVueServer** parameter needs to be set to the **hostname:port** value used when starting the AutoVue server. By default, **localhost:5099** is used and will work if you installed the AutoVue server on the same machine as the Web server. You can specify more than one **hostname:port** separated by semi-colons (;) for fail-over. In other words, if one machine is down the servlet will try the next machine.

The **Verbose** parameter enables verbose output. Both parameters are optional. If **JVueServer** is not specified, it defaults to **localhost:5099**. The servlet assumes that AutoVue server is running on the same machine as the Web server and communicates through port 5099. If **Verbose** not specified, it defaults to **False**.

The exact steps to set up the VueServlet on your Web Server depend on the software you are using for your Servlet engine. We provide the steps for several common servlet engines, see [Servlet Configuration](#).

## Enabling Debugging Information for the Server

It is possible to display class-level debugging information for AutoVue Server.

By editing the **log4j.properties** file, specify what kind of debugging information is made available.

Information levels are as follows:

- **DEBUG** - Displays all messages for the server. This contains INFO, WARN, ERROR and FATAL.
- **INFO** - Displays informative messages such as session information, document open requests.
- **WARN** - Displays error messages that are caused by factors external to AutoVue server such as RMI ports already in use.
- **ERROR** - Displays errors or exceptions that are related to server startup.
- **FATAL** - Displays messages related to server startup failure or crash.
- **OFF** - Turn logging off. This is the default value.

The file **log4j.properties** is in the bin directory under the AutoVue server installation directory.

To see **DEBUG** messages for all classes, the last line in the file should be changed to:

**log4j.category.com.cimmetry.jvueserver=DEBUG**

*or*

If you need more specific error messages, you can turn on verbosity for specific classes.

**Example:**

```
log4j.category.com.cimmetry.jvueserver.Cache=DEBUG
log4j.category.com.cimmetry.jvueserver.Session=DEBUG
log4j.category.com.cimmetry.jvueserver=ERROR
log4j.category.com.cimmetry.dms=ALL
```

These four lines mean that for Cache and Sessions classes, DEBUG (and higher severity [i.e. all]) messages, will be reported. For everything else in the com.cimmetry.jvueserver package, report only the ERROR (and FATAL) messages. For the com.cimmetry.dms package, all messages will be reported.

Users can redirect output to a log file instead of the console by uncommenting the following in **log4j.properties**:

```
log4j.appender.A1=org.apache.log4j.FileAppender
log4j.appender.A1.File=log4j.out
```

To limit the size of the log file, set:

**log4j.appender.A1.MaxFileSize=**

**Example:** If you wish to limit the size to 10 MB, you can set **log4j.appender.A1.MaxFileSize=10MB**

**Note:** When the server is running on UNIX platforms, we recommend that you do not uncomment the lines to redirect output to a log file. All messages will then be redirected to log files **java.log** and **java\_n.log**, where n is the process number and you will have as many log files as the **processpoolsize**. This does not apply to Windows platforms.

The following descriptions explain what kind of DEBUG information will be seen for each class specified:

Class	Description
log4j.category.com.cimmetry.jvueserver	Display all information from all classes in the JVUEServer.

log4j.category.com.cimmetry.jvueserver.Cache	Information concerning the server's cache. Report messages and errors related to loading the cache, locking, saving, deleting cached files as well as searching for archive and XRef files.
log4j.category.com.cimmetry.jvueserver.DataSource	Information concerning file locking, downloading or fetching from the cache and streaming file creation.
log4j.category.com.cimmetry.jvueserver.Document	Information concerning open documents and access to their corresponding document servers. The scheduling of streaming file creation and whether open documents are using streaming files is also provided.
log4j.category.com.cimmetry.jvueserver.JVueServer	Information relating the start-up of the JVueServer: Binding to RMI ports, loading libraries.
log4j.category.com.cimmetry.LicenseManager	Reports errors when adding licenses.
log4j.category.com.cimmetry.jvueserver.MultiProcessHandler	Information regarding the start-up and shut-down of server processes.
log4j.category.com.cimmetry.jvueserver.RMIInvoker	Reports the invocation and return of RMI methods
log4j.category.com.cimmetry.jvueserver.ServerAdministrator	Reports communications between JVueServer clusters and connections from the console.
log4j.category.com.cimmetry.jvueserver.ServerProxy	Reports the invocation and return of server methods.
log4j.category.com.cimmetry.jvueserver.Session	Reports on sessions opening, closing and being restored as well as the loading and saving of Session profiles.
log4j.category.com.cimmetry.jvueserver.VCETConnection	Reports on file opening errors and generation of streaming files.
log4j.category.com.cimmetry.jvueserver.VueRMISocketFactory	Reports on the creation of server sockets.
log4j.category.com.cimmetry.jvueserver.connection	Report all messages regarding either RMI or JXTA connection handling.
log4j.category.com.cimmetry.jvueserver.connection.ConnectionManager	Reports on error creating connections. Provides information regarding JXTA or RMI event, message activity.
log4j.category.com.cimmetry.jvueserver.connection.jxta	Reports JVueServer JXTA configuration, message sending information.
log4j.category.com.cimmetry.jvueserver.connection.rmi	Reports JVueServer RMI configuration, binding, message sending information.
log4j.category.com.cimmetry.jvueserver.JVueServerConsole	Reports messages on server console loading, connecting information.
log4j.category.com.cimmetry.jvueserver.console.JVueServerFrame	Server Console Frame error reporting.
log4j.category.com.cimmetry.jvueserver.docserver	Reports all information regarding DocServer processes.
log4j.category.com.cimmetry.jvueserver.docserver.DocServer	Reports on loading of DocServer process.

---

log4j.category.com.cimmetry.jvueserver.docserver.DocServerProxy	Reports on starting / stopping / restarting of DocServer process.
log4j.category.com.cimmetry.jvueserver.docserver.JVCetControlImpl	Reports on errors in VCET Control.
log4j.category.com.cimmetry.jvueserver.event	Reports information on the addition, removal of listeners as well as lookup, binding errors of RMI Listeners/Broadcasters.
jvueserver.util.JVueSettings	Reports on loading errors of server's settings.
jvueserver.collaboration	Reports on server side collaboration activity.
com.cimmetry.dms	Reports all DMS information.
com.cimmetry.dms.DMSClient	Reports on DMS message sizes, cookies, downloads, and errors.
com.cimmetry.dms.DMSRequest	Reports debugging information on requests to the DMS.
com.cimmetry.dms.DMSResponse	Reports debugging information on responses from the DMS. The full response is printed along with any parsing and reading errors

---

Refer to log4j documentation for more information.

# Testing the Installation

## Testing the Client-server Connections

The AutoVue server installation generates sample HTML code that can be used to test the installation of the server and client components on the Web server. Even if the client machine itself does not need any special configuration setup, the Jar files containing the client code are installed in a directory on the Web server side, so that they can be properly served to any new connecting client.

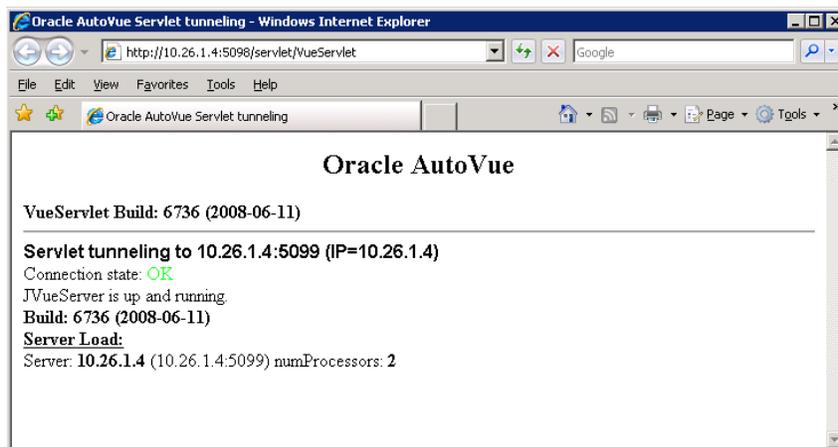
The sample HTML pages can be found in the installation Web directory under `\jVue`.

This directory was automatically created and updated when you selected the Web server you use during the server installation (it is usually `\inetpub\wwwroot\jvue` for Microsoft IIS, `\Lotus\domino\data\html\jvue` for Lotus Domino, `/var/apache/htdocs/jVue` for Apache).

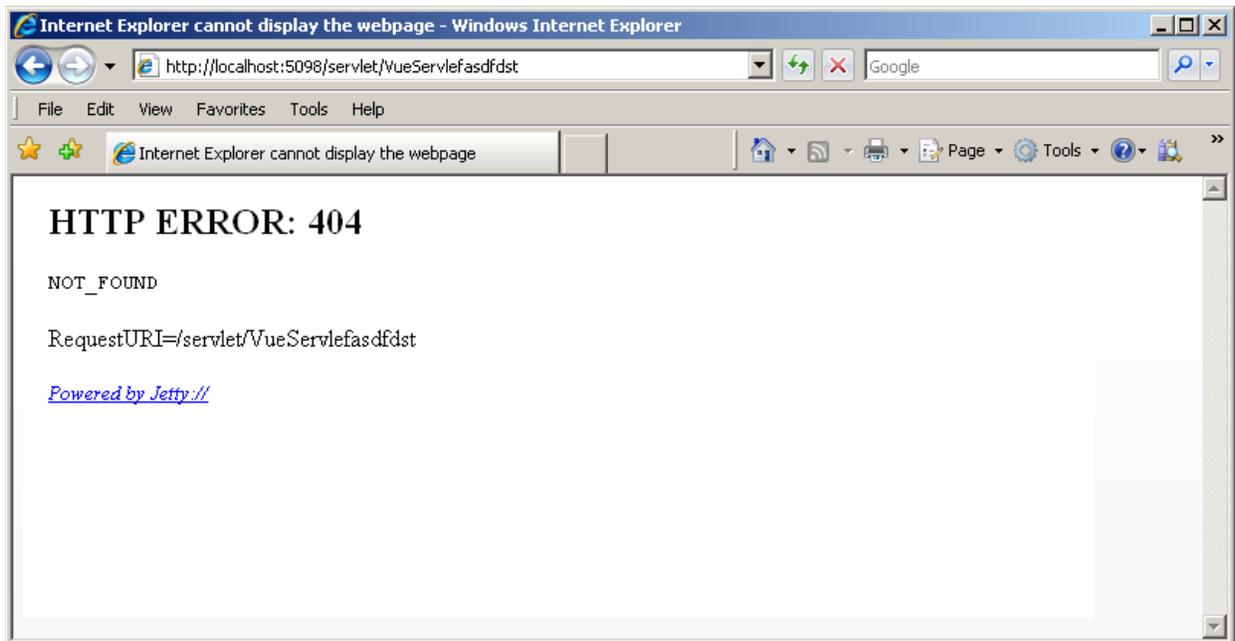
If you want a complete demonstration of AutoVue capabilities, launch `jvue.bat` that is in `<AutoVue Server Install Root>\bin`.

## Testing the Servlet Installation

To test the servlet installation, just open the servlet URL in your favorite Web browser. Assuming that the URL of the servlet is `http://localhost:5098/servlet/VueServlet`, successful installation displays the following HTML page:

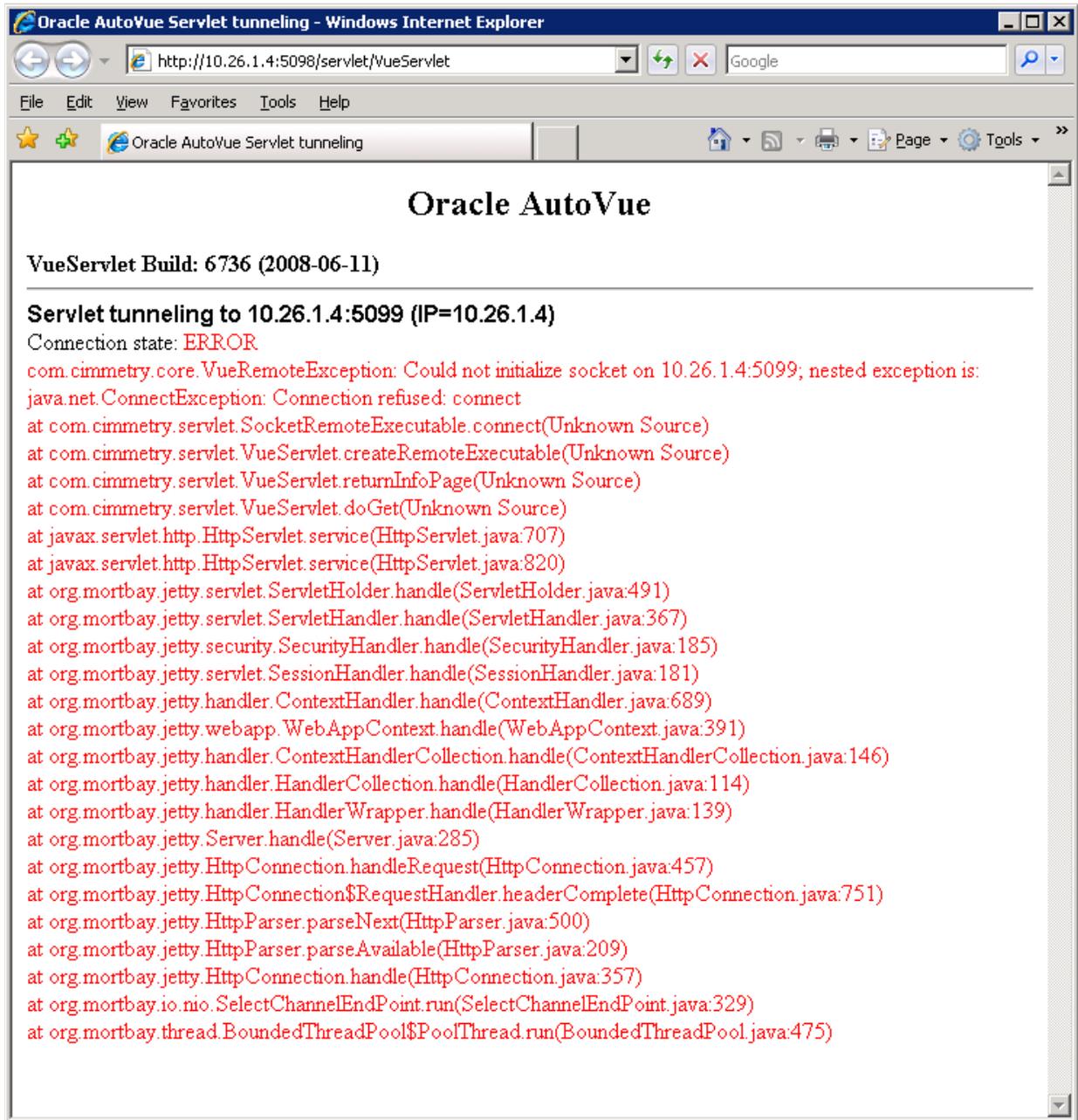


If the servlet URL is incorrect, you will see the usual HTTP error 404 (File not found) screen:



If you see the error message above, the VueServlet was not properly installed on your Web servlet engine. For details on setting up VueServlet, see [Servlet configuration](#).

If the URL was found but the AutoVue server could not be accessed, you will see the following HTML page:



Exceptions and errors may vary depending on the failure reason. If you see an error message similar to the screen above, it means that the VueServlet was installed properly but could not contact the AutoVue Server.

This is generally caused by one of two reasons:

- The **AutoVue** server is not running.

*or*

- The AutoVue server is running on a different machine and the JVueServer init parameter of the VueServlet servlet was not specified.

## Enabling the VueServlet to contact the AutoVue Server

- 1 Verify that the AutoVue server is running.
- 2 If the AutoVue server is running on a different machine, make sure the JVueServer init parameter of the VueServlet servlet is specified.

It has the form:

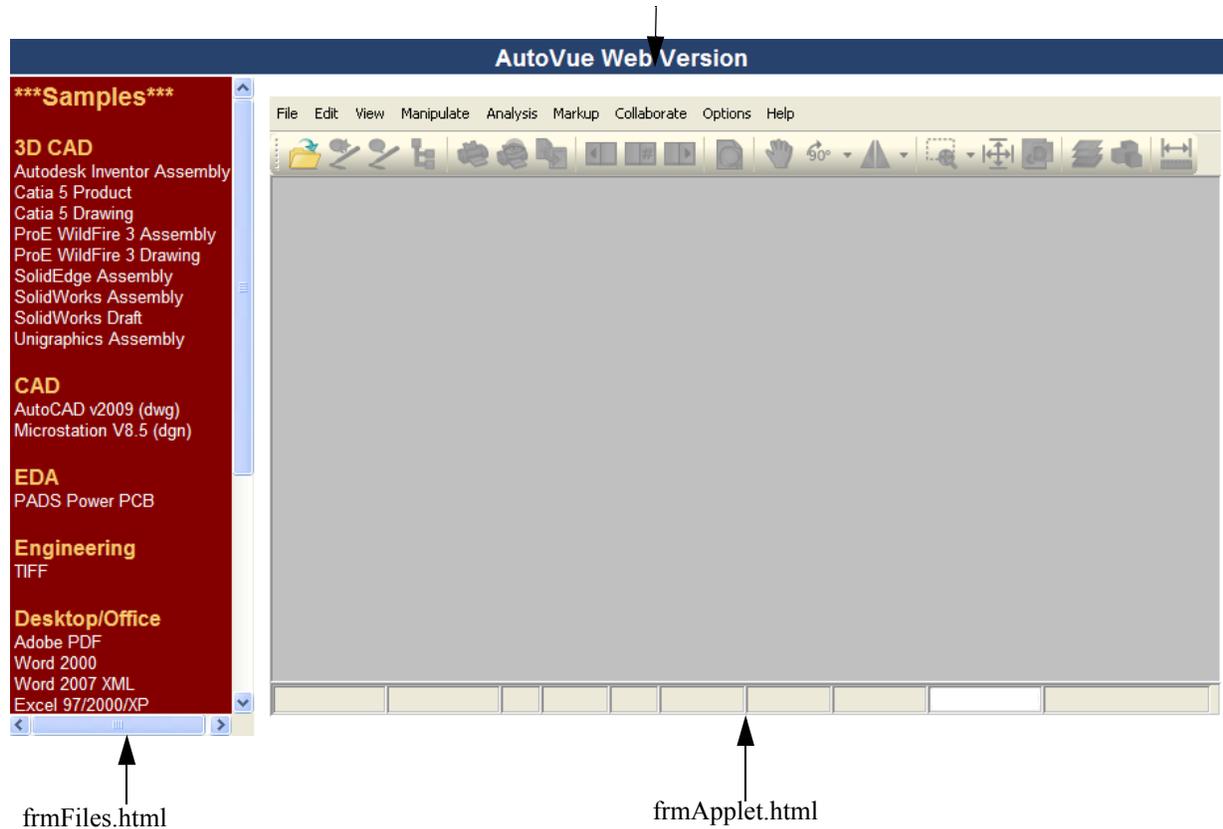
**JVueServer=my.jvueserver.com:5099**

where “**my.jvueserver.com**” specifies the name of the machine on which the AutoVue server is running. 5099 is the default socket port the server uses.

If you modify the default, the same value should be specified here.

# Customizing the Installation

The test HTML page jVue.html is made of three frames: frmHeading.html, frmApplet.html and frmFiles.html.



The HTML code responsible for the applet generation is held in **frmApplet.html**. The code in **frmApplet.html** holds the **<APPLET>** tag with the customizable parameters and provides a JavaScript method called `setFile` to allow **frmFiles.html** to dynamically change the file displayed in the applet, see [Scripting the Applet](#).

The connection schemes used in those examples are by default direct socket connections on the default port (5099) and, if failed, servlet tunneling.

# Applet Parameters

The following table describes the customizable parameters in the file **frmapplet.html**.

## Syntax:

<PARAM NAME=<name> VALUE=<type> >

See the **Basic Applet** section for a sample applet definition.

Name	Type	Value
CACHEUI	TRUE FALSE	Set to TRUE to cache UI components for later use. <b>Default:</b> FALSE
COLLABORATION	INIT:CSI_ClbSessionID=987654321; CSI_ClbDMS=dmsIndex; CSI_ClbSessionData= 123456789; CSI_ClbSessionSubject= Subject; CSI_ClbSessionType= public private; CSI_ClbUsers=user1, user2,...	Initiate collaboration session.
	CSI_ClbSessionID= 987654321	DMS collaboration session ID.
	CSI_ClbDMS=dmsIndex	DMS index.
	CSI_ClbSessionData= 123456789	DMS collaboration session data.
	CSI_ClbSessionSubject= Subject	Collaboration session subject.
	CSI_ClbSessionType= public private	Collaboration session type.
	CSI_ClbUsers=user1, user2,...	Invited users.
	JOIN:CSI_ClbSessionID=987654321; CSI_ClbDMS= dmsIndex;CSI_ClbSession Data=123456789;	Join collaboration session in progress.
	CSI_ClbSessionID= 987654321	DMS collaboration session ID.
	CSI_ClbDMS=dmsIndex	DMS index.
	CSI_ClbSessionData= 123456789	DMS collaboration session data.
DMS	http://name:port/dmsServlet	Specifies the DMS servlet that the AutoVue server uses to interface with a DMS. This has precedence over any DMS entries specified in the Server's <b>VueServer.ini</b> file.
DMSARGS	String	List of DMS arguments passed in as Applet parameters. Specify semicolon separated list of applet parameters. The value will be sent with every request to the DMS. <b>Example:</b> <PARAM NAME="DMSARGS" VALUE="ARG1;ARG2" <PARAM NAME="ARG1" VALUE="value1"> <PARAM NAME="ARG2" VALUE="value2">
EMBEDDED	TRUE   FALSE	Set to <b>TRUE</b> to embed the Applet in the web page. <b>Default value:</b> TRUE <b>Note:</b> The Applet starts embedded in the HTML page.

Name	Type	Value
ENABLEEMF	TRUE   FALSE	Stream document files as EMF to Windows clients when true. <b>Default:</b> FALSE
FILENAME	URL  upload://dir/.../file  http://host/file  ftp://host/file or... ftp://<user>:<password>@ <ftpserver>/file  server://dir/.../file	Set it to the file to be opened at Applet's start-up.  Will be understood as a client local file to be uploaded on the server to be viewed.  Specify a HTTP URL for file open.  Specify a FTP URL for file open.  Will be understood as a server local file to be viewed. Server local files have to be located under subdirectories of the root directory specified in the <b>VueServer.ini</b> file under the <a href="#">[Server]/Directory</a> key. If that key is not set, no file will be accessible.
FORMAT	AUTO TILED	Rendering format. <b>TILED</b> uses a tiled-raster representation of documents to display file. <b>AUTO</b> uses adapted representations depending on the type of file viewed.
GUIFILE	String	The Graphical User Interface (GUI) definition file used. Using this parameter, Web servers can customize the GUI of the applet according to client credentials. GUI files are stored in subdirectories of the root directory specified in the <b>[Users]\Directory</b> key of the <b>VueServer.ini</b> file. The specification can also specify a local file using the "file://" convention. Default for the <b>[Users]\Directory</b> key is <bin dir>\Profiles.
HEAVYWEIGHT	TRUE FALSE AUTO	Specify if you would like to use JOGL's heavyweight or lightweight widget to render 3D Models. When heavyweight is on, AutoVue uses hardware acceleration to render 3D. Default is AUTO and AutoVue uses heavyweight rendering on all clients except MAC clients.
JVUESERVER	Semicolon-separated list of:	Host of the AutoVue Server, including port specification. 'name' should match the property 'jvueserver.hostname' value on JvueServer's machine. If not set, "socket://localhost:5099" is used.
LISTUSERS	TRUE FALSE	Show list of users connected to AutoVue Server when initiating a collaboration session or when inviting users to a collaboration session. <b>Default:</b> TRUE

Name	Type	Value
LOCALE	DE EN FR JA KO TW ZH	The Locale to be used in the user interface, specified as an ISO639 two-letter code. Using this parameter, Web servers can force the applet GUI to be displayed in one of the supported languages. If not set, the Locale is determined using the client system properties.
LOGFILE	String	Specify log file for messages. null is for standard output. <b>Default:</b> null
NOCOOKIES	TRUE   FALSE	Set to <b>TRUE</b> to disable setting cookies in the browser.
ONINIT	“myFunction();”	If the <b>ONINIT</b> parameter function is supplied, then the AutoVue client will call the specified JavaScript function on the originating HTML page as soon as the applet has loaded and initialized. This allows for an extremely high level of control and interaction between the HTML page and the Applet. <a href="#">See Advanced Scripting Functionality</a>
SWINGLAF	String	Specify a look and feel for Swing, e.g., <b>com.java.swing.plaf.motif.MotifLookAndFeel</b> . If null, platform’s default look and feel will be used, obtained by <b>UIManager.getSystemLookAndFeelClassName()</b> . <b>Default:</b> null
USERNAME	String	Set it to the user name to be used for opening sessions on the AutoVue Server. If not set, the applet will try to guess the user name from the system properties.
VERBOSE	OFF   ERROR   INFO   DEBUG   ALL	Set to <b>ERROR</b> to output all error messages. Set to <b>INFO</b> to display all informative messages. Set to <b>DEBUG</b> to display all debug messages. Set to <b>ALL</b> to display all messages. Set to <b>OFF</b> or <b>FALSE</b> to turn off verbosity. <b>Default:</b> OFF

## Configuring AutoVue Server

The following table describes the customizable parameters in the file `juveserver.properties`.

Property	Value	Description
dms.save.metafile	true	Specify whether or not streaming files are saved in the DMS. Set to <b>true</b> to save streaming files in DMS. Set to <b>false</b> : Streaming files will not be saved in DMS.

dms.vuelink.version	19.2	Requests made by AutoVue Server to the VueLink(s) will no longer contain the user.name cookie. An alternative is to rely on the DMS user name instead of the user.name cookie. To allow for backward compatibility, AutoVue has provided this option to allow user-credentials in all requests. This will allow you to continue using your existing integrations with 19.3. In subsequent releases of AutoVue, this backward compatibility option will be turned off. It is important that you update your integrations to remove use of the user.name cookie
jvueserver.collaboration.enable	[false, true] Default: true	True enables collaboration mode on the server. False disables the mode.
jvueserver.collaboration.id.min	[integer] Default: 0	Minimum id given to users and collaboration sessions by this server. Change this id when you are running many JVUE Servers that must communicate together for collaboration. The second server must have a minimum id of at least <b>jvueserver.collaboration.id.min+jvueserver.collaboration.id.range</b> of the first server. Id collapsing may occur otherwise.
jvueserver.collaboration.id.range	[integer] Default value: 100000	Range of ids given to users and collaboration sessions by this server. This will limit the number of simultaneous connections.
jvueserver.collaboration.protocol	[rmi, jxta]	Specify the protocol to use for collaboration.
jvueserver.collaboration.tcp.port	[integer] Default: 9700	Base tcp port to be used. The configuration parameters below need to be changed when using more than one server cluster in a server farm.
jvueserver.hostname		Specifies the host name for AutoVue Server.
jvueserver.http.proxyhost jvueserver.ftp.proxyhost	myproxyserver.com:80	If your AutoVue server uses a proxy server to connect to the Internet, then the proxy server name must be specified in the jvueserver.properties file.
jvueserver.inifile	VueServer.ini	Specify the name of the Server startup INI file. Default is VueServer.ini in the bin directory in AutoVue Server's installation directory.
jvueserver.log4j.configureandwatch	[true, false] Default: false	Set this to 'true' to be able to dynamically change log4j logging level.
jvueserver.log4j.configureandwatch.delay	[integer] Default value: 60	Time interval for waking up and detecting log4j configuration change.
jvueserver.markup.nativegui.type	0	Add Author, Date, and Markup Info columns to the Markup Files dialog. <b>0:</b> Name column displays <b>1:</b> Enable Author <b>2:</b> Enable Date <b>4:</b> Enable Markup Info <b>Note:</b> These are ORED flags. For example: Enter <b>7</b> to enable all three columns.
jvueserver.metacache.enable	true false	Set to false to disable creation of streaming files on the server. When set to false, dedicated streaming file process will not start. <b>Default:</b> True

---

javueserver.metacache.process	true false Default: true	Flag for using separate process for streaming file generation. If false, DocServers themselves handle streaming file generation.
javueserver.metacache.threshold	non-negative integer	DocServer load that forces streaming file creation in a designated process.
javueserver.metacache.pdf.enable	true false Default: false	Set to <b>false</b> : Streaming file is not generated for PDF. Set to <b>true</b> : Streaming file is generated for PDF and Word PDF files. <b>Note:</b> This INI option should be set manually.
javueserver.ntlm.enable	true false Default: false	Set to <b>true</b> to support NTLM authentication.
javueserver.preload	String	Pre-loader class name. Enable loading of specified java class prior to javueserver startup.
javueserver.rmi.objectPorts	2020-2029	Specify a range of ports to use, or leave commented for automatic allocation.
javueserver.rmi.port	1099	Specify the connection parameters used in RMI connections.
javueserver.socket.port	5099	Specify the connection parameters used for socket connections.
javueserverx.nt.processPoolSize	4	Set the process pool size for the server. This specifies the number of secondaries (or DocServers) to startup when the Server starts up.

---

# Scripting the Applet

## Basic Applet

The basic definition needed for the applet is:

```

<!-- BEGIN AutoVue Applet -->
<APPLET
  <!-- NAME is optional but useful to identify the object in JavaScript --NAME="JVue"
  <!-- The name of the Applet Class (not to be changed)-->
  CODE="com.cimmetry.jvue.JVue"
  <!-- This specifies the location of jvue.jar, jogl.jar, and gluegen-rt.jar. The WEB Browser will download these
  files from this location -->
  CODEBASE="http://www.webserver.com/jVue" <!-- Name of the JAR Archive containing the Applet.Used by
  Netscape
    (not to be changed). -->
  ARCHIVE="jvue.jar, jogl.jar,gluegen-rt.jar"
  <!-- Optional Sizing Parameters -->
  HSPACE="0" VSPACE="0" WIDTH="100%" HEIGHT="100%"
  <!-- MAYSCRIPT is required. This allows the Applet to read and write a cookie identifying sessions on the Web
  Browser -->
  MAYSCRIPT>
  <!-- Set EMBEDDED to "true" for the Applet to appear within the WEB page. The default value is "false" which
  causes the Applet to appear in a
  separate Window -->
  <PARAM NAME="EMBEDDED" VALUE="false">
  <!-- The VERBOSE parameter is optional. If set to "true" then diagnostic output appears in the Browser's Java
  Console -->
  <PARAM NAME="VERBOSE" VALUE="false">
  <!-- Set FILENAME to specify the URL to load in the Applet. If not specified then the Applet shows up with
  no file set initially -->
  <PARAM NAME="FILENAME"
VALUE="http://www.webserver.com/jVue/samples/acad12.dwg">
  <!-- The JVUESERVER parameter specifies a semi-colon separated list of connection methods to use to
  communicate with the AutoVue Server.
  Below: the client will try a direct socket connection, and if it fails, will try to tunnel through the Servlet installed
  under http://www.webserver.com/Servlet/VueServlet
  -->
  <PARAM NAME="JVUESERVER" VALUE="socket://www.jvueserver.com:5099;http://www.webserver.com/
  servlet/VueServlet">
  <!-- Name of the JAR Archive containing the Applet. Used by

```

Internet Explorer -->

```
<!--Message for Browser that do not support Java -->
<p><b>Requires a browser that supports Java.</b></p>
<PARAM NAME="COLLABORATION"
```

```
VALUE="INIT:CSI_ClbSessionID=987654321;CSI_ClbDMS=dmsIndex;CSI_ClbSessionData=123456789;CSI_Clb
SessionSubject=Subject;CSI_ClbSessionType=public|private;CSI_ClbUsers=user1,user2,... ">
```

```
</APPLET>
```

```
<!-- END AutoVue Applet -->
```

## Advanced Scripting Functionality

When integrating the AutoVue applet in dynamic Web pages all public API methods in the jVue class can be accessed through JavaScript.

Commonly used methods include:

Method	Description
createMobilePack(MobilePackOptions opts)	Generates the Mobile pack according to specified options.
setFile(String url)	Set the file to be viewed in the applet.
setCompareFile(String url)	Switch to compare mode and compare the current file with a given one.
setDMSArg(String name, String value)	Set to add, modify, or remove parameters in the DMSARGS parameter list.
addOverlay(String url)	Add a given file as an overlay on the current file.
printFile(PrintProperties pProps)	Print the current file using options specified.
printFile(PrintProperties pProps, boolean UseDefaultPrinter)	Print the current file using the options specified, but do not prompt for the printer to use. <b>Note:</b> Control the prompting for the printer with the useDefaultPrinter parameter.
setMarkupMode(boolean enterMarkupMode)	Enter or exit Markup mode.
openMarkup(String markupID)	Open the specified Markup. If <b>MarkupID == "*"</b> then all Markups associated with the document are loaded. To open a local Markup specify the MarkupID as <b>"CSI_DocName=markupName"</b> . To open a DMAPI integrated Markup specify the MarkupID document ID as <b>"CSI_DocID=markupID"</b> .
collaborationInit(String sessionProperties)	Initiate collaboration session. <b>sessionProperties</b> - Property string describing collaboration session (has same format as applet's COLLABORATION parameter's INIT: format). <b>See INIT in Applet Parameters for Collaboration.</b>
collaborationJoin(String sessionProperties)	Join collaboration session in progress. <b>sessionProperties</b> - Property string describing collaboration session (has same format as applet's COLLABORATION parameter's JOIN: format). <b>See JOIN in Applet Parameters for Collaboration.</b>
collaborationEnd()	End current collaboration session.

Method	Description
crossProbe(String fileName)	Add a given file to the list of cross-probed files.
closeDocument():	Close current document.
import3DFile(String fileName, HMatrix transform)	Import a 3D file. Specify file name and the transformation to apply to the imported entity.
setGUI(String guiFile)	Set GUI definition file. Specify the name of the GUI definition file.
setPage(int page)	Sets the page on the currently opened document. Specify the page number to set.
syncMobilePack(MobilePackOptions opts)	Synchronizes the Mobile Pack. The markups and intellistamp properties that were created/modified while disconnected are specified, and then checked into the backend system.
waitForLastMethod()	Pauses current thread until last invoked method finishes execution.

Refer to the “JavaDocs” on the AutoVue applet and the VueBean for complete information on the public methods that are available.

#### Example 1:

Use the ONINIT applet parameter to automatically load a document to view, load all associated Markups and print the results.

```
<script>
<!-- Hide script from old browsers
function myFunction() {
    // The main Applet object.
    var myApp = window.document.applets["JVue"];
    // Open the specified document
    myApp.setFile('http://www.machine.com/jVue/samples/acad12.dwg');
    // Load all markups
    myApp.openMarkup('*');
    // Create a PrintProperties class
    var pPropsClass =
myApp.getClass("com.cimmetry.common.PrintProperties");
    // Instantiate the object
    var pProps = pPropsClass.newInstance();
    // Load default properties from the user's preferences
    pProps.setProfile(myApp.getActiveVueBean().getProfile());
    // Specify the Top Center Header text: To specify a DMAP
    // attribute use the syntax "%X<attribute_name>"
    pProps.getHeaders().setTopCenterText("My Header");
    // Specify scaling Fit-To-Page (PrintOptions.SCALING_FIT==0)
```

```

    pProps.getOptions().setScaling(0);
    // Print the extents of the drawing (PrintOptions.AREA_EXTENTS==0)
    pProps.getOptions().setArea(0);
    // Print the document using the default printer.
    myApp.printFile(pProps, true);
    // etc...
}
-->
</script>
<!-- BEGIN AutoVue Applet -->
<APPLET
  NAME="JVue"
  CODE="com.cimmetry.jvue.JVue.class"
  CODEBASE="http://www.webserver.com/jVue"
  ARCHIVE="jvue.jar,jogl.jar,gluegen-rt.jar"
  HSPACE="0" VSPACE="0" WIDTH="100%" HEIGHT="100%"
  MAYSCRIPT>
  <PARAM NAME="EMBEDDED" VALUE="false">
  <PARAM NAME="VERBOSE" VALUE="false">
  <PARAM NAME="ONINIT" VALUE="myFunction();">
<PARAM NAME="JVUESERVER" VALUE="socket://www.jvueserver.com:5099;http://www.webserver.com/
servlet/VueServlet">
  <p><b>Requires a browser that supports Java.</b></p>
</APPLET>
<!-- END AutoVue Applet -->

```

**Example 2:**

The `frmFiles.html` sample page that ships with the product makes use of the `setFile()` method to dynamically change the file in the applet.

This is easily extendible. Assuming that the HTML frame of the applet is named `AppletFrame` and that your CAD drawings are located at the URL `http://myserver/CAD`, creating four HRefs in a separate frame to dynamically call those methods will be done by adding the following lines to your HTML code:

```

<a href="JavaScript:parent.AppletFrame.JVue.setFile('http://myserver/CAD/cad.dwg')"> View cad.dwg</a>
<a href="JavaScript:parent.AppletFrame.JVue.setCompareFile('http://myserver/CAD/oldcad.dwg')"> Compare to
old version</a>
<a href="JavaScript:parent.AppletFrame.JVue.addOverlay('http://myserver/CAD/ovrl.dwg')"> Add overlay ovrl.dwg
</a>

```

`<a href="JavaScript:parent.AppletFrame.JVue.printFile(true)"> Print file </a>`

## Exploring the Server's File System

The basic setFile functionality described above allows easy browsing of files on the server side, using the small servlet ListDirServlet provided with the installation. This servlet generates a list of the accessible server files in HTML format and sends it back to the client. The client can then select a file in the list and display it in the AutoVue client.

The ListDirServlet accepts three initialization parameters:

- **RootDir:** This is the root directory of all the directories that a user can browse on the server side.
- **RootURL:** This is the URL of the RootDir. Subdirectory URLs are assumed to be RootURL + relative path to the directory.
- **HREFFormat:** This is the format of the HRef generated for every file listed. In this format, the URL of the file listed replaces the %URL token. For example, the default format:

**HREFFormat= JavaScript:parent.AppletFrame.setFile('%URL')**

generates a hyperlink that will trigger a setFile in the applet located in the frame named AppletFrame, for each file listed.

Because the client only receives a URL list, basic security of URL browsing still applies to the file access. However, you can also specify URLs using the pseudo-protocol 'server:' and directly browse the server file system (thus eliminating the download overhead). In order to use this protocol, you just have to ensure that the RootDir directory is also the one specified in the **[Server]/Directory** key of the **vueserver.ini** file. See [List of INI File Options](#).

Installing the ListDirServlet depends on the servlet engine your Web server is using, see [Appendix B](#). Once the servlet is properly installed (you can test the installation by accessing the servlet URL in your favorite Web browser), modifying the sample HTML code so that it displays the list of available files in the left frame is very easy.

Edit the file **javue.html**. Change the line below:

```
<FRAME SRC="frmFiles.html" NAME="Directory" MARGINHEIGHT="0" MARGINWIDTH="4">
```

*to*

```
<FRAME SRC="http://myserver/servlet/ListDirServlet" NAME="Directory" MARGINHEIGHT="0" MARGINWIDTH="4"> (assuming that the servlet URL is http://myserver/servlet/ListDirServlet).
```

# List of INI File Options

## VueServer.ini Options

**VueServer.ini** contains general configuration information for the AutoVue server. It is located in the program **\bin** directory (e.g. **c:\Program Files\jVue\bin**).

Option	Description
[Users]	Section contains information on the global users settings.
Directory	Key should contain the directory in which user information is stored (users' ini files, users' GUI files).
DefaultINI	Name of the default INI file
AllUsersIni	Name of the allusers INI file
[RMI]	Section contains load balancing configuration.
MaximumLoad	Key specifies a relative value indicating how much load a server can handle relative to other servers in the cluster. The default value is 100 for all servers.
RMIHost1	Key should contain the IP addresses of the available AutoVue servers, including ports numbers.
RMIHost2	Key should contain the IP addresses of the available AutoVue servers, including ports numbers.
...	
RMIHostN	Key should contain the IP addresses of the available AutoVue servers, including ports numbers.
[Markups]	Section contains information on the Markups organization.
Directory	Key specifies in which directory the Markups files should be saved. Markups are saved with random names in this directory, and the mapping between Markup files and their base file is held in a central map file named <b>markups.map</b> , stored in the same directory. By default, the directory is the Markups subdirectory of the AutoVue server program directory.
Permissions	By default, all users can see the Markups of a file but only the owner of a Markup can modify it. The <b>Permissions</b> key can be used to change that behavior: setting it to <b>0</b> allows all users to see and change Markup files.
SymbolDir	Key specifies in which directory the Markups symbol libraries are stored. By default, the directory is the <b>symbols</b> subdirectory of the AutoVue server program directory.
[Cache]	Section contains information on the file cache.
Directory	Key specifies in which directory the cached files should be saved. A central cache information file named <b>cache.map</b> is stored in the same directory. By default, the directory is the <b>Cache</b> subdirectory of the AutoVue server program directory.
ForceAscii=<0 1>	Forces using ASCII characters in cached files names.
Size	Key specifies, in Megabytes, the maximum size of the file cache. If not specified or if value specified is less than 50 MB, a default of 50 MB will be used.
[Server]	Section contains information on the server viewable local files.

Option	Description
Directory	Key specifies in which directory to search for the local files. This key has to be set to allow client to see server local files through the 'server:/' pseudo-protocol. <b>See <i>The FILENAME description in <a href="#">Applet Parameters</a></i>.</b> By default no server files can be viewed. Setting this key allows users to see ANY local file in the specified directory and subdirectories. However, the server takes care of parent references in paths (the ".." directory) to avoid security breaches.
Directory1 Directory2 ... Directoryn	To specify multiple directories, specify <b>Directoryn=&lt;Path&gt;</b> . To access files at these locations, specify " <b>server://@n/...</b> "
[HELP]	Section contains information about the online help file.
File_en	Entry specifies the URL to the English Help file.
File_xx	Entry specifies the URL to the Help file for the language "xx."
File	Entry specifies the URL to the default Help file.
[OEM]	Section contains information about the text displayed in the different notification dialogs. This can be customized to suit your needs.
PURCHASE_CONTACT	Key points to the text that should apply in the <b>DEMO Notification</b> dialog.  <b>Example:</b> PURCHASE_CONTACT=ABC Company's sales department: \nTel: 1-555-6666-7777, 1-800-222-3333\nEmail: sales@abccompany.com
[Options]	Other Options
MeshResolution	This option controls the default mesh resolution for 3D files. Set to <b>low</b> or <b>medium</b> or <b>high</b> . <b>Note:</b> Option and values are case sensitive. <b>Default:</b> Low

**Example:**

[Users]

Directory = C:\jvue\Users

[RMI]

MaximumLoad=250

RMIHost1 = jvueserver1.company.com:1099

RMIHost2 = jvueserver2.company.com:1099

[Markups]

Directory = C:\jvue\markups

; Allow all users to alter —Markups

Permissions = 0

; Set permissions to 1 to allow only owners to alter Markups

**[Cache]**

Directory = C:\jvue\temp

**[Server]**

; Uncomment the following line to allow client to  
; see ANY file in the sub-directories of C:\jvue\local

;Directory = C:\jvue\local

;Directory2=C:\jvue\testfiles

;Directory3=C:\jvue\3dtestfiles

**[Help]**

# Specify a custom help file for the Client Applet.

File=[http://jvue.company.com/jVue/help/my\\_help.html](http://jvue.company.com/jVue/help/my_help.html)

## allusers.ini and default.ini Options

These files are stored in the directory specified under **[Users]/Directory** in **VueServer.ini** (the default is the directory of the **VueServer.dll**). The file **default.ini** is the default INI file for all users at the start. When you first log on, the contents of **default.ini** is copied to your own INI file ("username".ini). The contents of **allusers.ini** is then transferred to "username".ini when you connect to AutoVue. For a complete list of options, see [Appendix F](#).

### Example:

```
[Options]
# Locations of External reference files.
XREFPATHS=C:\myxrefs;d:\acad\xrefs
# Locations of CAD font files.
XFONTPATHS=C:\myfonts;d:\acad\fonts
```

# Customizing the GUI

## Choosing the GUI File

By default, if the applet parameter **GUIFILE** is not set, the applet will use a default GUI specification for the menus and toolbars. However, this default GUI is the same as the one that would be generated with the configuration specified in the file **default.gui**. The location of this file is specified by the entry **Directory** in the [Users] section of the ini file (VueServer.ini).

To customize the default GUI configuration, do your modification in this file and set the **GUIFILE** parameter to **default.gui**. This way, you can even create several GUI files with specific functionalities (like “no compare mode” or “no printing” etc.) and allow different clients to have different GUIs. A sample GUI file that allows viewing only (disabling Markup mode) is provided as **viewonly.gui**.

## Modifying the GUI File

The GUI definition file structure is a fairly simple one. It mainly describes which controls (corresponding to available actions in the applet, like Rotate, Open etc.) are to be added to which context (like MenuBar, ToolBar etc.), thus allowing users to have complete control over the functionality and the look of the applet interface.

The GUI to use on the AutoVue client can be specified in the “**GUIFILE**” [Applet Parameters](#). For more about GUI file structure and syntax, see [Appendix D](#).

## UNC File Names

When AutoVue is being used in a Microsoft-based network environment, a special VueAction is available to support the viewing of files through their UNC filenames. This VueAction allows the server to directly access files on the network, as well as XRef files if they exist in the same directory as the base file. File names are specified through a specialization of the “**server://**” URL mechanism, where the UNC name is prefixed with the string “**server://@0**”.

The control name is **VueActionFileOpenUNC**. The GUI file has to be modified to use **VueActionFileOpenUNC**. For more information on the GUI file, see [Appendix D](#).

Following are a few examples of how this VueAction works. First you will have to modify the GUI file to use **VueActionFileOpenUNC**.

### Example 1

Assuming that you have files on a shared network drive **\\machine1\share1**. You wish to open files that are in subdirectory **dir1** on the shared drive.

Select **Open** from the **File** menu and browse to **\\machine1\share1\dir1**. Then select a file **file1** to open. AutoVue translates this upload request to: **server://@0\\machine1\share1\dir1\file1**

### Example 2

Assuming that you have files on a shared network drive **\\machine2\share2** mapped as 'W:'. You wish to open files that are in subdirectory **dir2** on W:

When you open a file **file2** using **Open** from the **File** menu, AutoVue translates this upload request to **server://@0/\\machine2\share2\dir2\file2**.

### Example 3

Assuming that you have files on a shared network drive `\\machine3\share3`. You wish to open files that are in subdirectory `dir3` on this shared drive. You wish to open file `file3` that exists in directory `dir3`. All the XRefs for this file exist in the same directory.

When you open file `file3`, using **Open** from the **File** menu, AutoVue translates this upload request to `server://@0/\\machine3\share3\dir3\file3`. AutoVue also locates all the XRefs for this file that exist in the same directory.

# Configuring for Collaboration

- **jvueserver.collaboration.protocol=[rmi, jxta]**  
Specify the protocol to use for collaboration.
- **jvueserver.collaboration.enable=[false, true]**  
**True** enables collaboration mode on the server. **False** disables the mode. **Default:** true
- **jvueserver.collaboration.tcp.port=[integer]**  
Base tcp port to be used.  
**Default:** 9700  
**Note:** The configuration parameters below need to be changed when using more than one server cluster in a server farm.
- **jvueserver.collaboration.id.min=[integer]**  
Minimum id given to users and collaboration sessions by this server. Change this id when you are running many AutoVue servers that must communicate together for collaboration. The second server must have a minimum id of at least **jvueserver.collaboration.id.min+jvueserver.collaboration.id.range** of the first server. Id collapsing may occur otherwise.  
**Default:** 0
- **jvueserver.collaboration.id.range=[integer]**  
Range of ids given to users and collaboration sessions by this server. This will limit the number of simultaneous connections.  
**Default value:** 100000

## Configuring across Firewalls and Multiple AutoVue Servers

- **jvueserver.collaboration.protocol=jxta**  
Protocol should be set to **jxta**.
- **jvueserver.collaboration.rendezvous.enable=[true, false]**  
Set to **true** to enable communication with other servers that are not part of the server farm. When you have multiple server farms, set to **true** for at least one server in each farm to enable this server to communicate with other server farms across firewalls.  
**jvueserver.collaboration.rendezvous=[protocol://IP\_of\_server\_to\_communicate\_with:port]**  
**Example:** `jvueserver.collaboration.rendezvous=tcp://ip1:port1;http://ip2:port2`  
Specify the protocol, the IP address of other servers to communicate with, and the port for communication.
- **jvueserver.collaboration.jxta.allowExternal=[true, false]**  
Set to **true** to allow other servers that are not part of the server farm to communicate with this server.  
Specify one of the following options when using network address translators in a firewall setup:
  - **jvueserver.collaboration.http.server=[external\_IP:port]**  
When using firewalls and Network Address Translators, specify the external address and port for http connections.
  - **jvueserver.collaboration.tcp.server=[external\_IP:port]**

When using firewalls and Network Address Translators, specify the external address and port for tcp connections.



## Appendix A: Known Limitations

- Functionality that has not been implemented yet:
  - Specific Windows functionalities (linking to DLL, DDE etc.)
  - Thumbnail view
- Extreme zoom-in of Compressed Metafile Format (CMF) may display wrap-around problems.
- Due to known compatibility issues concerning the use of Java 1.5 with Mozilla and FireFox, we recommend that you run these browsers with Java 1.4.2.
- With JDK/Java Runtime Environment 1.5:

When there is a shortcut called “Desktop” on a Windows XP desktop, using **File > Open From Server** causes server hang. To solve this problem, either delete the “Desktop” shortcut on the desktop or use Java 6.
- Due to known compatibility issues, avoid using Java Runtime Environment 5.0 updates 4, 5 and 6 on the AutoVue Client. Use update 7 instead.
- When using **GTK look and feel** with Firefox on Linux Red Hat/SUSE, the print dialog will not appear when selected for the first time. However, it will appear when selected for the second time.
  - To change to another look and feel, use the **SWINGLAF** Applet parameter.  
For example, PARAM NAME="SWINGLAF" VALUE="javax.swing.plaf.metal.MetalLookAndFeel"  
See [Applet Parameters](#) to configure the applet parameters.
- Due to known compatibility issues, in order to execute the AutoVue client applet, you must launch Internet Explorer 7 as **Administrator** when using Java VM below version 1.5 on Vista-32bit.
- The Browse Server Directory feature is not available if the AutoVue server is running on Vista-32bit.
- JDK/Java Runtime Environment 1.5 and up is necessary in order to have the **Open from server** menu item in AutoVue client.



## Appendix B: Servlet Configuration

In this section, we describe setting up the VueServlet for several popular Application Servers/Servlet Engines. Generally, you can follow similar steps to deploy with any application server. Refer to your application server documentation for specific instructions.

The VueServlet servlet allows the AutoVue client to communicate with the AutoVue server using the standard HTTP protocol. This has two advantages:

- The Client and Server can generally communicate across firewalls since the standard HTTP ports (e.g. 80) are used.
- The Client can be configured to use the HTTPS protocol to communicate with the VueServlet. This ensures that all communications are secure.

## Tunneling through J2EE-enabled Application Servers

This section provides instructions for creating and deploying VueServlet for J2EE application servers.

### Creating a WAR File for VueServlet

Complete the following instructions to create a WAR file for VueServlet.

- 1 Create a directory.

**Example:** C:\csiwar

- 2 In the folder C:\csiwar, create a sub-directory **WEB-INF**.

- 3 In WEB-INF, create a directory lib: C:\csiwar\WEB-INF\lib

- 4 Copy **vueservlet.jar** to C:\csiwar\WEB-INF\lib.

- 5 Create a deployment descriptor. The deployment descriptor should be stored as a file named web.xml in the WEB-INF directory.

- The following is the mandatory header for the web.xml document. It defines the document as an XML file and relates the file syntax to the DOCTYPE resource specified.

```
<?xml version="1.0" encoding="ISO-8859-1"?>
```

```
<!DOCTYPE web-app PUBLIC "-//Sun Microsystems, Inc.//DTD Web Application 2.2//EN" "http://java.sun.com/j2ee/dtds/web-app_2_2.dtd">
```

- Use the following code to specify the deployment descriptor needed to deploy the VueServlet.

```
<web-app>
  <servlet>
    <servlet-name>com.cimmetry.servlet.VueServlet</servlet-name>
    <servlet-class>com.cimmetry.servlet.VueServlet</servlet-class>
    <init-param>
      <param-name>JVueServer</param-name>
      <param-value>hostname:5099</param-value>
    </init-param>
    <init-param>
      <param-name>Verbose</param-name>
      <param-value>0</param-value>
    </init-param>
  </servlet>
  <servlet-mapping>
    <servlet-name>com.cimmetry.servlet.VueServlet</servlet-name>
    <url-pattern>/servlet/VueServlet</url-pattern>
  </servlet-mapping>
</web-app>
```

The **<servlet-name>** parameter is how the Servlet is known within the XML file.

The **<servlet-class>** parameter is the fully qualified Java programming language class name of the Servlet.

The **<url-pattern>** parameter is how the Servlet is referenced from a Universal Resource Indicator (URI).

Update *hostname* with the name of AutoVue server machine.

**Note:** The parameter structure must follow the order in the DTD definition. For example, all **<servlet>**s must be defined before any **<servlet-mapping>**s can be specified.

- Update *hostname* in **web.xml** with the name of AutoVue server machine.

- 6 To create the WAR file, use the "jar" utility from the Java™ Development Kit distribution. If you are in the root directory you created for the WAR contents (C:\csiwar), use the following command:

```
jar cvf VueServlet.war WEB-INF
```

Now you can deploy VueServlet.war using any J2EE compliant application server or Web container.

- 7 After the VueServlet is deployed, to access the content, type the following into your web browser:

```
http://host:port/<context>/servlet/VueServlet
```

The **<context>** parameter can be set in the deployment phase or set automatically by the application server. Some application servers allow you to specify the context name, but generally the WAR file name is used as the context.

## Deploying the WAR File

This section provides generic instructions for deploying a WAR file, followed by instructions for deploying the WAR file with a specific application server.

### Generic Steps to Deploy the WAR File

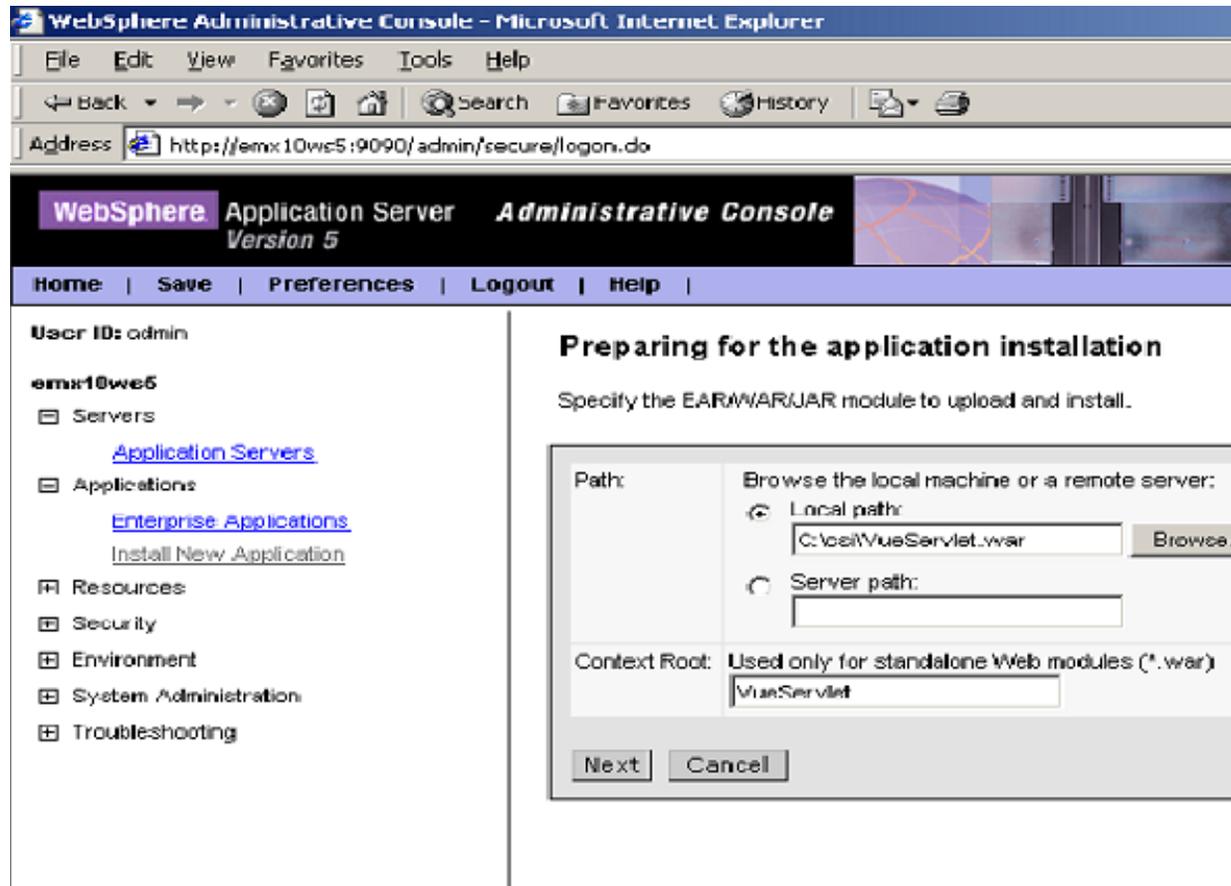
- 1 Launch the administrative console of your application server.
- 2 Select **Install a new Web application**.
- 3 Browse and select VueServlet.war.

- 4 Specify **VueServlet** for the context name.
- 5 Deploy **VueServlet.war**.

We provide you with instructions for deploying **VueServlet.war** with some application servers in the following section.

## Deploying the WAR File with WebSphere 5.x

- 1 Launch the administrative console and log on to the application server.
- 2 Select **Applications** and then **Install new application**.
- 3 Browse and select **VueServlet.war**.
- 4 Specify **VueServlet** for the context name and click **Next**.



- 5 Accept the default values in the screen that appears.
- 6 In the **Install New Application** screen, enter **VueServlet** for the **Application Name** and click **Next**.
- 7 Accept the default values in the remaining screens. Then click **Finish**.
- 8 To start the **VueServlet** application, go to **Applications** and then **Enterprise Applications**.

- 9 Select **VueServlet** and click **Start**.

The screenshot shows the WebSphere Administrative Console interface. The top navigation bar includes links for Home, Save, Preferences, Logout, and Help. The left sidebar shows the user ID as 'admin' and the server name as 'emx10ws5'. The main content area displays a message: 'Application VueServlet on server server1 and node emx10ws5 started successfully'. Below this, the 'Enterprise Applications' section shows a list of installed applications. The 'VueServlet' application is selected with a checkmark in the first column. The list includes applications like DefaultApplication, MDBSamples, PlantsByWebSphere, SamplesGallery, TechnologySamples, and VueServlet. At the bottom, there is a 'WebSphere Status' section with navigation links for '< Previous' and 'Next >'.

To test the VueServlet, connect to:

**http://<host name>:<port>/VueServlet/servlet/VueServlet**

where **<host name>** is the name of your application server host machine and **<port>** is the port your application server is running on.

## Deploying the WAR File with JRUN 4.0

- 1 Create a folder called **web** in the JRUN installation folder (Ex: C:\JRUN4\web).
- 2 Copy the VueServlet.war to the web folder created above.
- 3 Logon to the JRUN Management Console.

- 4 Expand the **Default Server** tree.
- 5 Click on **J2EE Components** and then click on **Summary**.
- 6 Under **Web Applications**, click the **Add** button.
- 7 Click on **Browse**. Browse and select the **VueServlet.war** file.
- 8 Set the **Context Path** to **/VueServlet**. Click **Apply**.
- 9 You may get an error message at this point. Ignore this message and click on **Summary**.
- 10 Under **Web Applications**, click on the **redeploy** icon next to **VueServlet**.
- 11 Once the deployment is successful, verify the deployment. Connect to:

**http://<host name>:<port>/VueServlet/servlet/VueServlet**

where **<host name>** is the name of your Application Server host machine and **<port>** is the port your application server is running on.

## Deploying the WAR File with WebLogic 9.0

- 1 Logon to the Administrative Console for WebLogic.
- 2 Select **Deployments** from the tree.
- 3 Click on **Install**.
- 4 Browse to the folder containing **VueServlet.war** and select **VueServlet.war**.
- 5 Enter **VueServlet** for the **Application Name**.
- 6 Select the Server to which you wish to deploy **VueServlet**. Ex: **myserver**
- 7 Click **Activate Changes**.
- 8 Select **Deployments** again and select the **VueServlet** application.
- 9 Click **Start -> Servicing all requests**. Wait till the application is started.

Once the deployment is successful, verify the deployment. Connect to:

**http://<host name>:<port>/VueServlet/servlet/VueServlet**

where **<host name>** is the name of your Application Server host machine and **<port>** is the port your application server is running on.

## Deploying the WAR File with Oracle Application Server 10g R3

- 1 Logon to Oracle Application Server Control.
- 2 From the Application tree, select **Home**.
- 3 Select the Application tab and then click **Deploy**.

The Select Archive page appears.

- 4 From the Application Location field, click **Browse** to select *vueservlet.war*.
- 5 Click **Next**.

The Application Attributes page appears.

- 6 Enter **VueServlet** for the **Application Name**.
- 7 Enter **VueServlet** for the **Context Root**.
- 8 Click **Next**.

The Deployment Settings page appears.

- 9 Click **Deploy**.

## Deploying the VueServlet with Tomcat 5.5

- 1 Copy *vueservlet.war* to your Tomcat *webapps* directory.
- 2 Restart Tomcat.

The **VueServlet** is deployed automatically.

# Tunneling with non-J2EE Application Servers

## Setting up VueServlet

Below are generic instructions for deploying the VueServlet with a non-J2EE application server.

- 1 Copy the file `vueservlet.jar` to your Servlet Engine's servlet directory.
- 2 Add `vueservlet.jar` to your Servlet Engine's CLASSPATH.
- 3 Create an alias for VueServlet to `com.cimmetry.servlet.VueServlet`.
- 4 If your AutoVue server is running on a different machine, specify the init parameter **JVueServer** to be **my.jvueserver.com:5099** where `my.jvueserver.com` specifies the machine on which AutoVue server is running. 5099 is the default port that the server runs on. If you change the default, this should also be correspondingly changed.
- 5 For the changes to take effect, restart the servlet engine.

**Note:** The default socket port is 5099 (not 1099, that is used by RMI).

## Tunneling using Jetty

- 1 Add **vueservlet.jar** to Jetty's class path.
- 2 Edit **startjetty.bat** and add the full path to **vueservlet.jar** to the CLASSPATH variable.
- 3 Edit **webdefault.xml** and add the following:

```
<servlet id="VueServlet">
  <servlet-name>VueServlet</servlet-name>
  <servlet-class>com.cimmetry.servlet.VueServlet</servlet-class>
  <init-param>
    <param-name>JVueServer</param-name>
    <param-value>www.jvueserver.com:5099</param-value>
  </init-param>
  <init-param>
    <param-name>Verbose</param-name>
    <param-value>>false</param-value>
  </init-param>
  <init-param>
    <param-name>DebugLevel</param-name>
    <param-value>0</param-value>
  </init-param>
  <load-on-startup>0</load-on-startup>
</servlet>
```

- 4 Replace **www.jvueserver.com** with the name of the machine on which AutoVue Server is running. 5099 specifies the socket port that the AutoVue Server uses. If the server is using a different socket port, specify the correct socket port.
- 5 Start Jetty and AutoVue Server.
- 6 Test that the VueServlet is installed properly; Open a web-browser and enter the URL to the VueServlet:

`http://<machine name>:5098/servlet/VueServlet`

## VueServlet Parameters

The following table describes VueServlet init parameters:

Parameter	Description	Default
<code>DebugLevel=[0-100]</code>	Set the debug output category.	0
<code>EnableSSL=&lt;True False&gt;</code>	Set to <b>True</b> to enable secure socket connection to AutoVue servers.	False
<code>JVueServer=server host names</code>	A semicolon separated list of AutoVue server host names. This parameter is used by VueServlet to connect to AutoVue servers through socket connection.	<local host name>:5099
<code>InvokerCount=value</code>	Set number of simultaneous connects to AutoVue server per channel per server (2 channels per server).	30
<code>ServerInfo=&lt;True False&gt;</code>	Set to <b>True</b> to include AutoVue server info on VueServlet status page.	True
<code>Verbose=&lt;0 1&gt;</code>	Set to <b>1</b> to enable debug output. Set to <b>0</b> to disable debug output.	0

## Tunneling using a Microsoft IIS ISAPI Extension

Microsoft's IIS is a widely used Web server. It does not provide servlet functionality in itself. People often integrate a 3<sup>rd</sup> party J2EE engine (e.g. WebLogic, Tomcat or JRun) with IIS to provide servlet (and other J2EE) functionality. In this case, follow the instructions for the 3<sup>rd</sup> party J2EE/servlet engine to install VueServlet and to modify the JVUESERVER Applet param to point to the location of VueServlet.

For customers who are using “vanilla” IIS (which has no integration with a 3<sup>rd</sup> party J2EE engine), Oracle Corp. provides an ISAPI extension for Jetty which provides HTTP/HTTPS tunneling between the applet and the AutoVue server.

- 1 To install the ISAPI extension DLL, copy the files **VueServletIsapi.dll** and **VueServletIsapi.ini** to the IIS **Scripts** or **cgi-bin** directory on the Web server.
- 2 The file **VueServletIsapi.ini** needs to be customized for the installation:

By default it connects to localhost on port 5098 to the servlet /VueServlet.

In other words, it assumes the AutoVue server is running on the same machine and its “internal servlet” engine is enabled and running on port 5098.

- 3 By default, the internal servlet engine is enabled on the AutoVue server.

Confirm that these lines in **javueserver.properties** are not commented:

```
servlet-engine.classpath= ....
```

```
servlet-engine.jre= ...
```

```
servlet-engine.cmdline= ...
```

- 4 The JVUESERVER applet param(in frmApplet.html) also needs to point to the ISAPI filter.

For example if it was installed under the cgi-bin virtual root of IIS you would have:

```
<PARAM NAME="JVUESERVER" VALUE="http://www.iisServer.com/cgi-bin/VueServletIsapi.dll">
```

- 5 Startup AutoVue Server and test the ISAPI extension DLL.

- 6 To test that the ISAPI extension DLL is installed properly and can communicate with AutoVue's internal servlet engine, open a Web browser and enter the ISAPI URL in the address field.

**Example:** <http://www.iisServer.com/cgi-bin/VueServletIsapi.dll>

---

# **Appendix C: Running the AutoVue Server as a Service**

## **On Windows Operating Systems**

AutoVue server can be run as a Windows Service. The advantage of this is that it will continue to run even after you log off of Windows. Before running the AutoVue service, first verify that it runs properly in “non-service” mode (e.g., run by clicking the **Start AutoVue Web Version** button in the **Start** menu). The AutoVue service is automatically registered with the Windows Service Control Manager when the product is installed.

To install the service manually, go to the \bin directory of the directory where you had installed AutoVue server and type: `jvueserver -install`

The service will be automatically unregistered and removed if you uninstall the product.

To remove the service manually, go to the \bin directory of the directory where you had installed AutoVue server and type: `jvueserver -remove`

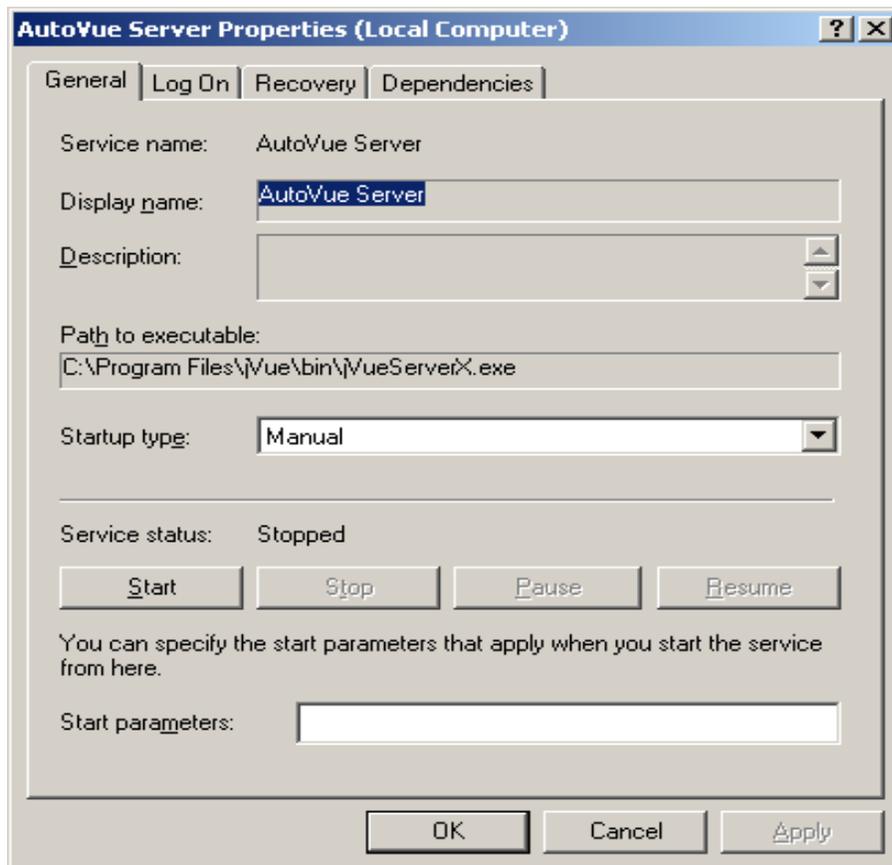
## **Starting and Stopping the Service**

- 1 In the Control Panel start the **Services** Control Panel applet.
- 2 Select the **AutoVue Server** service.
- 3 Click the **Startup** button.
- 4 Select whether you want the service started automatically on re-boot or manually. The default option installed is Manual so you must manually start the service.
- 5 Make sure you select the **Log On System Account** and **Allow Service to Interact with Desktop** options.

**Note:** If you select **Manual**, you can start the Service by:

- clicking **Start** in the **Services** dialog box
- or**
- using the `sc.exe` utility. E.g., `SC start "AutoVue Server"`
- or**

- by using the NET program. E.g., NET start “AutoVue Server”



Once the Service has been started, it behaves exactly as if run in “non-service” mode. The AutoVue server icon appears in the System Tray. To stop the service click **Shutdown**.

## On UNIX Operating Systems

Oracle provides an “rc” script to manage AutoVue Server on UNIX. AutoVue Server can be configured to startup automatically when the machine is restarted.

A script file “jvueserver\_rc” is created in the <Install\_dir>/etc directory. Refer to this script for information on configuring AutoServer to startup as a service.

<Install\_dir> is the directory where AutoVue Server is installed.

**Note:** To view the server console after starting AutoVue as a service, you must enter the following from <AutoVue Install dir>/bin: `./jvueserver -u&`

# Appendix D: Structure and Syntax of GUI Files

AutoVue supports five modes: View, Compare, Markup, Collaboration, and Print Preview. A GUI file defines the graphical interface for each mode. Menu bars, toolbars, status bar and (Right Mouse Button) RMB menus are defined in this file. For some of these objects, location (north, south, west, east) may be specified. Toolbars are located in north, west or east. The status bar is always located at the bottom of the component (south).

**Note:** Popup menus may be added to menu bars. Menu items, popup menus or separators may be added to popup menus. Toolbars only accept buttons. Buttons or panes may be defined for the status bar. The RMB popup is processed as any other popup menu.

The following table lists each GUI file for used each mode:

	2D	EDA	3D
<b>View</b>	VIEW	ECADMARKUP	SMVIEW
<b>Markup</b>	MARKUP	ECADMARKUP	MARKUP3D
<b>Collaboration</b>	COLLABORATION	ECADCOLLABORATION	COLLABORATION3D
<b>Compare</b>	COMPARE	COMPARE	COMPARE3D
<b>Print Preview</b>	PRINTPREVIEW	PRINTPREVIEW	PRINTPREVIEW

## GUI Configuration Syntax

The most generic definition of a GUI file can be described through the symbols below:

- Words with CAPITAL LETTERS should be entered literally.
- The character ‘|’ is used as “or” (e.g. a|b means a or b)
- The character ‘\*’ means “zero or more occurrences of.”
- A GUI file can contain one or more “GUI configuration” blocks as shown below:

**GUI\_configuration =**

```
BEGIN UI VIEW UI_mode_configuration END
```

```
    {BEGIN UI COMPARE | MARKUP UI_mode_configuration END
```

**\*UI\_mode\_configuration =**

```
{menu_bar_configuration | {toolbar_configuration}* | status_bar_configuration |
RMB_popup_menu_configuration}
```

**menu\_bar\_configuration =**

```
MENUBAR BEGIN {popup_menu_configuration}* END
```

**toolbar\_configuration =**

```
TOOLBAR NORTH|WEST|EAST BEGIN {button_control}* END
```

**status\_bar\_configuration =**

```
STATUSBAR SOUTH BEGIN {button_control | pane_control } * END
```

**RMB\_popup\_menu\_configuration =**

```
RMB BEGIN {popup_menu_configuration | menu_item_control } * END
```

**popup\_menu\_configuration =**

```
POPUP IDS_{FILE|EDIT |VIEW |OPTIONS |HELP | VIEW_IMAGE |TOOLS |ENTITIES |MODIFY  
|HYPERLINK} BEGIN {popup_menu_configuration | menu_item_control | SEPARATOR } * END
```

**button\_control =**

```
BUTTON action_control
```

**menu\_item\_control =**

```
MENUITEM action_control
```

**pane\_control =**

```
PANE action_control
```

**action\_control =**

```
control_name , control_key_list , permissions
```

**control\_name:** For list of available control names refer to the table that follows.

**control\_key\_list:** For list control key list for different controls refer to the table that follows.

**permissions:** All action names need "PERM\_READ".

These are the exceptions to this rule:

- **VueActionFilePrint** needs: PERM\_READ|PERM\_HEADERS|PERM\_WATERMARK
- **VueActionOptionsBars** needs: PERM\_NONE
- **VueActionHelp** needs: PERM\_NONE

**Example:**

To define a very basic user interface that only allows users, through menu items, to open or print a file and get the file information without changing watermark/headers/footers:

```
BEGIN UI VIEW
```

MENUBAR BEGIN

POPUP\_IDS\_FILE BEGIN

MENUITEM VueActionFileOpen, , PERM\_READ

MENUITEM VueActionFileProperties, , PERM\_READ

MENUITEM VueActionFilePrint, , PERM\_READ

END

END

END

Control Name	UI* Modes	Functionality	Control Key List	Contexts			
				Popup Menu	Toolbar	Status Bar	RMB
VueAction FileOpen	VC	Open URL		×			
VueAction FileUpload	VC	Upload local file		×	×		
VueAction FileOpenUNC	VC	Open files using UNC names		×			
VueAction FileMarkup	V	Switch to Markup mode		×	×	×	×
VueAction FileCompare	V	Switch to compare mode		×			
VueAction FileOverlays	V	Select and modify overlays		×			
VueAction FileProperties	VCM (M: status bar only)	Show file properties		×		×	
VueAction FilePrint	VCM	Modify print options and print a file		×	×		
VueAction FileMRU	V	List most recently used documents		×			
VueAction EditSearch	VM	Do search or repeat search		×	×		

Control Name	UI* Modes	Functionality	Control Key List	Contexts			
VueAction ViewZoom	VCM	Apply zoom	In/ Out/ Previous/ FullRes/ FitBoth/	×	×		×
VueAction ViewFlip	VCM	Apply flip	Vertical/ Horizontal/Both	×	×		
VueAction ViewRotate	VCM	Apply rotation	0/ 90/ 180/ 270	×	×		
VueAction ViewContrast	VCM	Apply contrast		×			
VueAction ViewAntiAlias	VCM	Apply anti alias		×			
VueAction ViewInvert	VCM	Apply invert		×			
VueAction ViewPage	VCM	Go to next page, previous page or select page number.		×	×		
VueAction ViewViewPoint	VC	Select view point		×			
VueAction ViewXrefs	VCM	Select Xrefs		×	×		
VueAction ViewLayers	VCM	Select layers		×	×		
VueAction ViewBlocks	VCM	Select blocks		×	×		
VueAction ViewViews	VCM	Select views		×	×		
VueAction ViewDrawingInfo	VCM	Get entity's drawing information		×			
VueAction ViewMeasure	VCM	Measure distance, cumulative distance, area, or calibrate		×			
VueAction ViewSpecial-ViewModes	VCM	Show special view modes	Pan and Zoom Window/ MagnifyWindow/ MagnifyGlass	×	×		
VueAction ToolsDrawingInfo	VCM	Get drawing information for one entity, some entities or a block		×			

Control Name	UI* Modes	Functionality	Control Key List	Contexts			
VueAction OptionsBars	VCM	Hide or show toolbars or status bar		×			
VueAction ViewDrawing Info	VCM	Get entity's drawing information		×			
VueAction CreateMobile Pack	VM	Create a Mobile Pack		×			
VueAction ReplyMobile Pack	VM	Send Mobile pack with your default e-mail client		×			
VueAction SyncMobile Pack	VM	Synchronize changes to Mobile Pack to backend system		×			
VueAction ShowRendition	VM	Show renditions in the Mobile Pack		×			

**Note:** The letters in the **UI\* Modes** column indicate:

- V - View
- C - Compare
- M - Markup

The columns indicate:

- **Control Name:** column shows the list of available control names.
- **UI modes(s):** column specify in which mode(s) we can use that control safely.  
For example **VueActionFileOpen** can be added to View and Compare Modes, except for Markup mode.
- **Functionality:** column specifies which functionalities are provided when this control is added to a context.  
For example, adding **VueActionFileMarkup** to any context enables you to switch to Markup mode.
- **Control key list:** column provides the optional functionalities that can be added to a context.
  - If for a control name there is no entry in this list, this means that by default all the controls providing the functionality listed in the functionality column are provided. For example, for **VueActionFileOverlays**, there is no entry in the control key list and adding it to a popup menu will provide both select and modify functionalities for overlays. The entry will look like this:

```
MENUITEM VueActionFileOverlays, , PERM_READ
```

- If there is a list of strings separated by '/', you can specify which functionalities you want added. If you don't specify any of them, by default all functionalities will be added. For example this entry:

```
BUTTON VueActionViewZoom, In/Out, PERM_READ
```

will add two buttons to the toolbar: one for Zoom In and one for Zoom Out.

But the entry:

```
BUTTON VueActionViewZoom, , PERM_READ
```

is interpreted as:

```
BUTTON VueActionViewZoom, In/Out/Previous/  
FullRes/FitBoth, PERM_READ
```

- **Contexts:** column provides the contexts to which you can add the control to. For example you can have the entry:  
MENUITEM VueActionFileOpen, , PERM\_READ  
in a popup menu of the menu bar, but not in an RMB configuration. (If you have such an entry, it will be ignored.)

## **Appendix E: Using the Applet as a Stand-alone Application**

You may want to use the AutoVue client as a standalone application with no Internet browser interface. The best way to minimize deployment effort in that case is to put the necessary files on a locally accessible network directory so that all users can just fire up the applet from that common location.

Once the server is installed, copy the following files and directories to the chosen location:

### **Windows Installation**

- <jVue Install directory>\bin\jvue.bat
- <jVue Install directory>\html\jvue.jar
- <jVue Install directory>\html\jogl.jar
- <jVue Install directory>\html\gluegen-rt.jar
- <jVue Install directory>\jre

### **UNIX Installation**

- <jVue Install directory>\bin\jvue
- <jVue Install directory>\html\jvue.jar
- <jVue Install directory>\jre

### **Using the Applet as a Standalone Application**

- Windows: **jvue.bat**
- UNIX: **jvue**



---

# **Appendix F: List of INI File Options**

## **allusers.ini and default.ini Options**

These files are specified in the [Users] section in **VueServer.ini** (the defaults are **allusers.ini** and **default.ini** in the directory of the **VueServer.dll**). When users connect to the AutoVue server for the first time (i.e. when profiles are created for the first time), the contents of **default.ini** are copied to the users' own INI file ("username".ini).

If you want all users that connect to AutoVue to have the same initial default options, specify these options in **default.ini**. When users connect to the AutoVue server, options set in **allusers.ini** are transferred to the user profile. The options set in **allusers.ini** always override user profile settings.

## Acrobat PDF Options

Configure options for Adobe PDF files.

### [Options]

Parameter	Description	Default
PDFCACHELEVEL= <None Low Medium High>	<p>Customize the level of caching of PDF font glyph bitmaps to improve performance.</p> <p>Specify one of the four caching levels:</p> <p><b>None</b> - Fonts are not cached (least memory used).</p> <p><b>Low</b> - Up to 2 fonts cached (up to 3 text sizes per font, up to 200KB of memory).</p> <p><b>Medium</b> - Up to 4 fonts cached (up to 6 sizes per font, up to 800KB of memory).</p> <p><b>High</b> - Up to 8 fonts cached (up to 6 sizes per font, up to 1.5MB of memory)</p> <p>The higher the level of caching, the faster the text displays; however memory usage is also higher.</p>	Medium
PDFDPIRESOLUTION=<dpi>	<p>Defines the resolution in dpi (dots per inch) for rendering PDF pages on the screen. It can be set to any value between 72 and 1224.</p>	360

## Allegro Options

Configure options for Allegro files.

[ECAD]

Parameter	Description	Default
ALLEGRO_USETRUETYPEFON TS = <0 1>	Set to <b>0</b> to use stroke font. Set to any other integer value to use true type font instead.	0
ECAD_3D_SHOWHOLES = <0 1>	Set to 1 if you want holes to be drawn in the 3D model. Set to <b>0</b> if you do not want holes to be drawn in the 3D model (increases performance). Currently only affects Allegro files.	0

## AutoCAD Options

Configure options for AutoCAD drawings.

[Options]

Parameter	Description	Default
ACAD_FAST3D=<1 0>	Set to 1 to improve rendering speed of AutoCAD 3D. <b>Note:</b> Setting this option to 1 means that layers will not be listed and AutoVue streams all meshes & extrusions in one body. Set to <b>0</b> will mean slower rendering of AutoCAD 3D. However, layer information is listed and each mesh is streamed in its own entity.	1
ACAD_MAXNUMLINETYPECY CLES = [0-1000]	Specifies the maximum number of times a line type pattern can be repeated for a particular entity segment. <b>Note:</b> Any entity segment that has more cycles than 1000 is drawn with a solid line type.	256
ACAD_PENSETTINGS AFFECTLI NEWIDTH=<0 1>	Option is for AutoCAD drawings. When set to <b>0</b> , pen settings do not affect non-zero constant width polylines. When set to <b>1</b> , pen settings affect non-zero constant width polylines.	0
ACAD2004RGCOLOR=<1 0>	If 1, use RGB color. If <b>0</b> , use AIC (AutoCAD Indexed Color). <b>Note:</b> This is for AutoCAD files, version 2004 and later.	1
ACADDEFAULTFONT= <i>fontname</i>	This font is substituted if an 8-bit font is not located for AutoCAD drawings.	
ACADDEFAULTBIGFONT= <i>big- fontname</i>	This font is substituted if a 16-bit font is not located.	
DRAWORDER=<0 1>	If 1, draws sorted (ordered) entities from the last save of the DWG file, otherwise, entities are drawn in the order they were first created.	1
FIELDSDISPLAY = <0 1>	Specify whether or not field backgrounds display. Set to 1 to display field background. Set to <b>0</b> to hide field background. <b>Note:</b> For AutoCAD 2005 and later.	1

---

<b>Parameter</b>	<b>Description</b>	<b>Default</b>
LWDEFAULT = [1-100]	Set the default line weight. Specify a value between 1 (which corresponds to 0.01mm) and <b>100</b> (which corresponds to 1mm). Default value is <b>25</b> (which corresponds to 0.25mm).	25
LWDISPLAYSCALE=[0-100]	This option controls the display scale of line weights in the modelspace page for AutoCAD files version 14 and above. 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.	25
SHOWALLLAYERS=<0 1>	If 1, turns on all the layers in the base and XRef files.	0

---

## Autodesk DWF Options

Configure options for Autodesk DWF files.

### [Options]

Parameter	Description	Default
DWFRGBCOLOR=<0 1>	<p>If <b>1</b>, use RGB color.            If <b>0</b>, use AIC (AutoVue Indexed Color).  <b>Note:</b> Should be set to 0 to be able to use pen settings for printing.</p>	1
DWFCOLORTBL	<p>Option is applicable only when <b>DWFRGBCOLOR=0</b>.            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:</p> <p>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 */</p>	

## Autodesk Inventor Options

Configure options for Autodesk Inventor file.

### [Options]

Parameter	Description	Default
AIBACKGROUND= <1 0>	<b>1</b> = Draw page background <b>0</b> = Do not draw page background <b>Note:</b> Option applicable to Inventor 2D versions 6 and later.	1
AILOADNATIVE2D= <1 0>	<b>1</b> = Read native data for Inventor 2D <b>0</b> = Read embedded DWF information <b>Note:</b> Option applicable to Inventor 2D versions 6 and later.	1

## Cadence Options

Configure options for Cadence Concept HDL file.

### [ECAD]

Parameter	Description	Default
CADENCE_CONCEPT_HDLONLY	Specifies that PCB boards should not be displayed.	0
CADENCE_CPMONLY	Set to 1 if you want only files listed in the CPM file displayed.	1

## Cadkey Options

Configure options for Cadkey files.

### [Options]

Parameter	Description	Default
PRTFONTMAP= <i>fullpath_to_prtfont.map</i>	Specifies the full path to the Cadkey/PRT font map file. This file maps Cadkey/PRT fonts to TrueType fonts.	The file <b>Prt-font.map</b> in the program directory

## CATIA 4 Options

Configure options for CATIA 4 files.

### [Options]

Parameter	Description	Default
CATIAProjectFile	Specify the full path to the CATIA project file. <b>Note:</b> Option applies to CATIA 4 files.	
LoadCatiaWires=<0 1>	Set to <b>0</b> 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>	Set to <b>0</b> to display root entities.	1
CATIAFILTERNOSHOWS= <0/1>	Set to <b>0</b> to display no show entities.	1
CATIAIgnoreProjection- Layer=<0/1>	When set to 1 supports projected view visibility through draft view layer settings for CATIA 4 drawings	0
CATIAProjectFilePath = <file path>	Specify the directory path for the location of project files. If the option is set, it will override the existing INI option CATIAProjectFile. Otherwise if the option is not set or project file(s) cannot be found in the specified directory, the old option (CATIAProjectFile) will be used.	empty

**Note:** Mapping for CATIA 4 fonts is specified in file CATIAv4.fontmap located in the <install directory>\bin\fonts. This font map is used to map font name to corresponding font resources so that text strings will be displayed properly with correct characters. A requirement for this font map to work properly is the existence of the CATIA 4 project file.

## CATIA 5 Options

Configure options for CATIA 5 files.

### [Options]

Parameter	Description	Default
CATIA5BuildCGMSETS = <0 1>	Controls the display of Geometrical sets. Set to 1 to show geometrical sets structure in the Model Tree.	1

Parameter	Description	Default
Catia5ShowPMI=<0 1>	Set to <b>0</b> to hide PMI entities from display. Set to 1 to display PMI entities.	1
Catia5ShowPMIWithMesh=<0 1>	Specify if you wish to display PMI entities in mesh mode. Catia5ShowPMI should be set to 1 for this option to take effect.	1
Catia5BuildInvisibleCGMBodies	Set to 1 if you wish to process and display invisible BREP bodies for CATIA 5 files.	0

## CGM Options

Configure options for CGM files.

### [Options]

Parameter	Description	Default
CGMNOCLIP = <0 1>	Set to <b>0</b> to enable clipping in CGM files. Some files may display as empty when the value is <b>0</b> . Set to 1 to disable clipping and display the file.	0
SHOWBACKGROUND=<0 1>	If 1, the background of CGM files is displayed with color. Set to <b>0</b> if you have problems printing CGM files that contain large black or dark backgrounds.	0

## Excel Options

Configure Excel file options.

### [Options]

Parameter	Description	Default
DOCVIEW = <0 1>	If 1, displays an Excel file in Print Preview mode, otherwise, displays as a regular spreadsheet.	0
DOCVIEWSHOWHEADERS = <0 1>	Set to 1 to display headers when <b>DOCVIEW = 1</b> .	0

## Gerber Options

Configure options for Gerber files.

### [Gerber Format]

Parameter	Description	Default
APERTURE_FORMAT_FILEPATH <i>=file path</i>	Defines the file path for the aperture format file.	
INCREMENTALMODE = <0 1>	Enter 1 if data is in incremental mode.	0
NUMDECIMALS = <i>num</i>	Enter the number of decimals. Specify a value can be between 1 and 6.	3
NUMDIGITS = <i>num</i>	Enter the number of digits. Specify a value can be between 1 and 6.	2
TOOLFILEPATH = C:\temp\default. too	Specifies the path to the aperture list file.	<install direc- tory>\jvue\ bin\default. too
TOOLFILETYPE=<0 1 2 3 4 5>	Specifies the type of aperture list file. <b>0</b> = CSI <b>1</b> = Orcad <b>2</b> = ECAM <b>3</b> = Protel <b>4</b> = Artwork <b>5</b> = Allegro <b>6</b> = Visula <b>7</b> = Autotrax	0
TRAILINGZEROS<0 1>	Enter 1 if coordinate data is in trailing zeros format.	0
UNITS = <1 2>	<b>1</b> = specifies the unit <b>2</b> = mm	1
TOOL_UNIT	Specify the unit for the tool and aperture file if unit is different from the Gerber file. <b>-1</b> = Unspecified file unit. Aperture file will adopt the same unit as the Gerber file. <b>1</b> = inches <b>2</b> = millimeters <b>12</b> = mil	-1

## HPGL/HPGL2 Options

Configure options for HPGL/HPGL2 file.

### [Options]

Parameter	Description	Default
CODEPAGE = num	Forces text display of a specific language. Specify the codepage to use for hpgl files. For example, set <b>CODEPAGE = 932</b> to display Japanese text in HPGL files. For a full lists of value, refer to the following Web sites: <a href="http://www.microsoft.com/globaldev/reference/cphome.mspx">http://www.microsoft.com/globaldev/reference/cphome.mspx</a> <a href="http://en.wikipedia.org/wiki/Code_page">http://en.wikipedia.org/wiki/Code_page</a>	
HPBACKGROUND = <0 1>	<b>0</b> = Do not draw page background. <b>1</b> = Draw page. <b>Note:</b> Applies to HPGL/HPGL2 files.	0
HPGLCOLORTBL = <i>fullpath_</i> <i>to_hpglcol.tbl</i>	Specifies the color table for HPGL/HPGL2 files. The color table file specifies the mapping between a pen number and a color. <b>Note:</b> This option is used only if the file does not explicitly specify pen colors with the HPGL PC command.	The file <b>Hpgl-col.tbl</b> in the program directory

## IFC Options

Configure options for IFC 3D files.

### [Options]

Parameter	Description	Default										
IFCColors	<p>Specify group element colors for IFC files.</p> <p><b>Syntax:</b> <b>[Options]</b> 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</p> <p>(r,g,b) is the RGB value for the color color_name is the string representing the color</p> <p>All color definitions should be on the same line and should be separated by spaces. For example: IFCColors = WALLS(WHITE) DOORS(GREEN) WINDOWS(BROWN)</p> <p>Special element name OTHERS is used for all elements that are not in the color definition.</p> <p>Special color NONE is used when you want to use the 3d default element color for a group element.</p> <p>IFC pre-defined color extension is defined as below:</p> <table border="0"> <tr> <td><b>Color Name</b></td> <td><b>(R,G,B)</b></td> </tr> <tr> <td>LIGHTCYAN</td> <td>(188,255,255)</td> </tr> <tr> <td>BROWN</td> <td>(205,91,69)</td> </tr> <tr> <td>LIGHTYELLOW</td> <td>(255,219,153)</td> </tr> <tr> <td>CADETBLUE</td> <td>(122,197,205)</td> </tr> </table>	<b>Color Name</b>	<b>(R,G,B)</b>	LIGHTCYAN	(188,255,255)	BROWN	(205,91,69)	LIGHTYELLOW	(255,219,153)	CADETBLUE	(122,197,205)	<p>IFCCOLORS= WALLSTANDARD- CASES(255,255,255) CURTAIN- WALLS(255,255,255) DOORS(255,219,153) OTHERS(0,255,255) SLABS(205,91,69) WALLS(255,255,255) WIN- DOWS(122,197,205)</p>
<b>Color Name</b>	<b>(R,G,B)</b>											
LIGHTCYAN	(188,255,255)											
BROWN	(205,91,69)											
LIGHTYELLOW	(255,219,153)											
CADETBLUE	(122,197,205)											
IFCColors_Mode= <0 1 2 3>	<p>Specify the mode of using default element colors.</p> <p>Set to <b>0</b> to turn off default element colors.</p> <p>Set to <b>1</b> to use default colors. File-defined colors are ignored.</p> <p>Set to <b>2</b> to use default colors for elements without file-defined colors.</p> <p>Set to <b>3</b> to use default colors for elements without file-defined colors, and to replace elements defined as black.</p>	3										
IFCLOADProperties= <0 1>	<p>Enable or disable loading of attributes for IFC files.</p> <p>Set to <b>1</b> to display all supported entity properties for an IFC file.</p> <p>Set to <b>0</b> to display only the default entity properties which are Display Mode, Name and Visibility.</p>	1										
IFCLOADInvisibleSpaces	<p>Enable or disable loading of internal spaces boundary geometry.</p> <p>Set to <b>1</b> to enable loading of internal spaces boundary geometry.</p> <p>Set to <b>0</b> to disable loading of internal spaces boundary geometry.</p>	1										
IFCWINDOW_TRANSPARENCY	<p>Specify the transparency level for windows in IFC files.</p> <p>Value is an integer between 0 (no transparency) and 100 (full transparency).</p>	55										

## IGES Options

Configure options for IGES file.

### [Options]

Parameter	Description	Default
IGESLoadDraftFirst = <0 1>	Set to 1 to display the 2D page first, display of the 3D page as a 2D projection of the 3D model, in IGES files.	0
IGESLoadSubFigureDefinitions = <0 1>	Set to 1 to display subfigure definitions when subfigure instances are not found. <b>Note:</b> Option is for IGES 3D files.	0

## JPEG Options

Configure options for JPEG files.

### [Options]

Parameter	Description	Default
JPGQUANTIZE = <0 1>	If <b>1</b> , JPEG images are quantized to 256 colors for quicker display. If <b>0</b> , true colors are used.	1

## JPEG 2000 Options

Configure options for JPEG 2000 files.

### [Options]

Parameter	Description	Default
J2KRESOLUTION= [DYNAMIC   HIGH   MEDIUM   LOW   +num   -num]	<p>Set to <b>HIGH</b> to display with a high resolution. This could cause a decrease in performance.</p> <p>Other values: <b>LOW</b>, <b>MEDIUM</b>, and <b>DYNAMIC</b>.</p> <p>You can also set J2KRESOLUTION values to <b>+num</b> or <b>-num</b>, where <b>num</b> is a number between <b>1</b> and <b>100</b>.</p> <p>Setting the value to <b>+num</b> 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 <b>-num</b> 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

## ME10/OneSpace Designer Drafting Options

Configure options for ME10/OneSpace Designer Drafting files.

### [Options]

Parameter	Description	Default
ME10CONSTRUCTION GEOM = <1 0>	Set to 1 to toggle on construction entities for ME10 files.	1
ME10MULTIBYTE = <0 1>	This option sets the priority for glyph search in Multibyte/Singlebyte fonts. Set to <b>0</b> if the file does not contain any Multibyte fonts (Far Eastern Languages). Set to 1 if the file contains a mixture of Singlebyte/Multibyte fonts.	0
ME10RGBCOLOR = <1 0>	Determine the mode of colors for ME10 files. If 1 to use RGB colors. If <b>0</b> to use AIC (AutoVue Indexed Color). When set to <b>0</b> , you can customize file me10col.tbl to get desired pen settings.	1
ME10SHOWVERTEX = <1 0>	Set to 1 to toggle on vertices for ME10 files.	0
MEFONTMAP = <i>fullpath_</i> <i>to_mefont.map</i>	Specifies the full path to the ME10/OneSpace Designer Drafting font map file. This file maps ME10/OneSpace Designer Drafting fonts to the appropriate native ME10/OneSpace Designer Drafting font files or TrueType fonts. To use native ME10/OneSpace Designer Drafting fonts, you need to provide the appropriate font files. This can be done: <ul style="list-style-type: none"> <li>By specifying the path to them using the INI option XFONTPATH.</li> </ul>	The file <b>mefont.map</b> in the program directory. (jVue\bin)

## Microsoft Outlook Options

Configure options for Microsoft Outlook MSG files.

### [Options]

Parameter	Description	Default
OUTLOOKLINKFLAG	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	Enable or Disable download of images and other web images when viewing Outlook MSG files. <b>Note:</b> This INI option is not supported for AutoVue Server on the Linux platform.	1

## MicroStation 7/8 Options

Configure options for MicroStation 7/8 files.

### [Options]

Parameter	Description	Default
DGN_FAST3D	Set to 1 to improve rendering speed of MicroStation 8 files. <b>Note:</b> Setting this option to 1 means that layers will not be listed and AutoVue streams all meshes & extrusions in one body. Set to 0 will mean slower rendering of MicroStation 8 files. However, layer information is listed and each mesh is streamed in its own entity.	0
DGN8LSTYLERSC = <i>fullpath_to_style.rsc</i>	Specify a semi-colon separated list of the full paths to fonts for the MicroStation font RSC files. <b>Note:</b> Applies only to MicroStation 8.	
DGN8LWDISPLAYSCALE = [0.0-1000.0]	Specify a floating point value, larger or equal to 0.0, representing the scaling factor which would be applied to all lineweights in the drawing. <b>For example:</b> Set to 0.0: Reduces all lineweights to 0 (1 pixel width). Set to 1.0: Lineweights remain at their default value. Set to 0.5: Reduces all lineweights by half. Set to 2.0: Multiplies all lineweights by 2.	1.0
DGN8XREFUNITS	Option applies to MicroStation version 8 files with AutoCAD XREFs. Specify the unit to use for AutoCAD XREFs when units information for the XREFs is not stored in the MicroStation drawing. The unit specified should be the same as the unit for the DWG specified in MicroStation. Consult the MicroStation help for a complete list of units. If the unit is not specified or an invalid value is specified, AutoVue reads the units from the AutoCAD XREF and hence, XREFs may not be scaled properly. <b>Example:</b> DGN8XREFUNITS = meters	
DGNARABICFONTS = <0 1>	Support for Arabic fonts for MicroStation. Set to 1 to specify right-to-left drawing.	
DGNCOLORTBL = <i>fullpath_to_color.tbl</i>	Redirects 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. <b>Note:</b> Option applies to MicroStation version 7 files.	
DGNDEACTIVATELEVSYMB = <0 1>	Applies to MicroStation 7 and 8 files. When MicroStation's Settings\View Settings\Level Symbology flag is set, all graphic entities are displayed using the level (the one the entity belongs to) settings for color, line style and line width (the entity's symbology). This option was implemented to overwrite the Settings\View Settings\Level Symbology flag and display a file using the individual entity's symbology.	0
DGNFONTMAP = <i>fullpath_to_dgnfont.map</i>	Specifies the full path to a MicroStation DGN font to TrueType mapping file. Note that native MicroStation fonts are supported and that this option is used only when native fonts are unavailable. <b>Note:</b> Applies only to MicroStation 7.	<b>dgnfont.map</b> in the program directory
DGNFONTRSC = <i>fullpath_to_font.rsc;full 2. . .</i>	Specify a semi-colon separated list of the full paths to fonts for the MicroStation font RSC files.	

Parameter	Description	Default
DGNIRASB = <0 1>	If 0, MicroStation raster hybrid files follow the I/RASB conventions for raster extents. Set this option if you find that the raster components of MicroStation files appear stretched.	0
DGNLSTYLERSC = <i>fullpath_</i> <i>to_style.rsc</i>	Specifies the full path to a MicroStation linestyle resource file that will be used to render linestyles and multi-line patterns. <b>Note:</b> Option applies to MicroStation 7 files.	
SHOWZEROLENGTHLINES = <0 1>	If 1, the MicroStation points (zero length lines) are displayed; otherwise, the points are hidden. <b>Note:</b> Option applies to MicroStation version 7 files.	0

## NC-Drill Options

Configure options for NC-Drill files.

[ECAD]

Parameter	Description	Default
NCD_UNITS	Option applies to NC-Drill format. Specify units for NC-Drill files. <b>1</b> = inches <b>2</b> = millimeters	1
NCD_TRAILINGZEROSOMIT TED	Option applies to NC-Drill format. <b>0</b> = Coordinate data is trailing zero omitted <b>1</b> = Coordinate data is leading zero omitted <b>2</b> = Coordinate data is all digits present <b>3</b> = Coordinate data is explicit decimal point	0
NCD_COMMENTSMBOL	Option applies to NC-Drill format. Specify the comment symbol.	;
NCD_INCREMENTALMODE	Option applies to NC-Drill format. Set to 1 if data is in incremental mode. <b>0</b> = absolute mode <b>1</b> = incremental mode	0
NCD_NUMDIGITS	Option applies to NC-Drill format. Specify the number of digits. Specify a value between 0 and 6. <b>Note:</b> Changing this value will affect the x, y coordinate.	2
NCD_NUMDECIMALS	Option applies to NC-Drill format. Specify the number of decimals. Specify a value between 0 and 6. <b>Note:</b> Changing this value will affect the x, y coordinate.	4
NCD_APERTURE_FORMAT_ FILEPATH	Option applies to NC-Drill format. Complete path for Aperture format file. This file provides information on how to read the tool file	
NCD_TOOLFILEPATH	Complete path for Tool file.	

## OrCAD Layout Options

Configure options for OrCAD Layout files.

[ECAD]

Parameter	Description	Default
ORCAD_CUTOUT_COPPER _POUR = <0 1>	Set to 1 if you wish to display copper pour cutouts for OrCAD Layout files	0

## Postscript Options

Configure options for Postscript files.

[Options]

Parameter	Description	Default
PSMINDPI = nDPI	Indicates a numeric value for the minimum resolution (in dpi) used for rendering PostScript files. Normally, the resolution is calculated based on that of the output device, however, this option can allow you to increase the resolution (e.g. details seem jagged on the output). If <b>0</b> , the greater resolution of the two is used.	0
PSWidth = 11.0 PSHeight = 8.5	For Postscript files that do not have a page size, specify the width and height that AutoVue should use to completely display the file. For example, the below settings specify that the page size is 11.0 X 8.5 inches.	

## Pro/ENGINEER Options

Configure options for Pro/ENGINEER files.

[Options]

Parameter	Description	Default
ProE2DLoadPicture = <0 1>	Set to 1 to load the preview data for Pro/ENGINEER 2D Drawings. If preview does not exist, the 2D drawing will be generated from the 3D Model.	0
ProE2DLoadSavedDisplayLists = <0 1>	If set to 1, the display list will be loaded instead of generating the 2D drawing from the 3D Model. Option applies to Pro/ENGINEER 2D files. If the display list does not exist, the 2D drawing will be generated from the 3D Model.	1
ProE2DTanEdgeDefaultStyle = [0-4]	Specify the default line style for tangent edges if it is not saved in the native file. The styles are: <b>0</b> - Solid <b>1</b> - Disabled <b>2</b> - Control <b>3</b> - Phantom <b>4</b> - Dimmed	0

Parameter	Description	Default
ProE2DViewDefaultStyle = [HIDDEN   WIREFRAME   SHADING   NO HIDDEN]	Specify a default style to display 3D projected views: <ul style="list-style-type: none"> <li>HIDDEN</li> <li>WIREFRAME</li> <li>SHADING</li> <li>NO HIDDEN</li> </ul>	NO HIDDEN
ProELang	Specify the native font to use for Pro/ENGINEER 2D drawings. Possible values are: Korean/Japanese/Chinese_cn/Chinese_tw/Hebrew/Russian <b>Example:</b> ProELang = Chinese_cn  Font files to use should be defined in the proefont.map file located in the jvue\bin\font subdirectory in the AutoVue installation directory. Refer to proefont.map for more instructions regarding font mapping.	
ProELoadCosmetics = <0 1>	Set to 0 to turn off display of datum cosmetics (coordinate system, datum planes and datum axes and datum points).	1
ProELoadCosmeticWires=<0 1>	Set to 0 to turn off display of cosmetic wires.	1
ProELoadPMIData = <0 1>	Set to <b>0</b> to disable display of PMI entities.	1
ProEMassPropUseMesh	Set to 1 to compute mass properties (volume, surface area, mass,...) using the mesh model. Set to <b>0</b> to compute mass properties using the BRep model.	0
ProEPMIDIMTOLDisplay = <0 1>	Set to 1 to display tolerance for dimension entities for Pro/ENGINEER 3D files.	1
ProEShowHiddenLineDashed	This option controls the display and printing of hidden lines contained in Pro/ENGINEER drawings. Set to 1 to display and print hidden lines as dashed lines. Set to <b>0</b> to display and print hidden lines as solid lines.	0

## SolidWorks Options

Configure the option for SolidWorks files.

### [Options]

Parameter	Description	Default
SWWIRECOLORVISIBLE	Specify color to use for drawing solidworks wireframe models for Solidworks drawings. Value should be an integer value specifying the RGB color.	0 (Black)

## STEP Options

Configure options for STEP file.

[Options]

Parameter	Description	Default
STEPDetailedTree = 0/1	Set to 1 to show detailed tree for STEP 3D files.	0
STEPFacePositiveColor	Option applies to STEP files. When set to 1, 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. When set to 0, 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. <b>Syntax:</b> <b>[Options]</b> STEPFacePositiveColor=<0/1>	0
STEPHideCG	Set to 1 to hide all construction geometries in STEP 3D files.	0

## Text Options

Configure options for text files.

[Options]

Parameter	Description	Default
CODEPAGE = <i>num</i>	Forces text display of a specific language. Specify the codepage to use for TXT files. For example, set <b>CODEPAGE = 932</b> to display Japanese text in TXT files. For a full lists of value, refer to the following Web sites: <a href="http://www.microsoft.com/globaldev/reference/cphome.mspx">http://www.microsoft.com/globaldev/reference/cphome.mspx</a> <a href="http://en.wikipedia.org/wiki/Code_page">http://en.wikipedia.org/wiki/Code_page</a>	

## TIFF Options

Configure options for TIFF files.

[Options]

Parameter	Description	Default
TIFF_ZERO_PIXEL = [BLACK   WHITE   FILE]	Specify how pixel values are interpreted in black and white TIFF files. Set to <b>BLACK</b> to force zero pixels to display black. Set to <b>WHITE</b> to force zero pixels to display white. Set to <b>FILE</b> to force zero pixels to display as the pixel color specified in the file. <b>Note:</b> This only applies to black and white TIFF images.	FILE

## UI Color Options

Specify background color to be used for different file formats.

**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.

### [UI Colors]

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.	
BKCOLORSPREADSHEET	Specify background color for spreadsheets.	
BKCOLORTHUMBNAILS	Specify background color for thumbnails.	
BKCOLORVECTOR	Specify background color for vector formats.	

## Visio Options

Configure options for Visio files.

### [Options]

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 print mode.	0
VISIOPAGE = <0 1>	<b>0:</b> Off <b>1:</b> On. Displays the page outline and background.	0
VISIOPAGEBKCOLOR = <i>num</i>	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. If set to the default <b>-1</b> , there will be no background. Only the outline will be displayed if VISIOPAGE is on (=1).	-1

## Word Options

Configure options for Microsoft Word files.

### [Options]

Parameter	Description	Default
CustomDocFontSubstitution	Specify the path of the font mapping file (docfont.map) to use for word documents. <b>Syntax:</b> <b>[Options]</b> CustomDocFontSubstitution=<path> 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	docfont.map in avwin\fonts
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

## General Options

Configure options that apply to parameters such as fonts, performance, and color

### [Options]

Parameter	Description	Default
AntiAlias = <0 1>	If 1, enhances display of monochrome raster images.	1
ArcResolution = <i>num</i>	Indicates the degree increment used in rendering arcs.	10
CLIPLIMIT = <i>n</i>	Reduce file loading time. Set <i>n</i> to <b>more than 1500</b> : the clipping is performed on the server (in "TILED" rendering format). Set <i>n</i> to <b>less than 1500</b> : the clipping is performed on the client (in "METAFILE(CMF)" rendering format).	1500
Contrast = value	Applies contrast to monochrome raster images. The value can range from -100 (low contrast) to 100 (high contrast).	0
DefaultDocPageSize	Specify the page size in inches that AutoVue should use in order to properly display text files. <b>Example:</b> DefaultDocPageSize = 11.0,8.5 will force AutoVue to display text files at a page size of 11x8.5 inches. <b>Note:</b> This option is only for Text files and Microsoft Outlook Messenger files.	

Parameter	Description	Default
DefaultFileUnits	Specify the unit to use if native file does not contain units information. <b>Syntax:</b> <b>[Options]</b> DEFAULTFILEUNITS=<1/2/5/7/8/9/10/11/12/14/15> where 1 - inches 2 - millimeters 5 - centimeters 7 - meters 8 - kilometers 9 - feet 10 - yards 11 - miles 12 - mils 14 - microns 15 - microinches	1
DIBTrueColor = <0 1>	Set to <b>1</b> to force rendering of 4-bit and 8-bit raster images on a 24-bit pixmap.	0
DIGITSNUMBER	Specify the number of decimals to display when measuring in AutoVue.	6
DOC_SHOWTABLEGRIDLINES = <0 1>	Turn table grid lines on and off. Set to <b>1</b> to display the table gridlines. Set to <b>0</b> to hide the table gridlines. <b>Note:</b> Unlike cell borders, gridlines never print.	0
EnableIdenticalPartDetection= <0 1>	<b>Only for AutoVue Web Version.</b> Optimizes the performance of loading 3D files. If set to <b>1</b> , identical parts are detected in a native file before streaming begins. The detection helps to share more parts in the model and, as a result, reduce the amount of streaming data. In some cases, this procedure may become very slow and cause a critical slowdown in the loading of native files in AutoVue Web Version. If set to <b>0</b> , the procedure is disabled. By doing so, a reduction of memory on client side is apparent, as is a slowdown in the loading time for native files. As a result, performance is improved.	1
EnumPrinters=<0 1 2>	Specify if you wish to use a printer installed on the AutoVue Server machine as a reference Device Context so that printing resolution is closer to the printer installed on the AutoVue client machine. Option is used for hi-res printing only. <b>Syntax:</b> <b>[Options]</b> EnumPrinters=<0/1/2> Set to <b>0</b> to cancel enumeration of printers. Set to <b>1</b> to enumerate printers that are installed locally on the server, and printers to which previous connections have been made (for example, a shared printer that has already been connected). Set to <b>2</b> to enumerate only printers that are installed locally on the server.	1

Parameter	Description	Default
FASTDISPLAY	<p>AutoVue renders the drawing ignoring some details in order to speedup the rendering.</p> <p>If set to <b>0</b>, AutoVue performs a full rendering without any optimization of the drawing of the primitives.</p> <p>If set to <b>1</b>, AutoVue performs the following optimizations when the file is rendered in TILED mode:</p> <ul style="list-style-type: none"> <li>• Draw small text as boxes.</li> <li>• Ignore the line-style for small primitives and draw them with plain style.</li> <li>• Ignore the point style for points and draw them in dot style.</li> </ul>	0
FLIP = <0 1 2 3>	<p>Specifies:</p> <ul style="list-style-type: none"> <li><b>0</b> - none</li> <li><b>1</b> - horizontal</li> <li><b>2</b> - vertical</li> <li><b>3</b> - both</li> </ul>	0
FOLDERPERMISSIONS = <0 1>	<p>Switch off the verification of client permissions for accessing the UNC path.</p> <p>Set to 1 to follow the standard folder permissions.</p> <p>Set to <b>0</b> to allow the client to access file locations for which the client does not have permissions.</p>	1
FORCETOBLACK = <0 1>	If 1, forces all colors to black when displaying vector documents.	0
FullColorPrinterSupport = <0 1>	<p>Enable color printing for some monochrome images.</p> <p>Set to <b>0</b>: 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"> <li>• The spool size is much larger because there is 8 to 24 times more information sent to the printer.</li> <li>• Not all printers support image transparency and using them with this option may yield incorrect results.</li> </ul>	0
INVERT = <0 1>	If 1, monochrome raster images are displayed inverted.	0
KEEPORIGINALCOLORS = <0 1>	<p>If set to 1, will keep original colors - white graphics and black graphics will always be drawn white and black respectively, even if the background is white or black.</p> <p>If set to <b>0</b>, inverts colors for white and black graphics on white and black background.</p>	
LOOKAHEAD = <1 0>	Enable look ahead rendering a Tiled mode.	0
MaxPrinterDPI = <DPI value>	Maximum printer DPI for native printing. Lower DPI setting speeds up printing. Default value is 600 DPI.	600

Parameter	Description	Default
MemoryMaxSize	Specify a maximum limit for the client memory after which data is dumped to disk. Specify value in bytes.	Minimum (60% of client memory, memory limit specified by user)
NOSYMBOLTTF = <0 1>	Set to 1 to override the Charset of Symbol fonts. It will be replaced by the default Charset. This option applies to DWF and DWG files only.	0
NOWINARCS = <0 1>	If 1, does not use the Windows GDI functions to draw arcs. If 0, Windows renders the arcs. This option is used for some HP print drivers that do not properly render arcs and circles.	0
OVERLAYALPHAVALUE = <0/1>	Controls transparency of two overlaid tiff files. If set to 1, overlay is opaque. If 0, overlay is transparent. <b>Note:</b> Use only for Autovue client on Java2.	0.5
PMITEXTRENDERINGSTYLE = <0 1 2>	Specify the text rendering style for PMI entities. <b>0</b> - Native Setting <b>1</b> - 3D <b>2</b> - Flat-to-screen	0
PrintBandSize = <Band size value>	The size of one printing band for requesting from the server in megabytes.	5.0
RASTERFIT = <0 1>	If 1, fits the initial display of raster images to the screen. Otherwise, full resolution is shown.	1
RASTERMEMLIMIT = <i>n_kbytes</i>	Swaps raster data to disk when the Windows global memory heap falls below <i>n_kbytes</i> .	6000
RASNOFORCETOBLACK = <0 1>	Set to 1 to disable Force to Black for raster overlays and raster files. <b>Note:</b> Option is applicable only when <b>FORCETOBLACK = 1</b> .	0
RequestTimeout = <timeout value in milliseconds>	Partial results polling timeout in milliseconds.	500
ResetRotateAndFlip=<0 1>	This option allows the user to choose rotation and flip settings when viewing files. <b>Syntax:</b> <b>[Options]</b> ResetRotateAndFlip=<0/1> <b>1</b> - render file with no rotation and no flipping. If native file itself is rotated or flipped, native file settings take precedence and file is rendered with saved rotation/flip. <b>0</b> - render file with the rotation and flip settings defined in AutoVue GUI or in AutoVue INI file.	1

Parameter	Description	Default
ResetRotateAndFlip=<0 1>	This option allows the user to choose rotation and flip settings when viewing files. <b>Syntax:</b> <b>[Options]</b> ResetRotateAndFlip=<0/1> <b>1</b> - render file with no rotation and no flipping. If native file itself is rotated or flipped, native file settings take precedence and file is rendered with saved rotation/flip. <b>0</b> - render file with the rotation and flip settings defined in AutoVue GUI or in AutoVue INI file.	
RESOLUTION = <1 2 3 4>	If 3DPOLICYMANAGER = 1, set load resolution. <b>1</b> = Low <b>2</b> = Medium <b>3</b> = High <b>4</b> = Very High	2
ResolveResources = <0 1>	Enable/disable resource file lookup by the client. When set to 1, the client will try to locate resource files, when set to 0, the client will never receive a request to resolve resources.	1
ResourceResolvingTimeout	Specifies 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. <b>Syntax:</b> <b>[Options]</b> ResourceResolvingTimeout=<time in seconds>	60
ROTATE = <degrees>	Specifies the degrees of rotation as 0, 90, 180 or 270.	0
SELECTIONHIGHLIGHT = <0 1>	Specify selection highlight mode. <b>0</b> : Bounding box <b>1</b> : Entity default color	
SessionXFontPath	Set <PARAM NAME="SessionXFontPaths" VALUE="font path"> Font will display (be resolved the base file (drawing/assembly)	
SessionXrefPaths	Set <PARAM NAME="SessionXrefPaths" VALUE="xref folder path"> XRefs will display (be resolved) in the base file (drawing/assembly).	
SHOWDIMENSION = <0 1>	If 1, shows dimension entities. Otherwise, they are not shown.	1
SHOWFILL = <0 1>	If 0, displays only the outlines of filled entities (solids, fat polylines etc.). Otherwise, these entities are shown as filled.	1
SHOWHATCHING = <0 1>	If 1, the FILLMODE system variable (AutoCad) and the Hatch display are turned off; otherwise, Hatch entities are displayed.	0
SHOWLINESTYLE = <0 1>	If 1, shows linestyle patterns. If 0, linestyles are displayed as solid lines.	1
SHOWLINEWEIGHT = <0 1>	If 1, displays varying line thicknesses. If 0, displays no line weights for any lines (all lines appear equal).	1
SHOWTEXT = <0 1>	When set to 1, text entities are shown.	1

Parameter	Description	Default
SHOWTREE = <0 1>	If 1, display tree. If 0, switches off the tree display.	1
SHOWXREFS = <0 1>	If set to 1, external reference files are shown.	1
SMOOTHSHADING = <0 1>	If 1, enables smooth shading of 3D display.	1
TextBitmapRendering=<0 1>	If set to <b>1</b> , render small text glyphs using bitmaps. If set to <b>0</b> , text is not rendered using bitmaps. <b>Note</b> This option may affect most text in PDF, TrueType text in ME10, and PostScript text in CATIA5.	1
TILEMODE = <-1 0 1>	<b>1</b> - Specifies model space <b>0</b> - paper space <b>-1</b> - automatic	-1
UseServerBanding = <0 1>	Banding during native printing is done on the client. Set to 1 to force banding on the server.	0
USERXFONTPATHS = <semicolon separated list of paths>	Specify the paths for external font lookup on the client side. The path will appear 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 will appear in the Configuration dialog in General > XRef Paths.	
VECTORFIT = <0   1>	<b>1</b> : Causes Vector files to be "Auto-Fit" once they are loaded. <b>0</b> : Default	0
VECTORMEMLIMIT = <i>n_kbytes</i>	Swaps vector data to disk when the Windows global memory heap falls below <i>n_kbytes</i> .	4096
XFONTPATHS = <i>paths</i>	Specifies a semicolon-delimited list of directories to search for external fonts.	
XREFPATHS = <i>paths</i>	Specifies a semicolon-delimited list of directories to search for external references in CAD drawings.	

## Base Font

Specify base font to be used for ASCII files.

### [BASEFONT]

Parameter	Description	Default
FACE	Specify font style.	
ISITALIC	Specify if font is italic.	
SIZE	Specify font height.	
WEIGHT	Specify font weight.	
FROMPAGE = <i>num</i>	Indicates the starting page number of the print range.	

# AutoVue Mobile Options

Configure the parameters for AutoVue Mobile.

[AutoVueMobile]

Parameter	Description	Default
MrkPolicyFile	Specify the path to the Markup Policy XML file for the Mobile Pack. <b>Syntax:</b> [AutoVueMobile] MrkPolicyFile=C:\WV\bin\MarkupPolicy.xml	<AutoVue Web Version Installation>\bin\Ma rkupPolicy.xml
FileStreamEncryption	Specify Encryption algorithm for both Markup and Mobile Pack password protection. <b>Syntax:</b> [AutoVueMobile] FileStreamEncryption=<RC4/3DES>	RC4

## [Options]

Parameter	Description	Default
MAILINSEPARATEPROCESS	Specify whether to send mail in a new process or to send mail in the current jvm process. <b>Note:</b> This option is available only when MAPI is supported. Set to <b>1</b> to send out mail in a new process or system call. Set to <b>0</b> to send out mail in the current jvm process. If the current mail client is Lotus Notes, mail will be sent out in a new process regardless of whether this option is enabled or disabled. <b>Syntax:</b> <b>[Options]</b> MAILINSEPARATEPROCESS=<0 1>	1
MailerPath	Specify the path to the mail client executable. Once the path is entered, it is saved in the user's profile. If no path is specified, a dialog box appears prompting for the file path. <b>Note:</b> This option is available only when MAPI is <i>not</i> supported. <b>Syntax:</b> <b>[Options]</b> MailerPath= <i>file path</i>	
MailerType	Specify the type of mailer application once the full path of the mail client is obtained. <ul style="list-style-type: none"> <li>When the parameter is set to <i>mozilla</i>, <i>thunderbird</i>, or <i>auto</i>, and the mail file path contains <i>mozilla</i> or <i>thunderbird</i>, the mail client will default to thunderbird.</li> <li>If the mail client is neither <i>mozilla</i>, <i>thunderbird</i>, or <i>evolution</i>, a standard mail message is constructed.</li> </ul> <b>Note:</b> This option is available only when MAPI is <i>not</i> supported. <b>Syntax:</b> <b>[Options]</b> MailerType=<auto   mozilla   thunderbird   evolution> <b>Note:</b> Evolution is only for clients on a Unix system.	auto

## Company Wide Policy

Configure AutoVue Mobile parameter for Company Wide policy.

## [AutoVueMobile]

Parameter	Description	Default
ExpireAfter= <i>num</i>	Set the expiry date for the Mobile Pack. For example, <b>ExpireAfter=10</b> results in the Mobile Pack expiring 10 days after creation.	
IncludeStreamingFile	Set to 1 to only include the streaming file in Mobile Pack. Set to 0 to exclude the streaming file from Mobile Pack. Therefore, the native file is only included in the Mobile Pack.	0
Rendition= [None PDF TIFF]	Set to include or exclude rendition for the Mobile Pack. Set to <b>None</b> to exclude any rendition. Set to <b>PDF</b> to include PDF rendition. Set to <b>TIFF</b> to include TIFF rendition.	

## 3D Options

The parameters in the following table apply to 3D files.

### [Options]

Parameter	Description	Default
3DMASSPROP_MESH_BEHAVIOR = [0 1 2]	Specify how to handle mesh when computing mass properties. This option can have of the following values: <b>0</b> - Exclude from mass property computation. <b>1</b> - Include in mass property computation. <b>2</b> - 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 when computing mass properties. This option can have of the following values: <b>0</b> - Exclude from mass property computation. <b>1</b> - Include in mass property computation. <b>2</b> - Handle selection: Include in mass property computation only if the selection is fully made with sheet bodies.	2
3DPerformancePreference=<0 1>	This option orients the optimization in the product towards speed or memory. If set to <b>1</b> , the optimization is assigned to the speed performance. If set to <b>0</b> , the optimization is assigned to memory usage. This option impacts only the loading process of EDA-3D and CATIA 4, CATIA 5, Pro/ENGINEER, Autodesk Inventor, SolidDesigner, Mechanica Desktop, ACIS, IGES and STEP 3D models.	1
3DPOLICYMANAGER = <0 1>	Set to 1 to enable dynamic loading of 3D models. If <b>0</b> , loads incrementally.	1
AxesSize = <i>value</i>	Enables you to resize the 3D axes. <b>Example:</b> If you set AxesSize=0 the default 3D axes will display. If you assign a value greater than 0, the size of the 3D axes will change accordingly. Suggested value=45.	90
BkImages	Displays a list of images in the 3D background. Can include a semi-colon separated list of images. <b>Syntax:</b> BkImages=path1, position1, stretch1; path2, position2, stretch2; ... <b>Path values:</b> May be absolute and relative to the start directory of the application or module directory. <b>Position values:</b> CENTER, TOP, BOTTOM, LEFT, RIGHT, TOP_LEFT, TOP_RIGHT, BOTTOM_LEFT, or BOTTOM_RIGHT. <b>Stretch Values:</b> 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).	
BkType	Specifies the type of 3D background. Three classes of values: <i>radial gradient</i> , <i>directional gradient</i> , and <i>plain color</i> (default value). <b>Radial gradient values:</b> CENTER, TOP, BOTTOM, LEFT, RIGHT, TOP_LEFT, TOP_RIGHT, BOTTOM_LEFT, or BOTTOM_RIGHT. <b>Directional gradient values:</b> An integer value (angle in degrees). Note that <b>0</b> is in the “3 o’clock” direction and that the angles rotate CCW.	PLAIN
DYNAMICRENDERING = <0 1 2>	Specify mode for dynamic rendering of 3D. <b>0</b> - current render mode <b>1</b> - Flat Shading <b>2</b> - Wire Polygons	0

ForcePMIsZOrder = <0 1>	Invalidate the PMI_ATTRIB_RENDERABOVEMODEL generic attribute effect : 3D PMIs are not forced above the model and may be occluded by it, depending on its orientation.	0
JTRESOLUTION=<HI MED LO>	Option applies to JT format. This option enables users to load models in high, medium, or low resolution meshes. Setting the option to LOW results in faster loading of the model. However, this results in a loss of detail in the model display.	HI
LOADFACETEDDATA = <0 1>	Set to 1 if you wish to read Mesh data for 3D files. Set to 0 if you wish to read BRep data for 3D files.	0
MESHBUILDTOPOLOGY = <0 1>	Set to 0 if you do not want to build the topology in mesh mode. Applies to the following file formats: <ul style="list-style-type: none"> <li>• Catia 5</li> <li>• DirectModel (JT)</li> <li>• IFC</li> <li>• Pro/ENGINEER</li> <li>• SolidWorks</li> <li>• STL</li> <li>• Unigraphics</li> </ul> <b>Note:</b> This option replaces the following INI options: SWBUILDMESHTOPOLOGY, Catia5MeshBuildTopology and BUILDMESHTOPOLOGY.	1
NOACCELERATION = <0 1>	Set to 1 to disable OpenGL 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. <b>Note:</b> If you have a poor graphics cards, OpenGL acceleration could slow down performance for bug 3D models.	1
SHOWGLOBALAXES = <0 1>	Set to 1 to display global axes for 3D models.	1
USEMESHCACHE = <0 1>	Set to 1 to enable using hard drive to cache mesh data when loading 3D files. When memory is insufficient, data is dumped to disk. <b>Note:</b> Option should be used when loading large 3D models.	0

## 3D PMI Options

Configure options to control visibility of PMI entities for 3D files.

[PMI]

Parameter	Description	Default
COORDINATE_SYSTEM_TREE_VIS	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	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	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	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

Parameter	Description	Default
DATUM_TARGET_TREE_VIS	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	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	Set to 1 to display dimension entities in the tree. Set to 0 to hide dimension entities from the tree.	1
DIMENSION_VIEW_VIS	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	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	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	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	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	Set to 1 to display locator entities in the tree. Set to 0 to hide locator entities from the tree.	1
LOCATOR_VIEW_VIS	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	Set to 1 to display point measurement entities in the tree. Set to 0 to hide point measurement entities from the tree.	1
MEASUREMENT_POINT_VIEW_VIS	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	Set to 1 to display note entities in the tree. Set to 0 to hide note entities from the tree.	1
NOTE_VIEW_VIS	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	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	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

Parameter	Description	Default
SPOT_WELD_TREE_VIS	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	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	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	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	Set to 1 to display wire entities in the tree. Set to 0 to hide wire entities from the tree.	1
WIRE_VIEW_VIS	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

## 3D Export Options

Configure the parameters in the following table for 3D export options

### [Export Options]

Parameter	Description	Default
EXPORTTESSELLATIONTOL	Control the mesh density when converting to 3D STL. Meshes are more dense if tolerance value is smaller. <b>Syntax:</b> <b>[Export Options]</b> EXPORTTESSELLATIONTOL=val where val can be 0.01, 0.005, 0.001, 0.0001	0

## 3D Color 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.

### [Options]

Parameter	Description	Default
BACKGROUND_COLOR	Specify background color for 3D models.	
ENTITYDEFAULT_COLOR	Specify default color for 3D models.	
EDGESHIGHLIGHT_COLOR	Specify color for highlighting edges.	
FACEHIGHLIGHT_COLOR	Specify color for highlighting faces.	

Parameter	Description	Default
MEASUREMENTCOLOR	Specify color for measurements.	
MINDDISTANCESET1 HIGH-LIGHTCOLOR	Specify color for first set in minimum distance measurement.	
MINDDISTANCESET2 HIGH-LIGHTCOLOR	Specify color for second set in minimum distance measurement.	
SECTIONEDGESCOLOR	Specify section edge color.	
SECTIONFILLCOLOR	Specify fill color.	
SECTIONFILLHATCHCOLOR	Specify hatch pattern for fill color.	
SELECTIONCOLOR	Specify color for selecting models or model parts.	
VERTEXHIGHLIGHTSCOLOR	Specify color for highlighting vertices.	

## ECAD Options

Specify configuration options for ECAD.

[ECAD]

Parameter	Description	Default
CROSSPROBE_ACTION = <0 1 2>	Specify entity selection behavior when crossprobing EDA files. This option can have one of the following values: <b>0</b> - Keep zoom level <b>1</b> - Zoom selected <b>2</b> - Zoom Fit	1
CROSSPROBE_AUTOMATIC_PA GETYPE = <0 1>	Specifies 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 <b>0</b> to disable Automatic mode during an EDA cross probe.	1
ECAD_3D_BOARDCOLOR	Specify the color of the PCB board in 3D.	
ECAD_3D_COMPONENTCOLOR	Specifies the color of the PCB components in 3D.	
ECAD_3D_DEFAULTBOARD THICKNESS	Specify default board thickness for EDA.	40.0
ECAD_3D_COMPONENT THICKNESS	Specify default thickness for components for 3D EDA.	40.0
ECAD_3D_DEFAULT THICKNESSUNIT	Specify default thickness unit for EDA.	13 (pixels)
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 <b>0.0</b> and <b>1.0</b> .	0.5
ECAD_LAYER_EXPANDCOLLA PSE_LOGICAL = <0 1>	Expand or collapse the Logical Layers pane in the Layers dialog. Set to <b>0</b> to expand the Logical Layers pane. Set to 1 to collapse the Logical Layers pane.	1

ECAD_LAYER_EXPANDCOLLA PSE_PHYSICAL = <0 1>	Expand or collapse the Physical Layers pane in the Layers dialog. Set to <b>0</b> to expand the Physical Layers pane. Set to 1 to collapse the Physical Layers pane.	0
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"> <li>• Zuken CADSTAR</li> <li>• Cadence Spectra</li> <li>• Altium Protel</li> <li>• OrCAD Layout</li> <li>• ODB++</li> <li>• Mentor BoardStation</li> <li>• IDF</li> <li>• Mentor Expedition</li> <li>• Zuken CADIF</li> <li>• Cadence Allegro</li> <li>• Cadence Projects</li> </ul>	1
ECAD_SEARCH_DESIGN = 0 1	EDA entity searching scope. Set to 1: the search scope is the entire design. Set to <b>0</b> : the search scope is current page.	0
ECAD_SELECTIONHIGHLIGHT = <0 1>	Select either Highlight Selected or Dim Unselected as the default behavior when selecting entities. Set to 1 when Dim Unselected is selected. Set to <b>0</b> when Highlight Selected is selected. Option takes effect whether you change it manually or through the GUI.	0
ECAD_SNAPRADIUS	Specify snap radius for snap box to appear to select entity. <b>Note:</b> The snap radius is configured in pixels.	5

# Printing Options

## General Options

Specify general print options such as orientation, scale.

[PRINTOPTIONS]

Parameter	Description	Default
AREA = <0 1>	If <b>0</b> , the extents of the page is printed, otherwise, the region displayed in the view window is printed.	0
AREA	Indicates if you are printing: <b>0</b> - File Extents <b>1</b> - Displayed <b>2</b> - Selected area <b>3</b> - Limits (AutoCAD files only)	0
COPIES	Specifies the number of copies to print.	1
FACTOR1 = <i>num</i>	If <b>scaling</b> = <b>1</b> , specifies the number of pixels for the scaling factor.	
FACTOR2 = <i>num</i>	If <b>scaling</b> = <b>1</b> , specifies the number of units to which the specified number of pixels are scaled.	
FORCETOBLACK = <0 1>	If <b>1</b> , the file is printed in black and white; otherwise, in color.	0
FROMPAGE = <i>num</i>	Indicates the starting page number of the print range.	
HIGHRESOLUTION = <0 1>	If <b>1</b> , prints high resolution	
LIMITTOONEPRINTER PAGE = <0 1>	If <b>1</b> , limits output to one printer page when the scaling options selected causes a single page to span over several pages.	0
ORIENTATION = <1 0>	If <b>0</b> , the file is printed as portrait; otherwise, landscape. Currently supported with Java 2 low resolution printing.	
PAGES = <0 1 2>r	Indicates if you want to print <b>0</b> - All Pages <b>1</b> - Current Page <b>2</b> - Page Range	1
PAPER SIZE	Specifies the paper size to print to. The following table lists the available paper sizes.	

Name	Description
PAPER_10X11	10 x 11 in.
PAPER_10X14	10x14 in.
PAPER_11X17	11x17 in.
PAPER_12X11	12 x 11 in.
PAPER_15X11	15 x 11 in.

PAPER_9X11	9 x 11 in.
PAPER_A_PLUS	SuperA/SuperA/A4 227 x 356 mm.
PAPER_A2	A2 420 x 594 mm.
PAPER_A3	A3 297 x 420 mm.
PAPER_A3_EXTRA	A3 Extra 322 x 445 mm.
PAPER_A3_EXTRA_TRANSVERSE	A3 Extra Transverse 322 x 445 mm.
PAPER_A3_ROTATED	A3 Rotated 420 x 297 mm.
PAPER_A3_TRANSVERSE	A3 Transverse 297 x 420 mm.
PAPER_A4	A4 210 x 297 mm.
PAPER_A4_EXTRA	A4 Extra 9.27 x 12.69 in.
PAPER_A4_PLUS	A4 Plus 210 x 330 mm.
PAPER_A4_ROTATED	A4 Rotated 297 x 210 mm.
PAPER_A4_TRANSVERSE	A4 Transverse 210 x 297 mm.
PAPER_A4SMALL	A4 Small 210 x 297 mm.
PAPER_A5	A5 148 x 210 mm.
PAPER_A5_EXTRA	A5 Extra 174 x 235 mm.
PAPER_A5_ROTATED	A5 Rotated 210 x 148 mm.
PAPER_A5_TRANSVERSE	A5 Transverse 148 x 210 mm.
PAPER_A6	A6 105 x 148 mm.
PAPER_A6_ROTATED	A6 Rotated 148 x 105 mm.
PAPER_B_PLUS	SuperB/SuperB/A3 305 x 487 mm
PAPER_B4	B4 (JIS) 250 x 354.
PAPER_B4_JIS_ROTATED	B4 (JIS) Rotated 364 x 257 mm.
PAPER_B5	B5 (JIS) 182 x 257 mm.
PAPER_B5_EXTRA	B5 (ISO) Extra 201 x 276 mm.
PAPER_B5_JIS_ROTATED	B5 (JIS) Rotated 257 x 182 mm.
PAPER_B5_TRANSVERSE	B5 (JIS) Transverse 182 x 257 mm.
PAPER_B6_JIS	B6 (JIS) 128 x 182 mm.
PAPER_B6_JIS_ROTATED	B6 (JIS) Rotated 182 x 128 mm.
PAPER_CSHEET	C size sheet.
PAPER_DBL_JAPANESE_POSTCARD	Japanese Double Postcard 200 x 148 mm.
PAPER_DBL_JAPANESE_POSTCARD_ROTATED	Double Japanese Postcard Rotated 148 x 200 mm.
PAPER_DSHEET	D size sheet.
PAPER_ENV_10	Envelope #10 4 1/8 x 9 1/2.

PAPER_ENV_11	Envelope #11 4 1/2 x 10 3/8.
PAPER_ENV_12	Envelope #12 4 1/2 x 11.
PAPER_ENV_14	Envelope #14 5 x 11 1/2.
PAPER_ENV_9	Envelope #9 3 7/8 x 8 7/8.
PAPER_ENV_B4	Envelope B4 250 x 353 mm.
PAPER_ENV_B5	Envelope B5 176 x 250 mm.
PAPER_ENV_B6	Envelope B6 176 x 125 mm.
PAPER_ENV_C3	Envelope C3 324 x 458 mm.
PAPER_ENV_C4	Envelope C4 229 x 324 mm.
PAPER_ENV_C5	Envelope C5 162 x 229 mm.
PAPER_ENV_C6	Envelope C6 114 x 162 mm.
PAPER_ENV_C65	Envelope C65 114 x 229 mm.
PAPER_ENV_DL	Envelope DL 110 x 220mm.
PAPER_ENV_INVITE	Envelope Invite 220 x 220 mm.
PAPER_ENV_ITALY	Envelope 110 x 230 mm.
PAPER_ENV_MONARCH	Envelope Monarch 3.875 x 7.5 in.
PAPER_ENV_PERSONAL	6 3/4 Envelope 3 5/8 x 6 1/2 in.
PAPER_ESHEET	E size sheet.
PAPER_EXECUTIVE	Executive 7 1/4 x 10 1/2 in.
PAPER_FANFOLD_LGL_GERMAN	German Legal Fanfold 8 1/2 x 13 in.
PAPER_FANFOLD_STD_GERMAN	German Std Fanfold 8 1/2 x 12 in.
PAPER_FANFOLD_US	US Std Fanfold 14 7/8 x 11 in.
PAPER_FOLIO	Folio 8 1/2 x 13 in.
PAPER_ISO_B4	B4 (ISO) 250 x 353 mm.
PAPER_JAPANESE_POSTCARD	Japanese Postcard 100 x 148 mm.
PAPER_JAPANESE_POSTCARD_ROTATED	Japanese Postcard Rotated 148 x 100 mm.
PAPER_JENV_CHOU3	Japanese Envelope Chou #3.
PAPER_JENV_CHOU3_ROTATED	Japanese Envelope Chou #3 Rotated.
PAPER_JENV_CHOU4	Japanese Envelope Chou #4.
PAPER_JENV_CHOU4_ROTATED	Japanese Envelope Chou #4 Rotated.
PAPER_JENV_KAKU2	Japanese Envelope Kaku #2.
PAPER_JENV_KAKU2_ROTATED	Japanese Envelope Kaku #2 Rotated.
PAPER_JENV_KAKU3	Japanese Envelope Kaku #3.
PAPER_JENV_KAKU3_ROTATED	Japanese Envelope Kaku #3 Rotated.

PAPER_JENV_YOU4	Japanese Envelope You #4.
PAPER_JENV_YOU4_ROTATED	Japanese Envelope You #4 Rotated.
PAPER_LEDGER	Ledger 17 x 11 in.
PAPER_LEGAL	Legal 8 1/2 x 14 in.
PAPER_LEGAL_EXTRA	Legal Extra 9 1/2 x 15 in.
PAPER_LETTER	Letter 8 1/2 x 11 in.
PAPER_LETTER_EXTRA	Letter Extra 9 1/2 x 12 in.
PAPER_LETTER_EXTRA_TRANSVERSE	Letter Extra Transverse 9 1/2 x 12 in.
PAPER_LETTER_PLUS	Letter Plus 8.5 x 12.69 in.
PAPER_LETTER_ROTATED	Letter Rotated 11 x 8 1/2 11 in.
PAPER_LETTER_TRANSVERSE	Letter Transverse 8 1/2 x 11 in.
PAPER_LETTERSMALL	Letter Small 8 1/2 x 11 in.
PAPER_NOTE	Note 8 1/2 x 11 in.
PAPER_P16K	PRC 16K 146 x 215 mm.
PAPER_P16K_ROTATED	PRC 16K Rotated.
PAPER_P32K	PRC 32K 97 x 151 mm.
PAPER_P32K_ROTATED	PRC 32K Rotated.
PAPER_P32KBIG	PRC 32K(Big) 97 x 151 mm.
PAPER_P32KBIG_ROTATED	PRC 32K(Big) Rotated.
PAPER_PENV_1	PRC Envelope #1 102 x 165 mm.
PAPER_PENV_1_ROTATED	PRC Envelope #1 Rotated 165 x 102 mm.
PAPER_PENV_10	PRC Envelope #10 324 x 458 mm.
PAPER_PENV_10_ROTATED	PRC Envelope #10 Rotated 458 x 324 mm.
PAPER_PENV_2	PRC Envelope #2 102 x 176 mm.
PAPER_PENV_2_ROTATED	PRC Envelope #2 Rotated 176 x 102 mm.
PAPER_PENV_3	PRC Envelope #3 125 x 176 mm.
PAPER_PENV_3_ROTATED	PRC Envelope #3 Rotated 176 x 125 mm.
PAPER_PENV_4	PRC Envelope #4 110 x 208 mm.
PAPER_PENV_4_ROTATED	PRC Envelope #4 Rotated 208 x 110 mm.
PAPER_PENV_5	PRC Envelope #5 110 x 220 mm.
PAPER_PENV_5_ROTATED	PRC Envelope #5 Rotated 220 x 110 mm.
PAPER_PENV_6	PRC Envelope #6 120 x 230 mm.
PAPER_PENV_6_ROTATED	PRC Envelope #6 Rotated 230 x 120 mm.
PAPER_PENV_7	PRC Envelope #7 160 x 230 mm.

PAPER_PENV_7_ROTATED	PRC Envelope #7 Rotated 230 x 160 mm.
PAPER_PENV_8	PRC Envelope #8 120 x 309 mm.
PAPER_PENV_8_ROTATED	PRC Envelope #8 Rotated 309 x 120 mm.
PAPER_PENV_9	PRC Envelope #9 229 x 324 mm.
PAPER_PENV_9_ROTATED	PRC Envelope #9 Rotated 324 x 229 mm.
PAPER_QUARTO	Quarto 215 x 275 mm.
PAPER_RESERVED_48	RESERVED--DO NOT USE.
PAPER_RESERVED_49	RESERVED--DO NOT USE.
PAPER_STATEMENT	Statement 5 1/2 x 8 1/2 in.
PAPER_TABLOID	Tabloid 11 x 17 in.
PAPER_TABLOID_EXTRA	Tabloid Extra 11.69 x 18 in.

### [PRINTOPTIONS]

Parameter	Description	Default
SCALING = <0 1 2>	Specifies the scaling factor: <b>0</b> - fit <b>1</b> - scaling factor <b>2</b> - scaling percentage	0
SCALE = <i>percentage</i>	If <b>scaling = 2</b> , specifies the percentage to which the image is scaled.	
SSNOPRINTCOLHEADERS = <0 1>	If 1, row and column headers are not printed for spreadsheet formats.	0
ThicknessScale = <i>thickness1, thickness2, ..., thicknessN</i>	Specify the mapping of MicroStation line weights to line thickness on paper. You can get this from the MicroStation config file, attribute <code>weight_strokes</code> . <b>Example:</b> 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.	
TOPAGE = <i>num</i>	Indicates the ending page number of the print range.	
UNITS = <1 0 2>	Specifies the scaling factor units: <b>0</b> - pixels <b>1</b> - inches <b>2</b> - millimeters	1

## Watermark Options

Specify Watermark options such as font style, size, text.

### [PRINTWATERMARK]

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. <b>0</b> - Regular <b>1</b> - Bold <b>2</b> - 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: <b>0</b> - Diagonal <b>1</b> - Horizontal <b>2</b> - Vertical	
DISABLEWATERMARK= 1	When set to 1, user will not be able to edit entries for watermark in the print properties dialog (for both print and print preview). Option goes under section [PRINTOPTIONS] in the INI File.	0

## Headers/Footers Options

Configure options for headers and footers.

### [PRINTHEADERS]

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.	
DISABLEHEADERS=1	When set to 1, user will not be able to edit entries for headers or footers in the print properties dialog (for both print and print preview). Option goes under section [PRINTOPTIONS] in the INI File.	0

## Margins Options

Configure options for print margins.

[PRINTMARGINS]

Parameter	Description	Default
BOTTOM=	Specify the bottom margin	0.25
LEFT=	Specify the left margin	0.25
RIGHT=	Specify the right margin	0.25
TOP=	Specify the top margin	0.25
UNITS=	Specify units for the margin: 0 - pixels 1 - inches 2 - millimeters	0

## Pen Settings Options

Configure options for pen settings.

[PENSETTINGS]

Parameter	Description	Default
UNITS=1	Specify units for the pen settings: 0 - inches 1 - millimeters	0
SELECTEDPEN=<pen name>	The active pen setting. Pen mappings are defined in INI options <b>PEN&lt;n&gt;</b> , where <b>n</b> starts from <b>0</b> . <b>Note:</b> You can define as many pen settings as you wish.	
PEN1=<penname>, n1=<thickness>, n2=<thickness>,.....,	Specify the pen name and a mapping of pen index and thickness. Thickness value is in inches. <b>Note:</b> The pen color mapping is format dependent.	
PEN0=<penname>, n1=<thickness>, n2=<thickness>,.....,	<b>AutoCAD</b> - The pen-color mapping uses the AutoCAD color palette. You cannot modify the mapping. <b>HPGL</b> - The pen-color mapping is defined in hpglcol.tbl and can be modified by the user. <b>ME10</b> - The pen-color mapping is defined in me10col.tbl and can be modified by the user. <b>DWF</b> - The pen-color mapping is defined in dwfcol.tbl and can be modified by the user. <b>Microstation drawings</b> - 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.	

# Markup Options

Configure a variety of Markup options such as symbol for markup dimensions.

## [MrkFont]

Configure font for markups.

Parameter	Description	Default
Face	Specifies the text entity font name.	Arial
Size	Specifies the text entity font size.	10
IsBold	If 1, the text entity font appears in bold.	0
IsUnderLine	If 1, the text entity is underlined.	0
IsItalic	If 1, the text entity appears in italic.	0

## [MARKUP OPTIONS]

Parameter	Description	Default
ARROW_SIZE	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
ATTACHMENT_MAX_SIZE	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. <b>Syntax:</b> <b>[Markup Options]</b> ATTACHMENT_MAX_SIZE=<value> value is in MegaBytes.	0 (no limit)
CONSOLIDATE_OPENASACTIVE = <0 1>	Set to 1 to turn on the Open as Active Markup option in the Markup Consolidation dialog. Set to 0 to turn off this option.	1
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 -3 - Assign line color (option applies to fill color only)	-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

Parameter	Description	Default
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: <b>0</b> - No Fill <b>1</b> - Solid Fill <b>2</b> - Transparent Fill	0
DEF_FILLCOLOR=	Specify a windows RGB color for default fill color. Other values: <b>-1</b> - Assign layer color to markup entity <b>-2</b> - Hide markup entity <b>-3</b> - Assign line color (option applies to fill color only)	-1
LINETHICKNESS_ZOOMABLE	Set to 1 if you want markup entity line thickness to scale according to zoom level	0
LINESTYLE_ZOOMABLE	Set to 1 if you want to maintain markup entity line style at all zoom levels	0
NOTENAME_AUTOGEN	Set to 0 to disable automatic numbering of note entities. Set to 1 to enable numbering of note entities.	1
RESCALEMARKUP= <i>l</i>	If view extents of base document have changed since creating the Markup, set this option to 1 to scale Markups appropriately.	0
TRUECOLOR=<0 1>	If <b>0</b> , the Markup entity color is inverted when it matches the background color. If 1, 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
SIGNOFFFILE = <i>name_of_signoffbg</i>	Specify the name of the background image for the Sign Off markup entity. The image file should exist in the bin sub-directory of the AutoVue Web Version Installation.	<b>signoffstamp.bmp</b> in the <Web Version installation>\bin directory
SymbolList= <i>alphanum</i>	Specify a comma-separated list of symbols (in unicode) for measurements. <b>Example:</b> u0398, u2221, u2248.	
AngleSymbolList= <i>aplhanum</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. <b>Example:</b> u0398, u2221, u2248.	
ArcSymbolList= <i>aplhanum</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. <b>Example:</b> u0398, u2221, u2248	

Parameter	Description	Default
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. <b>Example:</b> u0398, u2221, u2248	
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. <b>Example:</b> u0398, u2221, u2248	

### [Options]

Parameter	Description	Default
EnableOfficeMarkups=<0 1>	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. <b>Syntax:</b> <b>[Options]</b> EnableOfficeMarkups=1	1

## Watermark in View Mode

With AutoVue it is possible to display watermarks in View mode.

### [WATERMARK]

Parameter	Description	Default
TEXT	Specify watermark text. <b>Example</b> , TEXT=AutoVue 19.3.	
FONTNAME	Specify font to be used for the watermark. <b>Example</b> , FONTNAME=Times New Roman.	
FONTSTYLE	Specify the font style for the watermark. <b>0</b> – Plain <b>1</b> – Bold <b>2</b> – Italic <b>3</b> – Bold and Italic <b>Example</b> , FONTSTYLE=3.	
FONTSIZE	Specify font size. <b>Example</b> , FONTSIZE=24.	
XFACTOR	Specify watermark x position on the applet window. Value should range from 0 to 1. <b>Example</b> , XFACTOR=0.05.	
YFACTOR	Specify watermark y position on the applet window. Value should range from 0 to 1. <b>Example</b> , YFACTOR=0.90.	
COLOR	Specify a valid color value. <b>Example</b> , COLOR=0xFF.	
ALPHA	Specify the transparency level of the text. Value can range from 0x00 (not visible) to 0xFF (opaque). <b>Example</b> , ALPHA=0x80.	

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

# **Appendix G: FAQ**

## **General**

**Q What is the applet size of AutoVue client?**

**A**

The applet size is about 4.8 Mb.

**Q What is the approximate transfer time of the applet?**

**A**

800Kb transfers in about 5 minutes at a modem speed of 28.8Kbps, 2 minutes at ISDN 64K, 1 minute at ISDN 128K and about 10 seconds at T1 (1.5Mbps) speed. On a Local Area Network, transfer time is just a few seconds.

**Q Is the applet transmitted every time a document is viewed?**

**A**

**No.** The applet is usually only transmitted the first time it is used and then is saved by your Web browser in its cache folder. The applet is transmitted again if:

- You clear up the cache.
- A new version of the applet is available on the server, in which case the new applet is transmitted automatically.

**Q What languages are supported by AutoVue Web Version?**

**A**

English(EN), French(FR), German(DE), Japanese(JA), Korean(KO), traditional Chinese(TW), and simplified Chinese(ZH).

**Q How do I set up AutoVue Web Version to run in a specific language (English, French, German, Korean, etc.)?**

**A**

It is done automatically; you do not need to set up anything. The AutoVue server is multilingual. The Client chooses the appropriate language depending on the client machine's LOCALE setting. However, you can modify this behavior by using the LOCALE parameter of the applet.

**Q How do I set up AutoVue Server on UNIX so as to get full font support for Office and other formats?**

**A**

- 1 Shut down AutoVue Server.
- 2 Back up and remove the fonts from <WE Install Directory>/jvview\_c/windows/fonts.
- 3 Copy all ttf/ttc fonts from a Windows font directory (from a machine which has all required fonts) to <WE Install Directory>/jvview\_c/windows/fonts.
- 4 Restart AutoVue server.

**Q When I load a file I want AutoVue Server to automatically locate XRef files. How can I do this?****A**

There are two ways to do this:

- 1 You can configure and use the server:// protocol to view files. When you use the server protocol, AutoVue server can locate all XREFs if they are located in the same directory as the base file.
- 2 A special **VueAction** - VueActionFileOpenUNC is available. You should modify the GUI file to use this VueAction. When you use this VueAction, AutoVue translates all file open requests to the server:// protocol and locates all XRefs if they exist in the same directory as the base file. For more information, see [Customizing the GUI](#).

**Note:** When you are using any of the configurations above and you wish AutoVue to locate XREFs that are in sub-directories, you can add to the XREFPATHS ini option either `./*` or `./**`.

`./*` forces AutoVue to look through sub-directories that are one level below the current directory.

`./**` forces AutoVue to look through all sub-directories below the current directory.

**Q What are the rendering schemes used by AutoVue?****A**

A number of different rendering schemes are used by AutoVue.

Vector and 2D CAD files are generally streamed as Custom or Compressed Metafile Format.

Other formats are generally rendered using a tiled raster stream.

**Q When rendering a file what is the size of the streamed data compared to the original file size?****A**

This is highly dependent on the nature of the document being viewed.

Vector and 2D CAD files are streamed as ASF. The ASF is generally smaller than the original file, but it depends on the complexity of the original document.

Other formats are rendered using a tiled raster stream. The advantage of this is that the size of the tiled data is generally independent of the size of the document being viewed. The size of each tile is quite small, generally less than 10Kb. You can check the size of the data being transmitted by setting the “VERBOSE” Applet parameter tag to TRUE. The results are displayed in the Java console.

**Q What is streaming file?****A**

When a native document is read, AutoVue Server provides the capability to export the internal representation of the document. This is, by default, stored in the AutoVue Server’s cache in a format called the **streaming file format**. The first time a 2D CAD file or a 3D assembly/part is read, the server will parse the file and load it. A streaming file is created when the file is closed. The streaming file is then used for all subsequent loads of the same document. Thus the second and subsequent loads of document are faster than the first load.

When a document is loaded and its streaming file exists, it greatly speeds up the loading time since the original document does not have to be re-parsed and many of the CPU intensive calculations are skipped since the results are in the streaming file.

**Q Is it possible to disable streaming file generation?****A**

**Yes.** It is possible to disable streaming file generation. Set:

**`jvueserver.metacache.enable=false` in `jvueserver.properties`**

**Default:** *true*

**Q What is a Doc Server? How is it different from the Primary Server?****What is a Streaming File Server?****A**

Every AutoVue Server installation has a Primary Server, several Doc Servers and a Streaming File Server.

The Primary Server is responsible for routing document requests to the secondary servers. This server is represented by **P** in the AutoVue Server console.

The secondary servers, also called Doc Servers or Document Servers are responsible for processing document requests and streaming data to the clients. The secondary servers are represented by **1, 2, 3, 4** in the AutoVue Server console. The number of secondary processes is determined by the **`jvueserverx.nt.processPoolSize`** setting in **`jvueserver.properties`**. **Default:** *4*.

The Streaming File Server is dedicated to generating streaming files for all documents. When a document handle is closed, request is transferred from the Doc Server to the Streaming File Server and this server generates the streaming file. The Streaming File Server is represented by **M** in the AutoVue Server console.

The advantage of having a dedicated process for generating streaming files is that clients do not have to wait for the previous document to be cached to view the next document.

**Q How do I configure what servers handle streaming file generation?****A**

There are two ways to configure this:

- 1 You can configure AutoVue Server so that if the load on the Doc Server is high, Streaming File Server can handle streaming file generation. In **`jvueserver.properties`**, set:

**`jvueserver.metacache.threshold`** to a non-negative integer.

If the load on the Doc Server reaches this threshold, Streaming File Server will generate streaming files.

- 2 You can disable the Streaming File Server so that all streaming file creation requests are handled by Document Servers.

In **`jvueserver.properties`**, set **`jvueserver.metacache.process=false`**.

**Q Does AutoVue work with firewalls and proxy servers?****A**

**Yes.** There are usually two distinct sets of firewalls/proxy servers that come into play:

- Firewall/proxy on the server: Most WEB servers, ASP's and document management systems run behind a firewall and proxy server for security.
- If a Proxy Server is being used to connect to the outside Internet, then the name of the Proxy Server must be specified in **`jvueserver.properties`**. See [Configuring the Connections to Use](#).

- If you have a firewall installed in front of the AutoVue server then you should either install the VueServlet to tunnel all connections through the servlet or open port 5099 (or whatever port you have chosen for the socket communications) on your firewall.
- Firewall/proxy on the client. Many client browsers run behind a firewall. Generally all ports except the standard HTTP port (80) are disabled. In this case, you cannot use a direct socket connection and you must set up the VueServlet on your Web server to tunnel all communications through standard HTTP or HTTPS. If the client is using a proxy server to connect to the Internet, there is generally no special configuration needed since the AutoVue Client will use the TCP/IP services of the browser.

**Note:**

- The proxy server uses NTLM authentication; only IE works in this case.
- Even if there is no way for the server to know if a client is behind a firewall or not, you still can provide the direct socket connection just by setting the JVUESERVER parameter properly.

Use something like:

```
<PARAM NAME="JVUESERVER"  
VALUE="socket:myserver:5099;http://myserver/servlet/VueServlet">
```

would allow clients behind firewall to tunnel through the servlet, while other clients can still use the faster socket connection.

**Q I expect to have 100 users using AutoVue simultaneously. What are the server requirements for AutoVue Web Version?**

**What are the recommended hardware requirements for the AutoVue Server?**

**A**

The base memory requirements are approximately 50MB per process. The number of processes is set in `javueserver.properties`. The memory requirement varies largely based on the number of users and the kind of files.

The number of AutoVue Clients that the Server can support is proportional to the memory available to the server, while the performance or responsiveness that is experienced by an individual user at the client machine will be proportional to the servers CPU speed.

The server resources consumed by a client are highly dependent upon the complexity of the files that are being viewed. Office documents, raster images, and two dimensional CAD files generally consume significantly less resources than three dimensional CAD or EDA files, due in part to the larger average file sizes of the latter type of document and to the greater complexity of the information they contain.

The following table provides some guidelines for sizing AutoVue Servers based on Oracle's experience in the field.

Office, 2D CAD Environment Hardware Configuration				3D CAD, EDA Environment Hardware Configuration		
Number of Users	Number of Servers	RAM (GB)	Number of CPUs	Number of Servers	RAM (GB)	Number of CPUs
50	1	2	2	1	2	2
100	1	2	2	1	4	2
250	1	4	2	2	4	2
500	1	4	2	2	4	2
1000	2	4	2	4	4	2
2500	4	4	2	8	4	2
5000	8	4	2	12	4	2

The "**Number of Users**" column refers to the overall number of users that have access to the AutoVue Server. It is assumed that an average user will view 25 to 50 documents per day, with documents in the Office/2D CAD environment averaging 1 MB in size and those in the 3D/EDA environment, 5 MB in size. If the usage pattern at a site exceeds these values, one should consider adding additional resources and moving to the next higher server configuration.

In the previous table, "**RAM**" and "**CPU**" columns refer to the total amount of installed RAM and to the total number of CPUs for each required server as indicated in the "**Servers**" column. No processor speeds are given because the processor is barely the bottleneck. CPU frequency has less of an impact on actual viewing (rendering) performance than on perceived responsiveness. Oracle recommends minimum clock rates of 2 GHz for Intel-based servers and 1 GHz for SPARC-based servers. Adding more RAM will benefit more than increasing raw processor power by keeping swapping to disk to a minimum, thereby minimizing the attendant performance degradation.

The AutoVue Server's load balancing makes it easier to add additional server capacity without having to modify client configuration. Besides increasing server capacity, extra server machines may also be used to provide fail-over in case of a hardware failure.

## Security

### Q Does AutoVue Web Version use cookies?

A

**Yes.** The AutoVue Client does set and get cookies from your Client browser. The cookie is basically a unique number assigned to each browser. By setting the cookie, when a user views several files in succession or opens up several browser windows to view several documents simultaneously, a single "session" is used on the AutoVue Server.

**Note:** If you disable cookies on your Web browser or refuse to accept a cookie, the AutoVue client will continue to work, but each new instance of the browser will create a new "session" on the AutoVue server.

**Q Can I use HTTPS/SSL for secure communications?****A**

**Yes.** You can “tunnel” all communications between the AutoVue Client and server through HTTPS which uses SSL. This ensures a secure connection. To do this, the applet should communicate with the server through a servlet which should be referenced through HTTPS.

**Example:**

```
<PARAM NAME="JVUESERVER" VALUE="https://www.mymachine.com/servlet/VueServlet">
```

**Q Is the data transmitted to the Applet encrypted?****A**

If you tunnel all communications through the servlet using HTTPS, all communications are encrypted using SSL.

**Q** When I load any 3D file for the first time, a security warning dialog box pops up. Can I deny the certificate?



**A**

**No.** This certificate belongs to SUN Microsystems Inc. and is necessary for the 3D model to render properly. If not accepted, the 3D model will load blank.

## Integrating with Other Systems

**Q** Can AutoVue be customized to work within our interface?

**A**

**Yes.** We provide several kinds of integrations:

- You can script the Applet just by changing the FILENAME parameter in it. This is a simple but convenient way to generate Applet pages from a backend Document Management System.
- You can script the applet with JavaScript to:
  - Set the document to View
  - Load one or more markups
  - Compare to a file
  - Add an overlay
  - Print the document
- You can define the GUI definition of the Applet by specifying the GUIFILE applet parameter. This allows you to fully control the menu and toolbar items that will appear on the client.
- You can integrate the server with a DMS using AutoVue's DMAPi. This is aimed at customers who want to tightly integrate AutoVue with a back-end document database. The DMAPi provides the interface between the AutoVue Server and the back-end database and provides all "hooks" to manage Markups, reference files, access permissions and user permissions.
- You can use the VueBean, which is to AutoVue Web Version what the VCET controls are to AutoVue Desktop Version. The VueBean provides the full rendering and Markup capability of AutoVue Web Version, but without any GUI. This is aimed at customers who want full control over the applet interface.

**Q Does the AutoVue server have to be on the same server as my drawings or WEB server?****A**

**No.** The AutoVue server can be on any machine. In fact, the AutoVue server distinguishes between several types of documents:

- When the server is integrated with a DMS using the “DMAIL” then the location of the documents is completely transparent to the AutoVue server. The downloads/uploads are handled by the DMAIL integration component.
- The applet client can upload local files to the AutoVue Server using the “upload:” pseudo-protocol.
- If the document to be viewed specifies a URL with the HTTP:, HTTPS: or FTP: protocol, then the AutoVue server tries to download the document. These documents could be located anywhere, as long as they are accessible through TCP/IP.
- You can view documents that are on the AutoVue server itself using the “server:” pseudo-protocol.

**Note:** This is disabled by default, see [Directory in the \[Server\] section of VueServer.ini](#) for more information.

**Q Can I access my Oracle/Microsoft SQL database even if it is on a different server?****A**

**Yes.** Please refer to the question above. You will probably have to have a DMAIL integration installed for a tight integration between the Applet, the AutoVue server and the Database.

**Q Do I need a Web server to be able to run AutoVue Web Version?****A**

**No.** Users will access the client applet through a Web browser such as IE or FireFox. However, a WEB server is not required.

The client can connect to the server using direct sockets. In addition, the AutoVue client can be run as an application (*not* as an applet). The **javue.bat** file in the **\bin** directory gives an example on how to invoke the client as an application.

**Q Can I integrate AutoVue with my FTP site?****A**

**Yes.** The applet can accept any valid URL including the standard HTTP, HTTPS and FTP protocols.

**Q Can users Markup files on my FTP site and save the Markup files there?****A**

**Yes.** By default Markups will be managed and saved by the AutoVue server.

In order to have the Markups saved on the FTP site, you would have to interface with the AutoVue server using the DMAIL.

**Q Can I set security access or restricted access to my drawings through AutoVue?****A**

**Yes.** Through the DMAIL integration on the server, you can enforce any access restrictions that are defined in your DMS.

**Q Has AutoVue Web Version been integrated with popular EDM/PDM Systems?****A**

**Yes.** We have "out-of-the-box" solutions for a number of systems including: Agile, Documentum, Oracle UCM, SharePoint, and SAP PLM.

The integration API (DMAPI) is an open specification that allows AutoVue server to be integrated with other systems.

**Q How easy is it to integrate AutoVue Web Version into my own EDM/PDM system?****A**

It is relatively straightforward. Oracle provides integration tools and a sample interface to get you started. The API used to integrate is called DMAPI. The API is XML-based and can be implemented as a Web server component. We provide a skeleton servlet that can be used as basis.

**Q What is meant by the DMAPI/Vuelink Integration/Interface and what can I do with it?****A**

The DMAPI is the XML-based API that is used to interface the AutoVue server with a back-end EDM/PDM system. VueLink is the product name of the DMAPI interfaces that Oracle itself has developed for a variety of EDM/PDM systems. The development of a DMAPI integration generally involves several issues:

- The integration can be developed in any language that supports a CGI-like protocol, including .ASPs, .JSPs, C or Perl CGI scripts or Java Servlets.  
We provide a sample skeleton of an integration as a Java servlet.
- The Integration has full control over the document properties.
- The Integration has full control over the querying/reading/saving of Markups.
- The Integration has full control over the management of reference files/compound documents.
- The integration can enforce any access restrictions and workflow rules.

For example when a new Markup is created on a document a workflow can be automatically started.

- Query document attributes to add to the headers/footers or watermark of printouts.

In general the DMAPI integration acts as an intermediary layer between the AutoVue server and the EDM/PDM system.

**Q Does AutoVue Web Version support real-time collaboration?****A**

**Yes.**

**Q Where are Markups saved ?****A**

When AutoVue is integrated with a DMS using the VueLink DMAPI then Markups are entirely managed by the DMS.

Without the integration the AutoVue server will manage the Markups itself. The Markups are stored in a specific directory on the server, with a mapping between the base file and the associated Markup list. By default the Markups are stored in the \Markups subdirectory of the AutoVue server program directory, but this can be specified in the VueServer.ini file.

## Platform

**Q Does the AutoVue client support Macintosh?**

**A**

Yes.

**Q Which platforms/browsers has the AutoVue client been tested on?**

**A**

Clients running the following Java Virtual Machines:

- Sun Java VM 1.5.0 update 11, Sun Java VM 1.4.2 update 13, and Sun Java VM 6.0 Update 3.0.

The following OSES and browsers:

- Microsoft Internet Explorer 6.0Sp2, Microsoft Internet Explorer 7, FireFox 2.0 on Windows OS
- Safari 2.0.4, Firefox 2.0 on MAC OS X 10.4
- Firefox 2.0 on RHEL 5
- Firefox 2.0 on Linux SUSE10Sp2
- Mozilla 1.7 on Solaris 10 SPARC

## Troubleshooting

**Q I've installed the AutoVue server. When I open the sample HTML page (<http://my.machine.com/jVue/jVue.html>) containing the applet I just get a blank screen. What should I do?**

**A**

Proceed in the following order:

**If you are running Internet Explorer**

- 1 Clear the browser cache. Do this by selecting **Tools**, then **Internet-Options**.
- 2 Under **Temporary Internet Files**, click **Delete Files**.
- 3 Click **OK**.
- 4 Again under **Temporary Internet Files**, click **Settings**.
- 5 Click **View Objects** in the **Settings** dialog.

In the list of objects, you will not see jVue or VueBean.

- 6 If you see either of these two objects, right-click and select **Delete**.

(These two objects were created by a very early version of AutoVue and are incompatible with the new version.)

**If you are running Firefox**

- 1 Clear the browser cache. Do this by selecting **Tools** then **Clear Private Data**.
- 2 In the **Clear Private Data** dialog, select all the entries and click **Clear Private Data**.
- 3 Restart the browser.

The problem should be solved, but if it is not continue to take the following steps.

- 4 If you still see a blank screen, there is an installation problem on the server.

Verify that the Jar files are accessible. You can do this from your browser by typing the following URLs:

<http://my.machine.com/jVue/jvue.jar>

<http://my.machine.com/jVue/jogl.jar>

<http://my.machine.com/jVue/gluegen-rt.jar>

If you are prompted for a download, you can ignore it. If you are not prompted for a download then the Jar files are improperly installed on the server.

- 5 If you can modify the file frmApplet.html on the server machine, under the \jVue Web directory, then set the VERBOSE parameter of the applet to TRUE.
- 6 Restart the browser and re-open the jVue.html page on the Web server.
- 7 Open the Java Console in the Web browser.

The console indicates the cause of the problem.

**Q I get an error message, “An error occurred while connecting to the server. Restart the applet?” What should I do?**

**A**

To begin, you should start by clearing your browser cache, following the steps from the previously answered question. If you still get this message it means that the client cannot communicate with the AutoVue server. Verify that the AutoVue server is running on the server machine.

Next verify that the applet parameter JVUESERVER is properly set. By default the applet will try a direct socket connection to the server. If you are behind a firewall, then non-HTTP sockets may be blocked, in which case the applet will “tunnel” the communication through the servlet, VueServlet. See the section [Testing the Servlet installation](#) which provides pointers on troubleshooting the servlet.

**Q When I open files from the AutoVue client, files do not display. What should I do?**

**A**

This problem could occur if the AutoVue client and the server are of different versions. When there is a mismatch in the version or build numbers, files either display blank or a 'File not found' error message appears.

To begin, launch the AutoVue Client, select 'Help'-'About'. Check that the client and the server version and build numbers are the same. If they do not match, clear your browser cache and reload the applet. If the numbers still do not match, check the web server components installed as part of the AutoVue server installation. Try a manual installation of the Web Server components. Follow steps 2 to 5 outlined in section [If the AutoVue server is installed on a machine that does not have a Web server installed](#).

**Q When I start up AutoVue server, the processes P, 1, 2, 3, 4, M never turn green.**

**A**

This can occur if the ports needed by AutoVue server are in use. Make sure the following ports are available for the server:

- RMI port + [n+1] consecutive ports (where **RMI port** is the port set in jvueserver.properties — the default RMI port is 1099; and where **n** is the process pool size in jvueserver.properties)

For example, if the RMI port is 1099: make sure ports 1099, 1100, 1101, 1102 and 1103 are available for a process pool size of 4.

- Socket port + [n+1] (where **Socket port** is the port used for socket connections — see jvueserver.properties for the socket port number value — the default Socket port is 5099; and where **n** is the process pool size set in jvueserver.properties)

**Q When I start up AutoVue server on UNIX, I get the following error messages: "XSERVTransMakeAllCOTSServerListeners: server already runningFatal server error:Cannot establish any listening sockets - Make sure an X server isn't already runningx11drv: Can't open display: localhost:909." What should I do?**

**A**

This error occurs when the port used by the Xvfb server is already in use by another process. Modify the Xvfb port by editing jvueserver in <jVue Install directory>/bin. Set XVFB\_DISPLAY to an available port.

**Q 3D files don't display when the AutoVue client is on HP-UX / Linux / AIX.**

**A**

Make sure these libraries exist on your UNIX machine:

- HP-UX - libGL.sl and libGLU.sl
- Linux - libGL.so and linGLU.so
- AIX - libGL.a and libGLU.a

Make sure the path to these libraries is set in the **LD\_LIBRARY\_PATH**.

**Q I have the WV server on Linux. When I open files with XRefs, the XRefs do not load.**

**A**

In release 19.3.1, if you have XRefs defined in your INI file or if you are using the server protocol to load XRefs, you must do an additional step. You need to modify the Wine configuration file to map the UNIX path to an internal Windows drive. Open jVue/jvue\_w/jvnew\_config in a text editor and add the following:

```
[Drive <letter>]
"Path" = <path>
"Type" = "network"
"Label" = "Root"
"Filesystem" = "unix"
```

For example:

```
[Drive T:]
"Path" = /home/admin/jVue/XREFs
"Type" = "network"
"Label" = "Root"
"Filesystem" = "unix"
```

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