

# ***Installation and Administration Manual***

## ***Oracle AutoVue 20.0.1, Desktop Version***

ORACLE

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<b>PREFACE.....</b>	<b>7</b>
<b>Audience .....</b>	<b>7</b>
Documentation Accessibility .....	7
Accessibility of Code Examples in Documentation .....	7
Accessibility of Links to External Web Sites in Documentation .....	7
Deaf/Hard of Hearing Access to Oracle Support Services .....	7
<b>Related Documents.....</b>	<b>7</b>
<b>Conventions.....</b>	<b>8</b>
<b>INTRODUCTION .....</b>	<b>9</b>
<b>INSTALLATION.....</b>	<b>10</b>
<b>System Requirements.....</b>	<b>10</b>
<b>AutoVue Installation .....</b>	<b>10</b>
Upgrading AutoVue .....	10
Installing AutoVue .....	11
<b>Performing Non-Interactive Installations .....</b>	<b>13</b>
<b>Uninstalling AutoVue.....</b>	<b>13</b>
Interactive Uninstallation .....	13
Non-Interactive Uninstallation .....	14
<b>CHANGING THE LOCALE OF AUTOVUE .....</b>	<b>15</b>
<b>AUTOVUE VERSION INFORMATION .....</b>	<b>16</b>
<b>Viewing Version and Build Information.....</b>	<b>16</b>
<b>COMMAND LINE OPTIONS .....</b>	<b>17</b>
<b>Customizing AutoVue Startup .....</b>	<b>17</b>
Commands.....	17
<b>INITIALIZATION FILE CONFIGURATION .....</b>	<b>19</b>
<b>INI File Configuration .....</b>	<b>19</b>
Creating an Alternative INI File.....	19
<b>AutoVueX INI File .....</b>	<b>20</b>
ActiveX INI Options .....	20
<b>Network Configuration.....</b>	<b>21</b>
<b>SCRIPT AND DDE COMMANDS .....</b>	<b>22</b>
<b>Script Syntax Diagrams .....</b>	<b>22</b>
<b>Window Commands.....</b>	<b>23</b>
<b>Child Commands.....</b>	<b>23</b>
<b>General Commands.....</b>	<b>24</b>
<b>File Commands .....</b>	<b>24</b>
<b>Export Commands .....</b>	<b>25</b>
<b>Printing Commands .....</b>	<b>25</b>
Print Options.....	25
<b>Conversion Commands.....</b>	<b>33</b>
Convert Options.....	33
<b>View Commands.....</b>	<b>35</b>
<b>Markup Commands .....</b>	<b>36</b>
<b>Option Commands .....</b>	<b>36</b>
<b>LIST OF INI OPTIONS.....</b>	<b>37</b>
<b>Acrobat PDF Options.....</b>	<b>37</b>
<b>Allegro Options.....</b>	<b>37</b>
<b>AutoCAD Options .....</b>	<b>38</b>
<b>Autodesk DWF Options .....</b>	<b>39</b>

<b>Autodesk Inventor Options .....</b>	<b>40</b>
<b>Cadence Options.....</b>	<b>40</b>
<b>Cadkey Options .....</b>	<b>41</b>
<b>CATIA Options.....</b>	<b>41</b>
<b>CATIA 4 Options.....</b>	<b>41</b>
<b>CATIA 5 Options.....</b>	<b>42</b>
<b>CGM Options.....</b>	<b>42</b>
<b>DirectModel (JT) Options.....</b>	<b>43</b>
<b>ECAD Options .....</b>	<b>43</b>
<b>Excel Options .....</b>	<b>43</b>
<b>Gerber Options .....</b>	<b>44</b>
<b>HPGL/HPGL2 Options.....</b>	<b>45</b>
<b>IFC Options.....</b>	<b>46</b>
<b>IGES Options.....</b>	<b>47</b>
<b>JPEG Options .....</b>	<b>47</b>
<b>JPEG 2000 Options .....</b>	<b>48</b>
<b>ME10/OneSpace Designer Drafting Options .....</b>	<b>48</b>
<b>Microsoft Outlook Options.....</b>	<b>49</b>
<b>MicroStation Options.....</b>	<b>49</b>
<b>NC-Drill Options .....</b>	<b>51</b>
<b>OrCAD Layout Options.....</b>	<b>52</b>
<b>Pro/ENGINEER Options.....</b>	<b>52</b>
<b>SolidWorks Options .....</b>	<b>53</b>
<b>STEP Options .....</b>	<b>53</b>
<b>Text Options.....</b>	<b>54</b>
<b>TIFF Options .....</b>	<b>54</b>
<b>Visio Options.....</b>	<b>54</b>
<b>Word Options .....</b>	<b>55</b>
<b>General Options.....</b>	<b>55</b>
Base Font.....	61
UI Color Options .....	61
<b>ActiveX Options.....</b>	<b>63</b>
<b>3D Options.....</b>	<b>63</b>
3D PMI Options.....	65
3D Measurement Units.....	67
3D Export Options.....	68
3D Color Options.....	68
<b>ECAD Options .....</b>	<b>70</b>
<b>Markups .....</b>	<b>72</b>
Markup Options .....	72
Calibrate.....	75
Markup Font Options.....	75
<b>Streaming File Options .....</b>	<b>76</b>
<b>Applications Options.....</b>	<b>76</b>
<b>Compare Options .....</b>	<b>77</b>
<b>Overlay Options.....</b>	<b>77</b>
<b>Page Size Options in Inches .....</b>	<b>78</b>
<b>Page Size Options in Millimeters .....</b>	<b>78</b>
<b>2D Output Options .....</b>	<b>78</b>
<b>Pen Mapping Options .....</b>	<b>83</b>

<b>Disable Options</b> .....	<b>84</b>
<b>OEM Options</b> .....	<b>85</b>
<b>Thumbnail Options</b> .....	<b>85</b>
<b>Printing Options</b> .....	<b>85</b>
Watermark .....	85
Stamp .....	87
General Print Options .....	88
Headers and Footers .....	90
Printing Batch Pages.....	90
Margins .....	90
Notes.....	91
<b>Markup Measurement Options</b> .....	<b>91</b>
Area Measurements .....	91
Arc Measurements .....	92
Angle Measurements .....	92
Distance Measurements .....	93
3D Distance Measurements .....	93
Calibrate Measurements .....	94
<b>Watermark in View Mode</b> .....	<b>95</b>
<b>CSI Shapefile Project Files</b> .....	<b>95</b>
<b>INTEGRATION</b> .....	<b>99</b>
<b>Defining Integration</b> .....	<b>99</b>
<b>Integrating with AutoVue</b> .....	<b>99</b>
DDE Integration .....	100
DLL Integration.....	100
<b>OLE Automation</b> .....	<b>102</b>
<b>EDAT: Drawing Information Extraction</b> .....	<b>105</b>
<b>VCET API</b> .....	<b>105</b>
<b>Markup API</b> .....	<b>105</b>
<b>AutoVue Command Summary</b> .....	<b>106</b>
General Commands .....	106
File Commands.....	106
View Commands .....	107
Printing Commands .....	108
Print Options.....	108
Conversion Commands.....	108
Convert Options.....	108
Markup Commands .....	111
Option Commands.....	111
Window Commands .....	111
Child Commands .....	113
EDAT/Drawing Information Commands .....	113
<b>ActiveX Control</b> .....	<b>114</b>
AutoVueX Control .....	114
AvMarkupX Control.....	131
AvPrintX Control .....	138
AutoVue CompareX Control.....	140
<b>Integration: AutoVue and Visual Basic Applications</b> .....	<b>143</b>
<b>FORMAT SUPPORT</b> .....	<b>145</b>

---

<b>UTILITIES .....</b>	<b>146</b>
<b>Full Text Extraction .....</b>	<b>146</b>
Using the Full Text Extraction Utility.....	146
Ftype .....	146
CAD Information Extraction .....	146
<b>TROUBLESHOOTING AUTOVUE .....</b>	<b>147</b>
<b>AutoVue Installer Fails .....</b>	<b>147</b>
<b>INDEX.....</b>	<b>148</b>
<b>FEEDBACK .....</b>	<b>151</b>
<b>General Inquiries.....</b>	<b>151</b>
<b>Sales Inquiries.....</b>	<b>151</b>
<b>Customer Support .....</b>	<b>151</b>

# **Preface**

The *Oracle AutoVue Installation and Administration Manual* describes how to install and configure Oracle AutoVue. For the most up-to-date version of this document, go to the AutoVue Documentation Web site on the Oracle Technology Network at <http://www.oracle.com/technetwork/documentation/autovue-091442.html>.

## **Audience**

The *Oracle AutoVue Installation and Administration Manual* is directed at any user of Oracle AutoVue.

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## **Related Documents**

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

- *User's Manual*
  - *Release Notes*
  - *Supported Formats List*
  - *Product Limitations*
  - *ActiveX - Product Variations Feature Matrix*
  - *Product Variations - Feature Matrix*
  - *Performance Related INI Options*
-

- *VCET API Manual*
- *Markup Control API Manual*

## Conventions

The following text conventions are used in this document:

Convention	Meaning
<b>boldface</b>	Boldface type indicates graphical user interface elements associated with an action, terms defined in the text, or a literal expression which must be entered exactly as shown.
<i>italic</i>	Italic type indicates book titles, emphasis, or placeholder variables for which you supply particular values.
<code>monospace</code>	Monospace type indicates commands within a paragraph, URLs, code in examples, text that appears on the screen, or text that you enter.
<angular brackets>	Indicates required entries but are not to be included in the entered information.
{curly braces}	Indicates mandatory information.
[square brackets]	Indicates optional syntactical elements.
	Indicates an either-or type of choice.
...	Indicates that information may be repeated.



# **Introduction**

AutoVue is Oracle's suite of Enterprise Visualization solutions which are designed to view, digitally annotate and collaborate on digital information across the enterprise. AutoVue delivers best-in-class virtualization capabilities for hundreds of document types, including business documents such as Office and Graphics, as well as technical document types such as 2-D/3-D Computer Aided Design (CAD) and Electronic Design Automation (EDA). 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.

---

# Installation

This chapter describes the recommended system requirements and installation procedures for AutoVue.

**Note:** If you have a network installation of Oracle AutoVue Desktop Version (for example, accessing Oracle AutoVue Desktop Version over the network), you must install the Microsoft Visual C++ 2008 x86 Redistributable Package on each of the machines accessing Oracle AutoVue over the network:

<http://www.microsoft.com/downloads/details.aspx?displaylang=en&FamilyID=9b2da534-3e03-4391-8a4d-074b9f2bc1bf>

## System Requirements

- Windows XP 32-bit, or Windows Vista 32-bit.
- A hard disk with at least 400 MB of hard disk space.

**Note:** The memory requirement is dependent on the size and complexity of files you try to view with AutoVue.

## Windows VISTA Considerations

When installing and running AutoVue on Windows VISTA, there are a few points to consider:

- The installer for AutoVue must be run by a user with administrator privileges.
- AutoVue does not support snapping for 3D models on Windows VISTA if Aero is enabled. You must disable Aero if you need to snap and perform measurements on 3D models.
- AutoVue allows the association of file types with AutoVue by specifying file association in the configuration dialog. If a user does not have Administrative privileges, this association will not work. A workaround is to associate file types with AutoVue from Windows Explorer.
- OpenGL rendering on Windows VISTA could provide slower performance for 3D and this could be related to the default video card driver that is shipped with VISTA. If you are experiencing slower 3D performance with AutoVue, we recommend installing the latest video driver from the video card vendor.
- The Thumbnails cache is stored under the AutoVue installation directory. Since AutoVue, by default, is installed at C:\Program Files, file virtualization will take place for the Thumbnails cache folder. If you do not want the thumbnails folder virtualized, you can configure AutoVue so that it saves and reads Thumbnails cache from a different location. Ini option FOLDERPATH under section [Thumbnails] can be set to point to an alternative directory for storing thumbnails.
- The Markup Symbols folder, is by default, stored under the AutoVue installation directory. Since AutoVue is installed at C:\Program Files by default, file virtualization will take place for the Markup symbols folder. If you do not want the markup symbols folder virtualized, specify a custom symbol path from the configuration dialog.
- AutoVue Desktop Version creates and reads its INI file, avwin.ini, at C:\Windows by default. On Windows VISTA, a user-specific copy of avwin.ini is created when AutoVue tries to write into it. This file is created in the user's virtual store directory. If you do not want the INI virtualized, a workaround is to startup AutoVue with the -C command line argument and point to an avwin.ini at an alternate location.

## AutoVue Installation

### Upgrading AutoVue

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

Before uninstalling your previous version of AutoVue, 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 settings from the `avwin.ini` file (located in the `C:\windows` directory by default)
- Custom translation `.properties` files (located in the `<AutoVue Install Folder>\avwin` directory)
- Custom markup symbol libraries (located in the `<AutoVue Install Folder>\avwin\Symbols` directory)
- Thumbnails cache, if any (located in the `<AutoVue Install Folder>\avwin\folders` directory)

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 settings in `avwin.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.

## Installing AutoVue

To install Oracle AutoVue, do the following:

- 1 Download the Oracle AutoVue Media Pack and extract its contents.
- 2 From the extracted directory, run `avsetup.exe` that is located in the `AutoVueDesktopVersion` folder.

The Installation dialog appears.

- 3 Select a language for the installation from the installation dialog and then click **OK**.

**Note:** AutoVue Installer can be run in one of AutoVue supported languages: English (EN), French (FR), German (DE), Japanese (JA), Simplified Chinese (ZH) or Traditional Chinese (TW). However, the language-selection drop-down in the installer only lists the languages that are native to the OS. If you wish to run the installer in a language that is not displayed in the drop-down, you can do so by running the installer using the following command line argument:

```
avsetup.exe -l <locale>
```



where `<locale>` can be EN, FR, JA, DE, KO, ZH or TW.

For example, `avsetup.exe -l JA`

- 4 Read through the Introduction dialog, then click **Next**.
- 5 Specify an installation directory for Oracle AutoVue and then click **Next**.

**Note:** The default installation directory is `C:\Program Files\av`.

- 6 Click an installation set icon and then click **Next**:

Installation Set	Description
 <b>Standard</b>	Installs the most common AutoVue features. Note that this set does not install the sample drawing files or integration examples.
 <b>Custom</b>	You can select the features to install. Select this installation set to install the sample drawing files and integration examples.

If you selected the **Custom** install set continue to step 7, otherwise proceed to step 8.

- 7 Select which of the following features to install and then click **Next**:

Option	Description
<b>Program Files</b>	Installs Oracle AutoVue. This option is selected by default.
<b>Documentation</b>	Installs Oracle AutoVue end-user and system administration documentation. This option is selected by default.

---

Option	Description
<b>Integration Examples</b>	Installs examples and sample source code of how Oracle AutoVue features can be added to third party applications.
<b>Sample Files</b>	Installs drawing sample files.

---

**Note:** To select an option, you must click the checkbox twice.

- 8 Select a location to create shortcuts and then click **Next**:

---

Options	Description
<b>In a new Program Group</b>	Creates a shortcut in the Program group of the <b>Start</b> menu. For example, Oracle AutoVue, Desktop Version. This is the default option.
<b>In an existing Program Group</b>	Adds a shortcut to an existing Program group. For example, Accessories.
<b>In the Start Menu</b>	Adds a shortcut in the Start menu.
<b>On the Desktop</b>	Adds a shortcut on the Desktop.
<b>In the Quick Launch Bar</b>	Adds a shortcut to the Quick Launch bar.
<b>Other</b>	Adds a shortcut to the specified location.
<b>Don't create icons</b>	Shortcuts are not created.

---

- 9 Verify the information in the Pre-Installation Summary dialog and the click **Install** to start the installation. Otherwise, click **Previous** to make any changes.
- 10 Click **Done** to complete the installation.
-

## Performing Non-Interactive Installations

To install AutoVue in non-interactive mode, you need to specify a configuration file that contains the required installation parameters. To do so, you must generate the configuration file manually following below syntax.

```
#Specify Installation Directory
#-----
USER_INSTALL_DIR=C:\\Program Files\\AV

#Select Shortcut Folder
#-----
USER_SHORTCUTS=C:\\Documents and Settings\\Administrator\\Start Menu\\Programs\\Oracle
AutoVue

#Select Features (Available: ProgFiles, AdminDocs, UserDocs, Website, SampleFiles, APIEx)
#-----
CHOSEN_INSTALL_FEATURE_LIST=ProgFiles, Documen, Integra, Sample
```

Following are the installation parameters that you can specify in the configuration file:

Parameter	Description	Default Value
USER_INSTALL_DIR={ <i>file path</i> }	Specify the path where you want to install AutoVue.	
USER_SHORTCUTS={ <i>file path</i> }	Specify the shortcut path.	
CHOSEN_INSTALL_FEATURES= ProgFile, Documen, Integra, Sample	Specify the features to install. The comma-separated list can contain the following features: ProgFile: Installs Oracle AutoVue. Documen: Installs Oracle AutoVue end-user and administration documentation. Sample: Installs sample files. Integra: Installs examples of how Oracle AutoVue features can be added to third-party applications using APIs.	ProgFiles, Documen,

After you specify the parameters for the configuration file, you can run the installation in non-interactive mode. Enter the following command lines:

```
avsetup.exe -i silent -f <full path to configuration file>
```

## Uninstalling AutoVue

Before uninstalling, AutoVue must be completely shutdown (verify the system tray as well).

### Interactive Uninstallation

Uninstall AutoVue by selecting **Setup** and then **Uninstall Oracle AutoVue, Desktop Version** from the **AutoVue** programs group.

## Non-Interactive Uninstallation

If you install AutoVue in non-interactive mode, it is automatically uninstalled in non-interactive mode when you invoke the uninstaller. Invoke the uninstaller by selecting **Setup** and then **UnInstall AutoVue** from the **AutoVue, Desktop Version** programs shortcut.

---

# Changing the Locale of AutoVue

AutoVue supports different languages for the user interface. If you wish to switch to a different language, you can do so from the About dialog. AutoVue supports the following languages:

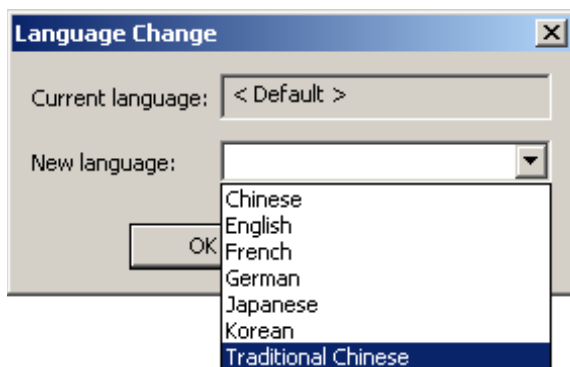
- English
- French
- German
- Simplified Chinese
- Traditional Chinese
- Japanese
- Korean

**Note:** When you change from one language to another, all toolbar customizations are reset to their default settings.

Take the following steps to switch to a different language:

- 1 From the AutoVue menu, select **Help** and then select **About**.  
The About dialog appears.
- 2 Click **Change Language**.

The Language Change dialog appears.



- 3 From the **New Language** drop-down list, select the language you want to change to.
- 4 Click **OK**.
- 5 Click **OK** in the About dialog.
- 6 Restart AutoVue for the new language to take effect.

# **AutoVue Version Information**

The About dialog displays AutoVue version and build information. You can also view the version, build number and build date of the components that are shipped with AutoVue. You can also export this information into a text file.

## **Viewing Version and Build Information**

To view product version information:

- 1 From the **Help** menu, select **About**.  
The About dialog appears and displays the AutoVue version number and build date.
  - 2 To view version and build information for components, click **Version Info**.  
The File Versions dialog appears.
  - 3 To export the version information, click **Export**.  
The **Export** dialog appears.
  - 4 Navigate and select the directory where you want to export the list.
  - 5 Enter a file name (default is fverinfo.txt).
  - 6 Click **Save**.  
The list is exported to the specified file.
  - 7 When you are finished viewing the file version information, click **Close**.
  - 8 Click **OK** to exit the **About** dialog.
-




# Command Line Options

You may change the behavior of AutoVue on startup with command line options. Simply follow the instruction set corresponding to your computer's operating system.

## Customizing AutoVue Startup

There are two possibilities:

- 1 Right-click the AutoVue icon  in the Windows group.
- 2 Select **Properties**.
- 3 Click the **Shortcut** tab.
- 4 Enter the command line options after the filename and path provided for you in the **Target** text box.
- 5 Click **Apply**.

*or*

- 1 Select **Run** from the **Start** menu.
- 2 Take one of the following steps:
  - Click **Browse** and browse to the location AutoVue (avwin.exe) is installed.
  - Enter the full path where AutoVue (avwin.exe) is installed.  
**For example:** C:\Program Files\av\avwin.exe
- 3 Click **OK**.

## Commands

The following table describes the available commands.

Command	Description
{file1...}	Lists the files to show on startup: <b>avwin [filename1][filename2]</b> One or more filenames can be specified as startup parameters. These files will automatically be opened and viewed by AutoVue.
{-c cfgfile} or {/c cfgfile}	Specifies the path and configuration file to use: <b>avwin -c inifilename</b>
{-lastfile fname} or {/lastfile fname}	Writes the name of the last file viewed into the file name.
{-hide} or {/hide}	Does not display the AutoVue user interface on the desktop.
{-maximizes} or {/maximizes}	Displays a maximized AutoVue user interface on the desktop.
{-minimizes} {/minimizes}	Displays a minimized AutoVue user interface on the desktop.

---

<p><code>{-p [nnn-mmm] filename}</code> or <code>{/p [nnn-mmm] filename}</code></p>	<p>Prints the page range of the specified file from nnn to mmm. <b>avwin -p [pagerange] filename</b></p> <p>Specifying the <b>-p</b> option makes AutoVue print the filename given with the current default print settings. The file is automatically opened, printed and closed. The pagerange argument is optional. If not specified, all pages are printed by default. The pagerange is in the format: n1 or n2-n3.</p>
<p><b>Example:</b></p> <p><b>avwin -p [2-5] myfile.doc</b> would print pages 2 to 5 both inclusive of the file “myfile.doc”.</p>	
<p><code>{-restore} {/restore}</code></p>	<p>Displays the AutoVue user interface on the desktop at the original size.</p>
<p><code>{-s scriptfile}</code> or <code>{/s scriptfile}</code></p>	<p>Specifies a script file to run on startup: Automatically executes the specified script file on startup. <b>Example: avwin -s scriptfile</b></p>
<p><code>{-search} {/search}</code></p>	<p>The <b>/search</b> option automatically initiates a search on the filename given. If the string is found, the text is automatically scrolled to view and the found text is highlighted. Once the text has been found, you can use the F3 function key to find the next search hit within the document. <b>avwin filename -search searchstring</b></p>
<p><code>{-f filename}</code> or <code>{/f filename}</code></p>	<p>The filename refers to a file that contains a list of files to which AutoVue has access. This file must be in ASCII text and spell out the path of the authorized files at the beginning of each line.</p>

---

# Initialization File Configuration

## INI File Configuration

AutoVue stores its runtime settings in the *avwin.ini* configuration file. By default, it is located in the C:\Windows directory. The file name can be changed with "Command Line Options". By presetting AutoVue's INI file, integrators can set up defaults for various operations. Examples include setting up defaults for conversion (output format, output file, and so on) and setting up defaults for viewing and printing.

After AutoVue is installed and run for the first time on a workstation, *avwin.ini* is created under the C:\Windows directory. The INI file has several sections. Each section heading is enclosed in square brackets. The sections that are listed in this chapter may be changed. All other sections must remain unchanged for AutoVue to operate properly.

**Note:** When you add multibyte paths or INI option values to INI files, make sure to save the files with Unicode encoding.

## Creating an Alternative INI File

- 1 Open the *avwin.ini* file.
- 2 Create and name a copy of the file.

**Example:** *avwin2.ini*

**Note:** This is done so that the original *avwin.ini* file is available as a default file for AutoVue.

- 3 Open the file in any text editor, such as Notepad.
- 4 Locate the section heading corresponding to the changes you want to make.  
**Example:** [Markup Options]
- 5 Modify the command line if it already exists or add the new command line.

**Example:** INFO\_USER=Name of Author

- 6 Save the changes to *avwin2.ini* and close the file.
- 7 Direct AutoVue to use *avwin2.ini* as the configuration file with the following command line:

```
-C avwin2.ini
```

## AutoVueX INI File

AutoVueX, which is the ActiveX controller for AutoVue, stores its runtime settings in the configuration file, **avx.ini**. This file is by default located in the C:\Windows directory. As with AutoVue's INI file, you can set up new defaults for various operations for AutoVueX's INI file (for example, a different background color). The path to the modified configuration can also be changed. To make these modifications you can do the following:

- 1 Set the windows system environment variable, `AUTOVUEX_INI`, to point to the full path of the modified AutoVueX INI file.

**Example:** `AUTOVUEX_INI=C:\Temp\myavx.ini`

- 2 Launch the ActiveX test container or sample.

ActiveX will read from the windows system environmental variable and load the configuration specified in `myavx.ini`.

**Note:** If the folder containing the modified AutoVueX INI file, `myavx.ini`, is read-only, ActiveX will revert to the default file and location, `%WINDIR%\avx.ini`.

## ActiveX INI Options

Configure ActiveX INI options. The option section header is indicated in brackets [].

[Disable]

Parameter	Description	Default
Layers	Set to <b>1</b> to disable ShowLayersDialog method and layer icon from GUI. Set to <b>0</b> to enable. <b>Syntax:</b> [Disable] Layers=[0 1]	0
Blocks	Set to <b>1</b> to disable ShowBlocksDialog method and layer icon from GUI. Set to <b>0</b> to enable. <b>Syntax:</b> [Disable] Blocks=[0 1]	0
ZoomOnRMB	Enables or disables the Zoom Fit behavior of the right mouse button (RMB). Set to <b>1</b> to enable the Zoom Fit behavior of the RMB. Set to <b>0</b> to disable the Zoom Fit behavior of the RMB. <b>Syntax:</b> [Disable] ZoomOnRMB=[0 1]	1

## Network Configuration

When AutoVue is installed on a network, each user can specify his or her own configuration file. By default, a user's configuration file is named *Avwin.ini* and is located in the local C:\Windows directory. The name and path to the configuration file can be changed so that each user has a configuration file. This is specified using the `-C` command line option.

### Example:

Assuming that AutoVue is installed on a Network drive named U, two users could have their own settings and configuration files.

- User1 setting where `User1.ini` is the configuration file:

```
U:\AutoVue\avwin\avwin.exe -C C:\AutoVue\user1.ini
```

- User2 setting where `User2.ini` is the configuration file:

```
U:\AutoVue\avwin\avwin.exe -C C:\AutoVue\user2.ini
```

**Note:** Place paths with spaces between double quotation marks.

---

# Script and DDE Commands

AutoVue registers itself as a Dynamic Data Exchange (DDE) server under the name `AVWINSERVER`. Commands should be sent using the topic `SYSTEM`. AutoVue can be launched from the command line with the `/s scriptfilename` option to automatically execute the specified script on startup. Below is a full listing and description of the available scripting commands. The script file itself is an ASCII text file, containing scripting commands.

The pound (`#`) character is used to add comments to the script file. Any text after the pound character to the end of the line is ignored. Also, the backslash (`\`) character at the end of a line can be used to continue a long line to the next line.

## Script Syntax Diagrams

The description of script commands follows certain conventions which may vary from other parts of this manual:

Command	Description
<angular brackets>	Indicates required entries but are not to be included in the entered information.
{curly braces}	Indicates optional entries but are not to be included in the entered information.
[square brackets]	Required syntactical elements.
(parentheses)	Required syntactical elements.
<b>bold</b>	Introduces a literal expression which must be entered exactly as shown.
<i>italics</i>	Indicates a variable which must be replaced by information you provide
	Symbol indicates an either-or type of choice.
...	Ellipsis indicates that information may be repeated.

# Window Commands

These are the standard Windows messages. They apply to the frame window as a whole.

## Message

WINDOW HIDE

WINDOW SHOW

WINDOW POSITION x y width height

WINDOW RESTORE

WINDOW MINIMIZE

WINDOW MAXIMIZE

WINDOW TILE

WINDOW CASCADE

# Child Commands

These are the standard Windows MDI child commands.

## Command

CHILD CLOSE

CHILD HIDE

CHILD MINIMIZE

CHILD MAXIMIZE

CHILD NEW

CHILD POSITION x y width height

CHILD RESTORE

CHILD SELECT n - Activates the nth child window -- where n is a 1-indexed number  
(not zero-indexed).

CHILD SHOW

CHILD SHOWONE - If no child exists, creates a new one.

## General Commands

Command	Description
BREAK = <ON OFF>	Controls interruptibility. When set to <b>ON</b> , interruptible.
CHDIR <dirname>	Changes the working directory.
PAUSE <nn>	Pauses for nn milliseconds.
QUIT	Terminates the application.
VIEW <filename>	Open file <filename>.
WRITEPROFILE "section" "entry" "value"	Writes the entry/value under the specified section into AutoVue's INI file.

## File Commands

Command	Description
BROWSE	Activates the Browse dialog.
COMPARE <filename>	Compares the file in the active window with “filename”.
FILE OPEN {filename}	Same as <b>VIEW</b> , except that if {filename} is not supplied it displays the File Open dialog.
FILE-NEXT	Goes to the next file.
FILE-PREVIOUS	Goes to the previous file.
OVERLAY <filename> {<x, y> {sf}}	Overlays the specified file over the current file (base drawing). The point (x, y) is the offset for the overlaid file expressed in base drawing units. The origin of raster images is in the top left, and for vector images it is in the bottom left. It (sf) is the scaling factor for the overlay. Default values of (0.0, 0.0) and 1.0 are used for the base point and scaling factor.
PROPERTIES	Displays the Properties dialog.
SEARCH = <string to search for>	Finds and highlights the search string.



## Export Commands

Command	Description
EXPORT3DBOM FileName	Specify the output file into which to export 3D BOM results.
EXPORTEDABOM Filename ["format=XXX scope=YY attributes=Aaaaa,Bbbbb,Ccccc"]	<p><b>Filename:</b> Specify the file name of the exported BOM.</p> <p><b>format:</b> Specify whether the export file format is either <b>CVS</b> or <b>PDX</b>. Default value is <b>CVS</b> if nothing is specified.</p> <p><b>scope:</b> Specify either <b>CP</b> (current page) or <b>ED</b> (entire design). Default is <b>CP</b> if nothing is specified.</p> <p><b>attributes:</b> Specify the attribute names of Component Instances. Separate attribute names by commas. If no attributes are specified, the default BOM attribute names are used. If there are no default BOM attribute names, the command does nothing.</p> <p><b>Note:</b> Attributes are case sensitive.</p> <p><b>Note:</b> The vertical line symbol used in the second parameter (" ") is an actual symbol needed and used as a separator, not the logical symbol used to specify that only one of the parameters can be used.</p>
EXPORTMASSPROP FileName	Specify the output file into which to export 3D Mass Properties results.

## Printing Commands

Command	Description
PRINT-OPTION <i>option=value</i>	Specify the print option and value.
PRINT	Using the current print options, prints the file in the active window.

## Print Options

Command	Description
AREA = <DISPLAY   EXTENTS>	Specify print area (extents or display).
CF = <i>string</i>	Center footer text.
CH = <i>string</i>	Center header text.
LF = <i>string</i>	Left footer text.
LH = <i>string</i>	Left header text.
RH = <i>string</i>	Right header text.
RF = <i>string</i>	Right footer text.
COPIES = <number of copies>	Specify number of copies.
PAGERANGE = <from page nnn-to page mmm>	Specify page range.
PAGERANGE CURRENT	Prints current page.

---

SCALE = <FIT   <i>nn.nn</i>   <i>n%</i> >	Set <i>n%</i> to the scale value. <b>Example:</b> PRINT-OPTION SCALE = 60% Set <i>nn.nn</i> to a scale factor.
UNITS = <INCH   MM   PIXEL>	Specify units.
WATERMARK "watermark-text"	Specify watermarking text.
FORCETOBLACK = <0 1>	Specify if you want to force all colors to black
ORIENTATION [L   P]	Specify orientation. Set <b>L</b> for landscape or <b>P</b> for portrait.
PRINTDRIVER "drivername"	Specify the print device to use. For example: "Epson Stylus Color 750."
PENMAPFILE "penmapfilename"	Specify the penmapping file to use.
PAPERSIZE "nPaperSize"	Specify the paper size, where <b>nPaperSize</b> is a value from the <b>nPaper-Size</b> column in the following table. The specified paper size specified must be supported by your printer. <b>Note:</b> For updated paper size values, refer to <i>wingdi.h</i> that is part of the MSDN distribution.

---

Name	nPaperSize	Description
DMPAPER_LETTER	1	Letter 8 ½ x 11 in
DMPAPER_LETTERSMA LL	2	Letter Small 8 ½ x 11 in
DMPAPER_TABLOID	3	Tabloid 11 x 17 in
DMPAPER_LEDGER	4	Ledger 17 x 11 in
DMPAPER_LEGAL	5	Legal 8 ½ x 14 in
DMPAPER_STATEMENT	6	Statement 5 ½ x 8 ½ in
DMPAPER_EXECUTIVE	7	Executive 7 ¼ x 10 ½ in
DMPAPER_A3	8	A3 297 x 420 mm
DMPAPER_A4	9	A4 210 x 297 mm
DMPAPER_A4SMALL	10	A4 Small 210 x 297 mm
DMPAPER_A5	11	A5 148 x 210 mm
DMPAPER_B4	12	B4 (JIS) 250 x 354
DMPAPER_B5	13	B5 (JIS) 182 X 257
DMPAPER_FOLIO	14	Folio 8 ½ x 13
DMPAPER_QUARTO	15	Quarto 215 x 275 mm
DMPAPER_10X14	16	10 x 14 in
DMPAPER_11X17	17	11 x 17 in
DMPAPER_NOTE	18	Note 8 ½ x 11 in
DMPAPER_ENV_9	19	Envelope #9 3 7/8 x 8 7/8
DMPAPER_ENV_10	20	Envelope #10 4 1/8 x 9 ½
DMPAPER_ENV_11	21	Envelope #11 4 ½ x 10 3/8
DMPAPER_ENV_12	22	Envelope #12 4 276 x 11
DMPAPER_ENV_14	23	Envelope #14 5 x 11 ½
DMPAPER_CSHEET	24	C size sheet
DMPAPER_DSHEET	25	D size sheet
DMPAPER_ESHEET	26	E size sheet
DMPAPER_ENV_DL	27	Envelope DL 110 x 220 mm
DMPAPER_ENV_C5	28	Envelope C5 162 x 229 mm
DMPAPER_ENV_C3	29	Envelope C3 324 x 458 mm
DMPAPER_ENV_C4	30	Envelope C4 229 x 324 mm

DMPAPER_ENV_C6	31	Envelope C6 114 x 162 mm
DMPAPER_ENV_C65	32	Envelope C65 114 x 229 mm
DMPAPER_ENV_B4	33	Envelope B4 250 X 353 mm
DMPAPER_ENV_B5	34	Envelope B5 176 x 250 mm
DMPAPER_ENV_B6	35	Envelope B6 176 x 125 mm
DMPAPER_ENV_ITALY	36	Envelope 110 x 230 mm
DMPAPER_ENV_MONARCH	37	Envelope Monarch 3.875 x 7.5 in
DMPAPER_ENV_PERSONAL	38	6 ¾ Envelope 3 5/8 x 6 ½ in
DMPAPER_ENV_FANFOLD_US	39	US Std Fanfold 8½ x 12 in
DMPAPER_ENV_FANFOLD_STD_GERMAN	40	German Std Fanfold 8½ x 12 in
DMPAPER_ENV_FANFOLD_LGL_GERMAN	41	German Legal Fanfold 8½ x 13
DMPAPER_ISO_B4	42	B4 (ISO) 250 x 353 mm
DMPAPER_JAPANESE_POSTCARD	43	Japanese Postcard 100 x 148 mm
DMPAPER_9X11	44	9 x 11 in
DMPAPER_10X11	45	10 x 11 in
DMPAPER_15X11	46	15 x 11 in
DMPAPER_ENV_INVITE	47	Envelope Invite 220 x 220 mm
DMPAPER_RESERVED_48	48	RESERVED--DO NOT USE
DMPAPER_RESERVED_49	49	RESERVED--DO NOT USE
DMPAPER_LETTER_EXTRA	50	Letter Extra 9 ½ x 12 in
DMPAPER_LEGAL_EXTRA	51	Legal Extra 9 ½ x 15 in
DMPAPER_TABLOID_EXTRA	52	Tabloid Extra 11.69 x 18 in
DMPAPER_A4_EXTRA	53	A4 Extra 9.27 x 1.69 in
DMPAPER_LETTER_TRANSVERSE	54	Letter Transverse 8 ½ x 11 in
DMPAPER_A4_TRANSVERSE	55	A4 Transverse 210 x 297 mm
DMPAPER_LETTER_EXTRA_TRANSVERSE	56	Letter Extra Transverse 9 ½ x 12 in

DMPAPER_A_PLUS	57	SuperA/SuperA/A4 227 x 356 mm
DMPAPER_B_PLUS	58	SuperB/SuperB/A3 305 x 487 mm
DMPAPER_LETTER_PLUS	59	Letter Plus 8.5 x 12.69 in
DMPAPER_A4_PLUS	60	A4 Plus 210 x 330 mm
DMPAPER_A5_TRANSVERSE	61	A5 Transverse 148 x 210 mm
DMPAPER_B5_TRANSVERSE	62	B5 (JIS) Transverse 182 x 257 mm
DMPAPER_A3_EXTRA	63	A3 Extra 322 x 445 mm
DMPAPER_A5_EXTRA	64	A5 Extra 174 x 235 mm
DMPAPER_B5_EXTRA	65	B5 (ISO) Extra 201 x 276 mm
DMPAPER_A2	66	A2 420 x 594 mm
DMPAPER_A3_TRANSVERSE	67	A3 Transverse 297 x 420 mm
DMPAPER_A3_EXTRA_TRANSVERSE	68	A3 Extra Transverse 322 x 445 mm
DMPAPER_DBL_JAPANESE_POSTCARD	69	Japanese Double Postcard 200 x 148 mm
DMPAPER_A6	70	A6 105 x 148 mm
DMPAPER_JENV_KAKU2	71	Japanese Envelope Kaku #2
DMPAPER_JENV_KAKU3	72	Japanese Envelope Kaku #3
DMPAPER_JENV_CHOU3	73	Japanese Envelope Chou #3
DMPAPER_JENV_CHOU4	74	Japanese Envelope Chou #4
DMPAPER_LETTER_ROTATED	75	Letter Rotated 11 x 8 1/2 11 in
DMPAPER_A3_ROTATED	76	A3 Rotated 420 x 297 mm
DMPAPER_A4_ROTATED	77	A4 Rotated 297 x 210 mm
DMPAPER_A5_ROTATED	78	A5 Rotated 210 x 148 mm
DMPAPER_B4_JIS_ROTATED	79	B4 (JIS) Rotated 364 x 257 mm
DMPAPER_B5_JIS_ROTATED	80	B5 (JIS) Rotated 257 x 182 mm

DMPAPER_JAPANESE_POSTCARD_ROTATED	81	Japanese Postcard Rotated 148 x 100 mm
DMPAPER_DBL_JAPANESE_POSTCARD_ROTATED	82	Double Japanese Postcard Rotated 148 x 200 mm
DMPAPER_A6_ROTATED	83	A6 Rotated 148 x 105 mm
DMPAPER_JENV_KAKU2_ROTATED	84	Japanese Envelope Kaku #2 Rotated
DMPAPER_JENV_KAKU3_ROTATED	85	Japanese Envelope Kaku #3 Rotated
DMPAPER_JENV_CHOU3_ROTATED	86	Japanese Envelope Chou #3 Rotated
DMPAPER_JENV_CHOU4_ROTATED	87	Japanese Envelope Chou #4 Rotated
DMPAPER_B6_JIS	88	B6 (JIS) 128 x 182 mm
DMPAPER_B6_JIS_ROTATED	89	B6 (JIS) Rotated 182 x 128 mm
DMPAPER_12X11	90	12 x 11 in
DMPAPER_JENV_YOU4	91	Japanese Envelope You #4
DMPAPER_JENV_YOU4_ROTATED	92	Japanese Envelope You #4 Rotated
DMPAPER_P16K	93	PRC 16K 146 x 215 mm
DMPAPER_P32K	94	PRC 32K 97 x 151 mm
DMPAPER_P32KBIG	95	PRC 32K(Big) 97 x 151 mm
DMPAPER_PENV_1	96	PRC Envelope #1 102 x 165 mm
DMPAPER_PENV_2	97	PRC Envelope #2 102 x 176 mm
DMPAPER_PENV_3	98	PRC Envelope #3 125 x 176 mm
DMPAPER_PENV_4	99	PRC Envelope #4 110 x 208 mm
DMPAPER_PENV_5	100	PRC Envelope #5 110 x 220 mm
DMPAPER_PENV_6	101	PRC Envelope #6 120 x 230 mm
DMPAPER_PENV_7	102	PRC Envelope #7 160 x 230 mm
DMPAPER_PENV_8	103	PRC Envelope #8 120 x 309 mm
DMPAPER_PENV_9	104	PRC Envelope #9 229 x 324 mm
DMPAPER_PENV_10	105	PRC Envelope #10 324 x 458 mm
DMPAPER_P16K_ROTATED	106	PRC 16K Rotated
DMPAPER_P32K_ROTATED	107	PRC 32K Rotated

DMPAPER_P32KBIG_ROTATED	108	PRC 32K(Big) Rotated
DMPAPER_PENV_1_ROTATED	109	PRC Envelope #1 Rotated 165 x 102 mm
DMPAPER_PENV_2_ROTATED	110	PRC Envelope #2 Rotated 176 x 102 mm
DMPAPER_PENV_3_ROTATED	111	PRC Envelope #3 Rotated 176 x 125 mm
DMPAPER_PENV_4_ROTATED	112	PRC Envelope #4 Rotated 208 x 110 mm
DMPAPER_PENV_5_ROTATED	113	PRC Envelope #5 Rotated 220 x 110 mm
DMPAPER_PENV_6_ROTATED	114	PRC Envelope #6 Rotated 230 x 120 mm
DMPAPER_PENV_7_ROTATED	115	PRC Envelope #7 Rotated 230 x 160 mm
DMPAPER_PENV_8_ROTATED	116	PRC Envelope #8 Rotated 309 x 120 mm
DMPAPER_PENV_9_ROTATED	117	PRC Envelope #9 Rotated 324 x 229 mm
DMPAPER_PENV_10_ROTATED	118	PRC Envelope #10 Rotated 458 x 324 mm

PRINT-OPTION PAPERTRAY  
"nPaperTray"

Specify the paper tray, where **nPaperTray** is a value from the **nPaperTray** column in the following table. The specified paper tray must be supported by your printer.

Name	nPaperTray
DMBIN_UPPER	1
DMBIN_ONLYONE	1
DMBIN_LOWER	2
DMBIN_MIDDLE	3
DMBIN_MANUAL	4
DMBIN_ENVELOPE	5
DMBIN_ENVMANUAL	6
DMBIN_AUTO	7
DMBIN_TRACTOR	8
DMBIN_SMALLFMT	9

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DMBIN_LARGEFORMAT	10
DMBIN_LARGECAPACITY	11
DMBIN_CASSETTE	14
DMBIN_FORMSOURCE	15
DMBIN_LAST	DMBIN_FORMSOURCE
DMBIN_USER	256 /* device-specific bins start here

---



# Conversion Commands

Command	Description
CONVERT	Converts the file in the active window using the current convert options.
CONVERT-OPTION <i>option</i> = <i>value</i>	Specify the convert option and value.

## Convert Options

Command	Description
AREA = <DISPLAY   EXTENTS>	Specify convert area (display or extents).
SCALE = <0 1>	Converts the output file to the set scale. Set to <b>1</b> to enable scaling. Set to <b>0</b> to disable scaling. Default is 0.
SCALINGFACTOR = <value>	Specify a range from <b>0%</b> to <b>100%</b> . Default is 100%. Affects the scaling size when INI option <b>SCALE</b> = <b>1</b> (see previous option).
FORMAT = <i>format</i>	Where <i>format</i> specifies an output driver. Available output drivers: <ul style="list-style-type: none"> <li>• <b>PCRS_BMP</b>: windows bitmap</li> <li>• <b>PCRS_EPS</b>: Encapsulated PostScript (raster)</li> <li>• <b>PCRS_GP4</b>: CALG Group IV Type 1</li> <li>• <b>PCRS_PCL</b>: HP/PCL output</li> <li>• <b>PCRS_PCX</b>: Paintbrush PCX</li> <li>• <b>PCRS_RLC</b>: RLC format</li> <li>• <b>PCRS_TIF</b>: TIFF format</li> <li>• <b>PC3D_STL</b>: 3D format to STL</li> </ul>
SUBFORMAT = <i>n</i>	Some of the output drivers support several subformats. The value <b>n</b> specifies which subformat to use.
PAGERANGE=<ALL nn-nn>	Specifies the conversion page range to ALL or to a specified range: <nn-nn>. This option is useful in providing scripting flexibility to convert certain page ranges of a file.
PCRS_PCL	HP/PCL output.  <b>Subformat:</b> <b>0</b> - 75 DPI <b>1</b> - 150 DPI <b>2</b> - 300 DPI
PCRS_TIF	TIFF format.  <b>Subformat:</b> <b>0</b> - Uncompressed <b>1</b> - Packbits compressed <b>2</b> - Group III compressed <b>3</b> - Group IV compressed
OUTPUT = <i>filename</i>	Specifies output filename. If not specified, the default name is used.

---

PAGESIZE = <i>pagesize</i>	For certain formats (for example, plotter formats) the output size is specified as a page size. In this case, page size can be: A B C D E A4 A3 A2 A1 A0
SIZE = <i>width height</i>	Specifies the size of the converted output.
STEPSPERINCH = <i>n</i>	Certain formats (for example, plotter formats) allow a resolution factor to be set.
UNITS = <INCH   MM>	Specifies the output units. This option applies only for vector output formats. Raster output units are always assumed to be in pixels.

---

# View Commands

Command	Description
ANTI-ALIAS <ON OFF>	Controls the anti-aliasing (scale-to-grey) for monochrome raster images.
BLOCK { <i>blockname</i> }	Displays the specified block. If no blockname is given, the Blocks dialog appears.
CONTRAST [LIGHT   NORMAL   DARK   DARKEST]	Controls the contrast for monochrome raster images. The default setting is NORMAL.
FLIP <NONE   HORZ   VERT   BOTH>	Flips the image as specified.
LAYER (ALL) <ON   OFF>	Turns all layers either on or off.
LAYER < <i>layername1</i> {...} (ON   OFF)>	Turns the specified layers on or off.
NAMEDVIEW { <i>viewname</i> }	Sets the view to the specified named view. If no viewname is given, the Named Views dialog appears.
PAGE n	Goes to the specified page.
PAGE-NEXT	Goes to the next page.
PAGE-PREV	Goes to the previous page.
PAN < <i>fromx fromy tox toy</i> >	Pans the image from (fromx, fromy) to (tox, toy), in World Coordinates.
PAN < <i>x-diff y-diff</i> >	Pans the image by the specified amount, in World Coordinates.
REFRESH	Redraws the image.
ROTATE <0   90   180   270>	Rotates the image by the specified amount.
SHELL { <i>command</i> }	Executes the specified command. If no command is given, starts a command shell.
TILEMODE <AUTO   OFF   ON>	This option only applies to AutoCAD drawings. Sets the tilemode to the value in the drawing file, or to Paperspace or Modelspace, respectively.
VPOINT <i>x y z</i>	Changes the viewpoint of a 3D image.
ZOOM <i>minx miny maxx maxy</i>	Zooms into the box specified by (minx, miny) (maxx, maxy). The values are given in World Coordinates. This command will set view extents without considering file scale and offset.
ZOOM <i>percent</i>	Zooms by the specified percentage.
ZOOM-FIT	Fits the image to the window.
ZOOM-FITHORZ	Fits the image horizontally.
ZOOM-FITVERT	Fits the image vertically.
ZOOM-FULLRES	This option only applies if the image being viewed is a raster file. Displays the image at full resolution.
ZOOM-INWORLD <i>minx miny maxx maxy</i>	Draw a zoom box using world (drawing) coordinates.

## Markup Commands

Command	Description
MARKUP { <i>ID</i> }	Selects a Markup file to display over the current file. If no ID is given, displays the Select-Markup dialog.
MARKUPQUIT	Quits Markup mode.
MARKUPSETACTIVE <Extension of Markup to active>	Specify extension of the Markup to be made active. <b>Example:</b> 001, 002

## Option Commands

Command	Description
OPTION MENU <ON   OFF>	Indicates whether the top menu displays.
OPTION MENU DELETE < <i>N</i> >	Deletes the Nth menu item. The menus are numbered from 0 to nMenus-1
OPTION MENUITEM DELETE < <i>N M</i> >	Deletes, disables or enables the Mth menu item in the Nth menu. Both the menus and menu items are numbered, starting at zero.
OPTION TOOLBAR <ON   OFF>	Indicates whether the top toolbar displays.
OPTION STATUSBAR <ON   OFF>	Indicates whether the status-bar area displays.
OPTION TEXT <ON   OFF>	Indicates whether text displays.
OPTION LINSTYLES <ON   OFF>	Indicates whether the linestyles display.
OPTION DIMENSIONS <ON   OFF>	Indicates whether dimensions display.
OPTION FILLING <ON   OFF>	Indicates whether filling displays.
OPTION XREF <ON   OFF>	Indicates whether external references display.
OPTION RASTERDISPLAY <FULL   FIT>	Sets the default for the initial display of raster files (at full resolution or fit to the window).
OPTION BASEFONT <i>fontname</i> {normal   bold   italic   bold-italic} <i>pointsize</i>	Sets the default base font for text-and number-based files. This font is used if actual font is not specified in the file itself.
OPTION BGCOLOR { <i>red green blue</i> }	Sets the background color for the view window. Specify the color as an RGB triplet, each index ranging from 0 to 255.

# List of INI Options

This section lists formats-specific and general feature INI options that may be set in the avwin.ini file location in the C:\Windows directory. Section headers in the INI file must be specified in brackets[]. The options for the section are discussed in the table below the section header.

**Note:** When you add multibyte paths or INI option values to INI files, make sure to save the files with Unicode encoding.

## Acrobat PDF Options

Configure options for Adobe PDF files.

### [Options]

Parameter	Description	Default
PDFENHANCELINES=[0 1]	If set to <b>1</b> , this option results in enhanced line display similar to the Adobe Acrobat option Enhance Thick Lines. This option is useful for cases when lines start to disappear in the AutoVue display when zooming out. If set to <b>0</b> , this option is disabled and the line display is not enhanced.	0
PDFMAXIMAGESIZEEMB = [val]	Allows users to set the maximum image size (in Mbytes) of large bitmaps in PDF files after which the PDF decoder starts reducing resolution to reduce memory use.	150

## Allegro Options

Configure options for Allegro files.

### [ECAD]

Parameter	Description	Default
ALLEGRO_USETRUETYPEFONTS = [0 1]	Set to <b>0</b> to use stroke font. Set to <b>1</b> to use true type to use true type font instead (increases performance).	0
ECAD_3D_SHOWHOLES = [0 1]	Set to <b>1</b> 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=[0 1]	Set to <b>1</b> 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 and 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_MAXNUMLINETYPECYCLES = [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 then specified line type is drawn with a solid line type.	256
ACAD_PENSETTINGS AFFECT LINE WIDTH=[0 1]	Option is for AutoCAD drawings. When set to <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
ACAD2004RGBCOLOR=[1 0]	Set to <b>1</b> to use RGB color. Set to <b>0</b> to use AIC (AutoCAD Indexed Color). <b>Note:</b> Should be set to <b>0</b> to be able to use pen settings for printing. <b>Note:</b> This is for AutoCAD files, version 2004 and later.	1
ACADDEFAULTFONT=[fontname]	This font is substituted if an 8-bit font is not located for AutoCAD drawings.	
ACADDEFAULTBIGFONT=[bigfontname]	This font is substituted if a 16-bit font is not located.	
ACADDEFAULTSHAPEFONT=[filename]	Specifies the default shape font filename that should be used if the desired shape font file and an equivalent AutoVue font cannot be found. You can specify a full file path or just the file name. The decoder searches for the font file name in the file path (if provided), the base file folder, XFONTPATHS, and the fonts directory of the installation.	
CODEPAGE = [ num]	Forces text display of a specific language. Specifies the codepage to use for AutoCAD DWG and DXF files. For example, set <b>CODEPAGE = 932</b> to display Japanese text in AutoCAD DWG and DXF 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>	
DISABLE3DMODEL = [0 1]	Specifies whether the 3D model should be disabled or not. Set to <b>0</b> to include the 3D model in the design. Set to <b>1</b> to disable the 3D model. As a result, it is not included in the design and streaming file size is reduced. <b>Note:</b> The option is only applicable for DWG release 2000 files and above.	0
DRAWORDER=[0 1]	Set to <b>1</b> to draw sorted (ordered) entities from the last save of the DWG file. Set to <b>0</b> to draw entities in the order they were first created.	1

Parameter	Description	Default
FIELDDISPLAY = [0 1]	Specify whether or not field backgrounds display. Set to <b>1</b> to display field background. Set to <b>0</b> to hide field background. <b>Note:</b> For AutoCAD 2005 and later.	1
LWDEFAULT = [1-100]	Set the default line weight. Specify a value between <b>1</b> (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]	Set to <b>1</b> to turn on all the layers in the base and XRef files.	0
SHOWNONRECTVIEWPORTS = <0 1>	In AutoCAD it is possible to create non-rectangular viewports. When a file has non-rectangular viewports, it may take AutoVue longer to display the drawing. Set to <b>1</b> to display non-rectangular viewports. Set to <b>0</b> to disable display of non-rectangular viewports and improve performance. Note that the accuracy of the display will be compromised. <b>Note:</b> This options applies to AutoCAD 2000 and up files.	1
TILEMODE = [-1 0 1]	Specify whether you want to load model space or paper space or load the last saved page when loading DWG files: <b>1</b> - model space <b>0</b> - paper space <b>-1</b> - automatic	-1

## Autodesk DWF Options

Configure options for Autodesk DWF files.

### [Options]

Parameter	Description	Default
DWFRGBCOLOR=[0 1]	Set to <b>1</b> to use RGB color. Set to <b>0</b> to use AIC (AutoVue Indexed Color). <b>Note:</b> Should be set to <b>0</b> to be able to use pen settings for printing.	1

Parameter	Description	Default																		
DWFCOLORCTL=[ <i>file path</i> ]	<p>Option is applicable only when <b>DWFRGBCOLOR=0</b>.</p> <p>Specify the path and the name to a color table. Specified color table overrides the palette stored in the DWF file.</p> <p>If no external palette is specified, the default palette stored in the DWF file will be used.</p> <p>Here are some of the common colors and their corresponding pen numbers:</p> <table><tr><td>0,0,0</td><td>/* 0, Black */</td></tr><tr><td>128,128,128</td><td>/* 248, Gray */</td></tr><tr><td>255,0,0</td><td>/* 190, Red */</td></tr><tr><td>0,255,0</td><td>/* 40 Green */</td></tr><tr><td>255,255,0</td><td>/* 251, Yellow */</td></tr><tr><td>0,0,255</td><td>/* 15, Blue */</td></tr><tr><td>255,0,255</td><td>/* 195, Violet */</td></tr><tr><td>0,255,255</td><td>/* 45, Cyan */</td></tr><tr><td>255,255,255</td><td>/* 225, White */</td></tr></table>	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 */	
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 */																			

## Autodesk Inventor Options

Configure options for Autodesk Inventor file.

### [Options]

Parameter	Description	Default
AIBACKGROUND=[0 1]	<p>Set to <b>1</b> to draw background sheet.</p> <p>Set to <b>0</b> to draw the outline only.</p> <p><b>Note:</b> Option applicable to AutoDesk Inventor 2D versions 6 and later.</p>	1
AILOADNATIVE2D=[0 1]	<p>Set to <b>1</b> to Read native data for Inventor 2D.</p> <p>Set to <b>0</b> to read embedded DWF information. If DWF information is not stored in the Inventor 2D file, then native support will be activated automatically.</p> <p><b>Note:</b> Option applicable to Inventor 2D versions 6 and later.</p>	1

## Cadence Options

Configure options for Cadence Concept HDL file.

### [ECAD]

Parameter	Description	Default
CADENCE_CALLOUTS FILE = [ <i>file path</i> ]	Specifies the full path to a callouts file. The callouts file is used to create abstract mechanical part entities for the design	
CADENCE_CONCEPT HDLONLY=[0 1]	Set to <b>1</b> so that PCB boards should not be displayed.	0
CADENCE_CPMONLY=[0 1]	Set to <b>1</b> to only display files listed in the CPM file.	1



# Cadkey Options

Configure options for Cadkey files.

## [Options]

Parameter	Description	Default
PRTFONTMAP= [fullpath to prtfont.map]	Specifies the full path to the Cadkey/PRT font map file. This file maps Cadkey/PRT fonts to TrueType fonts.	The file <b>Prtfont.map</b> in the program directory

# CATIA Options

Configure options for CATIA 4 and 5 files.

**Note:** For CATIA 4-specific files see "CATIA 4 Options" and for CATIA 5-specific options see "CATIA 5 Options".

## [Options]

Parameter	Description	Default
CATALOADPMI = [0 1]	Set to <b>1</b> to enable displaying of PMIs. Set to <b>0</b> to disable displaying of PMIs.	1

# CATIA 4 Options

Configure options for CATIA 4-specific files.

## [Options]

Parameter	Description	Default
CATIA4SPLINEGEOMETRY = [0 1 2]	Specify the geometry representation in the loaded model. There are two representations for geometry: <i>analytical</i> and <i>spline geometry</i> . Set the value for the preferred representation: <b>0</b> : Analytical representation is preferred. <b>1</b> : In some cases spline geometry will be selected. <b>2</b> : Spline geometry is preferred.	0
CATIAPROJECTFILE=[file path]	Specify the full path to the CATIA 4 project file.	
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 for CATIA 4 3D.	1
CATIAFILTERNOSHOWS=[0 1]	Set to <b>0</b> so that no show entities are displayed for CATIA 4 3D.	1
CATIAIGNOREPROJECTIOLAYER=[0 1]	Set to <b>1</b> to support projected view visibility through draft view layer settings for CATIA 4 drawings	0

Parameter	Description	Default
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.	

**Note:** Mapping for CATIA 4 fonts is specified in file CATIAv4.fontmap located in the <install directory>\avwin\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-specific files.

### [Options]

Parameter	Description	Default
CATIA5BUILDCGMSETS = [0 1]	Controls the display of Geometrical sets. Set to <b>1</b> to show geometrical sets structure in the Model Tree.	1
CATIA5BUILDINVISIBLECGMBO DIES = [0 1]	Set to <b>1</b> 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 <b>1</b> to disable clipping.	0
SHOWBACKGROUND=[0 1]	Set to <b>1</b> to display the background of CGM files with color. Set to <b>0</b> if you have problems printing CGM files that contain large black or dark backgrounds.	0

## DirectModel (JT) Options

Configure options for DirectModel (JT) files.

### [Options]

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

## ECAD Options

Configure options for ECAD files.

### [ECAD]

Parameter	Description	Default
ECAD_DISABLE_VARIANTS = [0 1]	Specifies whether to enable or disable variant views. This option can be used to improve performance if the project contains multiple variant views. Set to <b>1</b> to disable variant views. Set to <b>0</b> to enable variant views. <b>Note:</b> This option currently only supports Cadence/Allegro projects.	0

## Excel Options

Configure options for Excel files.

### [Options]

Parameter	Description	Default
SSHIDESCROLLBARS = [0 1]	Set to <b>1</b> to disable scroll bars for spreadsheet files. Option will work for Excel, Archives and MS Access formats.	0
USESMALLFONTSFOR EXCELSMALLTEXT = [0 1]	Set to <b>1</b> so that the Excel Small Fonts font is used to display text at small fonts sizes of 7 points or less (matching Excel behavior). Set to <b>0</b> so that the Small Fonts font is not used. <b>Note:</b> This parameter has effect only if the Small Fonts font is installed on the system (it usually comes with Excel).	0

# Gerber Options

Configure options for Gerber files.

## [Gerber Format]

Parameter	Description	Default
APERTURE_FORMAT_FILEPATH =[ <i>file path</i> ]	Specifies the file path for the aperture format file.	
ENDOFCOMMAND = [ASTERISK   DOLLAR   ENDOFFLINE   AUTODETECT]	Specifies the end of command character if known. If end of command character is not known, ENDOFCOMMAND can be set to AUTODETECT mode.  Available values:  <b>ASTERISK:</b> End of command is * <b>DOLLAR:</b> End of command is \$ <b>ENDOFFLINE:</b> End of command is the end of the line. <b>AUTODETECT:</b> AutoVue automatically detects the end of command character.	AUTODE TECT
INCREMENTALMODE = [0 1]	Set to <b>1</b> if data is in incremental mode.	0
MULTIQUADRANT_ARCS_BY_ DEFAULT = [0 1]	Specifies whether the default circular interpolation is multi-quadrant or single-quadrant. Set to <b>0</b> so that the circular interpolation is single-quadrant. Set to <b>1</b> so that the circular interpolation is multi-quadrant.	0
NUMDECIMALS = [ <i>num</i> ]	Enter the number of decimals. Specify a value between 1 and 6.	3
NUMDIGITS = [ <i>num</i> ]	Enter the number of digits. Specify a value between 1 and 6.	2
TOOLFILEPATH = [< <i>filepath</i> >\default.tool]	Specifies the path to the aperture list file.	<install directory>\ av\avwin\d efault.tool
TOOLFILETYPE=[0 1 2 3 4 5 6 7]	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]	Set to <b>1</b> if coordinate data is in trailing zeros format.	0
TOOL_UNIT=[-1 1 2 12]	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
UNITS = [1 2]	Specifies the unit. Set to <b>1</b> for inches (in). Set to <b>2</b> for millimeters (mm).	1

# HPGL/HPGL2 Options

Configure options for HPGL/HPGL2 file.

## [Options]

Parameter	Description	Default
CODEPAGE =[ <i>num</i> ]	Forces text display of a specific language. Specifies 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]	Set to <b>0</b> so that the page background is not drawn. Set to <b>1</b> to draw page background. <b>Note:</b> Applies to HPGL/HPGL2 files.	0
HPGLCOLORTBL = [ <i>&lt;file path&gt;</i> \hpglcol.tbl]	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.	<install directory>\av\avwin\hpglcol.tb

# 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><tr><th>Color Name</th><th>(R,G,B)</th></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>CADETBBLUE</td><td>(122,197,205)</td></tr></table>	Color Name	(R,G,B)	LIGHTCYAN	(188,255,255)	BROWN	(205,91,69)	LIGHTYELLOW	(255,219,153)	CADETBBLUE	(122,197,205)	IFCCOLORS= WALLSTANDARDC ASES(255,255,255) CURTAINWALLS(255,255,255) DOORS(255,219,153) OTHERS(0,255,255) SLABS(205,91,69) WALLS(255,255,255) WINDOWS(122,197,205)
Color Name	(R,G,B)											
LIGHTCYAN	(188,255,255)											
BROWN	(205,91,69)											
LIGHTYELLOW	(255,219,153)											
CADETBBLUE	(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										
IFCLOADINTERNALSPACES=[0 1]	<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=[integer value]	<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 files.

### [Options]

Parameter	Description	Default
IGESLOADDRAFTFIRST =[ 0 1]	Specify whether to display a 2D projection of the 3D model before the full 3D model has finished loading. Set to <b>0</b> to wait for the 3D model to finish loading. Set to <b>1</b> to display the 2D page first before the full 3D model has finished loading..	0
IGESLOADSUBFIGURED EFINITIONS=[ 0 1]	Specify whether to display subfigure definition entities when subfigure instances are not found. Subfigure definition entities are used to store a group of entities that occur repeatedly in a file (subfigure instances). Set to <b>0</b> so that subfigure definition entities are not found Set to <b>1</b> to display subfigure definitions when subfigure instances are not found. <b>Note:</b> Option is for IGES 3D files.	0
IGESMULTIBYTE=[0 1]	Set to 1 to use Multibyte Japanese TrueType font to draw Japanese text if the IGES file contains Japanese multibyte text.	0

## JPEG Options

Configure options for JPEG files.

### [Options]

Parameter	Description	Default
JPGQUANTIZE = [0 1]	Quantizes JPEG images to 256 colors for quicker display. Quantizing images affects quality of the color display.  Set to <b>1</b> to quantize images. Set to <b>0</b> to use true colors.	0

## JPEG 2000 Options

Configure options for JPEG 2000 files.

### [Options]

Parameter	Description	Default
J2KRESOLUTION= [DYNAMIC   HIGH   MEDIUM   LOW   +num   -num]	Set to <b>HIGH</b> to display with a high resolution. This could cause a decrease in performance. Other values: <b>LOW</b> , <b>MEDIUM</b> , and <b>DYNAMIC</b> . 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> . 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. 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.	DYNAMIC

## ME10/OneSpace Designer Drafting Options

Configure options for ME10/OneSpace Designer Drafting files.

### [Options]

Parameter	Description	Default
ME10CONSTRUCTION GEOM = [0 1]	Set to <b>1</b> to draw 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 <b>1</b> if the file contains a mixture of Singlebyte/Multibyte fonts.	0
ME10RGBCOLOR = [0 1]	Determine the mode of colors for ME10 files. Set to <b>1</b> to use RGB colors. Set to <b>0</b> to use AIC (AutoVue Indexed Color). <b>Note:</b> When set to <b>0</b> , you can customize file me10col.tbl to get desired pen settings.	1
ME10SHOWVERTEX = [0 1]	Set to <b>1</b> to draw vertices for ME10 files.	0
MEFONTMAP = [<file path>\mefont.map]	Specifies the full path to the ME10/OneSpace Designer Drafting (ME10) font map file. This file maps ME10 fonts to the appropriate native ME10 font files or TrueType fonts. To use native ME10 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>	<install directory>\ av\avwin\ mefont.ma p



# Microsoft Outlook Options

Configure options for Microsoft Outlook MSG files.

[Options]

Parameter	Description	Default
OUTLOOKLINKFLAG=[0 1 2 3]	Enable or disable hyperlinks or attachments in Outlook MSG files. <b>0</b> – Hyperlink on, Attachment on <b>1</b> – Hyperlink on, Attachment off <b>2</b> – Hyperlink off, Attachment on <b>3</b> – Hyperlink off, Attachment off	0

# MicroStation Options

Configure options for MicroStation files.

[AVPrintOptions]

Parameter	Description	Default
THICKNESSSCALE =[ <i>thickness1, thickness2, ...</i> ]	Specifies the mapping of MicroStation line weights to line thickness on paper. You can get this from the MicroStation config file, attribute weight_strokes. <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	

[Options]

Parameter	Description	Default
DGN_FAST3D = [0 1]	Set to <b>1</b> to improve rendering speed of MicroStation 7 and 8 files. <b>Note:</b> Setting this option to 1 means that layer visibility will not be supported and AutoVue streams all meshes and extrusions in one body. Set to <b>0</b> will mean slower rendering of MicroStation 7 and 8 files. However, layer visibility is supported and each mesh is streamed in its own entity.	1
DGN8LWDISPLAYSCALE = [0.0-1000.0]	Set to a floating point value, greater than or equal to 0.0, representing the scaling factor which is applied to all lineweights in the drawing. <b>Example:</b> Set to <b>0.0</b> : Reduces all lineweights to 0 (1 pixel width). Set to <b>1.0</b> : Lineweights remain at their default value. Set to <b>0.5</b> : Reduces all lineweights by half. Set to <b>2.0</b> : Multiplies all lineweights by 2.	1.0

Parameter	Description	Default
DGN8XREFUNITS=[ <i>unit</i> ]	<p>Specifies the unit to use for AutoCAD XRefs when units information for the XRefs is not stored in the MicroStation drawing. The selected unit should be the same as the unit chosen for the DWG in MicroStation. Consult the MicroStation help for a complete list of units. If the unit is not specified or an invalid value is entered, AutoVue reads the units from the AutoCAD XRef and hence, XRefs may not be scaled properly.</p> <p><b>Example:</b> DGN8XREFUNITS = meters</p> <p><b>Note:</b> Option applies to MicroStation version 8 files with AutoCAD XRefs.</p>	
DGNARABICFONTS = [0 1]	<p>Support for Arabic fonts for MicroStation.</p> <p>Set to <b>1</b> to specify right-to-left drawing.</p>	0
DGNCOLORTBL = [< <i>file path</i> >\color.tbl]	<p>Specifies 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.</p> <p>If a color-table element exists in the file, it will supersede this option.</p> <p><b>Note:</b> Option applies to MicroStation version 7 files.</p>	
DGNDEACTIVATELEVSymb = [0 1]	<p>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 is implemented to overwrite the Settings\View Settings\Level Symbology flag and display a file using the individual entity's symbology.</p> <p><b>Note:</b> Option applies to MicroStation 7 and 8 files.</p>	0
DGNDISABLEZCLIP = <0 1>	<p>Specifies whether to take the z-axis into consideration when applying a clip region (a cut-out region) to a 2D drawing.</p> <p>Set to <b>1</b> if the contents of the clipped image should not be restricted based on the z-coordinate of individual objects.</p> <p>Set to <b>0</b> if the contents of the clipped image should be restricted based on the z-coordinate of individual objects.</p> <p><b>Note:</b> This option only applies to 2D drawings; it is not considered when loading a 3D model.</p> <p><b>Note:</b> Option applies to Microstation 7 files.</p>	0
DGNFONTRSC = [< <i>file path</i> >\font.rsc;full 2. . .]	<p>Specifies a semi-colon separated list of the full paths to fonts for the MicroStation font RSC files.</p>	
DGNIRASB = [0 1]	<p>Set to <b>0</b> so that MicroStation raster hybrid files follow the I/RASB conventions for raster extents.</p> <p>Set to <b>1</b> if you find that the raster components of MicroStation files appear stretched.</p>	0
DGNLSTYLERSC = [< <i>file path</i> >\style.rsc]	<p>Specifies the full path to a MicroStation linestyle resource file that will be used to render linestyles and multi-line patterns.</p> <p><b>Note:</b> Option applies to MicroStation 7 and 8 files.</p>	
DGNREFCYCLECHECK = [0 1]	<p>When set to <b>1</b>, the decoder will check for circular references in reference paths. Circular references will not be displayed, except for the case where a given model references itself.</p> <p>When set to <b>0</b>, all references will be displayed, as long as nesting depth permits.</p> <p><b>Note:</b> Option applies to MicroStation 8 files and corresponds to MicroStation v8.5 environment variable MS_REF_CYCLECHECK.</p>	1

Parameter	Description	Default
DGNSHOWZEROLENGTHLINES = [0 1]	Set to <b>1</b> to display zero-length lines as fixed-sized filled squares. Set to <b>0</b> to ignore zero-length lines. <b>Note:</b> Option applies to Microstation 7 files.	0
DGNLSTYLEDASHDOT = [ <i>description, number of patterns, pattern1, pattern2,..., pattern6</i> ]	Defines up to seven line styles (indexed from 1 to 7). Each line style, separated by a comma, can include up to six patterns. Each line style must be preceded by a description and a number specifying the number of patterns for the style.  <b>Example:</b> DGNLSTYLEDASHDOT = style1,5,-1,1,0,-1,2,style2,3,2,-2,-2  In this example, two line styles (index 1 and index 2) are defined. the line styles provided by this parameter replaces the default seven standard styles. A line that uses style index that has not been provided is displayed as a solid line (for example, a line with style3 when only two styles have been defined).	

## NC-Drill Options

Configure options for NC-Drill files.

### [ECAD]

Parameter	Description	Default
NCD_UNITS=[1 2]	Specifies units for NC-Drill files. <b>1</b> = inches <b>2</b> = millimeters	1
NCD_TRAILINGZEROSOMITTED=[0 1 2 3]	<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_COMMENTSYMBOL=[ <i>symbol</i> ]	Specifies the comment symbol.	;
NCD_INCREMENTALMODE=[0 1]	Set to <b>1</b> if data is in incremental mode. <b>0</b> = absolute mode <b>1</b> = incremental mode	0
NCD_NUMDIGIT=[0-6]	Specifies the number of digits. Enter a value between 0 and 6. <b>Note:</b> Changing this value will affect the x, y coordinate.	2
NCD_NUMDECIMALS=[0-6]	Specifies the number of decimals. Enter a value between 0 and 6. <b>Note:</b> Changing this value will affect the x, y coordinate.	4
NCD_APERTURE_FORMAT_FILEPATH=[ <i>file path</i> ]	Complete path for Aperture format file. This file provides information on how to read the tool file	
NCD_TOOLFILEPATH=[ <i>file path</i> ]	Complete path for Tool file.	

# OrCAD Layout Options

Configure options for OrCAD Layout files.

[ECAD]

Parameter	Description	Default
ORCAD_CUTOUT_COPPER_POUR = [0 1]	Controls whether or not to display the copper pour cutouts for OrCAD Layout files. Set to <b>1</b> to display the copper pour cutouts. Set to <b>0</b> to disable the display.	0

# Pro/ENGINEER Options

Configure options for Pro/ENGINEER files.

[Options]

Parameter	Description	Default
PROE2DLOADPICTURE = [0 1]	Set to <b>1</b> 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]	Set to <b>1</b> to load the display list 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]	Specifies 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
PROE2DVIEWDEFAULTSTYLE=[HIDDEN   WIREFRAME   SHADING   NO HIDDEN]	Specifies 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=[ <i>native font</i> ]	Specifies 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 avwin\font subdirectory in the AutoVue installation directory. Refer to proefont.map for more instructions regarding font mapping.	
PROELOADCOSMETICS = [0 1]	Set to <b>0</b> to turn off display of datum cosmetics (coordinate system, datum planes and datum axes and datum points).	1

Parameter	Description	Default
PROELOADCOSMETICWIRES=[0 1]	Set to <b>0</b> to turn off display of cosmetic wires.	1
PROELOADPMIDATA = [0 1]	Set to <b>0</b> to disable display of PMI entities.	1
PROEMASSPROPUSEMESH = [0 1]	Set to <b>1</b> 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 <b>1</b> to display tolerance for dimension entities for Pro/ENGINEER 3D files.	1
PROESHOWHIDDENLINEDASH ED=[0 1]	This option controls the display and printing of hidden lines contained in Pro/ENGINEER drawings. Set to <b>1</b> 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=[ <i>int value</i> ]	Specifies the color to use for drawing Solidworks wireframe models for Solidworks drawings. Value should be an integer value specifying the RGB color.	0 (Black)
SWSHOWVIEWPORTBORDER = [0 1]	Set to <b>1</b> to display the border (bounding box) of 2D views in a SolidWorks drawing. Set to <b>0</b> so that no border is drawn.	0

## STEP Options

Configure options for STEP file.

### [Options]

Parameter	Description	Default
STEPDETAILEDTREE = [0 1]	Set to <b>1</b> to show detailed tree for STEP 3D files.	0
STEPFACEPOSITIVECOLOR = [0 1]	Option applies to STEP files. Set to <b>1</b> so that AutoVue uses either the color for “.BOTH” sides of the face if it is set or the color of the “positive” face side if it is set. Set to <b>0</b> so that AutoVue uses either the color for “.BOTH” sides of the face if it is set or selects the “positive” or “negative” face side color depending on the face sense.	0

## Text Options

Configure options for text files.

### [Options]

Parameter	Description	Default
CODEPAGE = [ <i>num</i> ]	Forces text display of a specific language. Specifies 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.msp">http://www.microsoft.com/globaldev/reference/cphome.msp</a> <a href="http://en.wikipedia.org/wiki/Code_page">http://en.wikipedia.org/wiki/Code_page</a>	
MAXPLAINTEXT AGES = [ <i>num</i> ]	Sets the maximum number of plain pages to be loaded to help improve performance. The option only affects unformatted text; other types of documents (Word, RTF, and so on) are not affected. <b>Note:</b> Setting the option value to 0 or less results in the entire file loading.	1000

## TIFF Options

Configure options for TIFF files.

### [Options]

Parameter	Description	Default
TIFF_ZERO_PIXEL = [BLACK   WHITE   FILE]	Specifies 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

## 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 <b>1</b> 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> ]	Used to turn ON/OFF the page background fill color for Visio files. If set to the default <b>-1</b> , there will be no background. You can specify an integer that represents an RGB color (Red + 256*Green + 65536*Blue). The values for Red, Green, and Blue range from 0 to 255. 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=[ <i>file path</i> ]	Specifies the path of the custom font mapping file (docfont.map) to use for word documents. The docfont.map contains font mapping information that identifies what font to use if a font is missing. If you wish to modify font mappings, update docfont.map	C:/<AutoVue installation directory>/avwin/fonts
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. 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
2DSELECTION_DIMLEVEL = [0.0 - 1.0]	Specifies 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.	0.5
3DMASSPROP_MESH_BEHAVIOR = [0 1 2]	Specifies 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 made fully with mesh bodies.	1
3DMASSPROP_SHEET_BEHAVIOR = [0 1 2]	Specifies 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 made fully with mesh bodies.	2
ANTIALIAS = [0 1]	Aliasing is the distortion of a continuous line due to the nature of screen display, which relies on a matrix of pixels. Anti-aliasing visually corrects this by introducing additional colored pixels to give the impression of a continuous line or curve.  If set to <b>1</b> , anti-aliasing is enabled. If set to <b>0</b> , anti-aliasing is disabled and degrades the quality of the display.	1

Parameter	Description	Default
APPLYRASTERTRANSPARENCY = [0 1]	Specifies whether to use or ignore the alpha channel (mask) stored in the file. Set to <b>1</b> to use the alpha channel stored in the file to apply transparency. Set to <b>0</b> to ignore the alpha channel and display the whole bitmap.	1
ARCRESOLUTION = [num]	Indicates the degree increment used in rendering arcs. Specify a value between 1 and 180. A higher value will mean smoother arcs but will have a performance impact on rendering.	10
BRIGHTNESS = value	Specifies the brightness value for colored raster formats and overlaying images opened in AutoVue. Value can be an integer between <b>-100</b> (maps all colors to black) and <b>100</b> (maps all colors to white).	0
CONTRAST =[value]	Applies contrast to raster images. The value can range from <b>0</b> (low contrast) to <b>100</b> (high contrast).	0
CONVERTPDFTHROUGHPRINTING = <0 1>	Specifies whether markups should be included as graphical elements in the PDF or added as annotations to the PDF. Set to <b>1</b> to add as graphical elements. Set to <b>0</b> to convert to PDF annotations.	1
CUSTOMFILEFILTER	Specifies a custom file filter for opening files with AutoVue.	*,*
DECIMALDIGITS=[value]	Specifies the number of decimals to display when measuring in AutoVue.	4
DEFAULTDOCPAGESIZE=[height, width]	Specifies 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.	
DEFAULTFILEUNITS=[1 2 4 5 7 8 9 10 11 12 13 14 15]	Specifies the unit to use if native file does not contain units information. 1 - inches 2 - millimeters 4 - twips 5 - centimeters 7 - meters 8 - kilometers 9 - feet 10 - yards 11 - miles 12 - mils 13 - miles/10 14 - microns 15 - microinches	1



Parameter	Description	Default
DEFAULTUNITS =[1 2 5 7 8 9 10 11 12 14 15]	Specify default unit for AutoVue. 1 - inches 2 - millimeters 5 - centimeters 7 - meters 8 - kilometers 9 - feet 10 - yards 11 - miles 12 - mils 14 - microns 15 - microinches	1
FASTDISPLAY = [0 1]	In 2D files, AutoVue renders the drawing, ignoring some details in order to speedup the rendering. If set to <b>0</b> , AutoVue performs a full rendering without any optimization of the drawing of the primitives. If set to <b>1</b> , AutoVue performs the following optimizations during the rendering of the files: <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
FIXPRITNTING=[0 1]	If you are printing 2D drawings containing transparent 3D overlays (formats such as SolidWorks 2D and Autodesk Inventor 2D) and the overlays are not printed correctly, you must set the INI option FIXPRINTING to 1 to ensure that the transparent overlays are printed correctly.	0
FLIP = [0 1 2 3]	Specifies the flipping direction: <b>0</b> = none <b>1</b> = horizontal <b>2</b> = vertical <b>3</b> = both	0
FORCETOBLACK = [0 1]	Set to <b>1</b> to force all colors to black when displaying vector documents.	0
FULLCOLORPRINTERSUPPORT = [0 1]	Enable color printing for some monochrome images. 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. Set to <b>1</b> : 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. Enabling option <b>1</b> could cause a decrease in performance: <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 fully support image transparency and using them with this option may yield incorrect results.</li> </ul>	0

Parameter	Description	Default
GPSOUTTEXT = [0 1]	Set to <b>1</b> : When you run outtext.exe, it only reports the first level of Xrefs in the hierarchy with the fully resolved/qualified path to the Xrefs. Set to <b>0</b> : When you run outtext.exe, all Xref instances are reported and the path to the Xrefs is not fully qualified.	0
GUILOCALE = [en fr de ja ko tw zh]	Specifies the locale to use for the AutoVue GUI. <b>Note:</b> If no locale is set, AutoVue automatically detects the machine's OS and sets the GUI to the specified locale. <b>Options:</b> en: English fr: French de: German ja: Japanese ko: Korean tw: Traditional Chinese zh: Simplified Chinese	
GUILOOK=[2000 2003 2005 XP]	Option supports different look and schemes for the AutoVue GUI (toolbars, menus, buttons and icons). Restart AutoVue to implement changes. For example, when GUILOOK=2000, the look and feel of AutoVue matches the Windows 2000 theme.	2005
INVERT = [0 1]	Set to <b>1</b> to display monochrome raster images display inverted. Set to <b>0</b> to display the images as is.	0
KEEPORIGINALCOLORS = [0 1]	Set to <b>1</b> to preserve the original graphic colors, regardless of the background color. Set to <b>0</b> to change the color of graphics to black or white when the original color of the graphics are the same as the background color. Either white or black is chosen depending on which is more visible against the background. For example, yellow graphics on a yellow background change to black, or dark-blue graphics on a dark-blue background change to white.	0
MNGMEMPAGESIZE= <i>num</i>	When memory management is enabled, specify the size of pages (memory) to allocate when storing the managed data. Each memory page is predefined.  <b>num</b> = number of bytes used to allocate pages in memory. Minimum value: 8192 (8KB) Maximum value: 1048576 (1MB)  <b>Note:</b> The memory pages are dumped to temporary dumping files located in the path defined in MNGTEMPFNAME.	131072 (128KB)
MAXMEMUSAGE= <i>integer</i>	Specifies the process memory threshold for AutoVue after which the memory manager dumps data. Specify value in bytes. <b>Note:</b> Minimum value is 64MB. This option is only used if PERFORMANCEPREFERENCE is < 4.	1GB

Parameter	Description	Default
MINCACHEDIMAGESIZE= <i>integer</i>	Specifies the maximum PDF image size to be streamed to the output. Any PDF image larger than this value is kept in memory.  <b>Note:</b> Retaining images in memory improves performance at the expense of larger memory usage. Memory management can be used to control the images in memory as well.	8KB
MNGTEMPFNAME=[ <i>folder location</i> ]	When memory management is enabled, specify the location and name of the temporary dumping folder. If the temporary dumping folder does not exist, it is created and marked for deletion.	<AutoVue Installation Folder>\avwin\avdump
NEWCHILD = [0 1]	This option is only used for integrations. Set to <b>1</b> so that new files are opened in their own window when AutoVue has been launched via the command line with a specified filename. Otherwise, the current window is replaced.	0
NOACCELERATION = [0 1]	Set to <b>1</b> to disable OpenGL acceleration. We recommend setting this option to <b>1</b> in the following cases: <ul style="list-style-type: none"> <li>If 3D files display blank, vector files do not display properly, or if markup entities are not completely visible.</li> <li>If you have a poor graphics card. OpenGL acceleration could slow down performance for big 3D models.</li> </ul>	0
NOLOGO = [0 1]	Set to <b>1</b> so that the initial splash screen is not displayed.	0
NOSYMBOLTTF = [0 1]	Set to <b>1</b> 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]	Set to <b>1</b> : AutoVue does not use the Windows GDI functions to draw arcs. Set to <b>0</b> : Windows renders the arcs. This option is used for some HP print drivers that do not properly render arcs and circles.	0
OVERLAY_ROTATE_FLIP = [0 1]	Set to <b>1</b> to automatically rotate/flip overlay files when overlaying files with AutoVue.	0
PERFORMANCEPREFERENCE=[1 2 4]	This option orients the optimization in the product towards speed or memory. If set to <b>4</b> , the optimization is assigned to the speed performance. If set to <b>2</b> , the optimization is balanced between speed and memory performance. Data dumping will be enabled. If set to <b>1</b> , the optimization is assigned to memory usage. Setting option value=1 impacts only the loading process of EDA-3D and CATIA 4, CATIA 5, Pro/ENGINEER, Autodesk Inventor, SolidDesigner, Mechanical Desktop, ACIS, IGES and STEP 3D models. Data dumping will be enabled. <b>Note:</b> When PERFORMANCEPREFERENCE enable (option value < 4), data dumping is enabled. The following INI options allow you to configure data dumping: MNGTEMOFNAME, MAXMEMUSAGE, MINCACHEDIMAGESIZE, and MNGMEMPAGESIZE.	4
RASTERFIT = [0 1]	Set to <b>1</b> to fit the initial display of raster images to the screen. Otherwise, full resolution is shown.	1

Parameter	Description	Default
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 <b>1</b> to disable Force to Black for raster overlays and for raster files. Option is applicable only when <b>FORCETOBLACK = 1</b> .	0
RESETROTATEANDFLIP=[0 1]	This option allows the user to choose rotation and flip settings when viewing files. <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
RESLOCATEDLL=[ <i>ExampleDLL.dll</i> ]	Set this to the name of the custom resource resolution DLL with which you have defined your own localization callback.	
REPLACEMENTFONTS= <i>font1;font2 ;...;fontn</i>	Specifies a list of replacement TrueType fonts to use when required TrueType fonts do not have the required glyphs. This option applies to all 2D vector formats containing non-English TrueType text. Specify a semicolon (;) separated list of font face names. The substitution is used for rotated or flipped TrueType text.	
ROTATE = [ <i>degrees</i> ]	Specifies the degrees of rotation as 0, 90, 180 or 270.	0
SHOWDIMENSION = [0 1]	Set to <b>1</b> to show dimension entities. Otherwise, they are not shown.	1
SHOWFILL = [0 1]	Set to <b>0</b> to display only the outlines of filled entities (solids, fat polylines, and so on). Otherwise, these entities are shown as filled.	1
SHOWHATCHING = [0 1]	Set to <b>1</b> so that the FILLMODE system variable (AutoCad) and the Hatch display are turned off, otherwise, Hatch entities are displayed.	0
SHOWLINESTYLE = [0 1]	Set to <b>1</b> to show linestyle patterns Set to <b>0</b> so that linestyles are displayed as solid lines.	1
SHOWLINEWEIGHT = [0 1]	Set to <b>1</b> to display varying line thicknesses. Set to <b>0</b> so that no line weights are displayed for any lines (all lines appear equal).	1
SHOWTEXT = [0 1]	Set to <b>1</b> so that text entities are shown.	1
SHOWTREE= [0 1]	Set to <b>1</b> so that the tree is displayed.	1
SHOWXREFS = [0 1]	Set to <b>1</b> so that external reference files are shown.	1
STARTINDIR= [0 1]	Set to <b>1</b> so that the File Open dialog always defaults to the directory specified in the "start in" option of the AutoVue shortcut. Set to <b>0</b> to set the File Open dialog to the last open path.	0
TEXTBITMAPRENDERING=[0 1]	Set to <b>1</b> to render small text glyphs using bitmaps. Set to <b>0</b> so that 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

Parameter	Description	Default
TRA_NAME=[ <i>file name</i> ]	Specifies the name of the translation file to use. AutoVue UI will be launched in specified language. Example: TRA_NAME = fr.tra If fr.tra contains French resource files, AutoVue UI will startup in French.	
VECTORFIT = [0 1]	Set to <b>1</b> so that vector files are "Auto-Fit" once they are loaded.	0
VECTORMEMLIMIT = [ <i>n_kbytes</i> ]	Swaps vector data to disk when the Windows global memory heap falls below <i>n_kbytes</i> .	4096
VECTORWINDOWSMETA = [0 1]	Set to <b>1</b> to use Windows metafiles to store vector display lists. Otherwise uses a custom high-performance display list.	0
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=[ <i>font style</i> ]	Specifies the font name.	Arial
SIZE = [ <i>num</i> ]	Specifies the font size.	10
WEIGHT = [ <i>num</i> ]	Specifies the font weight.	400 (Normal)
ISSTRIKEOUT = [0 1]	If <b>1</b> , the text entity has a strikethrough.	0
ISUNDERLINE = [0 1]	If <b>1</b> , the text entity is underlined.	0
ISITALIC = [0 1]	If <b>1</b> , the text entity is italicized.	0

## 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	Specifies background color for archive files.	

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

## ActiveX Options

Configure parameters for ActiveX options in avx.ini.

### [Options]

Parameter	Description	Default
ASKTOSAVEDLINE E = [0 1]	Specifies whether to show the markup save dialog for a Markup file when a user exits Markup mode. If set to <b>0</b> , the user is not prompted to save the markups when exiting Markup mode. If set to <b>1</b> , the user is prompted to save the markups.	1
ONLYONEDLINEFI LE = [0 1]	Set to <b>1</b> to only allow users to create a single markup file. Se to <b>0</b> to disable markup file create limitation.	0
PRESERVE2DMOUSE TOOL=[0 1]	If set to 1, it preserves mouse status when switching between 2D documents.	0

## 3D Options

Parameter	Description	Default
FILESTREAMENCRIP TION=[RC4 3DES]	Specifies encryption algorithm for both Markup and Mobile Pack password protection.	RC4

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

### [Options]

Parameter	Description	Default
AXESSIZE = [value]	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=[path1, position1, stretch1; path2, position2, stretch2; ...]	Displays a list of images in the 3D background. Can include a semi-colon separated list of images. <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

Parameter	Description	Default
DISPLAYMODE	Specifies the default display mode. Display mode values: <b>1</b> - Shaded <b>2</b> - Wire Polygons <b>4</b> - Wireframe <b>8</b> - Hidden Line <b>16</b> - Silhouette <b>32</b> - Shade Wire	1
DYNAMICDISPLAY	Specifies render mode for dynamic display.	0
FASTPMIRENDERING=[0 1]	This option affects the rendering of PMI Text. Set to <b>1</b> so that the rendering time of the PMI Text is decreased. The quality of the small text will be degraded somewhat since it is rendered just as box or line made on the contour of the text. As a result, performance is improved. Set to <b>0</b> so that the rendering time remains the same.	1
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
LOADFACETEDDATA = [0 1]	Set to <b>1</b> if you wish to read Mesh data for 3D files. Set to 0 if you wish to read BRep data for 3D files.	1
MESHBUILDTOPOLGY = [0 1]	Set to <b>1</b> to build the topology in mesh mode. Set to <b>0</b> if you do not want to build the topology in mesh mode. Note that building topology for meshes impacts load and rendering times (especially for large mesh parts and complex assemblies).  Applies to the following file formats: <ul style="list-style-type: none"> <li>• AutoCAD</li> <li>• Catia 4</li> <li>• Catia 5</li> <li>• DirectModel (JT)</li> <li>• DWG</li> <li>• DWF3D</li> <li>• Microstation</li> <li>• ProEngineer</li> <li>• SolidWorks</li> <li>• Unigraphics</li> <li>• STL</li> <li>• IFC</li> </ul> <b>Note:</b> This option replaces the following INI options: SWBUILDMESHTOPOLGY, Catia5MeshBuildTopology and BUILDMESHTOPOLGY. <b>Note:</b> This options affects Microstation 8 files.	1
MESHRESOLUTIONDEFAULT = [0 1 2]	Defines the resolution of the mesh generated when faceting BREP models.  Setting values: <b>0:</b> Medium resolution and average loading speed. <b>1:</b> Low resolution and fast loading speed. As a result, performance is improved. <b>2:</b> High resolution and slow loading speed.	0
SMOOTHSHADING = [0 1]	Set to <b>1</b> so that smooth shading is turned on.	1
PERSPECTIVE = [0 1]	Set to <b>1</b> to enable the Perspective view.	0



Parameter	Description	Default
PMITEXTRENDERINGSTYLE = [0 1 2]	Specifies the text rendering style for PMI entities. <b>0</b> - Native Setting <b>1</b> - 3D <b>2</b> - Flat-to-screen	0
SHOWAXES = [0 1]	Set to <b>1</b> to show Global Axes.	1

## 3D PMI Options

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

### [Options]

Parameter	Description	Default
PMI_TREE_COORDINATE SYSTEM	Set to <b>1</b> to display datum coordinate system entities in the tree. Set to <b>0</b> to hide datum coordinate system entities from the tree.	1
PMI_VIEW_COORDINATE SYSTEM	Set to <b>2</b> to set the visibility of datum coordinate system entities to the last saved state in the native application. Set to <b>1</b> to display datum coordinate system entities. Set to <b>0</b> to hide datum coordinate system entities from the display.	2
PMI_TREE_DATUMFEATURE SYMBOL	Set to <b>1</b> to display datum feature symbol entities in the tree. Set to <b>0</b> to hide datum feature symbol entities from the tree.	1
PMI_VIEW_DATUMFEATURE SYMBOL	Set to <b>2</b> to set the visibility of datum feature symbol entities to the last saved state in the native application. Set to <b>1</b> to display datum feature symbol entities. Set to <b>0</b> to hide datum feature symbol entities from the display.	2
PMI_TREE_DATUMTARGET	Set to <b>1</b> to display datum target entities in the tree. Set to <b>0</b> to hide datum target entities from the tree.	1
PMI_VIEW_DATUMTARGET	Set to <b>2</b> to set the visibility of datum target entities to the last saved state in the native application. Set to <b>1</b> to display datum target entities. Set to <b>0</b> to hide datum target entities from the display.	2
PMI_TREE_DIMENSION	Set to <b>1</b> to display dimension entities in the tree. Set to <b>0</b> to hide dimension entities from the tree.	1
PMI_VIEW_DIMENSION	Set to <b>2</b> to set the visibility of dimension entities to the last saved state in the native application. Set to <b>1</b> to display dimension entities. Set to <b>0</b> to hide dimension entities from the display.	2
PMI_TREE_FEATURECONTROL FRAME	Set to <b>1</b> to display datum feature control frame entities in the tree. Set to <b>0</b> to hide datum feature control frame entities from the tree.	1
PMI_VIEW_FEATURECONTROL FRAME	Set to <b>2</b> to set the visibility of datum feature control frame entities to the last saved state in the native application. Set to <b>1</b> to display datum feature control frame entities. Set to <b>0</b> to hide datum feature control frame entities from the display.	2
PMI_TREE_LINEWELD	Set to <b>1</b> to display lineweld entities in the tree. Set to <b>0</b> to hide lineweld entities from the tree.	1

Parameter	Description	Default
PMI_VIEW_LINEWELD	Set to <b>2</b> to set the visibility of lineweld entities to the last saved state in the native application. Set to <b>1</b> to display lineweld entities. Set to <b>0</b> to hide lineweld entities from the display.	2
PMI_TREE_LOCATOR	Set to <b>1</b> to display locator entities in the tree. Set to <b>0</b> to hide locator entities from the tree.	1
PMI_VIEW_LOCATOR	Set to <b>2</b> to set the visibility of locator entities to the last saved state in the native application. Set to <b>1</b> to display locator entities. Set to <b>0</b> to hide locator entities from the display.	2
PMI_TREE_MEASUREMENT POINT	Set to <b>1</b> to display point measurement entities in the tree. Set to <b>0</b> to hide point measurement entities from the tree.	1
PMI_VIEW_MEASUREMENT POINT	Set to <b>2</b> to set the visibility of point measurement entities to the last saved state in the native application. Set to <b>1</b> to display point measurement entities. Set to <b>0</b> to hide point measurement entities from the display.	2
PMI_TREE_NOTE	Set to <b>1</b> to display note entities in the tree. Set to <b>0</b> to hide note entities from the tree.	1
PMI_VIEW_NOTE	Set to <b>2</b> to set the visibility of note entities to the last saved state in the native application. Set to <b>1</b> to display note entities. Set to <b>0</b> to hide note entities from the display.	2
PMI_TREE_REFERENCE GEOMETRY	Set to <b>1</b> to display reference geometry entities in the tree. Set to <b>0</b> to hide reference geometry entities from the tree.	1
PMI_VIEW_REFERENCE GEOMETRY	Set to <b>2</b> to set the visibility of reference geometry entities to the last saved state in the native application. Set to <b>1</b> to display reference geometry entities. Set to <b>0</b> to hide reference geometry entities from the display.	2
PMI_TREE_SPOTWELD	Set to <b>1</b> to display spotweld entities in the tree. Set to <b>0</b> to hide spotweld entities from the tree.	
PMI_VIEW_SPOTWELD	Set to <b>2</b> to set the visibility of spotweld entities to the last saved state in the native application. Set to <b>1</b> to display spotweld entities. Set to <b>0</b> to hide spotweld entities from the display.	2
PMI_TREE_SURFACEFINISH	Set to <b>1</b> to display surface finish entities in the tree. Set to <b>0</b> to hide surface finish entities from the tree.	1
PMI_VIEW_SURFACEFINISH	Set to <b>2</b> to set the visibility of surface finish entities to the last saved state in the native application. Set to <b>1</b> to display surface finish entities. Set to <b>0</b> to hide surface finish entities from the display.	2
PMI_TREE_WIRE	Set to <b>1</b> to display wire entities in the tree. Set to <b>0</b> to hide wire entities from the tree.	1

Parameter	Description	Default
PMI_VIEW_WIRE	Set to <b>2</b> to set the visibility of wire entities to the last saved state in the native application. Set to <b>1</b> to display wire entities. Set to <b>0</b> to hide wire entities from the display.	2

## 3D Measurement Units

### [3D Measurement Units]

Parameter	Description	Default
DISPLAYMASSUNITS=[0 1 2 3 4 5 6 7]	Specifies display units for mass.  Mass units values: <b>0</b> - Gram (g.) <b>1</b> - Kilogram (kg.) <b>2</b> - Milligram (mg.) <b>3</b> - Pound (lb.) <b>4</b> - Ton (US) <b>5</b> - Ton (UK - imperial system) <b>6</b> - Ounce (oz.) <b>7</b> - Slug	0
DISPLAYLENGTHUNITS=[1 2 5 7 8 9 10 11 12 14 15]	Specifies display units for length.  Distance units values: <b>1</b> - Inch (in.) <b>2</b> - Millimeter (mm.) <b>5</b> - Centimeter (cm.) <b>7</b> - Meter (m.) <b>8</b> - Kilometer (km.) <b>9</b> - Feet (ft.) <b>10</b> - Yard (yd.) <b>11</b> - Mile (mi.) <b>12</b> - Thousandth of an inch (mil) <b>14</b> - Micron <b>15</b> - Microinch	1
DENSITYMASSUNITS=[0 1 2 3 4 5 6 7]	Specifies density mass units. Mass units values: <b>0</b> - Gram (g.) <b>1</b> - Kilogram (kg.) <b>2</b> - Milligram (mg.) <b>3</b> - Pound (lb.) <b>4</b> - Ton (US) <b>5</b> - Ton (UK - imperial system) <b>6</b> - Ounce (oz.) <b>7</b> - Slug	0 (Grams)

Parameter	Description	Default
DENSITYLENGTHUNIT S=[1 2 5 7 8 9 10 11 12 14  15]	Specifies density length units. Distance units values: <b>1</b> - Inch (in.) <b>2</b> - Millimeter (mm.) <b>5</b> - Centimeter (cm.) <b>7</b> - Meter (m.) <b>8</b> - Kilometer (km.) <b>9</b> - Feet (ft.) <b>10</b> - Yard (yd.) <b>11</b> - Mile (mi.) <b>12</b> - Thousandth of an inch (mil) <b>14</b> - Micron <b>15</b> - Microinch	1 (Inches)
DENSITY = [value]	Specifies density value	1.0
APPLYDEFAULTDENSI TYTOALLPARTS=[0 1]	Set to <b>1</b> so that density is to be applied to all parts.	0
MASSPROPSACCURAC Y = [0 1 2 3]	Set to the accuracy level of the mass property.  Possible values: <b>0</b> = LOW <b>1</b> = MEDIUM <b>2</b> = HIGH <b>3</b> = VERY HIGH	2
INERTIATENSORPOSIT ION=[0 1]	Set to <b>1</b> to compute Tensor of Inertia at Center of Gravity. Set to <b>0</b> to compute Tensor of Inertia at Output Coordinate System Origin.	0

## 3D Export Options

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

### [Export Options]

Parameter	Description	Default
EXPORTTESSELL ATIONTOL=[val]	Control the mesh density when converting to 3D STL. Meshes are more dense if tolerance value is smaller. <b>Note:</b> Val can be 0.01, 0.005, 0.001, 0.0001	0
EXPORTREGION	Possible entries for bmp and tiff: "EXTENTS", "DISPLAY". Possible entries for STL: "SELECTED", "ALL".	EXTENTS for bmp and tiff. ALL for STL
EXPORTTO	STL, BMP, and TIFF	STL

## 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]**

<b>Parameter</b>	<b>Description</b>	<b>Default</b>
BACKGROUND_COLOR	Specifies color for background.	
ENTITY_DEFAULT_COLOR	Specifies default color for 3D models.	
HIGHLIGHT_COLOR	Specifies color for highlighting.	
DISTANCE_COLOR	Specifies color for distance measurement.	
EDGE_COLOR	Specifies color for highlighting edges.	
FACE_COLOR	Specifies color for highlighting faces.	
VERTICES_COLOR	Specifies color for highlighting vertices.	
SECTION_EDGE_COLOR	Specifies section edge color.	
MINDIST_FIRST_SET_COLOR	Specifies color for first set in minimum distance measurement.	
MINDIST_SECOND_SET_COLOR	Specifies color for second set in minimum distance measurement.	

# ECAD Options

Specify configuration options for ECAD.

[ECAD]

Parameter	Description	Default
CROSSPROBE_ACTION = [0 1 2]	Specifies entity selection behavior when cross-probing 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 <b>1</b> 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	Specifies the color of the PCB board in 3D.	
ECAD_3D_COMPONENTCOLOR	Specifies the color of the PCB components in 3D.	
ECAD_3D_CUTOUTDRILLHOLE S = [0 1]	Specifies whether to cut drill holes out of the 3D model of the board. Set to <b>1</b> to cut out drill holes. Set to <b>0</b> to disable drill holes. <b>Note:</b> Setting this option to 1 increases the amount of memory required to load the 3D model. Also, for DMU purposes, this option should be set to 1 to correctly check for interference for parts that go through the drill holes.	0
ECAD_3D_DEFAULTBOARD THICKNESS	Specifies default board thickness for EDA. <b>Note:</b> This option is used when the board thickness is not specified in the design.	40.0
ECAD_3D_DEFAULTCOMPONE NT THICKNESS	Specifies default thickness for components for 3D EDA. <b>Note:</b> This option is used when the component height is not specified in the design.	40.0
ECAD_3D_DEFAULTTHICKNES S UNIT	Specifies the unit to be used for the options ECAD_3D_DEFAULTBOARDTHICKNESS and ECAD_3D_DEFAULTCOMPONENTTHICKNESS.	12 (mils)
ECAD_DIMLEVEL = [0.0-1.0]	Specifies 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_DISABLE_VARIANTS = [0 1]	Specifies whether to enable or disable variant support. Set to <b>1</b> to disable variant support. Set to <b>0</b> to enable variant support.	0
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 <b>1</b> 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 <b>1</b> to collapse the Physical Layers pane.	0

ECAD_LOAD_3D_PAGE=[0 1]	<p>Enable or disable display of 3D models of EDA files.</p> <p>Set to <b>0</b> to disable display of 3D model.</p> <p>Set to <b>1</b> to enable display of 3D model.</p> <p>Option applies to the following PCB formats:</p> <ul style="list-style-type: none"> <li>• Altium Designer/Protel</li> <li>• Cadence Allegro</li> <li>• Cadence Projects</li> <li>• Cadence Spectra</li> <li>• IDF</li> <li>• Mentor BoardStation</li> <li>• Mentor Expedition</li> <li>• ODB++</li> <li>• OrCAD Layout</li> <li>• Zuken CADIF</li> <li>• Zuken CADSTAR</li> </ul>	1
ECAD_SEARCH_DESIGN = [0 1]	<p>EDA entity searching scope.</p> <p>Set to <b>1</b>: the search scope is the entire design.</p> <p>Set to <b>0</b>: the search scope is current page.</p>	0
ECAD_SELECTIONHIGHLIGHT = [0 1]	<p>Select either Highlight Selected or Dim Unselected as the default behavior when selecting entities.</p> <p>Set to <b>1</b> when Dim Unselected is selected.</p> <p>Set to <b>0</b> when Highlight Selected is selected.</p> <p>Option takes effect whether you change it manually or through the GUI.</p>	0
ECAD_SHOW_NATIVE_HIGHLIGHTS = [0 1]	<p>Specifies whether AutoVue should display a file's native highlighting.</p> <p>Set to <b>0</b> so that the native highlighting in the file is ignored during display.</p> <p>Set to <b>1</b> so that the native highlighting in the file is applied during display.</p>	1
ECAD_SNAPRADIUS	<p>Specifies snap radius for snap box to appear to select entity.</p> <p><b>Note:</b> The snap radius is configured in pixels.</p>	5

# Markups

## Markup Options

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

### [Markup Options]

Parameter	Description	Default
ARROW_SIZE=[ <i>value</i> ]	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=[ <i>value</i> ]	Specifies 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>Note:</b> Value is in MegaBytes.	0 (no limit)
CHILDNORESIZE=[0 1]	Set to <b>1</b> if you want to make sure that a child markup entity is not resized when its parent is resized	0
CONSOLIDATE_OPEN_ASACTIVE = [0 1]	Set to <b>1</b> to toggle-on “Open as Active Markup” option in Markup Consolidation dialog. Set to <b>0</b> to turn off this option.	1
DEF_COLOR=[-1 -2 -3]	Specifies a Windows RGB color for default markup entity 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 (by layer)
DEF_LEADERALIGN= <i>integer value</i>	Specify the leader alignment. Set the option to one of the following nine values: <b>0</b> - top left <b>1</b> - top center <b>2</b> - top right <b>3</b> - center left <b>4</b> - center center <b>5</b> - center right <b>6</b> - bottom left <b>7</b> - bottom center <b>8</b> - bottom right	7
DEF_LSTYLE=[0 1 2 3 6 7]	Specifies the default linestyle for markup entities. Possible values are: <b>0</b> - Solid line <b>1</b> - Dashed line <b>2</b> - Dashed line (smaller dashes) <b>3</b> - Dash Dot <b>6</b> - Cloud linestyle <b>7</b> - Triangle linestyle	0
DEF_LWIDTH=[ <i>value</i> ]	Specifies the default line width in pixels for markup entities.	1



Parameter	Description	Default
DEF_FILLTYPE=[0 1 2]	Specifies 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=[-1 -2 -3]	Specifies 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
DEF_TEXTBOXVISIBILITY=[0 1]	Set to <b>1</b> to turn on the visibility of the markup text box. Set to <b>0</b> to turn off the visibility of the markup text box.	1
ENABLEOLEENTITY=[0 1]	Allows you to re-enable the OLE markup entity. When set to <b>1</b> , open a 2D file and enter Markup mode. From the <b>Markup</b> menu, select <b>Add Entity</b> , and then select <b>More</b> . The OLE markup entity is visible. Select <b>OLE</b> to create an OLE markup entity.	0
FACTOR_EXTENSION = [factor]	Files with the indicated extension use the specified calibration factor when measuring distances in Markup mode. <b>Example:</b> FACTOR_TIF = 0.5	1.0
INFO_USER = [title]	Specifies the title of the first field in the <b>Markup Information</b> dialog.	User Name
INFO_DEPT = [title]	Specifies the title of the second field in the <b>Markup Information</b> dialog.	Department
INFO_COMP = [title]	Specifies the title of the third field in the <b>Markup Information</b> dialog.	Company
INFO_LOC = [title]	Specifies the title of the fourth field in the <b>Markup Information</b> dialog.	Location
INFO_TEL = [title]	Specifies the title of the fifth field in the <b>Markup Information</b> dialog.	Tel#
LINETHICKNESS_ZOOMABLE = [0 1]	Set to <b>1</b> if you want markup entity line thickness to scale according to zoom level.	0
LINESTYLE_ZOOMABLE = [0 1]	Set to <b>1</b> if you want to maintain markup entity line style at all zoom levels.	0
NOTENAME_AUTOGEN = [0 1]	Set to <b>0</b> to disable automatic numbering of note entities. Set to <b>1</b> to enable numbering of note entities.	1
REDAUTOPATH = [0 1]	Set to <b>0</b> so that the markup will be saved to the directory specified in USERREDLINEPATH. Set to <b>1</b> so that markups are saved in the <b>avred</b> sub-directory under the current directory.	1
REDLINEPATH = [directory]	Specifies the directory to use for Markup files.	The directory <b>avred</b> under the current directory
RESCALEMARKUP = [0 1]	If view extents of base document have changed since creating the Markup, set this option to <b>1</b> to scale Markups appropriately.	0

Parameter	Description	Default
SIGNOFFFILE = [ <i>path_to_signoffbg</i> ]	Specifies the full name and path for the background image for the Sign Off markup entity.	<b>signoffstamp.bmp</b> in the AutoVue installation directory
SYMBOLPATH = [ <i>directory</i> ]	Specifies the directory to use for symbol files.	
TRUEBACKGROUND=[ 0 1]	Used when a highlight markup is applied on a colored background (for example, graphic/filled cell areas in office document tables). Set to <b>1</b> for a dithered highlight markup. Set to <b>0</b> for a normal highlight markup.	0
TRUECOLOR = [0 1]	Set to <b>0</b> so that the Markup entity color is inverted when it matches the background color. Set to <b>1</b> so that all entities are drawn with their actual color irrespective of the background color. Entities whose color matches or is close to the background color become invisible.	1
USERREDLINEPATH = [ <i>directory</i> ]	When specified, this directory takes precedence over the directory specified in REDLINEPATH for the Markup files.	
USERSYMBOLPATH = [ <i>directory</i> ]	When specified this directory takes precedence over the directory specified in SYMBOLPATH for the symbol files.	

**[Options]**

Parameter	Description	Default
ENABLEOFFICEMARK UPS=[0 1]	Enable/disable creation of markups for office documents. Set to <b>1</b> to enable markups for office formats. Set to <b>0</b> to disable markups for office formats.	0
ENABLEOLDMAKUP OPEN =[0 1]	Set to <b>1</b> if you want the Markup Open dialog to appear every time you enter Markup mode.	0

## Calibrate

Specify 2D mode measurement units.

[Calibrate]

Parameter	Description	Default
DISTANCEUNIT = [0 1 2 4 5 7 8 9 10 11 12 13 14 15]	Specifies the default units for 2D Markup mode measurements. Distance units values: <b>0</b> - Pixels <b>1</b> - Inches <b>2</b> - Millimeters <b>4</b> - Twips <b>5</b> - Centimeters <b>7</b> - Meters <b>8</b> - Kilometers <b>9</b> - Feet <b>10</b> - Yards <b>11</b> - Miles <b>12</b> - Thousandth of an inch (mils) <b>13</b> - Ten Thousandth of an inch (mils/10) <b>14</b> - Microns <b>15</b> - Microinches	1
AREAUNITS = [0 1 2 4 5 7 8 9 10 11 12 13 14 15]	Specifies the default units for 2D Markup mode area measurements. Area units values: <b>0</b> - Pixels sq. <b>1</b> - Inches sq. <b>2</b> - Millimeters sq. <b>4</b> - Twips sq. <b>5</b> - Centimeters sq. <b>7</b> - Meters sq. <b>8</b> - Kilometers sq. <b>9</b> - Feet sq. <b>10</b> - Yards sq. <b>11</b> - Miles sq. <b>12</b> - Thousandth of an inch (mils sq.) <b>13</b> - Ten Thousandth of an inch (mils sq./100) <b>14</b> - Microns sq. <b>15</b> - Microinches sq.	1

## Markup Font Options

[MrkFont]

Parameter	Description	Default
FACE	Specifies the text entity font name.	Arial
SIZE	Specifies the text entity font size.	10
ISBOLD	Set to <b>1</b> so that the text entity font appears in bold.	0
ISSTRIKEOUT	Set to <b>1</b> so that the text entity contains a strikethrough.	0
ISUNDERLINE	Set to <b>1</b> so that the text entity is underlined.	0
ISITALIC	Set to <b>1</b> so that the text entity appears in italic.	0

## Streaming File Options

Configure the streaming file support options.

### [Metafiles]

Parameter	Description	Default
ENABLED=[0 1]	Set to <b>1</b> to enable generation of streaming files. Streaming file format is developed by Oracle AutoVue to improve performance for subsequent loading of files. When enabled, when you open and close a file, AutoVue generates a streaming file. Subsequent rendering of this file reads the streaming file.	0
FOLDER=[ <i>file path to streaming files</i> ]	Specifies path to the folder where streaming files will be stored.	
CONTROL SIZE=[ <i>num</i> ]	Specifies the size limit for the folder where streaming files will be stored. When set to 0, there is no size limit for the folder. When set to a number, this will be the size limit for the folder in MegaBytes.	0
WRITEENABLED=[0 1]	Enable/disable the support for streaming file creation. Set to <b>1</b> so that the streaming file writing (creation) and reading is allowed. Set to <b>0</b> so that the streaming file writing is disabled and metafile reading is allowed.	1
WRITEENABLED PDF=[0 1]	Enable/disable creation of streaming files for PDF format. Set to <b>0</b> so that the streaming file will not be generated for PDF. Set to <b>1</b> so that the streaming file will be generated for PDF.	0

**Note:** Streaming file support is not enabled for Powerpoint 2007 and Excel.

## Applications Options

Configure Applications options that apply to application associations.

### [Applications]

Parameter	Description
NUMBER = [ <i>num</i> ]	Specifies the number of associations that can be defined by the INI option APPLICATION (see following option).
APPLICATION<nnn> = [ <i>extension</i> ] [ <i>description</i> ] [ <i>command</i> ] ]	Specifies an association between an active file and a related application. Any number of associations can be specified with nnn. Use INI option NUMBER (see previous option) to define the number of associations files can use. <b>Default:</b> No associations. Extension refers to the current active file. <b>Example:</b> APPLICATION001 = [.dwg][Start Acad][c:\ACAD\acad.exe]

## Compare Options

Configure Compare mode result display.

### [Compare]

Parameter	Description	Default
VIEWADDITIONS=[0 1]	Set to <b>1</b> to displays additions.	1
VIEWDELETIONS=[0 1]	Set to <b>1</b> to display deletions.	1
VIEWUNCHANGED=[0 1]	Set to <b>1</b> to display unchanged.	0

## Overlay Options

Configure Overlay options that apply to laying files over the current active document.

### [Overlay Options]

Parameter	Description	Default
AUTO=[0 1]	Automatic overlay. Files with the same name as the base file and the given extensions will be considered for automatic overlay when set to <b>1</b> .	1 for raster files (tiff, cit, etc.); 0 for all other
ONETOONE=[0 1]	Set to <b>1</b> to avoid scaling and offsetting the overlay file.	0
OVERLAYTEXT	Specifies the list of extensions supported for Auto overlay. <b>Example:</b> OverlayText = drw,dwg,dxf,dgn	drw,dwg,dxf

### [Options]

Parameter	Description	Default
CONVERTWMFT OEMF = [0 1 2]	Specifies if the WMF should be converted to EMF. This is option is useful when troubleshooting display issues with WMF. Set to <b>0</b> to not convert WMF overlays to EMF. Set this value when progressive loading is desired. Set to <b>1</b> to convert WMF overlays to EMF. Set this value if enhanced functionality such as rotate and mirroring is required. Set to <b>2</b> use default behavior of the format handler.	2

## Page Size Options in Inches

Configure the parameters for the page size in inches.

[PAGESIZEINCH]

Parameter	Description	Default
A = Width X Height		8.5 x 11.0
B = Width X Height	For example: To set the Imperial page size to be 11.0" x 17.0", add the following section to the end of the configuration file named <b>avwin.ini</b> : [PageSizeInch] B = 11 x 17	11.0 x 17.0
C = Width X Height		17.0 x 22.0
D = Width X Height		22.0 x 34.0
E = Width X Height		34.0 x 44.0

## Page Size Options in Millimeters

Configure the parameters for the page size in millimeters.

[PAGESIZEMM]

Parameter	Description	Default
A4 = Width X Height		285 x 198
A3 = Width X Height	For example: To set the metric page size to be 396 mm x 273 mm, add the following section to the end of the configuration file named <b>avwin.ini</b> : [PageSizeMM] A1 = 396X273	396 x 273
A2 = Width X Height		570 x 396
A1 = Width X Height		817 x 570
A0 = Width X Height		165 x 817

## 2D Output Options

Configure the output options that apply to parameters for 2D file conversion, color correction, page size, and many more.

[Output Options]

Parameter	Description	Default
CONVERTTO =	PCRS_TIF is the default format.	
PCRS_TIF	TIFF: This is the default format.	
PCRS_BMP	Windows Bitmap	

PCRS_GP4	CALS GP4	
PCRS_EPS	Encapsulated Postscript (Raster)	
PCRS_PCL	HP Laserjet Printer (PCL)	
PCRS_PCX	PCX Bitmap	
PCRS_RLC	Run Length RLC File	

PENTHICKNESSFNAM  
E = [*fname*]

Specifies the name of the pen mapping file. The pen mapping file contains a mapping of pen index to width. The unit is preset to pixel.

**Note:** The pen color mapping is format dependent.

**AutoCAD** - The pen color mapping uses the AutoCAD color palette. You cannot modify the mapping.

**HPGL** - The pen color mapping is defined in hpglcol.tbl and can be modified by the user.

**ME10** - The pen color mapping is defined in me10col.tbl and can be modified by the user.

**DWF** - The pen color mapping is defined in dwfcol.tbl and can be modified by the user.

**Microstation drawings** - The pen color mapping is shipped in a binary file, color.tbl. This mapping file can be modified using Microstation. The mapping files are located at <AutoVue Installation Directory> \bin.

CONVERTTOSUB =	Subformat	Format
0	Uncompressed	PCRS_TIF
CONVERTTOSUB =	Subformat	Format
1	PackBits	PCRS_TIF
2	Fax III	PCRS_TIF
3	Fax IV	PCRS_TIF
0	75 dpi	PCRS_PCL
1	150 dpi	PCRS_PCL
2	300 dpi	PCRS_PCL

### [Options]

Parameter	Description	Default
COLORDEPTH = [ <i>original</i>  number]	Set the number of bits for the image plane.	ORIGINAL
CONVERTAREA = [DISPLAY EXTENTS]	Indicates the portion of the drawing to be converted. If <b>CONVERTAREA</b> = <b>EXTENTS</b> , the file extents are printed. If <b>DISPLAY</b> is specified, the area given by the DISPLAY option is used. If the <b>DISPLAY</b> option is not set, the extents are printed.	DISPLAY
OUTPUTPAGESIZE = [A B C D E A4 A3 A2 A1 A0  U MAX1 MAX2]	Specifies the current page size.	A

DEFAULTHEIGHT = [height]	Specifies the default height (in pixels) used when converting from vector to raster formats.	480
DEFAULTWIDTH = [width]	Specifies the default width (in pixels) used when converting from vector to raster formats.	640
FLIPPING = [NONE VERTICAL HORIZONTAL BOTH]	Specifies the flipping direction(s).	NONE
HEIGHT = [height]	Specifies the height in pixels.	0 (in pixels)
INPUTFILE = [fname]	Specifies the name and path of the input file.	No default
LAYER<index> = [0 1]	For drawings containing layers, only the layers which are equal to 1 are converted. <b>Example:</b> LAYER1 = 0	1 for all layers
NCOLORS = [num]	This specifies the number of colors to generate in the output image. The string <b>True Color</b> is used to generate true color images. If the converter does not support the number specified, the closest supported number is used.	The highest number of colors supported for the target format.
NUMLAYERS = [num]	Specifies the number of layers that exist.	
ORIGIN = [unitsX;unitsY]	Both X and Y are given in the current UNITS. This specifies the X and Y offset.	X=0 and Y=0
OUTPUTFILE = [fname]	Specifies the output file name.	No default
OVERLAY<index> = [filename][offsetx. offsety, offsetz] [basex, basey, basez] [scalex, scaley, scalez] [dpix, dpiy, dpiz] ]	Specifies a file to overlay. Any number of overlay files can be specified by making multiple entries with different indexes.	No default
OVERRIDE THICKLINES = [0 1]	Set to <b>1</b> , AutoVue will print as per pen settings. Set to <b>0</b> , AutoVue applies pen settings only to thin lines. Thick lines print with their original thickness. <b>Note:</b> Option only applies if pen settings are defined.	1
PAGES = [0 1 2]	Specifies which page(s) to convert for a multi-page input file. Pages are numbered starting at 1. <b>0</b> = All pages <b>1</b> = Page range <b>2</b> = Current page	1
REDLINEFILE = [filename]	Specifies a Markup file to overlay.	
ROTATION = [0 90 180 270]	Specifies the angle (in degrees) that the drawing is rotated.	0
SCALING = [FIT FACTOR]	Indicates the scaling factor for a drawing.	FIT
SCALINGFACTOR = [X;Y]	This indicates the scaling factor by specifying that X input units must correspond to Y output units.	X=1 and Y=1



SKIPMODE = [ <i>AUTO</i>   <i>AND</i>   <i>OR</i>   <i>SKIP</i> ]	Specifies how to delete raster lines when an image's size is reduced. <b>SKIP</b> : suitable for color images. <b>AND</b> : for monochrome images with a light background. <b>OR</b> : for images with a dark background. <b>AUTO</b> : causes AutoVue to determine the best mode based on the image's characteristics.	SKIP
TILESIZE X	Specifies the number of pixels in tile X.	96
TILESIZE Y	Specifies the number of pixels in tile Y.	96
TRUEEXTENTS = [ <i>X0,Y0</i> ; <i>X1,Y1</i> ]	Specifies the true extents of the input file. Used by the conversion when <b>CONVERTAREA = EXTENTS</b> . If not specified, the conversion evaluates the true extents.	
UNITS = [PIXEL INCH MM]	Specifies the units to be used when printing or converting a file.	PIXEL
WIDTH = [ <i>width</i> ]	Specifies the width in pixels.	0
XResolution YResolution	Specifies the resolution of the output device - in this case the output bitmap. They are used when we have thick lines and we need to compute the output line thickness in pixels so it will match the desired line thickness when the bitmap is shown/printed in this resolution. These options will not affect files with no thickness.	Screen resolution is used if no value is specified

**[PCRS\_BMP]**

Parameter	Description	Default
STEPSPERINCHX = [ <i>num</i> ]	Specifies the conversion factor between device units and inches.	72
STEPSPERINCHY = [ <i>num</i> ]	Specifies the conversion factor between device units and inches.	72

**[PCRS\_EPS]**

Parameter	Description	Default
STEPSPERINCHX = [ <i>num</i> ]	Specifies the conversion factor between device units and inches.	720
STEPSPERINCHY = [ <i>num</i> ]	Specifies the conversion factor between device units and inches.	720

**[PCRS\_PLT-1]**

Parameter	Description	Default
STEPSPERINCHX = [ <i>num</i> ]	Specifies the conversion factor between device units and inches.	75
STEPSPERINCHY = [ <i>num</i> ]	Specifies the conversion factor between device units and inches.	75

**[PCRS\_PLC-2]**

Parameter	Description	Default
STEPSPERINCHX = [ <i>num</i> ]	Specifies the conversion factor between device units and inches.	150
STEPSPERINCHY = [ <i>num</i> ]		

**[PCRS\_PLC-3]**

Parameter	Description	Default
STEPSPERINCHX = [ <i>num</i> ]	Specifies the conversion factor between device units and inches.	300
STEPSPERINCHY = [ <i>num</i> ]	Specifies the conversion factor between device units and inches.	300

**[PCRS\_PCX]**

Parameter	Description	Default
STEPSPERINCHX = [ <i>num</i> ]	Specifies the conversion factor between device units and inches.	300
STEPSPERINCHY = [ <i>num</i> ]	Specifies the conversion factor between device units and inches.	300

**[PCRS\_RLC]**

Parameter	Description	Default
STEPSPERINCHX = [ <i>num</i> ]	Specifies the conversion factor between device units and inches.	200
STEPSPERINCHY = [ <i>num</i> ]	Specifies the conversion factor between device units and inches.	200

**[PCRS\_TIF]**

Parameter	Description	Default
STEPSPERINCHX = [ <i>num</i> ]	Specifies the conversion factor between device units and inches.	200
STEPSPERINCHY = [ <i>num</i> ]	Specifies the conversion factor between device units and inches.	200
PREVIEW = [0 1]	Specifies if a preview image should be generated. If <b>PREVIEW = 1</b> , then a 128x128 preview image is generated as the first page of the destination file.	1
TILING = [0 1]	If <b>1</b> , tiles the image; otherwise stripes the image.	1

Parameter	Description	Default
NSTRIPS = [0 1]	If <b>1</b> , defines the number of stripes for an image.	1
TILESIZEX = [num]	Specifies the number of pixels in tile X.	
TILESIZEY = [num]	Specifies the number of pixels in tile Y.	

## Pen Mapping Options

Configure the pen mapping options that apply to pen color, thickness and speed.

### [Pen Mapping]

Parameter	Description
PENS_ <i>starting_pen_number-ending_pen_number</i> = [color, thickness, speed]	Specifies the numerical index for the pen color, thickness (in inches) and speed (in inches per second). The starting pen number must be a multiple of 8; the ending pen number must equal the starting pen number plus 7.  <b>Example:</b> PENS16-23 = [16, 0.0100, 36] [17, 0.0100, 36] [18, 0.0100, 36] [19, 0.0100, 36] [20, 0.0100, 36] [21, 0.0100, 36] [22, 0.0100, 36] [23, 0.0100, 36]

# Disable Options

Configure the Disable options parameters to disable options such as **Browse**, **Next**, or being able to change print settings.

## [Disable]

Parameter	Description	Default
ANTIALIASING = [0 1 2 4 8]	Specify whether to disable certain types of antialiasing. Set to <b>0</b> to allow all types of antialiasing. Set to <b>1</b> to disable image antialiasing. This also disables image blurring (value=8). Set to <b>2</b> to disable text antialiasing. Set to <b>4</b> to disable geometry antialiasing. Geometry includes lines, arcs, polygons, ellipses and rectangles. Set to <b>8</b> to disable image blurring. Blurring is an interpolation that is performed when images are magnified to prevent pixelation. Disabling image antialiasing (value=1) also disables blurring. <b>Note:</b> To use this option, ANTIALIAS must be set to <b>1</b> .	0
BATCHPRINT = [0 1]	If <b>1</b> , disables batch printing.	0
BROWSE = [0 1]	If <b>1</b> , disables the <b>File</b> menu's <b>Browse</b> , <b>Next</b> , and <b>Previous</b> options.	0
LAUNCH = [0 1]	If <b>1</b> , disables the <b>File</b> menu's <b>Launch</b> option.	0
MARKUP = [0 1]	If <b>1</b> , disables Markup mode.	0
MARKUPFORCETOBLACK = [0 1]	Specifies whether to force markup color to black for high resolution printing. Set to <b>1</b> so that markup color is not forced to black (even when base file printing is forced to black). Set to <b>0</b> to use the same logic as for the base file color.	0
MAIL = [0 1]	If <b>1</b> , disables the <b>Mail</b> option in View mode's <b>File</b> menu. If <b>1</b> , also disables the <b>Notify</b> option found in the <b>Save</b> and <b>Save As</b> dialog as in Markup mode.	0
PRINT = [0 1]	If <b>1</b> , disables printing.	0
PRINTSETTINGS = [0 1]	If <b>1</b> , disables changing listed print settings - margins, watermark, headers/ footers, pen settings and stamps.	0
PRINTTOFILE = [0 1]	If <b>1</b> , disables option to print to file.	0
PRINTMARGINS = [0 1]	If <b>1</b> , disables changing Print-Margins.	0
PRINTHEADERSFOOTERS = [0 1]	If <b>1</b> , disables changing Print Headers and Footers.	0
PRINTWATERMARKS = [0 1]	If <b>1</b> , disables changing the Print-Watermark.	0
PRINTSTAMPS = [0 1]	If <b>1</b> , disables changing the Print-Stamps.	0
PRINTPENSETTINGS = [0 1]	If <b>1</b> , disables changing the Print-Pen settings.	0
THUMBNAILS = [0 1]	If <b>1</b> , disables the creation of Thumbnails.	0
CONVERT = [0 1]	If <b>1</b> , disables converting.	0
CLIPBOARD = [0 1]	If <b>1</b> , disables copying to the clipboard.	0

Parameter	Description	Default
SYSTEMTRAY = [0 1]	If <b>1</b> , disables the AutoVue system tray icon.	0

## OEM Options

Configure the OEM options parameters to customize the title of the product.

### [OEM]

Parameter	Description	Default
PRODUCT = [Name]	Name of product to appear on title bar.	AutoVue
NICKNAME = [Name]	Short name of product to appear on title bar.	avwin
LONGNAME = [Name]	Long name of product to appear on title bar.	AutoVue, Desktop Version
VERSION = [Version]	Version number of product to appear in the <b>Help</b> menu's About dialog.	19.3
COPYRIGHT = [Name]	Copyright notice to appear in the Help menu's About dialog.	© Oracle 2008

## Thumbnail Options

### [ThumbNails]

Parameter	Description	Default
IMAGESIZE	Specifies the size of the thumbnails image.	64 (64 x 64 pixels)
SPACING = [num]	Specifies the spacing between thumbnails. Value should be between 2 and 20 pixels.	10
DETAILS = [0 1 2]	Specifies the details of file display. <b>0</b> = None <b>1</b> = Partial <b>2</b> = Full	1
FOLDERPATH	Specifies the folder where the thumbnails info is stored.	
FOLDERCONFIG	Specifies the name of the configuration file for the thumbnail database.	folders.cfg

## Printing Options

### Watermark

Set the Watermark parameters used to define how watermarks print on your documents.

**[AvPrintWatermark]**

Parameter	Description	Default
Facename = <i>font</i>	Specifies the font for the printed watermark text.	
Layout = [0 1 2]	Specifies WaterMark Orientation: <b>0</b> - Diagonal <b>1</b> - Horizontal <b>2</b> - Vertical	
LogFont = [-21, 0, 0, 0, 400, 0, 0, 0, 3, 2, 1, 34]	Specifies the font size, height, style as per the windows logfont structure	
Text = [ <i>watermark_text</i> ]	Specifies the text to be printed as a watermark. Carriage returns are indicated by \n.	
TextColor = [192, 192, 192]	Specifies WaterMark text color.	

## Stamp

Each stamp parameter is defined by a number according to the following options. Set the Stamp parameters used to define how a stamp will print with your documents.

### [AvPrintStamp]

Parameter	Description	Default
NumberOfStamp = <i>total_number_of_stamps</i>	Specifies the total number of defined stamps.	0
Stamp_entry_Unit_ <i>n</i> = [0 1]	Specifies the units used to position stamps. If <b>1</b> , millimeters, otherwise, inches. The <b>n</b> represents which stamp is being configured.	0
Stamp_entry_Posx_ <i>n</i>	Indicates the position of <b>X</b> in the upper left corner of the stamp file. The <b>n</b> represents which stamp is being configured.	
Stamp_entry_Posy_ <i>n</i>	Indicates the position of <b>Y</b> in the upper left corner of the stamp file. The <b>n</b> represents which stamp is being configured.	
Stamp_entry_Sizex_ <i>n</i>	Specifies the width of the stamp image. The <b>n</b> represents which stamp is being configured.	
Stamp_entry_Sizey_ <i>n</i>	Specifies the height of the stamp image. The <b>n</b> represents which stamp is being configured.	
Stamp_entry_Filename_ <i>n</i> = [ <i>fname</i> ]	Specifies the name and path of the file printed as a stamp.	

## General Print Options

Set the parameters that define various aspects of how your documents print, including pen and pixel thickness, printing notes and orientation.

### [AvPrintOptions]

Parameter	Description	Default
AdjustResolution = [0 1]	If <b>1</b> , scales the line pixel thickness by the ratio of the printer dpi to the screen dpi. This option produces the same line thickness as when printing with MicroStation.	1
Area = [0 1 2 3]	Specifies page area to print: <b>0</b> - print file extents <b>1</b> - print displayed area <b>2</b> - print limits (only for AutoCAD files) <b>3</b> - print selected area	0
AutoOrientation = [0 1]	If <b>1</b> , Office format document pages are landscape oriented if the page width is greater than the page length.	1
Factor1 = [num]	When the INI option <b>Scaling</b> = <b>1</b> , Factor1 specifies the number of pixels for the scaling factor.	
Factor2 = [num]	When the INI option <b>Scaling</b> = <b>1</b> , Factor2 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. If <b>0</b> , in color.	0
FromPage = [num]	Indicates the starting page number of the print range.	
OneNotePerPage = [0 1]	If <b>1</b> , one note per page is printed.	0
Orientation = [1 2]	If <b>1</b> , the file is printed as portrait. If <b>2</b> , landscape.	1
OverrideThickLines = [0 1]	Setting this option to <b>1</b> applies the pen-thickness settings when printing files of formats such as DGN and HPGL.	0
Pages = [0 1 2]	Indicates whether to print all the pages in a document, the current page, or a range of pages. <b>0</b> = All <b>1</b> = Current <b>2</b> = Range	0
PaperFormname = [dmFormname]	Specifies the name of the form of paper to use, such as "Letter" or "Legal". Retrieve the list of possible values for a particular printer from the print dialog.	
PaperSize = [dmPaperSize]	Refer to PRINT-OPTION PAPERSIZE.	



Parameter	Description	Default
PenThicknessFname = [ <i>fname</i> ]	Specifies the name of the pen mapping file. The pen mapping file contains a mapping of pen index to width. <b>Note:</b> The pen color mapping is format dependent. <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>Calcomp PCI</b> - The pen color mapping is defined in pcicol.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.	
PenThicknessUnits = [0 1]	<b>0</b> = inches <b>1</b> = mms	0
PrinterName = [ <i>PrintName</i> ]	Name of the Printer device	
PrintNotes = [0 1]	If <b>1</b> , notes are printed.	0
PrintOnly1stPrPg = [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
PrintToFile	If <b>1</b> , prints to file.	0
Scaling = [0 1 2]	Specifies the scaling factor: <b>0</b> = fit <b>1</b> = scaling factor <b>2</b> = scaling percentage	0
ScalingFactor = [ <i>percentage</i> ]	When the INI option <b>Scaling</b> = <b>2</b> , ScalingFactor specifies the percentage to which the image is scaled.	
SSNoPrintRowHeader = [0 1]	If <b>1</b> , row headers are not printed for spreadsheet formats.	0
SSNoPrintColHeader = [0 1]	If <b>1</b> , column headers are not printed for spreadsheet formats.	0
THICKNESSSCALEUNITS=[mm inch dot]	Specifies 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 = [0 1 2]	Specifies the scaling factor units: <b>0</b> = pixels <b>1</b> = inches <b>2</b> = millimeters	1
WaterMarkOnTop = [0 1]	If <b>1</b> , prints the watermark on top of the drawing.	0

## Headers and Footers

Set the parameters for document headers and footers used to define how headers/footers print on your documents.

[AvPrintHeadersFooters]

Parameter	Description	Default
Facename = <i>[font]</i>	Specifies the font used for the printed headers and footers.	
LeftHeader = <i>[text]</i>	Specifies the text for the left header.	
CenterHeader = <i>[text]</i>	Specifies the text for the center header.	Full path of the current document
RightHeader = <i>[text]</i>	Specifies the text for the right header.	
LeftFooter = <i>[text]</i>	Specifies the text for the left footer.	
CenterFooter = <i>[text]</i>	Specifies the text for the center footer.	
RightFooter = <i>[text]</i>	Specifies the text for the right footer.	Page X (current page number) of Y (total number of document pages)

## Printing Batch Pages

Set the parameters for printing specific pages for file formats defined by AutoVue.

[BatchPrintPages]

Parameter	Description	Default
FORMAT1 = pagerange	Specifies the format and the range of pages to print. Note that the format should be the same as identified by AutoVue. <b>Example:</b> Microsoft Excel 95 = 8-10	1

## Margins

Set the Margin parameters used to define how margins print on your documents.

[AvPrintMargins]

Parameter	Description	Default
Units=[0 1]	Specifies the units: <b>0</b> - inches <b>1</b> - millimeters	0
Left	Left margin.	0.25
Top	Top margin.	0.25
Right	Right margin.	0.25
Bottom	Bottom margin.	0.25

Parameter	Description	Default
IgnoreMin	Ignore printer minimum margins. If <b>1</b> , the printer minimum margins are merged into the page margins specified by the user. e.g if printer min. margin is 0.25in and the margin set by the user is 1inch, the printout will be 1inch from the edge of the page if the option is true and 1.25 inches if it is false.	0

## Notes

Set the Note parameters used to define how notes print on your documents.

### [AvPrintNotes]

Parameter	Description	Default
Units=[0 1]	Specifies the units: <b>0</b> - inches <b>1</b> - millimeters	0
Left	Left margin.	0.25
Top	Top margin	0.25
Right	Right margin.	0.25
Bottom	Bottom margin.	0.25
OneNotePerPage	If <b>1</b> , one note per page is printed.	0

## Markup Measurement Options

It is possible to configure default units and the default symbol for measurements with AutoVue. Configure below options in **avwin.ini**.

### Area Measurements

Configure default symbol and list of symbols for 2D/EDA Area measurements.

### [UDE\_AREA]

Parameter	Description	Default
DefaultSymbolArea	Specifies the default symbol (in unicode) for 2D Markup mode area measurements.	
SymbolList = [ <i>alphanum</i> ]	Specifies a comma-separated list of symbols (in unicode) for area measurements. <b>Example:</b> u0398, u2221, u2248.	

## Arc Measurements

Configure default symbol and list of symbols for 2D/EDA/3D arc measurements.

[UDE\_ARCD]

Parameter	Description	Default
DefaultSymbolArcDiameter	Specifies the default symbol (in unicode) for diameter for arc measurements.	
DefaultSymbolArcRadius	Specifies the default symbol (in unicode) for radius for arc measurements.	
SymbolList = [ <i>alphanum</i> ]	Specifies a comma-separated list of symbols (in unicode) for arc measurements. <b>Example:</b> u0398, u2221, u2248.	

## Angle Measurements

Configure default symbol and list of symbols for 2D/EDA/3D angle measurements.

[UDE\_ANGD]

Parameter	Description	Default
DefaultSymbolAngle	Specifies the default symbol (in unicode) for angle measurements.	
SymbolList = [ <i>alphanum</i> ]	Specifies a comma-separated list of symbols (in unicode) for angle measurements. <b>Example:</b> u0398, u2221, u2248.	

## Distance Measurements

Configure default symbol and list of symbols for 2D/EDA distance and cumulative distance measurements.

[UDE\_DIS] or [UDE\_CDIS]

Parameter	Description	Default
DefaultSymbolDist	Specifies the default symbol (in unicode) for distance measurements.	
SymbolList = [ <i>alphanumeric</i> ]	Specifies a comma-separated list of symbols (in unicode) for distance measurements. <b>Example:</b> u0398, u2221, u2248.	

## 3D Distance Measurements

Configure default symbol and list of symbols for 3D distance measurements.

[UDE\_LDIM]

Parameter	Description	Default
DefaultSymbolDist	Specifies the default symbol (in unicode) for diameter for 3D distance measurements.	
DistanceUnits	Specifies the default unit for 3D distance measurements.	1 (inches)
SymbolList = [ <i>alphanumeric</i> ]	Specifies a comma-separated list of symbols (in unicode) for 3D distance measurements. <b>Example:</b> u0398, u2221, u2248.	

## Calibrate Measurements

Specify the default units for measurements.

### [Calibrate]

Parameter	Description	Default
AreaUnits	Specifies the default unit for area measurements.	1 (inches sq.)
DistanceUnits	Specifies the default unit for distance measurements.	1 (inches)

The following table lists units and the integer value that represents the unit in the INI file:

Unit	value
pixels	0
inches	1
feet	2
yards	3
miles	4
millimeters	5
centimeters	6
meters	7
kilometers	8
twips	9
microns	10
mils	11
mils/10	12
microinches	13



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

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## [LAYERS]

Parameter	Description	Default
OUTLINECOLOR=[ <i>int</i> ]	<p>Specifies the color to use when drawing outlines for graphics such as points, lines, polygons, and so on.</p> <p>Possible integer range: [-1, 255]</p> <p>Set to OUTLINECOLOR=-1 so that an internal counter is used to determine the color. The counter is incremented a maximum of two times per layer and only if it is required: once for the outline color (if it is not provided) and once for the fill color (if it is not provided).</p> <p><b>Example:</b> If a user provides valid outline and fill colors, the counter is not incremented for the given layer. However, if the user only provides a valid outline color, the counter increments once for the given layer.</p>	-1
FILLCOLOR=[ <i>int</i> ]	<p>Specifies the color to use when the drawing fills for graphic (such as polygons).</p> <p>Possible integer range = [-1, 255]</p> <p>Set to FILLCOLOR=-1 so that an internal counter is used to determine the color. The counter is incremented a maximum of two times per layer and only if it is required: once for the outline color (if it is not provided) and once for the fill color (if it is not provided).</p> <p><b>Example:</b> If a user provides valid outline and fill colors, the counter is not incremented for the given layer. However, if the user only provides a valid outline color, the counter increments once for the given layer.</p>	-1
LINEWIDTH=[ <i>int</i> ]	<p>Specifies the line width to used when drawing graphics.</p> <p>Possible integer range: [0,100]</p>	0
VISIBLE=[0 1]	<p>Specifies the visibility of the shapefile.</p> <p>Set to <b>1</b> to make the shapefile visible when initially loading the CSI shapefile project.</p> <p>Set to <b>0</b> to make the shapefile invisible when initially loading the CSI shapefile project.</p>	1
POINTTYPE	<p>Specifies what shape to use when drawing a point.</p> <p><b>Note:</b> If a POINTTYPE is not provided for the a given [LAYER] section, then the POINTTYPE provided in [PROJECTPROPERTIES] section is used.</p> <p>Possible values:</p> <ul style="list-style-type: none"> <li>• Circle</li> <li>• Triangle</li> <li>• Square</li> <li>• Star</li> <li>• Dot</li> <li>• Plus</li> <li>• Cross</li> <li>• Diamond</li> <li>• Custom</li> </ul>	Custom
POINTSIZ	<p>Specifies what size to use when drawing a point.</p> <p><b>Note:</b> If a POINTSIZE is not provided for the a given [LAYER] section, then the POINTSIZE provided in [PROJECTPROPERTIES] section is used.</p> <p>You can assign <i>num</i> any integer greater than 0.</p>	7

---

FILENAME= [*file*      Specifies the name of the ESRI shapefile drawing.  
*path*]

---

# Integration

Extend the functionality of your existing applications by integrating with AutoVue.

The added practicality results in savings for both you and your organization in terms of time and money. To learn more, continue reading the contents of this chapter.

## Defining Integration

Integration is a way of connecting an existing application – the host/server – with applications that have unique areas of expertise thereby enhancing the host application by expanding its abilities.

There are two main benefits of integration:

- **Interoperability:** AutoVue's technology enables you to share data and resources from a vast array of applications since AutoVue displays hundreds of different file formats.
- **A consistent user interface:** The existing software application's graphic interface is always present even when the AutoVue graphic interface appears to provide the additional viewing capabilities. This minimizes retraining requirements since you only have to learn how to use the new abilities that have been merged with your existing software.

Integration is achieved via scripting, Object Linking and Embedding (OLE) automation, Dynamic Data Exchange (DDE) and Dynamic-Link Library (DLL). In addition, there are interfaces that can be used through Visual Basic and ActiveX technologies.

AutoVue currently allows you to view hundreds of file formats including engineering, graphics and desktop file formats. In addition, you can mark up these files to communicate your ideas and observations. Often, to markup a file it is necessary to recreate a file if you do not have a version of the authoring application. With AutoVue you can immediately markup the document while preserving the original document since markups are stored in their own file that is tightly linked to the original document. Another benefit is that external references are clearly visible on the active drawing and they are accessible just as with the original application.

## Integrating with AutoVue

There are three ways to integrate AutoVue with various host applications:

- Using Oracle's out-of-the-box integrations available for most major document management systems. These are marketed under the name of VueLink.
- Performing a custom integration. Oracle's products are developed with an open API allowing for ease of custom integration with various host systems.
- Third-party value-added integrations are available in several cases between some of the more popular document management systems on the market.

AutoVue integrates with all types of host systems including the following:

- DMS (Document Management System)
- EDM (Electronic Data Management)
- PDM (Product Data Management)
- TDM (Technical Data Management).
- ASPs (Application Service Providers) and corporate portals
- ERP (Enterprise Resource Planning)
- CMMS (Computerized Maintenance Management Systems)

When AutoVue is integrated with a DMS, the documents and their associated Markup files are easily accessible for all individuals who have access to the DMS since files are registered in the DMS repository and are accessed through AutoVue's **File** menu. Markup files are returned to the DMS repository with AutoVue's **Save As** option. AutoVue is

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designed to work under established workflow procedures and its integration with DMS, EDM and PDM systems supports access controls and different user privileges. Advanced features such as Master Markups and Consolidated Markups are also provided. Furthermore, AutoVue's Web plug-in enables access to literally thousands of sources of data.

- **Quick Viewing:** AutoVue is integrated with Windows Explorer to allow you to view numerous other file formats than would otherwise be available to you as a Windows user.

There are two types of integration that are immediately available after installing AutoVue on your system: DDE Integration and DLL Integration.

## DDE Integration

Dynamic Data Exchanged (DDE) is a popular mechanism that allows applications to communicate with each other. Using DDE, the same commands that are available through scripting can be transmitted so that AutoVue can be dynamically controlled at runtime by an external application. AutoVue registers itself as a DDE server under the name AVWINSERVER. Commands should be sent using the topic SYSTEM.

The DDE commands should be sent using the XTYP\_EXECUTE method and data sent as text (CF\_TEXT). The set of commands available is identical in syntax and semantics to those available for scripting and OLE Automation. For a full listing and description of the available scripting commands, see "AutoVue Command Summary".

## DLL Integration

AutoVue's API provides a Dynamic-Link Library (DLL) wrapper around its DDE interface. This allows programming languages that do not support DDE but are able to call exported Windows DLL functions to access AutoVue's DDE functionality. Programmers who do not want to code low-level DDE client/server code can also use the DLL wrapper—the wrapper library handles the details.

The DLL wrapper comprises:

- `avlink.dll`: The wrapper DLL
- `avlink.lib`: The Microsoft-compatible import library for `avlink.dll`
- `avlink.h`: A C/C++ header file for the DLL entry points

The following entry points are defined:

Entry Point	Description
#define PCALLBACK_far_pascal __export __loadds	
BOOL PCALLBACK AVLINK_Start(LPRECT rcPos)	Starts up AutoVue, positioning AutoVue in the rectangle specified by rcPos.
BOOL PCALLBACK AVLINK_End(void)	Terminates AutoVue.
BOOL PCALLBACK AVLINK_TransmitCommand(LPCSTR szCommand)	Sends the command, szCommand, to AutoVue. The same set of commands used in DDE can be used here.
BOOL PCALLBACK AVLINK_Activate(int nChild)	Activates the nth child window of AutoVue. Similar to the CHILD AVTIVATE command.
BOOL PCALLBACK AVLINK_Compare(LPCSTR szFileName)	Initiates a file comparison with the specified file. Similar to the FILE COMPARE command.
BOOL PCALLBACK AVLINK_Markup(LPCSTR szMarkupID)	Initates Markup mode. Similar to the MARKUP command.

---

Entry Point	Description
BOOL PCALLBACK AVLINK_Overlay(LPCSTR szMarkupID)	Initates Markup mode. Similar to the OVERLAY command.
BOOL PCALLBACK AVLINK_Properties(void)	Displays the File Properties dialog.
BOOL PCALLBACK AVLINK_ShowWindow(BOOL fShow)	Shows/hides the AutoVue application.
BOOL PCALLBACK AVLINK_ShowViewWindow(BOOL fShow)	Shows/hide the active MDI child.
BOOL PCALLBACK AVLINK_View(LPCSTR szFileName)	Opens and views the specified file.

---

Sample DLL client applications in “C” and Visual Basic are provided in the AutoVue installation directory under the `integrat\ddl` subdirectory.

---

# OLE Automation

Object Linking and Embedding (OLE) Automation is a popular successor to DDE. OLE Automation integration methods are available in a wide variety of products including Visual Basic and the Microsoft Office product line. It is a powerful, yet simple interface. Many developers use it since modules that are developed can be reused by other applications. Again, all the functionality that is available through Scripting and DDE is available through OLE Automation — in fact, the commands available are the same, making the transition from DDE/Scripting to OLE Automation a more straightforward task for programmers.

OLE Automation offers you the opportunity of taking OLE's integration capabilities one step further — you can now automate tasks as you would from a DDE script file, but from within your target or container application, using a simple macro language and pre-existing DDE script commands. OLE embedding, as provided by AutoVue, provides the end user with a great way to compose what is called *compound documents* using objects from a variety of different types. Still, that method of integration is fairly static, limiting its use to the production of presentation documents.

An OLE Automation client should connect to the object:

- `AutoVue.Application`

AutoVue's OLE Automation exposes two methods:

- `TransmitCommand ("command-string")`
- `Execute ("command-string")`

The methods are synonymous — either one can be used by the client application. The set of commands available is identical in syntax and semantics to that available for scripting and DDE. For a full listing and description of the available scripting commands, see "AutoVue Command Summary"

OLE Automation is ideally suited for the BASIC dialect used to program Microsoft Word or Excel, but is also easy to use with any OLE 2.0-compliant application. Let us look at an example of OLE automation using Microsoft Excel:

## OLE Automation Example:

---

```
; Declare the OLE Automation Object
Dim OleObj As Object

; Function: Create the Ole automation object. Must be called once when
; your program starts up.
Sub LoadOleObj()
    ' Create the OLE Automation Object
    Set OleObj = CreateObject("AutoVue.Application")
End Sub

; Function: Destroy the Ole automation object.
; Must be called once when your program exits. Performs necessary
; cleanups.
Sub UnloadOleObj()
    If (IsObject(OleObj)) Then
        ' Close the window
```

---

---

---

```
; Declare the OLE Automation Object
Dim OleObj As Object

; Function: Create the Ole automation object. Must be called once when
your program starts up.
Sub LoadOleObj()
    ' Create the OLE Automation Object
    Set OleObj = CreateObject("AutoVue.Application")
End Sub

; Function: Destroy the Ole automation object.
; Must be called once when your program exits. Performs necessary
; cleanups.
Sub UnloadOleObj()
    If (IsObject(OleObj)) Then
        ' Close the window
        OleObj.Execute ("CHILD CLOSE")
    End If
    ' Clean up
    Set OleObj = Nothing
End Sub

; Function: This sample function accessed
; to OLE Automation object and performs several operations.
; You should put in your own code here.
Sub ExecuteOleObj()
    If (IsObject(OleObj)) Then
        ' Copen file
        'OleObj.Execute ("FILE OPEN C:\AV19.1\samples\Desktop-
Office\Word.doc")

        OleObj.Execute ("FILE OPEN ""C:\AV19.1\samples\3d\3D
Compare\Component_V1\Component.SLDASM""")

        OleObj.Execute ("COMPARE ""C:\AV19.1\samples\3d\3D
Compare\Component_V2\Component.SLDASM""")

        ' Display window: The Application is, by default, hidden
        OleObj.Execute ("WINDOW SHOW")
        'OleObj.Execute ("CHILD SHOW")
        ' Display another file
```

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```
'OleObj.Execute ("FILE OPEN c:\autoexec.bat")  
' Print the file  
' OleObj.Execute ("PRINT")  
OleObj.Execute ("COMPARE ""C:\AV19.1\samples\3d\3D  
Compare\Component_V2\Component.SLDASM""")  
End If  
End Sub
```

---

Using this syntax, OLE automation can be achieved in an easy and seamless manner. For more information on the available commands refer to the section "AutoVue Command Summary".

Several sample OLE Automation applications are provided in the AutoVue installation directory under the `integrat\oleauto` subdirectory.

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## EDAT: Drawing Information Extraction

Engineering Drawing Access Technology (EDAT) is an OEM technology available from Oracle Corp. A limited subset of this technology is available through AutoVue allowing users to query CAD drawings (AutoCAD DWG, DXF and MicroStation DGN) and extract entity information (geometry/extended data/attribute tags).

AutoVue's User Interface under the **Analysis** menu contains three **Drawing Information** menu items:

- **Select Single Entity:** Allows the user to select an entity and displays detailed information about the entity in a dialog.
- **List Tags/Attributes:** Allows the user to select an entity and displays detailed information about the entity in a dialog.
- **Entity Information:** Allows the user to select a rectangle, and a dialog displays entity information for all entities contained in the rectangle.

AutoVue allows the user interface to be bypassed, namely the entity selection process and the dialog that appears. Instead the drawing-information query can be performed directly and the resulting data saved in a text file. This text file can later be used by the calling application.

For more information, refer to the topic "EDAT/Drawing Information Commands" in "AutoVue Command Summary". It describes three API commands: EDAT ATT, EDAT INFO and EDAT LIST.

## VCET API

AutoVue is built using Oracle's Viewing and Conversion Enabling Technology (VCET) library. VCET is the engine behind AutoVue that includes the file decoding/parsing technologies (PAFS), the rendering engines, the printing engines and the conversion engines. AutoVue itself is a user interface that sits on top of VCET. The VCET API is a Windows messaging-based API that is open, allowing developers to build custom interfaces (in the programming language of their choice). Further information on the VCET API can be found in the Docs directory of the AutoVue Media Pack. Examples of integrations using the VCET API can be found in the Integrat directory of the AutoVue Media Pack.

## Markup API

AutoVue's Markup component is based on CSI's Markup Library Toolkit. Like VCET, it has a message-based API. Using the Markup API, developers can easily Markup-enable their applications. In addition to graphical Markup elements, the API also supports sticky-note objects and powerful hyperlinking features. In addition, the Markup file format used by AutoVue and the Markup Library Toolkit is fully documented, allowing developers to write custom import/export filters and to directly modify Markup elements. Used in conjunction with the VCET API, developers can quickly prototype and develop powerful viewing and Markup solutions that fit specific needs. Further information on the Markup API can be found in the Docs directory of your AutoVue Media Pack. Examples of integrations using the Markup API can be found in the Integrat directory of the AutoVue Media Pack.

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# AutoVue Command Summary

The description of AutoVue's command syntax follows certain conventions, which may vary from other parts of the Administrator Guide. The command summary that follows applies to AutoVue's Scripting, DDE, DLL and OLE Automation API's. A common scripting language is used for these methods of integration

## General Commands

Command	Description
CHDIR { <i>directory_name</i> }	Changes working directory.
PAUSE { <i>nn</i> }	Pauses for nn milliseconds.
QUIT	Terminates application.

## File Commands

Command	Description
VIEW { <i>filename</i> }	Displays the specified file. If no <i>filename</i> is supplied it displays the File-Open dialog.
FILE OPEN { <i>filename</i> }	Same as VIEW.
FILE-NEXT	Goes to the next file.
FILE-PREVIOUS	Goes to the previous file.
BROWSE	Activates the Browse dialog.
COMPARE { <i>filename</i> }	Compares the file in the active window with the filename.
OVERLAY { <i>filename</i> { <i>x</i> , <i>y</i> { <i>scale</i> }}	Overlays the specified file over the current file (base drawing). The point (x, y) is the offset for the overlaid file expressed in base drawing units. The origin of raster images is in the top left, and for vector images it is in the bottom left. Scaling is the scaling factor for the overlay. Default values of (0.0, 0.0) and 1.0 are used for the base point and scaling factor.
PROPERTIES	Displays the Properties dialog.

## View Commands

Command	Description
ANTI-ALIAS [ON   OFF]	Controls the anti-aliasing (scale-to-gray) for monochrome raster images.
BLOCK { <i>blockname</i> }	Views the specified block. If no blockname is given, display the Blocks dialog.
CONTRAST [LIGHT   NORMAL   DARK   DARKEST]	Controls the contrast for monochrome raster images. The default setting is NORMAL.
FLIP [NONE   HORZ   VERT   BOTH]	Flips the image as specified.
LAYER ALL [ON   OFF]	Turns all layers either ON or OFF.
LAYER [ <i>layername</i> { <i>layername2...</i> } [ON   OFF]	Turns the specified layers ON or OFF.
NAMEDVIEW { <i>view_name</i> }	Sets the view to the specified named view. If no view-name is given, makes the Named Views dialog appear.
PAGE { <i>n</i> }	Goes the specified page.
PAGE-NEXT	Goes to the next page.
PAGE-PREV	Goes to the previous page.
PAN [ <i>from-x from-y to-x to-y</i> ]	Pans the image from (from-x, from-y) to (to-x, to-y), in World Coordinates.
PAN { <i>x-delta y-delta</i> }	Pans the image by the specified amount, in World Coordinates.
REFRESH	Redraws the image.
ROTATE [0   90   180   270]	Rotates the image by the specified amount.
SHELL { <i>command</i> }	Executes the specified command. If no command is given, start a command shell.
TILEMODE [AUTO   OFF   ON]	This option only applies to AutoCAD drawings. Set the tile mode to the value in the drawing file, or to Paperspace, or to Modelspace, respectively.
VPOINT { <i>x y z</i> }	Changes the viewpoint of a 3-D image.
ZOOM [ <i>min-x min-y max-x max-y</i> ]	Zooms into the box specified by (min-x, min-y) (max-x, max-y). The values are given in World Coordinates.
ZOOM [ <i>percent</i> ]	Zooms by the specified percent.
ZOOM-FIT	Fits the image to the window.
ZOOM-FITHORZ	Fits the image horizontally.
ZOOM-FITVERT	Fits the image vertically.
ZOOM-FULLRES	This option only applies if the image being viewed is a raster file. Displays the image at full resolution.

## Printing Commands

Command	Description
PRINT	Using the current print options, print the file in the active window. See below for available print options.
PRINT-OPTION [ <i>option</i> = <i>value</i> ]	The next section describes available script options.

## Print Options

Command	Description
AREA=[DISPLAY   EXTENTS]	Specify print area (extents or display)
SCALE=[FIT   <i>scale-factor</i> ]	Specify scale factor.
UNITS=[INCH   MM   PIXEL]	Specify units.
LH=[ <i>string</i> ]	Left header text.
LH=[ <i>string</i> ]	Center header text.
RH=[ <i>string</i> ]	Right header text.
LF=[ <i>string</i> ]	Left footer text.
CF=[ <i>string</i> ]	Center footer text.
RF=[ <i>string</i> ]	Right footer text.

## Conversion Commands

Command	Description
CONVERT	Converts the file in the active window using the current convert options. See below for available conversion options.
CONVERT-OPTION [ <i>option</i> = <i>value</i> ]	The following section describes the available script options.

## Convert Options

Command	Description
AREA=[DISPLAY   EXTENTS]	Specify convert area (display or extents).
FORMAT=[ <i>format</i> ]	Where format specifies an output driver.
SUBFORMAT=[ <i>n</i> ]	Some of the output drivers support several sub-formats. The value <i>n</i> specifies which sub-format to use.
PAGES=[0 1 2]	Specify if you wish to convert All pages (0) (for TIFF only), Current Page (2) or range of pages (1).

---

ToPage n	Specify the range of pages to convert when PAGES=1.
OUTPUT=[ <i>filename</i> ]	Specifies output filename. If not specified, the default name is used.
SIZE=[ <i>width height</i> ]	Where format specifies an output driver.Specifies the size of the converted output.
STEPSPERINCH=[ <i>n</i> ]	Certain formats (for example, plotter formats) allow a resolution factor to be set.
PAGESIZE=[ <i>page-size</i> ]	For certain formats (for example, plotter formats) the output size is specified as a page size. In this case, page size can be one of: A, B, C, D, E, A4, A3, A2, A1, A0.
UNITS=[INCH   MM]	Specifies the output units. This option applies only for vector output formats. Raster-output units are always assumed to be in pixels.

---

The following table summarizes the available formats and their sub-formats:

<b>Format</b>	<b>Description</b>
<b>Sub-Format</b>	<b>Sub-Format Description</b>
<b>PCRS_BMP</b>	<b>Windows bitmap</b>
<b>PCRS_EPS</b>	<b>Encapsulated PostScript (raster)</b>
<b>PCRS_PCL</b>	<b>HP/PCL output</b>
0	75 DPI
1	150 DPI
2	300 DPI
<b>PCRS_PCX</b>	<b>Paintbrush PCX</b>
<b>PCRS_RLC</b>	<b>RLC Format</b>
<b>PCRS_TIF</b>	<b>TIFF Format</b>
0	Uncompressed
1	Packbits compressed
2	Group III compressed
3	Group IV compressed
<b>PCVC_PDF</b>	<b>Conversion to PDF</b>

## Markup Commands

Command	Description
MARKUP { <i>ID</i> }	Selects a Markup file to display over the current file. If no ID is given, displays the Select-Markup dialog.
MARKUPQUIT	Quits Markup mode.

## Option Commands

Command	Description
OPTION MENU [ON   OFF]	Indicates whether the top menu displays.
OPTION MENU DELETE [ <i>N</i> ]	Deletes the Nth menu item. The menus are numbered from 0 to nMenus-1.
OPTION MENUITEM DELETE [ <i>N M</i> ]	Deletes, disables or enables the Mth menu item in the Nth menu. Both the menus and menu items are numbered, starting at zero.
OPTION TOOLBAR [ON   OFF]	Indicates whether the top toolbar displays.
OPTION STATUSBAR [ON   OFF]	Indicates whether the status-bar area displays.
OPTION TEXT [ON   OFF]	Indicates whether text displays.
OPTION LINSTYLES [ON   OFF]	Indicates whether the linestyles display.
OPTION DIMENSIONS [ON   OFF]	Indicates whether dimensions display.
OPTION FILLING [ON   OFF]	Indicates whether filling displays.
OPTION XREF [ON   OFF]	Indicates whether external references display.
OPTION RASTERDISPLAY [FULL   FIT]	Selects the default for the initial display of raster files (at full resolution or fit to the window).
OPTION BASEFONT <i>fontname</i> {normal bold italic bold-italic} <i>pointsize</i>	Selects the default base font for text- and number-based files. This font is used if the actual font is not specified in the file itself.
OPTION BGCOLOR { <i>red green blue</i> }	Sets the background color for the view window. Specify the color as an RGB triplet, each index ranging from 0 to 255.

## Window Commands

These are the standard Windows messages. They apply to the frame window as a whole.

Command	Description
WINDOW HIDE	
WINDOW SHOW	
WINDOW POSITION	[ <i>x y</i> { <i>width height</i> }]
WINDOW RESTORE	
WINDOW MINIMIZE	

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WINDOW MAXIMIZE

---

WINDOW TILE

---

WINDOW CASCADE

---



## Child Commands

These are the standard Windows MDI child commands.

Command	Description
CHILD CLOSE	
CHILD HIDE	
CHILD MINIMIZE	
CHILD MAXIMIZE	
CHILD NEW	
CHILD POSITION [x y {width height}]	
CHILD RESTORE	
CHILD SELECT [n]	Activates the nth child window where n is a 1-indexed number.
CHILD SHOW	

## EDAT/Drawing Information Commands

The following commands extract drawing information from CAD files (AutoCAD DWG, DXF and MicroStation DGN) and save the extracted data in a user-specified text file.

Command	Description
<b>EDAT ATT</b> [ <i>filename</i> [x, y]]	Extracts Attribute/extended data/attribute tag information from the currently viewed document. If specified, the extracted data is stored in filename; otherwise a dialog displays the information. If the point (x,y) is specified, the entity closest the (x,y) in World Coordinates is queried. Otherwise, the user is prompted to select a point.
<b>EDAT INFO</b> [ <i>filename</i> [x, y]]	Extracts detailed Entity information from the currently viewed document. If specified, the information is stored in filename, otherwise a dialog will display the information. If the point (x,y) is specified, the entity closest the (x,y) in World Coordinates is queried. Otherwise, the user is prompted to select a point.
<b>EDAT LIST</b> [ <i>filename</i> [x0, y0, x1, y1]]	Extracts entity information for all entities contained within a bounding box from the viewed document. If specified, the extracted data is stored in filename; otherwise a dialog displays the information. If the bounding box (x0,y0 -> x1,y1) is specified then all entities contained in the bounding box, in World Coordinates are queried. Otherwise, the user is prompted to select a rectangle.

# ActiveX Control

This section lists the following ActiveX controls for AutoVue:

"AutoVueX Control"

"AvMarkupX Control"

"AvPrintX Control"

"AutoVue CompareX Control"

For the most up-to-date information about these controls, refer to [autovux.htm](http://autovux.htm).

## AutoVueX Control

### Properties

Property	Description
<i>BSTR</i> <b>SRC</b>	Source file path.
<i>boolean</i> <b>ShowScrollBars</b>	Flag that indicates whether or not to show Scrollbars.
<i>boolean</i> <b>ShowMainToolBar</b>	Flag that indicates whether or not to show Main Toolbar.
<i>boolean</i> <b>ShowAuxiToolBar</b>	Flag that indicates whether or not to show Auxiliary Toolbar.
<i>boolean</i> <b>ShowStatusBar</b>	Flag that indicates whether or not to show Status Bar.
<i>boolean</i> <b>EnablePopupMenu</b>	Flag that indicates whether or not to enable Popup Menu.
<i>boolean</i> <b>MrkMainToolBar</b>	Flag that indicates whether or not to show Markup MainToolBar.
<i>boolean</i> <b>MrkPensToolBar</b>	Flag that indicates whether or not to show Markup PensToolBar.
<i>boolean</i> <b>MrkEntitiesToolBar</b>	Flag that indicates whether or not to show Markup EntitiesToolBar.
<i>boolean</i> <b>MrkColorsToolBar</b>	Flag that indicates whether or not to show Markup ColorsToolBar.
<i>BSTR</i> <b>MrkFileLocation</b>	Directory where Markup files are stored.
<i>OLE_COLOR</i> <b>BgColor</b>	Background color.
<i>short</i> <b>Rotate</b>	Specifies current rotation value. Can be only 0,90, 180, 270.
<i>short</i> <b>Flip</b>	0 - No flipping 1 - Flip horizontal 2 - Flip vertical 3 - Flip both
<i>short</i> <b>Page</b>	Specifies current page.
<i>short</i> <b>Extents</b>	0 - Unchanged 1 - Fit 2 - Fit Width 3 - Custom

The following 4 properties are used to determine the extents:

Property	Description
<hr/>	

<i>double</i> <b>ExtMinX</b>	Minimal X coordinate of extents
<i>double</i> <b>ExtMinY</b>	Minimal Y coordinate of extents
<i>double</i> <b>ExtMaxX</b>	Maximal X coordinate of extents
<i>double</i> <b>ExtMaxY</b>	Maximal Y coordinate of extents

## Methods

Method	Description
<i>void SetContrast(long contrast Value)</i>	Set the image contrast to be the specific value; this only applies to raster files.
<i>void GetContrast()</i>	Return the image contrast value. The value for the raster file can be one of the following: CONTRAST_LIGHT (-50) CONTRAST_MEDIUM (0) CONTRAST_DARK (66) CONTRAST_DARKER (100)
<i>void SetAntiAlias()</i>	Scale to gray. Enhances the raster file image details that are viewed at less than 100% zoom.
<i>void ShowLayersDlg()</i>	Display the Layers dialog.
<i>void ShowBlocksDlg()</i>	Display the Blocks dialog.
<i>void ShowNamedViewsDlg()</i>	Display the named view dialog.
<i>void ShowXRefDlg()</i>	Display the XReference dialog.
<i>void ZoomFit()</i>	Zoom to fit.
<i>void ZoomPrevious()</i>	Undo last zoom operation.
<i>void ZoomWidth()</i>	Zoom to fit width.
<i>void ZoomHeight()</i>	Zoom to fit height.
<i>void ZoomByFactor(double factor)</i>	Zoom by factor.
<b>Parameters</b>	
factor	Zooming factor.
<i>void ZoomFullResolution()</i>	Displays rasters using full resolution; for other formats same as ZoomFit.
<i>void PrintIt (boolean bPrintDirect</i>	Print current document.
<b>Parameters</b>	
bPrintDirect	Flag indicating whether or not to show a dialog to user.
<i>void PrintPreview (boolean bPre-viewDirect,boolean bWantFrame)</i>	Preview current document printing
<b>Parameters</b>	
bPreviewDirect	Flag indicating whether or not to show a dialog to user.
bWantFrame	Flag for indicating whether or not to preview with frame.
<i>void SetPrintOptions(BSTR sEntry,BSTR sValue)</i>	Set print options, call this method prior to call PrintIt or PrintPreview to set print options
<b>Parameters</b>	
<b>sEntry:</b> Currently the following options are supported:	Specify which print option to set.

PRINT_OPT_ORIENTATION	Set print page orientation.
PRINT_OPT_DISABLE_HEADERSFOOTERS	Disable/enable headers/footers print option.
PRINT_OPT_DISABLE_WATERMARK	Disable/enable watermark print option.
PRINT_OPT_DISABLE_MARGINS	Disable/enable margin print option.
PRINT_OPT_DISABLE_STAMPS	Disable/enable stamp print option
PRINT_OPT_DISABLE_PENSETTINGS	Disable/enable pen setting print option.
PRINT_OPT_DISABLE_PRINTTOFILE	Disable/enable print to file print option.
PRINT_OPT_DISABLE_PRINTALIGNMENT	Disable/enable print function. Printing alignment.
PRINTOFFSETX	x offset when ALIGNMENT is set to "CUSTOM".
PRINTOFFSETY	y offset when ALIGNMENT is set to "CUSTOM".
PRINTPAGEONLY	Disable/enable print only one page print option.
LH	Specify text for header left.
CH	Specify text for header center.
RH	Specify text for header right.
LF	Specify text for footer left.
CF	Specify text for footer center.
RF	Specify text for footer right.
<b>sValue</b> - Valid values are dependent on each specific print option entry.	Option values.
PRINT_OPT_ORIENTATION	<b>PORTRAIT</b> : Set print page orientation as portrait. <b>LANDSCAPE</b> : Set print page orientation as landscape.
PRINT_OPT_DISABLE_HEADERSFOOTERS	<b>TRUE</b> : Disable headers/footers print option. <b>FALSE</b> : Enable headers/footers print option.
PRINT_OPT_DISABLE_WATERMARKs	<b>TRUE</b> : Disable watermark print option. <b>FALSE</b> : Enable watermark print option.
PRINT_OPT_DISABLE_MARGINS	<b>TRUE</b> : Disable margin print option. <b>FALSE</b> : Enable margin print option.
PRINT_OPT_DISABLE_STAMPS	<b>TRUE</b> : Disable stamp print option. <b>FALSE</b> : Enable stamp print option.
PRINT_OPT_DISABLE_PENSETTINGS	<b>TRUE</b> : Disable pen setting print option. <b>FALSE</b> : Enable pen setting print option.
PRINT_OPT_DISABLE_PRINTTOFILE	<b>TRUE</b> : Disable print to file print option. <b>FALSE</b> : Enable print to file print option.

PRINT_OPT_DISABLE_PRINT	<b>TRUE:</b> Disable print function. <b>FALSE:</b> Enable print function.
ALIGNMENT	One of the following values: <ul style="list-style-type: none"> <li>• CUSTOM</li> <li>• TOPLEFT</li> <li>• TOPCENTER</li> <li>• TOPRIGHT</li> <li>• MIDDLELEFT</li> <li>• CENTER</li> <li>• MIDDLERIGHT</li> <li>• BOTTOMLEFT</li> <li>• BOTTOMCENTER</li> <li>• BOTTOMRIGHT</li> </ul>
PRINTOFFSETX	Value in print units.
PRINTOFFSETY	Value in printing units.
PRINTPAGEONLY	Disable/enable print only one page print option. <b>1:</b> Enable option <b>0:</b> Disable options
LH	Text for header left.
CH	Text for header center.
RH	Text for header right.
LF	Text for footer left.
CF	Text for footer center.
RF	Text for footer right.
<i>long</i> <b>GetVcetHandle()</b>	<b>Return Value:</b> Returns handle of the VCET window.
<i>boolean</i> <b>EnterMarkupMode()</b>	Enter Markup mode.  <b>Return Value:</b> <b>TRUE</b> - entered Markup mode successfully <b>FALSE</b> - otherwise
<i>boolean</i> <b>ExitMarkupMode()</b>	Exit Markup mode.  <b>Return Value:</b> <b>TRUE</b> - exited Markup mode successfully <b>FALSE</b> - user canceled operation
<i>IDispatch *</i> <b>MrkObj()</b>	<b>Return Value:</b> Returns pointer to AvMarkupX object if in Markup mode otherwise returns NULL
<i>IDispatch *</i> <b>PrnObj()</b>	<b>Return Value:</b> Returns pointer to AvPrintX object if in Print Preview mode otherwise returns NULL
<i>short</i> <b>GetMode()</b>	<b>Return Value:</b> Returns current mode  <b>0</b> - View mode <b>1</b> - Markup mode <b>2</b> - Print Preview mode
<i>void</i> <b>PageNext()</b>	Displays next page.

<i>void</i> <b>PagePrevious()</b>	Displays previous page.
<i>void</i> <b>PageSelect()</b>	Selects page number.
<i>boolean</i> <b>GetMousePos</b> (double* pPosX, double* pPosY)	<b>Return Value:</b> <b>TRUE</b> if mouse is in the window rectangle; <b>FALSE</b> otherwise
<b>Parameters</b>	
*pPosX	X coordinate of mouse position
*pPosY	Y coordinate of mouse position
<i>void</i> <b>ZoomInWorld</b> (double MinX, double MinY, double MaxX, double MaxY)	Zoom box. The box is specified in world coordinate
<b>Parameters</b>	
MinX	The x-coordinate of the low-left corner of a zoom box.
MinY	The y-coordinate of the low-left corner of a zoom box.
MaxX	The x-coordinate of the upper-right corner of a zoom box.
MaxY	The y-coordinate of the upper-right corner of a zoom box.
<i>boolean</i> <b>SetLicenseFilePath</b> (BSTR sLic Path)	Set path environment variable for AutoVueX OCX control.
<b>Return Value:</b> <b>TRUE</b> if the path environment variable is set <b>FALSE</b> - otherwise	
<b>Parameters</b>	
sLicPath	The path where the AutoVueX OCX is located
<i>boolean</i> <b>EnableMarkup</b> (boolean fEnable)	Enable or disable Markup function.
<b>Return Value:</b> The previous Markup status.	
<b>Parameters</b>	
fEnable	Enable Markup if <b>TRUE</b> , disable it otherwise.
<i>void</i> <b>EnablePanMode</b> (boolean bEnable)	Enable or disable Pan Mode
<b>Parameters</b>	
bEnable	Flag that indicates to turn on Pan Mode or not
<i>long</i> <b>GetNumCrossProbe Entities()</b>	<b>Return Value:</b> Returns number of entities being cross-probed.
<i>BSTR</i> <b>GetCrossProbeEntityType</b> (long nIndex)	<b>Return Value:</b> Returns a string that represents the internal type of the entity being cross-probed.
<b>Parameters</b>	
nIndex	Index of the entity being cross-probed.
<i>BSTR</i> <b>GetCrossProbeEntity Name</b> (long nIndex)	<b>Return Value:</b> Returns a string that represents the internal name of the entity being cross-probed.

<i>void</i> <b>ClearCrossProbeEntities()</b>	Marks all the entities as not used for cross-probing.
<i>void</i> <b>AddCrossProbeEntity</b> (BSTR sType, BSTR sName)	Marks an entity as used for cross-probing.
<b>Parameters</b>	
sType	Internal type of the entity.
sName	Internal name of the entity.
<i>void</i> <b>ZoomSelected()</b>	Zoom fit to the selected entity/entities.
<i>void</i> <b>ShowNetConnectivity()</b>	Highlight all the graphical entities.
<i>long</i> <b>GetNumEcadEntities</b> (LPCTSTR sType)	Return the number of entities of a specified type that are present in the loaded document
<b>Parameters</b>	
sType	Entity type.
<i>BSTR</i> <b>GetEcadEntityName</b> (LPCTSTR sType, long indx)	Return the standard name of the indexed entity of the specified type.
<b>Parameters</b>	
sType	Entity type.
indx	Entity index.
<i>long</i> <b>GetEcadEntityAttr</b> (LPCTSTR sType, long indx)	Return the number of attributes of the specified entity
<b>Parameters</b>	
sType	Entity type.
indx	Entity index.
<i>BSTR</i> <b>GetEcadEntityAttrName</b> (LPCTSTR sType, long indx, long j)	Return the name of the 'j'th attribute of the specified entity
<b>Parameters</b>	
sType	Entity type.
indx	Entity index.
j	Entity's "j"th attribute.
<i>BSTR</i> <b>GetEcadEntityAttrValue</b> (LPCTSTR sType, long index, long j)	Return the value of the 'j'th attribute of the specified entity as a string.
<b>Parameters</b>	
sType	Entity type.
indx	Entity index.
j	Entity's "j"th attribute.
<i>long</i> <b>GetNumEcadEntityDefs()</b>	Return the number of entity definitions.



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<i>BSTR</i> <b>GetEcadEntityDefName</b> (long indx)	Return the name of the indexed entity definition.
<b>Parameters</b>	
indx	Entity index.

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<i>long</i> <b>GetEcadEntityDefFlags</b> (long indx)	Return the flags of the indexed entity definition.
<b>Parameters</b>	
indx	Entity index.

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<i>long</i> <b>GetEcadEntityDefNAttr</b> (long indx)	Return the number of attributes of the indexed entity definition.
<b>Parameters</b>	
indx	Entity index.

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<i>BSTR</i> <b>GetEcadEntityDefAttrName</b> (long indx, long attr)	Return the name of the 'attr'th attribute of the indexed entity definition.
<b>Parameters</b>	
indx	Entity index.
attr	“attr” th attribute.

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<i>long</i> <b>GetEcadEntityDefAttrFlags</b> (long indx, long attr)	Return the flags of the 'attr'th attribute of the indexed entity definition.
<b>Parameters</b>	
indx	Entity index.
attr	“attr” th attribute.

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<i>long</i> <b>GetEcadEntityDefAttrType</b> (long indx, long attr)	Return the type of the 'attr'th attribute of the indexed entity definition.
<b>Parameters</b>	
indx	Entity index.
attr	“attr” th attribute.

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<i>void</i> <b>ShowEntityTypeFilterDlg()</b>	Show Entity Type Filter dialog.
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<i>void</i> <b>ShowVerifyDesignDlg()</b>	Show Verify Design dialog.
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<i>void</i> <b>ShowEntityBrowserDlg()</b>	Show Entity Browser dialog.
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<i>void</i> <b>ShowBillofMaterialDlg()</b>	Show Bill of Material dialog.
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<i>void</i> <b>ShowEntityPropertiesDlg()</b>	Show Entity Properties dialog.
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<i>void</i> <b>ShowFileVersionInfoDlg()</b>	Show File Version Information dialog.
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<i>void</i> <b>SetPageByTitle</b> (BSTR sTitle)	Set the page by Title.
<b>Parameters</b>	
sTitle	Title of the page.

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<i>void</i> <b>SetNamedView</b> (long lIndex)	Set Named views.
<b>Parameters</b>	
lIndex	Named view index.
<i>void</i> <b>SetNamedViewByName</b> (BSTR sName)	Set Named view by names.
<b>Parameters</b>	
sName	Name of the view.
<i>void</i> <b>ShowImportDesignDlg()</b>	Show Import Design dialog.
<i>void</i> <b>EnableZoomBoxMode</b> (boolean bEnable)	Enable zoom (box) mode.
<b>Parameters</b>	
bEnable	<b>TRUE:</b> For non-3D file format, it will force to exit from pan or magnify mode. Enable zoom mode (zoom mode is default in non-3D file formats). For 3D file formats it will force to enter the zoom mode <b>FALSE:</b> For non-3D file format, it will not perform any action. For 3D file formats, exit zoom mode and enter rotate mode (rotate mode is default for 3D file formats).
<i>void</i> <b>EnableRotateMode</b> (boolean bEnable)	Enable the rotate mode. Works only for 3D file formats
<b>Parameters</b>	
bEnable	<b>TRUE:</b> Enter the rotate mode, will force to exit zoom, pan or spin modes. <b>FALSE:</b> No action.
<i>void</i> <b>ReCenter</b> (short nType)	Applicable to 3D file formats only, re-center the complete drawing or selected entity based on “nType”.
<b>Parameters</b>	
nType	<b>0</b> - Re-center the complete drawing. <b>1</b> - Re-center the selected drawing. <b>2</b> - Re-center the entity.
<i>void</i> <b>ShowPMIFilteringDlg()</b>	Applicable to 3D file formats only. Show the PMI Filter dialog.
<i>void</i> <b>ShowLightingDlg()</b>	Applicable to 3D file formats only. Show the lighting dialog.
<i>void</i> <b>ShowDefineSectionDlg()</b>	Applicable to 3D file formats only. Show the Define section dialog
<i>void</i> <b>ShowUserCoordSystemsDlg()</b>	Applicable to 3D file formats only. Show the User coordinate systems dialog
<i>void</i> <b>EnableManipulators</b> (boolean bEnable)	Applicable to 3D file formats only. Enable/Disable the manipulator.
<b>Parameters</b>	
bEnable	<b>TRUE:</b> Enable the manipulator (if already active, then no action). <b>FALSE:</b> Disable the manipulator (if already disable, then no action).
<i>void</i> <b>ShowPartAlignmentDlg()</b>	Applicable to 3D file formats only. Show the Part Alignment dialog.
<i>void</i> <b>ShowModelTransformDlg()</b>	Applicable to 3D file formats only. Show the Model Transform dialog.

<i>void</i> <b>ResetTransformation()</b>	Applicable to 3D file formats only. Reset transformation.
<i>void</i> <b>ShowInterferenceCheck Dlg()</b>	Applicable to 3D file formats only. Show the Interference Check dialog.
<i>long</i> <b>SelectOverlay()</b>	Opens a dialog that allows a file to be selected and added as an overlay. Returns the overlay ID, if successful, or -1 if the operation was cancelled
<i>long</i> <b>AddOverlay</b> (BSTR sFileName)	Adds sFileName as an overlay. Returns the overlay ID, if successful, or -1 if the operation failed.
<i>boolean</i> <b>RemoveOverlay</b> (long ID)	Removes the overlay with id = ID. Returns "true", if successful, or "false" if the operation failed.
<i>long</i> <b>RemoveOverlays()</b>	Removes all existing overlays.
<i>long</i> <b>LoadOverlay</b> (BSTR sFileName, double x, double y, double scale, boolean positionByUser, boolean sizeByUser)	Adds <b>sFileName</b> as an overlay using the supplied parameters. Returns the overlay ID if successful, or <b>-1</b> if the operation failed.
<b>Parameters</b>	
x,y	The coordinates of the top-left corner of the new overlay.
scale	The scale of the new overlay.
positionByUser	If <b>true</b> , the user will interactively specify the top-left corner of the overlay (position the overlay).
sizeByUser	If <b>true</b> , the user will interactively specify the scale for the overlay (resize the overlay).
<i>boolean</i> <b>SetOverlayParameters</b> (int ID, double x, double y, double scale, boolean positionByUser, boolean sizeByUser)	Sets overlay parameters for the specified overlay ID. For parameters description see <b>LoadOverlay</b> .
<i>boolean</i> <b>GetOverlayFileName</b> (int ID)	Returns the filename of the overlay with specified ID.
<i>double</i> <b>GetOverlayPosX</b> (int ID)	Returns the X coordinate of the top-left corner of the overlay with specified ID.
<i>double</i> <b>GetOverlayPosY</b> (int ID)	Returns the Y coordinate of the top-left corner of the overlay with specified ID.
<i>double</i> <b>GetOverlayScale</b> (int ID)	Returns the scale of the overlay with specified ID.
<i>BSTR</i> <b>GetOverlayParameters</b> (int ID, double* x, double* y, double* scale)	Returns information about the overlay with specified ID. File name is returned as a result from this function, top-left position and scale are set if pointers to the corresponding variables are passed.
<i>boolean</i> <b>DumpModelTree</b> (BSTR fileName)	Exports the data contained in the current model tree to the specified XML file. <b>Return Value:</b> TRUE if the file could be written, FALSE otherwise.
<b>Parameters</b>	
fileName	Output filename.
<i>long</i> <b>ShowConvertDialog()</b>	Displays Conversion dialog.
<i>void</i> <b>ConvertIt()</b>	Perform conversion based on the setting previously saved in <b>avx.ini</b> .
<i>void</i> <b>SetConvertOptions</b> (string sEntry, string sValue1, string2 sValue2)	Save conversion settings into <b>avx.ini</b> .

**Parameters**

sEntry	Option name.
sValue1	Option value.
sValue2	Additional option value. It is used just for PAGESIZE. Must be the empty string for all other options.

**Options**

- AREA <string>  
DISPLAY | EXTENTS | ALL | SELECTED
- FORMAT <string>  
PCRS\_BMP | PCRS\_EPN | PCRS\_EPS | PCRS\_GP4 |  
PCRS\_IBM | PCRS\_PCL | PCRS\_PCX | PCRS\_RLC |  
PCRS\_TIF | PC3D\_STL
- SUBFORMAT <integer>
- OUTPUT <filename as string>
- SIZE <width as integer> <height as integer>
- STEPSPERINCH <integer>
- PAGESIZE <size as string>  
A | B | C | D | E | A4 | A3 | A2 | A1 | A0
- UNITS <unit as string>  
INCH | MM
- SCALE <scale as integer> %
- COLORDEPTH  
ORIGINAL | <number as integer>
- PAGERANGE  
<from\_page as integer> - <to\_page as integer>
- STL\_POSITIVE\_TRIANGLES  
ON | OFF

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*boolean* **Export3DBom**(BSTR file-Name)      Export 3D BOM (Bill of Material) as text file.  
**Return Value:**  
TRUE if the file could be written, FALSE otherwise.

**Parameters**

fileName	Output filename.
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*boolean* **ExportEdaBom**(BSTR sFileName, BSTR sFormat, boolean bCurPage, BSTR sAttributes)      Export EDA BOM (Bill of Material) as text file.  
**Return Value:**  
TRUE if the file could be written, FALSE otherwise.

**Parameters**

sFileName	Output filename.
sFormat	Export format, one of two values "PDX" or CSV". If nothing is specified, "CVS" is used.

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bCurPage	If BOM should be calculated for current page only or for all pages.
sAttributes	List of attributes used to calculate the BOM (separated by “,”). If nothing is specified, default list of attributes will be used.
<i>void ShowExplodeDialog()</i>	Show 3D Explode dialog. Show the 3D explode dialog. Applicable to 3D file formats only.
<i>void Show3DSearchDialog()</i>	Show 3D Search dialog. Applicable to 3D file formats only.
<i>bool SaveViewStateToFile</i> ( BSTR sFileName )	Save the current view state into an external file. <b>Return Value:</b> TRUE if the function succeeds, FALSE - otherwise.
<b>Parameters</b>	
sFileName	Output filename.
<i>bool RestoreViewStateFromFile</i> ( BSTR sFileName )	Restore the view state from an external file and apply it. <b>Return Value:</b> TRUE if the function succeeds, FALSE - otherwise.
<b>Parameters</b>	
sFileName	Input filename.
<i>long GetNumPages ()</i>	Obtain number of pages for the currently opened file. <b>Return Value:</b> Number of pages
BSTR <i>GetEcadDesignName</i> ( in nPage )	Obtain design name of a page in the EDA document. <b>Return Value:</b> Name of the design of the given page
<b>Parameters</b>	
nPage	‘1’ based page index.
BSTR <i>GetEcadDesignPage Type</i> ( int nPage )	Obtain design page type of a page in the EDA document. <b>Return Value:</b> Design type of the given page. Can be the following possible values: <ul style="list-style-type: none"> <li>• “PCB” – PCB Layout</li> <li>• “SCH” – Schematic design</li> <li>• “PCB3D” – PCB 3D View</li> </ul>
<b>Parameters</b>	
nPage	‘1’ based page index.
BSTR <i>GetEcadDesignPage Name</i> ( int nPage )	Obtain page name of an EDA document. <b>Return Value:</b> Name of the given page
<b>Parameters</b>	
nPage	‘1’ based page index.
<i>long GetNumCrossProbeHits ()</i>	Obtain number of Crossprobe “hits” generated by the previous call to AddCrossProbeEntity. <b>Return Value:</b> Number of Crossprobe “hits”.

---

*void* **ShowCrossProbeHit** ( long nIndex )      Instruct AutoVueX to display a Crossprobe “hit”.

---

**Parameters**

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nIndex	Index of the Crossprobe “hit”. Has to be between 0 and value returned by GetNumCrossProbeHits,
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## Events

Event	Descriptions
<b><i>void ModeChanged</i></b> (short nOld-Mode, short nNewMode)  <b>Parameters</b>  nOldMode  nNewMode	Fired when modes changes.  OldMode value (see <b>GetMode</b> method for values). NewMode value (see <b>GetMode</b> method for values).
<b><i>void StatusChanged</i></b> (short nNewStatus)  <b>Parameters</b>  nNewStatus	Fired when status changes.  New status value: <ul style="list-style-type: none"> <li>• STATUSIDLE = 0x00</li> <li>• STATUSPROCESSING = 0x01</li> <li>• STATUSREADING = 0x02</li> <li>• STATUSREPFRESHING = 0x04</li> <li>• STATUSREGENERATING = 0x08</li> <li>• STATUSREADINGFINISHED = 0x10</li> </ul>
<b><i>void HelpString</i></b> (BSTR szMsg)  <b>Parameters</b>  szMsg	Help String for status indicator.  Help message.
<b><i>void ExtentsChanged</i></b> (double extMinX, double extMinY, double extMaxX, double extMaxY)  <b>Parameters</b>  extMinX, extMinY,extMaxX, extMaxY	Fired when extents change internally (not when properties change).  New extents' values.
<b><i>void PageChanged</i></b> (short nNew-Page)  <b>Parameters</b>  nNewPage	Fired when page changes internally.  New page value.
<b><i>void RotateChanged</i></b> (short nNewRotate)  <b>Parameters</b>  nNewRotate	Fired when rotate values changes internally.  New rotate value.
<b><i>void FlipChanged</i></b> (short nNewFlip)  <b>Parameters</b>  nNewFlip	Fired when flip value changes internally.  New flip value.
<b><i>void OnLMButtonDown</i></b> (double xPos, double yPos)	Fired when left mouse button is pressed down.

Event	Descriptions
<b>Parameters</b>	
xPos	Horizontal mouse position.
yPos	Vertical mouse position.
<i>void</i> <b>OnLMBUTTONUp</b> (double xPos, double yPos)	Fired when left mouse button is released.
<b>Parameters</b>	
xPos	Horizontal mouse position.
yPos	Vertical mouse position.
<i>void</i> <b>OnLMBUTTONDbClick</b> (double xPos, double yPos)	Fired when left mouse button is double-clicked.
<b>Parameters</b>	
xPos	Horizontal mouse position.
yPos	Vertical mouse position.
<i>void</i> <b>OnRMBUTTONDown</b> (double xPos, double yPos)	Fired when right mouse button is pressed down.
<b>Parameters</b>	
xPos	Horizontal mouse position.
yPos	Vertical mouse position.
<i>void</i> <b>OnRMBUTTONUp</b> (double xPos, double yPos)	Fired when right mouse button is released.
<b>Parameters</b>	
xPos	Horizontal mouse position.
yPos	Vertical mouse position.
<i>void</i> <b>OnRMBUTTONDbClick</b> (double xPos, double yPos)	Fired when right mouse button is double-clicked.
<b>Parameters</b>	
xPos	Horizontal mouse position.
yPos	Vertical mouse position.
<i>void</i> <b>OnMMBUTTONDown</b> (double xPos, double yPos)	Fired when middle mouse button is pressed down.
<b>Parameters</b>	
xPos	Horizontal mouse position.
yPos	Vertical mouse position.
<i>void</i> <b>OnMMBUTTONUp</b> (double xPos, double yPos)	Fired when middle mouse button is released.



Event	Descriptions
<b>Parameters</b>	
xPos	Horizontal mouse position.
yPos	Vertical mouse position.
<i>void OnMMButtonDbIClk</i> (double xPos, double yPos)	Fired when middle mouse button is double-clicked.
<b>Parameters</b>	
xPos	Horizontal mouse position.
yPos	Vertical mouse position.
<i>void OnMouseMove</i> (double xPos, double yPos)	Fired when mouse gets moved.
<b>Parameters</b>	
xPos	Horizontal mouse position.
yPos	Vertical mouse position.
<i>void OnNewDocument</i> (BSTR szFileName)	Fired when new file is loaded.
<b>Parameters</b>	
szFileName	New filename.
<i>void CrossProbeEvent</i> (short-NEventType)	Fired when cross-probe event occurred.
<b>Parameters</b>	
nEventType	<b>0</b> - Change in entity selections <b>1</b> - Zoom Selected command being invoked <b>2</b> - Show net connectivity command being invoked
<i>void BasefileHyperlinkEvent</i> (short-NEventType, short nArg1, BSTR szArg2)	Fired when any of the events in the table below occur due to a hyperlink.

Parameter	nEventType	nArg1 (short)	nArg2 (BSTR)
Set Page	0	Page Index	"" (not used)
Set Page by title	1	0 (not used)	Title
Rotate	2	Degree (possible values: 0, 90, 180, 270)	"" (not used)

---

Flip	3	Flip setting: <b>0</b> - none <b>1</b> - Horizontal flip <b>2</b> - Vertical flip <b>3</b> - Both	"" (not used)
Zoom fit	4	0 (not used)	"" (not used)
Zoom by factor	5	Factor	"" (not used)
Set view	6	View index	"" (not used)
Set view by name	7	0 (not used)	View name

---

# AvMarkupX Control

## Properties

Property	Description
<i>long</i> <b>EntityColor</b>	Current EntityColor (COLORREFvalue)
<i>long</i> <b>PenStyle</b>	Current Pen Style
<i>long</i> <b>LineWidth</b>	Current line Width

## Methods

Method	Description
<i>void</i> <b>TestMarkup</b> (BSTRsz File-Name)	Load specified file and enter Markup mode (for testing purposes).
<b>Parameters</b>	
szFileName	File to load.
<i>void</i> <b>Open()</b>	Opens Markup file.
<i>boolean</i> <b>OpenMarkup</b> ( BSTR sFileName, boolean bCloseAll)	Open specified markup file. <b>Return Value:</b> TRUE - success FALSE - otherwise
<b>Parameters</b>	
szFileName	Markup file name to open bCloseAll. True: Close all existing markup files. False: otherwise
<i>boolean</i> <b>EnterMarkupmode</b> (OLE_HANDLE hVcetControl)	Enter Markup mode. <b>Return Value:</b> TRUE - success FALSE - otherwise
<b>Parameters</b>	
hVcetControl	Handle of the VCET control window.
<i>long</i> <b>NotifyProc</b> (long msg, long wParam, long lParam)	Called by VCET control notify procedure. <b>Return Value:</b> Message specific.
<b>Parameters</b>	
msg	Message to process.
wParam	Message WPARAM.
lParam	Message LPARAM.
<i>void</i> <b>Save()</b>	Save current Markup in file.

<i>void</i> <b>SaveAs()</b>	Save current Markup under new name.
<i>void</i> <b>DrawLine()</b>	Draw line entity.
<i>void</i> <b>DrawArc()</b>	Draw arc entity.
<i>void</i> <b>DrawBox()</b>	Draw box entity.
<i>void</i> <b>DrawCircle()</b>	Draw Circle entity.
<i>void</i> <b>DrawFilledBox()</b>	Draw filled box entity.
<i>void</i> <b>DrawFilledCircle()</b>	Draw filled circle entity.
<i>void</i> <b>DrawFilledPolygon()</b>	Draw filled polygon entity.
<i>void</i> <b>DrawLeader()</b>	Draw leader entity.
<i>void</i> <b>DrawFreeStyle()</b>	Draw free style entity.
<i>void</i> <b>DrawCloud()</b>	Draw cloud entity.
<i>void</i> <b>DrawText()</b>	Draw Text entity.
<i>void</i> <b>DrawHighlight()</b>	Draw highlight entity.
<i>void</i> <b>DrawNote()</b>	Draw Note entity.
<i>void</i> <b>DrawSymbol()</b>	Draw Symbol entity.
<i>void</i> <b>DrawOLE()</b>	Draw OLE object entity.
<i>boolean</i> <b>IsCurrentEntity</b> (long nEntId, long nSubType, long nFillType)	<b>Return Value:</b> Returns whether the specified entity is current or not.
<b>Parameters</b>	
nEntId	The entity ID.
nSubType	The sub type of the entity.
nFillType	Entity fill type.
<i>void</i> <b>ModifyLayers()</b>	Display Modify Markup Layers dialog.
<i>void</i> <b>ModifyFont()</b>	Display Modify Font dialog.
<i>void</i> <b>Undo()</b>	Undo last Markup operation.
<i>void</i> <b>Redo()</b>	Redo last cancelled Markup operation.
<i>boolean</i> <b>IsUndoAvailable()</b>	<b>Return Value:</b> Returns whether there is an operation to undo or not.
<i>boolean</i> <b>IsRedoAvailable()</b>	<b>Return Value:</b> Returns whether there is an operation to redo or not.
<i>boolean</i> <b>ExitMarkupMode()</b>	Exit Markup mode. <b>Return Value:</b> TRUE - exit successful FALSE - user cancelled operation
<i>long</i> <b>GetControlHandle()</b>	<b>Return Value:</b> Returns handle of the Markup control window.

<i>void</i> <b>MeasureDistance()</b>	Measure distance between two points.
<i>void</i> <b>MeasureCumDistance()</b>	Measure cumulative distance.
<i>void</i> <b>MeasureArea()</b>	Measure area.
<i>void</i> <b>Calibrate()</b>	Currently unsupported.
<i>void</i> <b>ZoomFit()</b>	Zoom to fit.
<i>void</i> <b>Rotate</b> (short nDegrees)	Rotate Markups.
<b>Parameters</b>	
nDegrees	Rotation value, can be only 0, 90, 180 or 270.
<i>void</i> <b>Flip</b> (short nFlag)	Flip Markups.
<b>Parameters</b>	
nFlag	Flipping value.
0	No flipping.
1	Flip horizontal.
2	Flip vertical.
3	Flip both.
<i>boolean</i> <b>ResetAction()</b>	Reset current action. <b>Return Value:</b> <b>TRUE</b> - if action was reset from adding entity to none <b>FALSE</b> - otherwise
<i>void</i> <b>ShowInfo()</b>	Show Markup information.
<i>void</i> <b>CreateNew()</b>	Open new Markup.
<i>void</i> <b>SetFgBgColor</b> (boolean fBackGroundColor, long color)	
<b>Parameters</b>	
fBackGroundColor	TRUE/FALSE
color	RGB color value.
<i>void</i> <b>DeleteSelEntities()</b>	Delete selected Markup entities.
<i>boolean</i> <b>CopyToClipboard()</b>	Copy selected Markup entities to clipboard. <b>Return Value:</b> <b>TRUE</b> - if action was successful <b>FALSE</b> - otherwise
<i>boolean</i> <b>PasteFromClipboard()</b>	Paste Markup entities from clipboard into current active Markup. <b>Return Value:</b> <b>TRUE</b> - if action was successful <b>FALSE</b> - otherwise
<i>void</i> <b>OnMarkupConsolidate()</b>	Generate consolidated Markup from current loaded Markups.
<i>void</i> <b>OnModifyMarkupOnOff()</b>	Toggle - show/hide Markups.

---

<i>long</i> <b>GetFillStyle()</b>	Get current fill style. <b>Return Value:</b> 0 - No fill 1 - Solid fill 2 - Transparent fill
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<i>void</i> <b>SetFillStyle</b> (long nNewValue)	Set current fill style.
<b>Parameters</b>	
nNewValue	0 - No fill 1 - Solid fill 2 - Transparent fill

---

<i>long</i> <b>GetCtlSnapType()</b>	Get current snap type. <b>Return Value:</b> <ul style="list-style-type: none"> <li>• 0x00000001 - MRK_SNAPTO_NONE</li> <li>• 0x00000002 - MRK_SNAPTO_VERTEX</li> <li>• 0x00000004 - MRK_SNAPTO_EDGE</li> <li>• 0x00000008 - MRK_SNAPTO_MIDEDGE</li> <li>• 0x00000010 - MRK_SNAPTO_ARCCENTER</li> <li>• 0x00000020 - MRK_SNAPTO_FACE</li> <li>• combination of all above snap types – MRK_SNAPTO_ALL</li> </ul>
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<i>long</i> <b>SetCtlSnapType</b> (long dwSnapType)	Set current snap type.
<b>Parameters</b>	
dwSnapType	Takes one of the following values: <ul style="list-style-type: none"> <li>• 0x00000001 - MRK_SNAPTO_NONE</li> <li>• 0x00000002 - MRK_SNAPTO_VERTEX</li> <li>• 0x00000004 - MRK_SNAPTO_EDGE</li> <li>• 0x00000008 - MRK_SNAPTO_MIDEDGE</li> <li>• 0x00000010 - MRK_SNAPTO_ARCCENTER</li> <li>• 0x00000020 - MRK_SNAPTO_FACE</li> <li>• combination of all above snap types – MRK_SNAPTO_ALL</li> </ul>

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<i>short</i> <b>GetAction()</b>	Get current Markup control action. <b>Return Value:</b> <ul style="list-style-type: none"> <li>• 0 - MRKP_ACTION_NONE</li> <li>• 1 - MRKP_ACTION_ADD</li> <li>• 2 - MRKP_ACTION_DEL</li> <li>• 3 - MRKP_ACTION_COPY</li> <li>• 4 - MRKP_ACTION_EDIT</li> <li>• 5 - MRKP_ACTION_MOVE</li> <li>• 6 - MRKP_ACTION_SEL</li> <li>• 7 - MRKP_ACTION_HYBRID</li> </ul>
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<i>void</i> <b>SetAction</b> (short nAction)	Set current Markup control action.
<b>Parameters</b>	

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<i>nAction</i>	<p>Takes one of the following values:</p> <ul style="list-style-type: none"> <li>• 0 - MRKP_ACTION_NONE</li> <li>• 1 - MRKP_ACTION_ADD</li> <li>• 2 - MRKP_ACTION_DEL</li> <li>• 3 - MRKP_ACTION_COPY</li> <li>• 4 - MRKP_ACTION_EDIT</li> <li>• 5 - MRKP_ACTION_MOVE</li> <li>• 6 - MRKP_ACTION_SEL</li> <li>• 7 - MRKP_ACTION_HYBRID</li> </ul>
<i>void Draw3DVertexCoord()</i>	Draw 3d vertex coordinates entity.
<i>void Draw3DDistance()</i>	Draw 3D measurement distance entity.
<i>void Draw3DArc()</i>	Draw 3D measurement arc entity.
<i>void Draw3DAngle()</i>	Drawing 3D measurement angle entity.
<i>void EditText()</i>	Edit a text entity in the currently opened Markups.
<i>void EditNote()</i>	Edit a note entity in the currently opened Markups.
<i>void EditDimensions()</i>	Edit a 3D dimension entity (including distance, arc, angle and vertex coordinates) in the currently opened Markup.
<i>void HideDimensions()</i>	Hide all 3D dimension entities in the currently opened Markups.
<i>void DeleteDimensions()</i>	Delete all 3D dimension entities in the currently opened Markups.
<i>boolean IsThisEntityAvailable</i> (short <i>nEntityID</i> )	<p>Determines if the given entity is available.</p> <p><b>Return Value:</b>  <b>TRUE</b> - if entity is available  <b>FALSE</b> - otherwise</p>
<b>Parameters</b>	
<i>nEntityID</i>	The entity ID.
<i>boolean IsThisEntityType Available</i> (short <i>nEntityType</i> )	<p>Determines if any entity of the specified type actually exists in the currently opened Markups.</p> <p><b>Return Value:</b>  <b>TRUE</b> - if there is at least one entity of this type  <b>FALSE</b> - otherwise</p>
<b>Parameters</b>	
<i>nEntityType</i>	The entity type.
<i>boolean IsThisEntitySelected</i> (short <i>nEntityType</i> )	<p>Determines if any entity of the specified type is selected in the currently opened Markups.</p> <p><b>Return Value:</b>  <b>TRUE</b> - if at least one entity is selected  <b>FALSE</b> - otherwise</p>
<b>Parameters</b>	
<i>nEntityType</i>	The entity type.

---

<i>boolean</i> <b>IsThisEntityType Hidden</b> (short nEntityType)	Determines if any entity of the specified type is hidden in the currently opened Markups. <b>Return Value:</b> TRUE - if at least one entity is hidden FALSE - otherwise
<b>Parameters</b>	
nEntityType	The entity type.

---

<i>long</i> <b>GetEntityPageIndex</b> (long handle)	Get the page index to which the Markup entity belongs to. <b>Return Value:</b> 0 based page index.
<b>Parameters</b>	
handle	The entity handle

---

<i>boolean</i> <b>IsEntityEditable</b> (long handle)	Determine if the given entity is editable. <b>Return Value:</b> TRUE - if the entity is editable FALSE - otherwise
<b>Parameters</b>	
handle	The entity handle.

---

<i>void</i> <b>EditEntity</b> (long handle)	Edit the given entity.
<b>Parameters</b>	
handle	The entity handle.

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<i>short</i> <b>GetEntityLineStyle</b> (long handle)	Get the line style of the given entity. <b>Return Value:</b> <ul style="list-style-type: none"> <li>• 0 - MRK_PENSTYLE_SOLID</li> <li>• 1 - MRK_PENSTYLE_DASH</li> <li>• 2 - MRK_PENSTYLE_DOT</li> <li>• 3 - MRK_PENSTYLE_DASHDOT</li> <li>• 4 - MRK_PENSTYLE_DASHDOTDOT</li> <li>• 5 - MRK_PENSTYLE_HOLLOW</li> <li>• 6 - MRK_PENSTYLE_ARC</li> <li>• 7 - MRK_PENSTYLE_TRIANGLE</li> </ul>
<b>Parameters</b>	
handle	The entity handle.

---

<i>short</i> <b>GetEntityLineWidth</b> (long handle)	Get the line width of the given entity. <b>Return Value:</b> The line width in pixels.
<b>Parameters</b>	
handle	The entity handle.

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<i>long</i> <b>GetSelCount</b> ()	Get the number of the selected entities in the currently opened Markups. <b>Return Value:</b> The number of the selected Markup entities.
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<i>void</i> <b>RotateRelative</b> (short nDegrees)	Rotate markup control together with base file
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**Parameters**

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nDegrees	Rotation angle in degree, can be only 0, 90, 180, 270.
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<i>short</i> <b>IsThisMarkupVisible</b> (long nMrkIndex)	Check if the given markup is visible. <b>Return Value:</b> TRUE if the given markup is visible. FALSE otherwise.
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---

**Parameters**

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nMrkIndex	The markup index
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<i>short</i> <b>ShowThisMarkup</b> (long nMrkIndex, boolean bShow)	Show or hide the given markup.
--	--------------------------------

---

**Parameters**

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nMrkIndex	The markup index
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bShow	TRUE if show the markup, otherwise FALSE.
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# AvPrintX Control

## Properties

No properties.

## Methods

Method	Descriptions
<i>void</i> <b>PrintIt</b> (OLE_HANDLE hVcetControl, OLE_HANDLE hMarkupControl, boolean bPrintDirect)	Print file along with Markups.
<b>Parameters</b>	
hVcetControl	Handle of the VCET control window (must not be NULL)
hMarkupControl	Handle of the Markup control window (can be NULL).
bPrintDirect	Flag that indicates whether to show a dialog to user or not.
<i>void</i> <b>PrintFile</b> (BSTR szFile Name, boolean bPrintDirect)	Prints specified file.
<b>Parameters</b>	
szFileName	Filename to print.
bDirectPrint	Flag indicating whether or not to show a dialog to user.
<i>void</i> <b>PrintPreview</b> (OLE_HANDLE hVcetControl, OLE_HANDLE hMarkupControl, boolean bPreviewDirect, boolean bWantFrame)	Enter Print Preview mode.
<b>Parameters</b>	
hVcetControl	Handle of the VCET control window (must not be NULL).
hMarkupControl	Handle of the Markup control window (must not be NULL).
bPreviewDirect	Flag that indicates whether to show a dialog to user or not bWantFrame - flag for preview with frame or not.
<i>void</i> <b>PrintPreviewFile</b> (BSTR szFileName, boolean bPreviewDirect, boolean bWantFrame)	Enter Print Preview mode for specified file.
<b>Parameters</b>	
szFileName	Filename to preview.
bPreviewDirect	Flag that indicates whether to show a dialog to user.
bWantFrame	Flag for indicating preview with frame.
<i>void</i> <b>PreviewPrint()</b>	In Print Preview window - send Print command.
<i>void</i> <b>PreviewNextPage()</b>	In Print Preview window - go to next page.
<i>void</i> <b>PreviewPrevPage()</b>	In Print Preview window - go to previous page.

---

Method	Descriptions
<i>void PreviewNumPage()</i>	In Print Preview window - switch between 1 and 2 page display.
<i>void PreviewZoomIn()</i>	In Print Preview window - zoom in.
<i>void PreviewZoomOut()</i>	In Print Preview window - zoom out.
<i>void PreviewClose()</i>	Close Print Preview window.
<i>void SetPrintPageOrientation</i> (boolean bLandscape)	Set page orientation for printing.
<b>Parameters</b>	
bLandscape	True if print as landscape, otherwise as portrait.
<i>void EnablePrintOptions</i> (short nOption, boolean bEnable)	Enable/disable a print option.
<b>Parameters</b>	
nOption	Takes one of the following values: <b>0</b> - PRINTOPT_GENERAL <b>1</b> - PRINTOPT_HEADERSFOOTS <b>2</b> - PRINTOPT_WATERMARK <b>3</b> - PRINTOPT_MARGINS <b>4</b> - PRINTOPT_STAMPS <b>5</b> - PRINTOPT_PENSETTINGS <b>6</b> - PRINTOPT_PRINTTOFILE <b>7</b> - PRINTOPT_PRINTSETTINGS

---

## Events

Event	Description
<i>void</i> <b>EndPrintPreview()</b>	Fired when user closes Print Preview window.
<i>void</i> <b>EndPrint()</b>	Fired when finished printing.

## AutoVue CompareX Control

### Properties

Property	Descriptions
<i>BSTR</i> <b>File1</b>	First source filepath.
<i>BSTR</i> <b>File2</b>	Second source filepath.
<i>boolean</i> <b>ShowScrollBar</b>	Flag indicating whether or not to show Scrollbar.
<i>boolean</i> <b>ShowMainToolBar</b>	Flag indicating whether or not to show Main toolbar.
<i>boolean</i> <b>ShowAuxiToolBar</b>	Flag indicating whether or not to show Auxiliary toolbar.
<i>boolean</i> <b>ShowStatusBar</b>	Flag indicating whether or not to show Status bar.
<i>boolean</i> <b>EnablePopupMenu</b>	Flag indicating whether or not to enable Popup menu.
<i>OLE_COLOR</i> <b>CtlBgColor</b>	Background color.
<i>short</i> <b>Rotate</b>	Specifies current rotation value. Can be only 0, 90, 180, 270.
<i>short</i> <b>Flip</b>	<b>0</b> - No flipping <b>1</b> - Flip horizontal <b>2</b> - Flip vertical <b>3</b> - Flip both
<i>short</i> <b>Page</b>	Specifies current page.
<i>short</i> <b>ZoomType</b>	<b>0</b> - Zoom fit width <b>1</b> - Zoom fit height <b>2</b> - Zoom fit both <b>3</b> - Zoom fit resolution <b>4</b> - Zoom by factor (Default 1) <b>5</b> - Zoom custom: The following 4 properties are used to determine the extents
<i>double</i> <b>ExtMinX</b>	Minimal X coordinate of extents.
<i>double</i> <b>ExtMinY</b>	Minimal Y coordinate of extents.
<i>double</i> <b>ExtMaxX</b>	Maximal X coordinate of extents.
<i>double</i> <b>ExtMaxY</b>	Maximal Y coordinate of extents.
<i>boolean</i> <b>ViewAdditions</b>	If <b>TRUE</b> , shows the entities that are in the second file but not in the first file.
<i>boolean</i> <b>ViewDeletion</b>	If <b>TRUE</b> , shows the entities that are in the first file but not in the second file.
<i>boolean</i> <b>ViewUnchanged</b>	If <b>TRUE</b> , shows the entities that are in both files.

## Methods

Method	Descriptions
<i>void</i> <b>ZoomFit()</b>	Zoom to fit.
<i>void</i> <b>ZoomPrevious()</b>	Undoes last zoom operation.
<i>void</i> <b>ZoomWidth()</b>	Zooms to fit width.
<i>void</i> <b>ZoomHeight()</b>	Zooms to fit height.
<i>void</i> <b>ZoomByFactor</b> (double factor)	Zooms by factor.
<b>Parameters</b>	
factor	Zooming factor.
<i>void</i> <b>ZoomFullResolution()</b>	Displays rasters using full resolution, for other formats same as ZoomFit
<i>void</i> <b>Print</b> (boolean bDirectPrint)	Prints current document.
<b>Parameters</b>	
bDirectPrint	Flag indicating whether or not to show a dialog to user
<i>void</i> <b>PrintPreview</b> (boolean bDirect- Print)	Previews current document.
<b>Parameters</b>	
bDirectPreview	Flag indicating whether or not to show a dialog to user.
<i>void</i> <b>PageNext()</b>	Displays next page.
<i>void</i> <b>PagePrevious()</b>	Displays previous page.
<i>void</i> <b>PageSelect()</b>	Selects page number.
<i>void</i> <b>SetContrastLight()</b>	Sets the image contrast to be light, this only applies to raster files.
<i>void</i> <b>SetContrastNormal()</b>	Sets the image contrast to be normal, this only applies to raster files.
<i>void</i> <b>SetContrastDark()</b>	Sets the image contrast to be dark, this only applies to raster files.
<i>void</i> <b>SetContrastDarkest()</b>	Sets the image contrast to be darkest, this only applies to raster files.
<i>void</i> <b>GetContrast()</b>	Returns the image contrast value. The value can be one of the following for the raster file: CONTRAST_LIGHT    (-50) CONTRAST_MEDIUM    (0) CONTRAST_DARK    (66) CONTRAST_DARKER (100)
<i>void</i> <b>SetAntiAlias()</b>	Scales to grey, enhances the details of the raster file image that are viewed at less than 100% zoom.
<i>void</i> <b>InvertImage()</b>	Reverses the background and foreground colors of the raster file image.
<i>void</i> <b>ShowLayersDlg()</b>	Displays the Layer dialog.
<i>void</i> <b>ShowBlocksDlg()</b>	Displays the Blocks dialog.

Method	Descriptions
<i>void</i> <b>ShowNamedViewsDlg()</b>	Displays the Named View dialog.
<i>void</i> <b>ShowXRefDlg()</b>	Displays the Xref dialog.

## Events

Event	Description
<i>void</i> <b>StatusChanged</b> (short nNewStatus)	Fired when status changes.
<b>Parameters</b>	
nNewStatus	<b>New status value:</b> STATUSIDLE = 0x00 STATUSPROCESSING = 0x01 STATUSREADING = 0x02 STATUSREFRESHING = 0x04 STATUSREGENERATING = 0x08 STATUSREADINGFINISHED = 0x10
<i>void</i> <b>HelpString</b> (BSTR szMsg)	Help String for status indicator
<b>Parameters</b>	
szMsg	Help message
<i>void</i> <b>ExtentsChanged</b> (double extMinX, double extMinY, double extMaxX, double extMaxY)	Fired when extents change internally (not when properties change).
<b>Parameters</b>	
extMinX, extMinY, extMaxX, extMaxY	New extents' values.
<i>void</i> <b>PageChanged</b> (short nNewPage)	Fired when page changes internally.
<b>Parameters</b>	
nNewPage	New page value.
<i>void</i> <b>RotateChanged</b> (short nNewRotate)	Fired when rotate value changes internally.
<b>Parameters</b>	
nNewRotate	New rotate value.
<i>void</i> <b>FlipChanged</b> (short nNewFlip)	Fired when flip value changes internally.
<b>Parameters</b>	
nNewFlip	New flip value.

## Integration: AutoVue and Visual Basic Applications

All the integration methods available through "C" are also available under Visual Basic. Visual Basic provides hooks to call DLL functions and create "C"-like data structures. The easiest way to integrate AutoVue would be through OLE-Automation. This has several advantages, to wit:

- Access to a high level API
- The code that is produced can be used, with little or no modification, in applications that support Visual Basic for Applications (VBA). VBA is a programming language available in most Microsoft Office products (Word, Excel, Access, and so on)
- Language is easy to use and extensible

### OLE Automation Example:

---

```
; Declare the OLE Automation Object
Dim OleObj As Object

; Function: Create the Ole automation object. Must be called once when
; your program starts up.
Sub LoadOleObj()
    ' Create the OLE Automation Object
    Set OleObj = CreateObject("AutoVue.Application")
End Sub

; Function: Destroy the Ole automation object.
; Must be called once when your program exits. Performs necessary
; cleanups.
Sub UnloadOleObj()
    If (IsObject(OleObj)) Then
        ' Close the window
        OleObj.Execute ("CHILD CLOSE")
    End If
    ' Clean up
    Set OleObj = Nothing
End Sub

; Function: This sample function accessed
; to OLE Automation object and performs several operations.
; You should put in your own code here.
Sub ExecuteOleObj()
    If (IsObject(OleObj)) Then
        ' Copen file
```

---

---

---

```
'OleObj.Execute ("FILE OPEN C:\AV19.1\samples\Desktop-
Office\Word.doc")

'OleObj.Execute ("FILE OPEN ""C:\AV19.1\samples\3d\3D
Compare\Component_V1\Component.SLDASM""")

'OleObj.Execute ("COMPARE ""C:\AV19.1\samples\3d\3D
Compare\Component_V2\Component.SLDASM""")

' Display window: The Application is, by default, hidden
OleObj.Execute ("WINDOW SHOW")
'OleObj.Execute ("CHILD SHOW")
' Display another file
'OleObj.Execute ("FILE OPEN c:\autoexec.bat")
' Print the file
' OleObj.Execute ("PRINT")

'OleObj.Execute ("COMPARE ""C:\AV19.1\samples\3d\3D
Compare\Component_V2\Component.SLDASM""")
End If
End Sub
```

---



# **Format Support**

To see the latest list of file formats supported by the AutoVue family of products, please visit our website at: <http://www.oracle.com/us/products/applications/autovue/index.html>

A list of supported file formats is also available in PDF format with your AutoVue installation.

---

# Utilities

In addition to the APIs discussed in the Integration chapter, additional tools are provided with AutoVue. These include:

## Full Text Extraction

This utility allows users to extract text information from virtually any type of document, whether it be CAD, vector, text, and so on. This utility is perfect for extracting text from a file and providing textual information to a search engine for indexing. It also eliminates duplicates. For example, users can fully text index AutoCAD or MicroStation drawings in a document management system. Further information on this tool can be found in the Docs directory of your AutoVue Media Pack.

## Using the Full Text Extraction Utility

- 1 From the **Tools** menu in AutoVue, select **Auto Text Extraction**. Alternatively, open the file `Outtext.exe` located in the `C:\Program Files\av\avwin` directory.  
The Automatic Text Extraction dialog appears.
- 2 In the **From** text field, enter the path and name of the file from which the text is to be extracted.
- 3 In the **To** text field, enter the path and name of the file to which the discovered text is to be copied.  
File extensions include `.txt` and `.out`. The default is `text.out` located in the temp directory. If the file entered does not exist, it will be created for you.
- 4 Click **Extract**.

Text found in the **From** file are listed under **Contents** in the Automatic Text Extraction dialog.

## Ftype

This utility provides the file type of a file. For example, provided the filename `doc1.doc`, Ftype lets users determine that the file is a Microsoft Word document. This tool is useful for implementing batch check-in of files into a document management system or for providing MIME type information to a web server. Further information on this tool can be found in the Docs directory of your AutoVue Media Pack.

## CAD Information Extraction

This utility allows users to extract XRef information from a CAD file. This is useful for batch importing AutoCAD, MicroStation and various other types of CAD files into a document management system. To access this tool, select **CAD/Doc Text Extraction** from the **Tool** menu.

Examples of integrations using these tools and APIs can be found in the Integrat directory of the AutoVue Media Pack.

---

# **Troubleshooting AutoVue**

## **AutoVue Installer Fails**

In the event the AutoVue installer does not start, you should clear any Java settings (such as JAVA\_OPTIONS) in the environment variables.

# **Index**

- Numerics
- 2D Output options 78
- 3D Color options 68
- 3D Measurement Options 67
- 3D Options 63
  - export 68
- 3D PMI Options 65
- A
- Acrobat PDF options 37
- Activex control
  - AutoVue compareX control 140
  - AutoVueX control 114
  - AvMarkupX control 131
- Allegro Options 37
- Application options 76
- AutoCAD options 38
- Autodesk DWF options 39
- Autodesk Inventor options 40
- AutoVue commands
  - child 113
  - conversion 108
  - EDAT/drawing information 113
  - file 106
  - general 106
  - markup 111
  - option 111
  - printing 108
  - view 107
  - window 111
- C
- CAD Information Extraction 146
- CAD information extraction 146
- Cadence options 40
- Cadkey options 41
- CATIA 4 options 41
- CATIA 5 options 42
- CATIA options 41
- CGM options 42
- Change Locale of AutoVue 15
- Child commands 23
- Command line options 17
  - commands 17
  - syntax 17
- Compare options 77
- Conversion commands 33
  - options 33
- Conversion page size 78
- Customize AutoVue Startup 17
- D
- DDE commands 22
- DirectModel (JT) options 43
- Disable options 84
- DLL integration 100
- E
- ECAD options 70
- EDAT (Engineering Drawing Access Technology) 105
- Excel options 43
- Export BOM 25
- F
- File commands 24
- Format support 145
- Ftype 146
- Full Text Extraction 146
- G
- General commands 24
- General options 55
  - base font 61
- Gerber options 44
- H
- HPGL/HPGL2 options 45
- I
- IFC options 46
- INI file configuration 19
- INI File Options
  - 3D color 68
  - 3D Options 63
  - Acrobat PDF 37
  - Allegro 37
  - AutoCAD 38
  - Autodesk DWF 39
  - Autodesk Inventor 40
  - Cadence 40
  - Cadkey 41
  - CATIA 41
  - CATIA 4 41
  - CATIA 5 42
  - CGM 42
  - DirectModel (JT) 43
  - ECAD 70

- Excel 43
- General 55
  - base font 61
- Gerber 44
- HPGL/HPGL2 45
- IFC 46
- JPEG 43, 47
- JPEG 2000 48
- Markup 72
- ME10/OneSpace 48
- Microsoft Outlook 49
- MicroStation 7/8 49
- NC-Drill 51
- OrCad Layout 52
- printing
  - watermark
    - in view mode 95
- Pro/ENGINEER 52
- SolidWorks 53
- STEP 53
- Text 54
- TIFF 54
- UI Color 61
- Visio 54
- Word 55
- INI Options
  - 2D output 78
  - 3D measurement units 67
  - 3D PMI 65
  - Applications 76
  - Compare 77
  - Disable 84
  - Markup
    - Calibrate 75
    - Font 75
  - markup measurement 91
    - 3D distance 93
    - angle 92
    - arc 92
    - area 91
    - calibrate 94
    - distance 93
  - OEM 85
  - Overlay 77
  - page size options
    - millimeters 78
  - pen mapping 83
  - printing 85
    - batch pages 90
    - general 88
    - headers and footers 90
    - margins 90
    - notes 91
    - stamp 87
    - watermark 85
  - streaming file 76
  - thumbnail 85
- Initialization file
  - configuration 19
    - alternative INI file 19
  - general options
    - SHOWALLLAYERS 39
  - network configuration 21
  - OEM options 85
- Installation 10
- Integration 99
  - DDE 100
  - definition 99
  - DLL 100
  - EDAT, Drawing Information Extraction 105
  - integrating with Visual Basic applications 143
  - markup API 105
  - OLE automation 102
  - VCET API 105
  - with AutoVue 99
- J
- JPEG 2000 options 48
- JPEG options 47
- M
- Markup API 105
- Markup commands 36
- Markup Measurement options 91
  - 3D distance 93
  - angle 92
  - arc 92
  - area 91
  - calibrate 94
  - distance 93
- Markup options 72
  - calibrate 75

- font 75
- ME10/OneSpace Designer Drafting options 48
- Microsoft Outlook 49
- MicroStation 7/8options 49
- N
- NC-Drill options 51
- Network configuration 21
- O
- OEM options 85
- OLE Automation 102
- Option commands 36
- OrCad layout options 52
- Overlay options 77
- P
- Page Size options
  - inches 78
  - millimeters 78
- Pen mapping options 83
- Printing
  - disabling 84
- Printing commands 25
  - options 25
- Printing options 85
  - batch pages 90
  - general 88
  - header and footers 90
  - margins 90
  - notes 91
  - stamp 87
  - watermark 85
- Pro/ENGINEER options 52
- S
- Scripting 22
  - commands
    - child 23
    - conversion 33
      - options 33
    - export BOM 25
    - file 24
    - general 24
    - markup 36
    - option 36
    - printing 25
    - printing options 25
    - setup 36
    - viewing 35
  - window 23
  - file
    - overlays 24
    - syntax 22
    - syntax diagrams 22
  - SolidWorks options 53
  - STEP options 53
  - Streaming File Options 76
  - Syntax diagrams 22
  - System Requirements 10
- T
- Text options 54
- Thumbnail options 85
- TIFF options 54
- U
- UI Color options 61
- Uninstallation 13
- Utilities 146
  - CAD Information Extraction 146
  - CAD information extraction 146
  - Ftype 146
  - Full text extraction 146
- V
- VCET API 105
- View commands 35
- Visio options 54
- W
- Window commands 23
- Word options 55

# **Feedback**

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