Installation and Administration Manual

Oracle AutoVue 20.0.0, Desktop Deployment

Contents

Preface

The *Oracle AutoVue Installation and Administration Manual* describes how to install and configure Oracle AutoVue.

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*
- *Acknowledgments*
- *Supported Formats List*
- *Product Limitations*
- *Product Variations - Feature Matrix*
- *Performance Related INI Options*

Conventions

The following text conventions are used in this document:

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

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

AutoVue Key Features and Capabilities

- View hundreds of document types.
- Navigate complex drawings and documents easily.
- Perform text searches.
- Access embedded intelligence in EDA designs.
- Add markups and comments.
- Compare 2-D designs.
- Compare 3-D models.
- Create virtual prototypes and mockups of 3D models.
- Advanced printing capabilities
- Convert designs to image, PDF and other neutral formats

System Requirements

The following are certified by Oracle Corp.

- Windows XP 32-bit
- Windows Vista 32-bit
- The installation requires about 400MB of free space.

AutoVue Installation

Installing AutoVue

Note: If you want to install AutoVue in non-interactive mode, refer to "Appendix A: Non-Interactive Installations".

To install AutoVue, do the following:

1 Download the Oracle AutoVue Media Pack and extract its contents.

2 Run the AutoVue installer executable *jInstall.exe* that is located in folder *DesktopDeployment*.

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

4 Click **Next** to begin installation.

5 Specify the installation directory and then click **Next**.

Example: `C:\Program Files\jVue`

6 For Windows OS installations, select one of the following locations to create shortcuts and then click **Next**.

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

To create icons for all users of AutoVue, select **Create Icons for All Users**.

7 Review the pre-installation summary and then click **Install**.

8 Click **Done** to quit the installer.

AutoVue is installed in the specified directory.

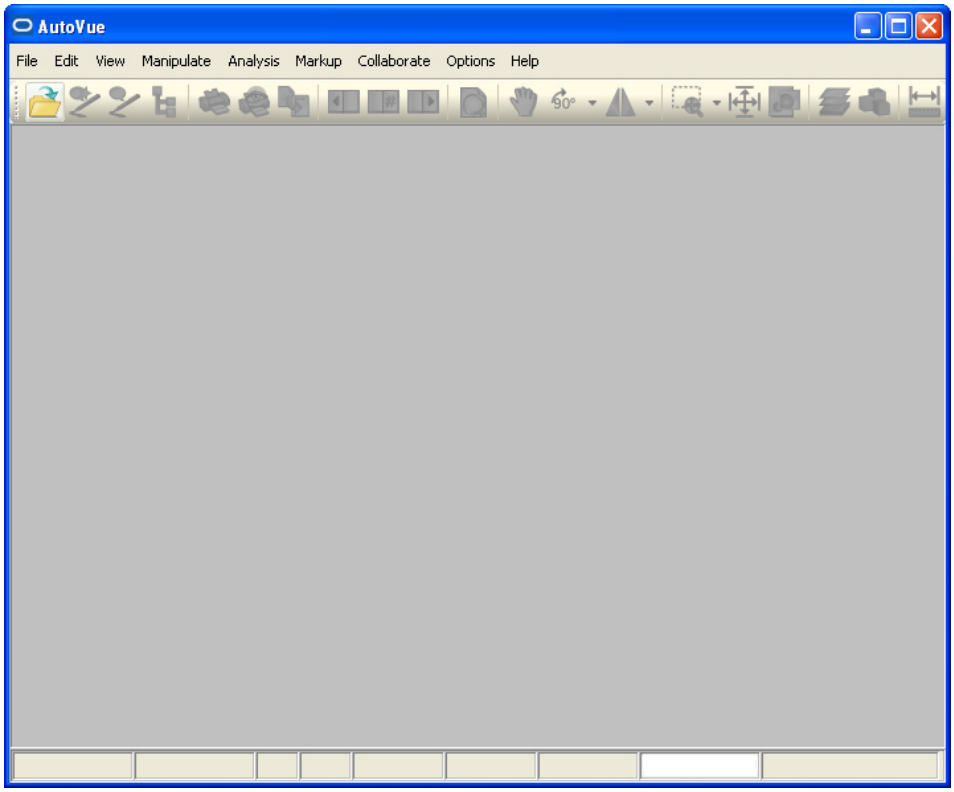
Note: If there are any warnings or errors, refer to the installation log file, `install.log`, located in the <AutoVue Installation Folder>\bin directory.

Verifying Your AutoVue Installation

To verify your AutoVue installation:

1 Start AutoVue by selecting “Start AutoVue” from the AutoVue programs shortcut.

AutoVue should load successfully.



If AutoVue does not load, refer to "Debugging AutoVue" for information on troubleshooting your installation.

Command-Line Configuration for AutoVue

You can configure AutoVue by specifying some command line parameters. This section describes the command-line configuration parameters for AutoVue.

To update the command-line parameters, edit jvue_direct.bat and add or modify parameters as you need.

Syntax:

```
-PARAM <name>=<value>
```

Name	Type	Value
FILENAME	URL	Set it to the file to be opened at start-up.
	http://*host/file*	Specify a HTTP URL for file open.
	ftp://*host/file* or... ftp://*<user>:<password>@<ftpserver>/file*	Specify a FTP URL for file open.

Name	Type	Value
FORMAT	[AUTO | TILED | METAFILE]	Set the rendering format. **TILED** uses a tiled-raster representation of documents to display file. **AUTO** uses adapted representations depending on the type of file viewed. When set to **METAFILE**, data is streamed to the client as a compressed metafile (CMF). Display lists are sent to the client and the client interprets and renders these display lists. Generally, Office documents are rendered in TILED mode, while 2D and Raster documents are rendered in METAFILE mode. **Default:** AUTO
GUIFILE	String	The Graphical User Interface (GUI) definition file used. GUI files are stored in subdirectories of the root directory specified in the **[Users]\Directory** key of the **VueCore.ini** file. The specification can also specify a local file using the **"file://"** convention. Default for the **[Users]\Directory** key is **<bin dir>\Profiles**.
HEAVYWEIGHT	[TRUE|FALSE|AUTO]	Specify if you would like to use JOGL's heavyweight or lightweight widget to render 3D Models. When heavyweight is on, AutoVue uses hardware acceleration to render 3D. Default is AUTO and AutoVue uses heavyweight rendering on all clients except MAC clients.
LOCALE	[DE|EN|FR|JA|KO|TW|ZH]	The Locale to be used in the user interface, specified as an ISO639 two-letter code. Using this parameter, you can force the applet GUI to be displayed in one of the supported languages. If not set, the Locale is determined using the client system properties.

Appendix A: User INI Options

The following INI options are set in the *username*.ini file. Where *username* can be the OS profile username or the username from a backend system that is integrated with AutoVue.

In the following sections, option section headers are indicated in brackets []. 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 **1**, 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 **0**, this option is disabled and the line display is not enhanced.	0
PDFMAXIMAGESIZEMB = [*val*]	Allows users to set the maximum image size (in Mbytes) of large bitmaps in PDF files after which the PDF decoder starts reducing resolution to reduce memory use.	150

Allegro Options

Configure options for Allegro files.

[ECAD]

Parameter	Description	Default
ALLEGRO_USETRUETYPEFONTS = [0|1]	Set to **0** to use stroke font. Set to **1** to use true type to use true type font instead (increases performance).	0
ECAD_3D_SHOWHOLES = [0|1]	Set to **1** if you want holes to be drawn in the 3D model. Set to **0** if you do not want holes to be drawn in the 3D model (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 **1** to improve rendering speed of AutoCAD 3D. **Note:** Setting this option to 1 means that layers will not be listed and AutoVue streams all meshes and extrusions in one body. Set to **0** will mean slower rendering of AutoCAD 3D. However, layer information is listed and each mesh is streamed in its own entity.	0
ACAD_MAXNUMLINETYPECYCLES = [0-1000]	Specifies the maximum number of times a line type pattern can be repeated for a particular entity segment. **Note:** Any entity segment that has more cycles than then specified line type is drawn with a solid line type.	256
ACAD_PENSETTINGSAFFECTLINEWIDTH=[0|1]	Option is for AutoCAD drawings. When set to **0**, pen settings do not affect non-zero constant width polylines. When set to **1**, pen settings affect non-zero constant width polylines.	0
ACAD2004RGBCOLOR=[1|0]	Set to **1** to use RGB color. Set to **0** to use AIC (AutoCAD Indexed Color). **Note:** Should be set to **0** to be able to use pen settings for printing. **Note:** This is for AutoCAD 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.	
DRAWORDER=[0|1]	Set to **1** to draw sorted (ordered) entities from the last save of the DWG file. Set to **0** to draw entities in the order they were first created.	1
FIELDDISPLAY = [0|1]	Specify whether or not field backgrounds display. Set to **1** to display field background. Set to **0** to hide field background. **Note:** For AutoCAD 2005 and later.	1
LWDEFAULT = [1-100]	Set the default line weight. Specify a value between **1** (which corresponds to 0.01mm) and **100** (which corresponds to 1mm). Default value is **25** (which corresponds to 0.25mm).	25

Parameter	Description	Default
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 **1** 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 **1** to display non-rectangular viewports. Set to **0** to disable display of non-rectangular viewports and improve performance. Note that the accuracy of the display will be compromised. **Note:** This options applies to AutoCAD 2000 and up files.	1

Autodesk DWF Options

Configure options for Autodesk DWF files.

[Options]

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

Autodesk Inventor Options

Configure options for Autodesk Inventor file.

[Options]

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

Cadence Options

Configure options for Candence Concept HDL file.

[ECAD]

Parameter	Description	Default
CADENCE_CALLOUTS FILE = [*file path*]	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 **1** so that PCB boards should not be displayed.	0
CADENCE_CPMONLY= [0|1]	Set to **1** 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 **Prtfont.map** 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
CATIALOADPMI = [0|1]	Set to **1** to enable displaying of PMIs. Set to **0** 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: *analytical* and *spline geometry*. Set the value for the preferred representation: **0**: Analytical representation is preferred. **1**: In some cases spline geometry will be selected. **2**: Spline geometry is preferred.	0
CATIAPROJECTFILE=[*file path*]	Specify the full path to the CATIA project file.	
LOADCATIAWIRES=[0|1]	Set to **0** to disable display of 3D wires for CATIA 4 3D.	1
CATIADEFAULTFONT	Specify the default Catia 4 native font to use if a font is not found.	
CATIAFILTERNONROOT= [0|1]	Set to **0** to display root entities for CATIA 4 3D.	1
CATIAFILTERNOSHOWS= [0|1]	Set to **0** so that no show entities are displayed.	1
CATIAIGNOREPROJECTIONLAYER=[0|1]	Set to **1** to support projected view visibility through draft view layer settings for CATIA 4 drawings	0
CATIAPROJECTFILEPATH = [*file path*]	Specify the directory path for the location of project files. If the option is set, it will override the existing INI option CATIAProjectFile. Otherwise if the option is not set or project file(s) cannot be found in the specified directory, the old option (CATIAProjectFile) will be used.	

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

CATIA 5 Options

Configure options for CATIA 5-specific files.

[Options]

Parameter	Description	Default
CATIA5BUILDCGMSETS = [0|1]	Controls the display of Geometrical sets. Set to **1** to show geometrical sets structure in the Model Tree.	1
CATIA5BUILDIINVISIBLECGMBODIES = [0|1]	Set to **1** 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 **0** to enable clipping in CGM files. Some files may display as empty when the value is **0**. Set to **1** to disable clipping.	0
SHOWBACKGROUND=[0|1]	Set to **1** to display the background of CGM files with color. Set to **0** 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. **Note:** It is recommended to reduce the model's resolution mesh to LO if loading large complex assemblies degrades performance or utilizes significantly high memory resources.	HI

Excel Options

Configure options for Excel files.

[Options]

Parameter	Description	Default
DOCVIEW = [0|1]	Set to **1** to display an Excel file in Print Preview mode Set to **0** to display as a regular spreadsheet.	0
DOCVIEWSHOWHEADERS = [0|1]	Set to **1** to display headers when **DOCVIEW = 1**.	0
USESMALLFONTSFOREXCELSMALLTEXT = [0|1]	Set to **1** so that the Excel Small Fonts font is used to display text at small fonts sizes of 7 points or less (matching Excel behavior). Set to **0** so that the Small Fonts font is not used. **Note:** This parameter has effect only if the Small Fonts font is installed on the system (it usually comes with Excel).	0

Gerber Options

Configure options for Gerber files.

[Gerber Format]

Parameter	Description	Default
APERTURE_FORMAT_FILEPATH =[*file path]*	Specifies the file path for the aperture format file.	
ENDOFCOMMAND = [ASTERISK | DOLLAR | ENDOFLINE | 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: **ASTERISK**: End of command is ***** **DOLLAR**: End of command is $ **ENDOFLINE**: End of command is the end of the line. **AUTODETECT**: AutoVue automatically detects the end of command character.	AUTODETECT
INCREMENTALMODE = [0|1]	Set to **1** if data is in incremental mode.	0
MULTIQUADRANT_ARCS_BY_DEFAULT = [0|1]	Specifies whether the default circular interpolation is multi-quadrant or single-quadrant. Set to **0** so that the circular interpolation is single-quadrant. Set to **1** so that the circular interpolation is multi-quadrant.	0
NUMDECIMALS = [*num*]	Enter the number of decimals. Specify a value can be between 1 and 6.	3
NUMDIGITS = [*num*]	Enter the number of digits. Specify a value can be between 1 and 6.	2

Parameter	Description	Default
TOOLFILEPATH = [<*filepath*>*default*.too]	Specifies the path to the aperture list file.	Web Version: <install directory>\jVue\bin\default.too Desktop Version: <install directory>\av\avwin\default.too
TOOLFILETYPE=[0|1|2|3|4|5|6|7]	Specifies the type of aperture list file. **0** = CSI **1** = Orcad **2** = ECAM **3** = Protel **4** = Artwork **5** = Allegro **6** = Visula **7** = Autotrax	0
TRAILINGZEROS[0|1]	Set to **1** if coordinate data is in trailing zeros format.	0
TOOL_UNIT=[-1|1|2|12]	Specify the unit for the tool and aperture file if unit is different from the Gerber file. **-1** = Unspecified file unit. Aperture file will adopt the same unit as the Gerber file. **1** = inches **2** = millimeters **12** = mil	-1
UNITS = [1|2]	Specifies the unit. Set to **1** for inches (in). Set to **2** for millimeters (mm).	1

HPGL/HPGL2 Options

Configure options for HPGL/HPGL2 file.

[Options]

Parameter	Description	Default
CODEPAGE = [*num*]	Forces text display of a specific language. Specify the codepage to use for hpgl files. For example, set **CODEPAGE = 932** to display Japanese text in HPGL files. For a full list of value, refer to the following Web sites: http://www.microsoft.com/globaldev/reference/cphome.mspx http://en.wikipedia.org/wiki/Code_page	

Parameter	Description	Default
HPBACKGROUND = [0|1]	Set to **0** so that the page background is not drawn. Set to **1** to draw page background. **Note:** Applies to HPGL/HPGL2 files.	0
HPGLCOLORTBL = [<*file path*>\hpglcol.tbl]	Specifies the color table for HPGL/HPGL2 files. The color table file specifies the mapping between a pen number and a color. **Note:** This option is used only if the file does not explicitly specify pen colors with the HPGL PC command.	Web Version: <install directory>\jVue\bin\hpglcol.tb Desktop Version: <install directory>\av\avwin\hpglcol.tb

IFC Options

Configure options for IFC 3D files.

[Options]

Parameter	Description	Default
IFCCOLORS	Specify group element colors for IFC files. **Syntax:** **[Options]** IFCCOLORS=GROUP_ELEMENT_NAME(r,g,b) or IFCCOLORS=GROUP_ELEMENT_NAME(color_name) where GROUP_ELEMENT_NAME is the name of the group element. For example DOORS, WINDOWS, WALLS (r,g,b) is the RGB value for the color color_name is the string representing the color All color definitions should be on the same line and should be separated by spaces. For example: IFCCOLORS= WALLS(WHITE) DOORS(GREEN) WINDOWS(BROWN) Special element name OTHERS is used for all elements that are not in the color definition. Special color NONE is used when you want to use the 3d default element color for a group element. IFC pre-defined color extension is defined as below: **Color Name** **(R,G,B)** LIGHTCYAN (188,255,255) BROWN (205,91,69) LIGHTYELLOW (255,219,153) CADETBLUE (122,197,205)	IFCCOLORS= WALLSTANDARDCASES(255,255,255) CURTAINWALLS(255,255,255) DOORS(255,219,153) OTHERS(0,255,255) SLABS(205,91,69) WALLS(255,255,255) WINDOWS(122,197,205)

Parameter	Description	Default
IFCCOLORS_MODE=[0|1|2|3]	Specify the mode of using default element colors. Set to **0** to turn off default element colors. Set to **1** to use default colors. File-defined colors are ignored. Set to **2** to use default colors for elements without file-defined colors. Set to **3** to use default colors for elements without file-defined colors, and to replace elements defined as black.	3
IFCREADPROPERTIES=[0|1]	Enable or disable loading of attributes for IFC files. Set to **1** to display all supported entity properties for an IFC file. Set to **0** to display only the default entity properties which are Display Mode, Name and Visibility.	1
IFCLOADINVISIBLESPACES=[0|1]	Enable or disable loading of internal spaces boundary geometry. Set to **1** to enable loading of internal spaces boundary geometry. Set to **0** to disable loading of internal spaces boundary geometry.	1
IFCWINDOW_TRANSPARENCY=[*int value*]	Specify the transparency level for windows in IFC files. Value is an integer between 0 (no transparency) and 100 (full transparency).	55

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

JPEG 2000 Options

Configure options for JPEG 2000 files.

[Options]

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

ME10/OneSpace Designer Drafting Options

Configure options for ME10/OneSpace Designer Drafting files.

[Options]

Parameter	Description	Default
ME10CONSTRUCTION GEOM = [0|1]	Set to **1** 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 **0** if the file does not contain any Multibyte fonts (Far Eastern Languages). Set to **1** if the file contains a mixture of Singlebyte/Multibyte fonts.	0
ME10RGBCOLOR = [0|1]	Determine the mode of colors for ME10 files. Set to **1** to use RGB colors. Set to **0** to use AIC (AutoVue Indexed Color). **Note:** When set to **0**, you can customize file me10col.tbl to get desired pen settings.	1
ME10SHOWVERTEX = [0|1]	Set to **1** to draw vertices for ME10 files.	0

Parameter	Description	Default
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: • By specifying the path to them using the INI option XFONTPATH.	Web Version: <install directory>\jVue\bin\mefont.map Desktop Version: <install directory>\av\avwin\mefont.map

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. **0** – Hyperlink on, Attachment on **1** – Hyperlink on, Attachment off **2** – Hyperlink off, Attachment on **3** – Hyperlink off, Attachment off	0
DOWNLOADWEBRESOURCES=[0|1]	Specifies whether external (files other than .msg files) resources are downloaded and displayed. Set to **1** to enable download and displaying of external resources. Set to **0** to disable download. **Note:** This option is not supported with AutoVue on Linux.	0

MicroStation Options

Configure options for MicroStation files.

[Options]

Parameter	Description	Default
DGN_FAST3D = [0|1]	Set to **1** to improve rendering speed of MicroStation 7 and 8 files. **Note:** 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 **0** 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

Parameter	Description	Default
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. **Example:** Set to **0.0**: Reduces all lineweights to 0 (1 pixel width). Set to **1.0**: Lineweights remain at their default value. Set to **0.5**: Reduces all lineweights by half. Set to **2.0**: Multiplies all lineweights by 2.	1.0
DGN8XREFUNITS=[*unit*]	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. **Example**: DGN8XREFUNITS = meters **Note:** Option applies to MicroStation version 8 files with AutoCAD XRefs.	
DGNARABICFONTS = [0|1]	Support for Arabic fonts for MicroStation. Set to **1** to specify right-to-left drawing.	0
DGNCOLORTBL = [<*file path*>\color.tbl]	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. If a color-table element exists in the file, it will supersede this option. **Note:** Option applies to MicroStation version 7 files.	
DGNDEACTIVATELEVSYMB = [0|1]	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. **Note:** Option applies to MicroStation 7 and 8 files.	0
DGNDISABLEZCLIP = <0|1>	Specifies whether to take the z-axis into consideration when applying a clip region (a cut-out region) to a 2D drawing. Set to **1** if the contents of the clipped image should not be restricted based on the z-coordinate of individual objects. Set to **0** if the contents of the clipped image should be restricted based on the z-coordinate of individual objects. **Note:** This option only applies to 2D drawings; it is not considered when loading a 3D model. **Note:** Option applies to Microstation 7 files.	0
DGNFONTRSC = [<*file path*>\font.rsc;full 2. . .]	Specifies a semi-colon separated list of the full paths to fonts for the MicroStation font RSC files.	
DGNIRASB = [0|1]	Set to **0** so that MicroStation raster hybrid files follow the I/RASB conventions for raster extents. Set to **1** if you find that the raster components of MicroStation files appear stretched.	0
DGNLSTYLERSC =[<*file path*>\style.rsc]	Specifies the full path to a MicroStation linestyle resource file that will be used to render linestyles and multi-line patterns. **Note:** Option applies to MicroStation 7 and 8 files.	

Parameter	Description	Default
DGNREFCYCLECHECK = [0|1]	When set to **1**, the decoder will check for circular references in reference paths. Circular references will not be displayed, except for the case where a given model references itself. When set to **0**, all references will be displayed, as long as nesting depth permits. **Note:** Option applies to MicroStation 8 files and corresponds to MicroStation v8.5 environment variable MS_REF_CYCLECHECK.	1
DGNSHOWZEROLENGTHLINES = [0|1]	Set to **1** to display zero-length lines as fixed-sized filled squares. Set to **0** to ignore zero-length lines. **Note:** Option applies to Microstation 7 files.	0
DGNLSTYLEDASHDOT =[*description*, *number of patterns*, *pattern1*, *pattern2*,... , *pattern6*]	Defines up to seven line styles (indexed from 1 to 7). Each line style, separated by a comma, can include up to six patterns. Each line style must be preceded by a description and a number specifying the number of patterns for the style. **Example:** DGNLSTYLEDASHDOT = style1,5,-1,1,0,-1,2,style2,3,2,-2,-2 In this example, two line styles (index 1 and index 2) are defined. the line styles provided by this parameter replaces the default seven standard styles. A line that uses style index that has not been provided is displayed as a solid line (for example, a line with style3 when only two styles have been defined).	

NC-Drill Options

Configure options for NC-Drill files.

[ECAD]

Parameter	Description	Default
NCD_UNITS=[1|2]	Specifies units for NC-Drill files. **1** = inches **2** = millimeters	1
NCD_TRAILINGZEROSOMITTED=[0|1|2|3]	**0** = Coordinate data is trailing zero omitted **1** = Coordinate data is leading zero omitted **2** = Coordinate data is all digits present **3** = Coordinate data is explicit decimal point	0
NCD_COMMENTSYMBOL=[*symbol]*	Specifies the comment symbol.	;
NCD_INCREMENTALMODE=[0|1]	Set to **1** if data is in incremental mode. **0** = absolute mode **1** = incremental mode	0
NCD_NUMDIGIT=[0-6]	Specifies the number of digits. Enter a value between 0 and 6. **Note:** 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. **Note:** Changing this value will affect the x, y coordinate.	4

Parameter	Description	Default
NCD_APERTURE_FORMAT_FILEPATH=[*file path]*	Complete path for Aperture format file. This file provides information on how to read the tool file	
NCD_TOOLFILEPATH=[*file path]*	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 **1** to display the copper pour cutouts. Set to **0** to disable the display.	0

Pro/ENGINEER Options

Configure options for Pro/ENGINEER files.

[Options]

Parameter	Description	Default
PROE2DLOADPICTURE = [0|1]	Set to **1** to load the preview data for Pro/ENGINEER 2D Drawings. If preview does not exist, the 2D drawing will be generated from the 3D Model.	0
PROE2DLOADSAVEDDISIPLAY LISTS = [0|1]	Set to **1** 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
PROE2DTANEEDGEDEFAULTSTYLE = [0-4]	Specifies the default line style for tangent edges if it is not saved in the native file. The styles are: **0** - Solid **1** - Disabled **2** - Control **3** - Phantom **4** - Dimmed	0
PROE2DVIEWDEFAULTSTYLE = [HIDDEN | WIREFRAME | SHADING | NO HIDDEN]	Specifies a default style to display 3D projected views: • HIDDEN • WIREFRAME • SHADING • NO HIDDEN	NO HIDDEN

Parameter	Description	Default
PROELANG=[*native font*]	Specifies the native font to use for Pro/ENGINEER 2D drawings. Possible values are: Korean/Japanese/Chinese_cn/Chinese_tw/Hebrew/Russian **Example**: ProELang = Chinese_cn Font files to use should be defined in the proefont.map file located in the jvue\bin\font subdirectory in the AutoVue installation directory. Refer to proefont.map for more instructions regarding font mapping.	
PROELOADCOSMETICS = [0|1]	Set to **0** to turn off display of datum cosmetics (coordinate system, datum planes and datum axes and datum points).	1
PROELOADCOSMETICWIRES=[0|1]	Set to **0** to turn off display of cosmetic wires.	1
PROELOADPMIDATA = [0|1]	Set to **0** to disable display of PMI entities.	1
PROEMASSPROPUSEMESH = [0|1]	Set to **1** to compute mass properties (volume, surface area, mass,...) using the mesh model. Set to **0** to compute mass properties using the BRep model.	0
PROEPMIDIMTOLDISPLAY = [0|1]	Set to **1** to display tolerance for dimension entities for Pro/ENGINEER 3D files.	1
PROESHOWHIDDENLINEDASHED=[0|1]	This option controls the display and printing of hidden lines contained in Pro/ENGINEER drawings. Set to **1** to display and print hidden lines as dashed lines. Set to **0** to display and print hidden lines as solid lines.	0

SolidWorks Options

Configure the option for SolidWorks files.

[Options]

Parameter	Description	Default
SWWIRECOLORVISIBLE=[*int value*]	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 **1** to display the border (bounding box) of 2D views in a SolidWorks drawing. Set to **0** so that no border is drawn.	0

STEP Options

Configure options for STEP file.

[Options]

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

Text Options

Configure options for text files.

[Options]

Parameter	Description	Default
CODEPAGE =[*num]*	Forces text display of a specific language. Specifies the codepage to use for TXT files. For example, set **CODEPAGE = 932** to display Japanese text in TXT files. For a full lists of value, refer to the following Web sites: http://www.microsoft.com/globaldev/reference/cphome.mspx http://en.wikipedia.org/wiki/Code_page	
MAXPLAINTEXTPAGES = [*num]*	Sets the maximum number of plain pages to be loaded to help improve performance. The option only affects unformatted text; other types of documents (Word, RTF, and so on) are not affected. **Note:** Setting the option value to 0 or less results in the entire file loading.	1000

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 **BLACK** to force zero pixels to display black. Set to **WHITE** to force zero pixels to display white. Set to **FILE** to force zero pixels to display as the pixel color specified in the file. **Note:** This only applies to black and white TIFF images.	FILE

Visio Options

Configure options for Visio files.

[Options]

Parameter	Description	Default
VISIODRAWINGPAGE = [0|1]	Specify if you want to display Visio files in drawing mode or in print mode. Set to **1** to display in print mode.	0
VISIOPAGE = [0|1]	**0**: Off **1**: On. Displays the page outline and background.	0
VISIOPAGEBKCOLOR = [*num*]	Used to turn ON/OFF the page background fill color for Visio files. If set to the default **-1**, there will be no background. 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=[*file path*]	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>bin/fonts
DOC_SHOWTABLEGRIDLINES = [0|1]	Turn table grid lines on and off. Set to **1** to display the table gridlines. Set to **0** to hide the table gridlines. Unlike cell borders, gridlines never print.	0

General Options

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

[Options]

Parameter	Description	Default
ANTIALIAS = [0|1]	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 **1**, anti-aliasing is enabled. If set to **0**, anti-aliasing is disabled and degrades the quality of the display.	1
ARCRESOLUTION = [*num]*	Indicates the degree increment used in rendering arcs. Value can be a number from 0 to 10.	10
BRIGHTNESS = [*value*]	Specify the brightness value for the current control (this only affects colored raster formats and vectors overlaying them). Value can be an integer between **-100** (black display) and **100** (white display).	0
CLIPLIMIT = [*num*]	Reduce file loading time. Set *num* to **more than 1500**: the clipping is performed on the server (in "TILED" rendering format). Set *num* to **less than 1500**: the clipping is performed on the client (in "METAFILE(CMF)" rendering format).	1500
CONTRAST = [*value*]	Applies contrast to raster images. The value can range from **0** (low contrast) to**100** (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 **1** to add as graphical elements. Set to **0** to convert to PDF annotations.	1
DEFAULTDOCPAGESIZE=[*height , width*]	Specifies the page size in inches that AutoVue should use in order to properly display text files. **Example**: DefaultDocPageSize = 11.0,8.5 will force AutoVue to display text files at a page size of 11x8.5 inches. **Note:** This option is only for Text files and Microsoft Outlook Messenger files.	
DEFAULTFILEUNITS=[1|2|5|7|8|9|10|11|12|14|15]	Specifies the unit to use if native file does not contain units information. 1 - inches 2 - millimeters 5 - centimeters 7 - meters 8 - kilometers 9 - feet 10 - yards 11 - miles 12 - mils 14 - microns 15 - microinches	1

Parameter	Description	Default
DIBTRUECOLOR = [0|1]	Set to **1** to force rendering of 4-bit and 8-bit raster images on a 24-bit pixmap.	0
DIGITSNUMBER	Specifies the number of decimals to display when measuring in AutoVue.	6
ENABLEIDENTICALPARTDETECTION=[0|1]	Optimizes the performance of loading 3D files. Set to **1** to detect identical parts in a native file before streaming begins. The detection helps to share more parts in the model and, as a result, reduce the amount of streaming data. In some cases, this procedure may become very slow and cause a critical slowdown in the loading of native files in AutoVue. Set to **0** to disable the procedure. By doing so, a memory increase on client side is apparent, as is a slowdown in the loading time for native files. As a result, performance is degraded except for files where this procedure suffers from a critical slowdown(as mentioned above).	1
ENABLEUFCAUTOCOMPLETE=[0|1]	Specifies whether to enable the filename auto-completion option for the File Open dialog. Set to **1** to enable filename auto-completion option. Set to **0** to disable filename auto-completion option.	1
FASTDISPLAY = [0|1]	AutoVue renders the drawing ignoring some details in order to speedup the rendering. Set to **0** so that AutoVue performs a full rendering without any optimization of the drawing of the primitives. Set to **1** so that AutoVue performs the following optimizations when the file is rendered in TILED mode: • Draw small text as boxes. • Ignore the line-style for small primitives and draw them with plain style. • Ignore the point style for points and draw them in dot style.	0
FLIP = [0|1|2|3]	Specifies: **0** - none **1** - horizontal **2** - vertical **3** - both	0
FOLDERPERMISSIONS = [0|1]	Switch off the verification of client permissions for accessing the UNC path. Set to **1** to follow the standard folder permissions. Set to **0** to allow the client to access file locations for which the client does not have permissions.	1
FORCETOBLACK = [0|1]	Set to **1** to force all colors to black when displaying vector documents.	0

Parameter	Description	Default
FULLCOLORPRINTERSUPPOART = [0|1]	Enable color printing for some monochrome images. Set to **0**: Default AutoVue behavior; where some transparent monochrome images are not printed in color due to some printers that do not fully support transparency. Set to **1**: Enables certain monochrome images to be printed in color with color printers. This flag should not be set by default because it has some drawbacks and may cause some problems on some printers. Enabling option 1 could cause a decrease in performance: • The spool size is much larger because there is 8 to 24 times more information sent to the printer. • Not all printers support image transparency and using them with this option may yield incorrect results.	0
INVERT = [0|1]	If **1**, monochrome raster images are displayed inverted.	0
KEEPORIGINALCOLORS = [0|1]	Set to **1** to keep original colors - white graphics and black graphics will always be drawn white and black respectively, even if the background is white or black. Set to **0** to invert colors for white and black graphics on white and black background.	0
LOOKAHEAD = [1|0]	Enable look ahead rendering a Tiled mode.	0
NOSYMBOLTTF = [0|1]	Set to **1** to override the Charset of Symbol fonts. It will be replaced by the default Charset. This option applies to DWF and DWG files only.	0
NOWINARCS = [0|1]	Set to **1** so that Windows GDI functions are not used to draw arcs. Set to **0** so that Windows renders the arcs. This option is used for some HP print drivers that do not properly render arcs and circles.	0
OVERLAYALPHAVALUE = [0|1]	Controls transparency of two overlaid tiff files. Set to **1** so that the overlay is opaque. Set to **0** so that the overlay is transparent. **Note:** Use only for Autovue client on Java2.	0.5
PMITEXTRENDERINGSTYLE = [0|1|2]	Specifies the text rendering style for PMI entities. **0** - Native Setting **1** - 3D **2** - Flat-to-screen	0
RASTERFIT = [0|1]	Set to **1** to fit the initial display of raster images to the screen. Set to **0** so that the full resolution is shown.	1
RASTERMEMLIMIT = [*n_kbytes]*	Swaps raster data to disk when the Windows global memory heap falls below n_kbytes.	6000
RASNOFORCETOBLACK = [0|1]	Set to **1** to disable Force to Black for raster overlays and raster files. **Note:** Option is applicable only when **FORCETOBLACK = 1**.	0
REPLACEMENTFONTS=*font1;font2;...;fontn*	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 containg non-English TrueType text. Specify a semicolon (;) separated list of font face names.	
REQUESTTIMEOUT = [*timeout value in milliseconds*]	Partial results polling timeout in milliseconds.	500

Parameter	Description	Default
RESETROTATEAANDFLIP=[0|1]	This option allows the user to choose rotation and flip settings when viewing files. Set to **1** to render the 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. Set to **0** to render the file with the rotation and flip settings defined in AutoVue GUI or in AutoVue INI file.	1
RESOLUTION = [1|2|3|4]	If 3DPOLICYMANAGER = 1, set load resolution. **1** = Low **2** = Medium **3** = High **4** = Very High	2
RESOLVERESOURCES = [0|1]	Enable/disable resource file lookup by the client. Set to **1** so that the client will try to locate resource files, Set to **0** so that the client will never receive a request to resolve resources.	1
RESOURCERESOLVINGTIMEOUT=[*time in seconds*]	Specifies the timeout for resource resolving callback. After the timeout has elapsed, resource resolving callback will not wait for a response from the client, it will continue execution without attempting to resolve any more resources on the client.	60
ROTATE = *[degrees]*	Specifies the degrees of rotation as 0, 90, 180 or 270.	0
SELECTIONHIGHLIGHT = [0|1]	Specifies selection highlight mode. **0**: Bounding box **1**: Entity default color	
SHOWDIMENSION = [0|1]	Set to **1** to show dimension entities. Otherwise, they are not shown.	1
SHOWFILL = [0|1]	Set to **0** to display only the outlines of filled entities (solids, fat polylines, and so on). Set to **1** so that the entities are shown as filled.	1
SHOWHATCHING = [0|1]	Set to **0** so that the FILLMODE system variable (AutoCad) and the Hatch display are turned off. Set to **1** so that the Hatch entities are displayed.	1
SHOWLINESTYLE = [0|1]	Set to **1** to show linestyle patterns. Set to **0** so that linestyles are displayed as solid lines.	1
SHOWLINEWEIGHT = [0|1]	Set to **1** to display varying line thicknesses. Set to **0** so that no line weights are displayed for any lines (all lines appear equal).	1
SHOWTEXT = [0|1]	Set to **1** so that text entities are shown.	1
SHOWTREE = [0|1]	Set to **1** to display tree. Set to **0** to switch off the tree display.	1
SHOWXREFS = [0|1]	Set to **1** so that external reference files are shown.	1
SHOW_POINTOPOINT_PAGE = [0|1]	Set to **1** to hide the Point to Point distance tab. Set to **0** to display the Point to Point distance tab. **Note:** When snapping to an edge with the Point to Point distance tab enabled, the distance is measured from the exact point you click on the drawing (rather then the midpoint).	0

Parameter	Description	Default
SMOOTHSHADING = [0|1]	Set to **1** to enable smooth shading of 3D display.	1
STATUSBARPATHPREFERREDWIDTH = [*numeric value*]	Specifies the character width of the file name field in the status bar. When you specify a value for StatusBarPathPreferredWidth, it controls the proportion of the file name field with respect to the other fields displayed in the status bar. The file name field width will vary when loading different types of formats or if the applet size changes. This is because the value specified controls the proportion and does not set it to a fixed width. **Note:** To be able to display 56 characters in the file name field (STATUSBARPATHPREFERREDWIDTH=56), the client applet width must be greater than 800 pixels when all the default fields are displayed in the status bar.	12
TEXTBITMAPRENDERING=[0|1]	Set to **1** to render small text glyphs using bitmaps. Set to **0** so that text is not rendered using bitmaps. **Note** This option may affect most text in PDF, TrueType text in ME10, and PostScript text in CATIA5.	1
TILEMODE = [-1|0|1]	**1**: Specifies model space **0**: Specifies paper space **-1**: Specifies automatic	-1
USESERVERBANDING = [0|1]	Banding during native printing is done on the client. Set to **1** to force banding on the server.	0
USERXFONTPATHS = [*semicolon separated list of paths]*	Specifies the paths for external font lookup on the client side. The path appears in the Configuration dialog in General > Font Paths.	
USERXREFPATHS = [*semicolon separated list of paths]*	Specifies the paths for XRef lookup on the client side. The path appears in the Configuration dialog in General > XRef Paths.	
VECTORFIT = [0 |1]	Set to **1** so that Vector files are "Auto-Fit" once they are loaded.	0
VECTORMEMLIMIT = [*n_kbytes]*	Swaps vector data to disk when the Windows global memory heap falls below n_kbytes.	4096
XFONTPATHS = [*paths]*	Specifies a semicolon-delimited list of directories to search for external fonts.	
XREFPATHS = [*paths]*	Specifies a semicolon-delimited list of directories to search for external references.	
ZOOMBOXENABLED=<0|1>	When a file is opened, this parameter sets the default mode of the mouse pointer to a zoom box. **Note:** This parameter only works with non-3D designs. Set to **1** to set the default mode of the mouse pointer to a zoom box. Set to **0** to disable option.	1

Base Font

Specify base font to be used for ASCII files.

[BASEFONT]

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

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.	
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.	

[Options]

Parameter	Description	Default
MRKPOLICYFILE=[<*file path*>\markuppolicy.xml]	Specifies the path to the Markup Policy XML file for the Mobile Pack.	<AutoVue Installation>\bin\markuppolicy.xml
FILESTREAMENCRYPTION=[RC4|3DES]	Specifies encryption algorithm for both Markup and Mobile Pack password protection.	RC4

Parameter	Description	Default
MAILINSEPARATEPROCESS=[0|1]	Specifies whether to send mail in a new process or to send mail in the current jvm process. **Note:** This option is available only when MAPI is supported. Set to **1** to send out mail in a new process or system call. Set to **0** to send out mail in the current jvm process. If the current mail client is Lotus Notes, mail will be sent out in a new process regardless of whether this option is enabled or disabled.	1
MAILERPATH=[*file path*]	Specifies the path to the mail client executable. Once the path is entered, it is saved in the user's profile. If no path is specified, a dialog box appears prompting for the file path. **Note:** This option is available only when MAPI is *not* supported.	
MAILERTYPE=[auto | mozilla | thunderbird | evolution]	Specifies the type of mailer application once the full path of the mail client is obtained. • When the parameter is set to *mozilla, thunderbird,* or *auto,* and the mail file path contains *mozilla* or *thunderbird*, the mail client will default to thunderbird. • If the mail client is neither *mozilla, thunderbird,* or *evolution,* a standard mail message is constructed. **Note:** This option is available only when MAPI is *not* supported. **Note:** Evolution is only for clients on a Linux system.	auto

3D Options

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

[Options]

Parameter	Description	Default
3DMASSPROP_MESH_BEHAVIOR = [0|1|2]	Specifies how to handle mesh when computing mass properties.This option can have of the following values: **0** - Exclude from mass property computation. **1**- Include in mass property computation. **2** - Handle selection: Include in mass property computation only if the selection is fully made with mesh bodies.	1
3DMASSPROP_SHEET_BEHAVIOR = [0|1|2]	Specifies how to handle sheet when computing mass properties. This option can have of the following values: **0** - Exclude from mass property computation. **1**- Include in mass property computation. **2** - Handle selection: Include in mass property computation only if the selection is fully made with sheet bodies.	2

3DPOLICYMANAGER = [0|1]	Set to **1** to enable dynamic loading of 3D models. Set to **0** to loads incrementally.	1
AXESSIZE = [*value]*	Enables you to resize the 3D axes. **Example:** 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, postion2, strech2; ...]	Displays a list of images in the 3D background. Can include a semi-colon separated list of images. **Path values:** May be absolute and relative to the start directory of the application or module directory. **Position values:** CENTER, TOP, BOTTOM, LEFT, RIGHT, TOP_LEFT, TOP_RIGHT, BOTTOM_LEFT, or BOTTOM_RIGHT. **Stretch Values:** NONE (no stretching), FILL (fills the screen and does not respect image ratio), UNIFORM (displays full image and respects image ratio), and UNIFORM_TO_FILL (fill the screen and respects image ratio).	
BKTYPE	Specifies the type of 3D background. Three classes of values: *radial gradient*, *directional gradient*, and *plain color* (default value). **Radial gradient values:** CENTER, TOP, BOTTOM, LEFT, RIGHT, TOP_LEFT, TOP_RIGHT, BOTTOM_LEFT, or BOTTOM_RIGHT. **Directional gradient values:** An integer value (angle in degrees). Note that **0** is in the "3 o'clock" direction and that the angles rotate CCW.	PLAIN
DYNAMICRENDERING = [0|1|2]	Specifies mode for dynamic rendering of 3D. **0** - current render mode **1** - Flat Shading **2** - Wire Polygons	0
FORCEPMISZORDER = [0|1]	Invalidate the PMI_ATTRIB_RENDERABOVEMODEL generic attribute effect: 3D PMIs are not forced above the model and may be occluded by it, depending on its orientation.	0
LOADFACETEDDATA = [0|1]	Set to **1** if you wish to read Mesh data for 3D files. Set to **0** if you wish to read BRep data for 3D files.	0
MESHBUILDTOPOLOGY = [0|1]	Set to **1** to build the topology in mesh mode. Set to **0** if you do not want to build the topology in mesh mode. Note that building topololgy for meshes impacts load and rendering times (especially for large mesh parrts and complex assemblies). Applies to the following file formats: • AutoCAD • Catia 4 • Catia 5 • DirectModel (JT) • DWG • DWF3D • Microstation • ProEngineer • SolidWorks • Unigraphics • STL • IFC **Note:** This option replaces the following INI options: SWBUILDMESHTOPOLOGY, Catia5MeshBuildTopology and BUILDMESHTOPOLOGY.	1

MESHRESOLUTION = [LOW | MEDIUM | HIGH | VERYHIGH]	Specifies the default mesh resolution for 3D files. Note that the higher the mesh resolution, the more time required to load the image. Set to **LOW** for low mesh resolution. Set to **MEDIUM** for medium mesh resolution. Set to **HIGH** for high mesh resolution. Set to **VERYHIGH** for very high mesh resolution.	LOW
NOACCELERATION = [0|1]	Set to **1** to disable OpenGL acceleration. It is recommended setting to 1 if 3D files are displaying blank or vector files are not displaying properly or if markup entities are not completely visible. **Note:** If you have a poor graphics cards, OpenGL acceleration could slow down performance for big 3D models.	1
SHOWGLOBALAXES = [0|1]	Set to **1** to display global axes for 3D models.	1
USEMESHCACHE = [0|1]	Set to **1** to enable using hard drive to cache mesh data when loading 3D files. When memory is insufficient, data is dumped to disk. **Note:** Option should be used when loading large 3D models.	0

3D PMI Options

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

[PMI]

Parameter	Description	Default
COORDINATE_SYSTEM_ TREE_VIS = [0|1]	Set to **1** to display datum coordinate system entities in the tree. Set to **0** to hide datum coordinate system entities from the tree.	1
COORDINATE_SYSTEM_ VIEW_VIS = [0|1|2]	Set to **2** to set the visibility of datum coordinate system entities to the last saved state in the native application. Set to **1** to display datum coordinate system entities. Set to **0** to hide datum coordinate system entities from the display.	2
DATUM_FEATURE_ SYMBOL_TREE_VIS = [0|1]	Set to **1** to display datum feature symbol entities in the tree. Set to **0** to hide datum feature symbol entities from the tree.	1
DATUM_FEATURE_ SYMBOL_VIEW_VIS = [0|1|2]	Set to **2** to set the visibility of datum feature symbol entities to the last saved state in the native application. Set to **1** to display datum feature symbol entities. Set to **0** to hide datum feature symbol entities from the display.	2
DATUM_TARGET_TREE_ VIS = [0|1]	Set to **1** to display datum target entities in the tree. Set to **0** to hide datum target entities from the tree.	1
DATUM_TARGET_VIEW_ VIS = [0|1|2]	Set to **2** to set the visibility of datum target entities to the last saved state in the native application. Set to **1** to display datum target entities. Set to **0** to hide datum target entities from the display.	2
DIMENSION_TREE_VIS = [0|1]	Set to **1** to display dimension entities in the tree. Set to **0** to hide dimension entities from the tree.	1
DIMENSION_VIEW_VIS = [0|1|2]	Set to **2** to set the visibility of dimension entities to the last saved state in the native application. Set to **1** to display dimension entities. Set to **0** to hide dimension entities from the display.	2
FEATURE_CONTROL_ FRAME_TREE_VIS = [0|1]	Set to **1** to display datum feature control frame entities in the tree. Set to **0** to hide datum feature control frame entities from the tree.	1

Parameter	Description	Default
FEATURE_CONTROL_ FRAME_VIEW_VIS = [0|1|2]	Set to **2** to set the visibility of datum feature control frame entities to the last saved state in the native application. Set to **1** to display datum feature control frame entities. Set to **0** to hide datum feature control frame entities from the display.	2
LINE_WELD_TREE_VIS = [0|1]	Set to **1** to display lineweld entities in the tree. Set to **0** to hide lineweld entities from the tree.	1
LINE_WELD_VIEW_VIS = [0|1|2]	Set to **2** to set the visibility of lineweld entities to the last saved state in the native application. Set to **1** to display lineweld entities. Set to **0** to hide lineweld entities from the display.	2
LOCATOR_TREE_VIS = [0|1]	Set to **1** to display locator entities in the tree. Set to **0** to hide locator entities from the tree.	1
LOCATOR_VIEW_VIS = [0|1|2]	Set to **2** to set the visibility of locator entities to the last saved state in the native application. Set to **1** to display locator entities. Set to **0** to hide locator entities from the display.	2
MEASUREMENT_POINT_ TREE_VIS = [0|1]	Set to **1** to display point measurement entities in the tree. Set to **0** to hide point measurement entities from the tree.	1
MEASUREMENT_POINT_ VIEW_VIS = [0|1|2]	Set to **2** to set the visibility of point measurement entities to the last saved state in the native application. Set to **1** to display point measurement entities. Set to **0** to hide point measurement entities from the display.	2
NOTE_TREE_VIS = [0|1]	Set to **1** to display note entities in the tree. Set to **0** to hide note entities from the tree.	1
NOTE_VIEW_VIS = [0|1|2]	Set to **2** to set the visibility of note entities to the last saved state in the native application. Set to **1** to display note entities. Set to **0** to hide note entities from the display.	2
REFERENCE_GEOMETRY_ TREE_VIS = [0|1]	Set to **1** to display reference geometry entities in the tree. Set to **0** to hide reference geometry entities from the tree.	1
REFERENCE_GEOMETRY_ VIEW_VIS = [0|1|2]	Set to **2** to set the visibility of reference geometry entities to the last saved state in the native application. Set to **1** to display reference geometry entities. Set to **0** to hide reference geometry entities from the display.	2
SPOT_WELD_TREE_VIS = [0|1]	Set to **1** to display spotweld entities in the tree. Set to **0** to hide spotweld entities from the tree.	1
SPOT_WELD_VIEW_VIS = [0|1|2]	Set to **2** to set the visibility of spotweld entities to the last saved state in the native application. Set to **1** to display spotweld entities. Set to **0** to hide spotweld entities from the display.	2
SURFACE_FINISH_TREE_ VIS = [0|1]	Set to **1** to display surface finish entities in the tree. Set to **0** to hide surface finish entities from the tree.	1
SURFACE_FINISH_VIEW_ VIS = [0|1|2]	Set to **2** to set the visibility of surface finish entities to the last saved state in the native application. Set to **1** to display surface finish entities. Set to **0** to hide surface finish entities from the display.	2
WIRE_TREE_VIS = [0|1]	Set to **1** to display wire entities in the tree. Set to **0** to hide wire entities from the tree.	1

Parameter	Description	Default
WIRE_VIEW_VIS = [0|1|2]	Set to **2** to set the visibility of wire entities to the last saved state in the native application. Set to **1** to display wire entities. Set to **0** to hide wire entities from the display.	2

3D Export Options

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

[Export Options]

Parameter	Description	Default
EXPORTTESSELLATIONTOL=[*val*]	Control the mesh density when converting to 3D STL. Meshes are more dense if tolerance value is smaller. **Note:** Val can be 0.01, 0.005, 0.001, 0.0001	0

3D Color Options

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

[Options]

Parameter	Description	Default
BACKGROUNDCOLOR	Specifies background color for 3D models.	
ENTITYDEFAULTCOLOR	Specifies default color for 3D models.	
EDGESHIGHLIGHTCOLOR	Specifies color for highlighting edges.	
FACEHIGHLIGHTCOLOR	Specifies color for highlighting faces.	
MEASUREMENTCOLOR	Specifies color for measurements.	
MINDDISTANCESET1HIGHLIGHTCOLOR	Specifies color for first set in minimum distance measurement.	
MINDDISTANCESET2HIGHLIGHTCOLOR	Specifies color for second set in minimum distance measurement.	
SECTIONEDGESCOLOR	Specifies section edge color.	
SECTIONFILLCOLOR	Specifies fill color.	
SECTIONFILLHATCHCOLOR	Specifies hatch pattern for fill color.	
SELECTIONCOLOR	Specifies color for selecting models or model parts.	
VERTEXHIGHLIGHTSCOLOR	Specifies color for highlighting vertices.	

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: **0** - Keep zoom level **1** - Zoom selected **2** - Zoom Fit	1
CROSSPROBE_AUTOMATIC_PAGETYPE = [0|1]	Specifies whether the Automatic option is enabled or disabled when cross probing EDA files. Set to **1** to enable Automatic mode during an EDA cross probe. Set to **0** 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_CUTOUTDRILLHOLES = [0|1]	Specifies whether to cut drill holes out of the 3D model of the board. Set to **1** to cut out drill holes. Set to **0** to disable drill holes. **Note:** 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_DEFAULTBOARDTHICKNESS	Specifies default board thickness for EDA. **Note:** This option is used when the board thickness is not specified in the design.	40.0
ECAD_3D_DEFAULTCOMPONENT THICKNESS	Specifies default thickness for components for 3D EDA. **Note:** This option is used when the component height is not specified in the design.	40.0
ECAD_3D_DEFAULTTHICKNESSUNIT	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 **0.0** and 1**.0**.	0.5
ECAD_LAYER_EXPANDCOLLAPSE_LOGICAL = [0|1]	Expand or collapse the Logical Layers pane in the Layers dialog. Set to **0** to expand the Logical Layers pane. Set to **1** to collapse the Logical Layers pane.	1
ECAD_LAYER_EXPANDCOLLAPSE_PHYSICAL = [0|1]	Expand or collapse the Physical Layers pane in the Layers dialog. Set to **0** to expand the Physical Layers pane. Set to **1** to collapse the Physical Layers pane.	0

ECAD_LOAD_3D_PAGE=[0|1]	Enable or disable display of 3D models of EDA files. Set to **0** to disable display of 3D model. Set to **1** to enable display of 3D model. Option applies to the following PCB formats: • Altium Designer/Protel • Cadence Allegro • Cadence Projects • Cadence Specctra • IDF • Mentor BoardStation • Mentor Expedition • ODB++ • OrCAD Layout • Zuken CADIF • Zuken CADSTAR	1
ECAD_SEARCH_DESIGN = [0|1]	EDA entity searching scope. Set to **1**: the search scope is the entire design. Set to **0**: the search scope is current page.	0
ECAD_SELECTIONHIGHLIGHT = [0|1]	Select either Highlight Selected or Dim Unselected as the default behavior when selecting entities. Set to **1** when Dim Unselected is selected. Set to **0** when Highlight Selected is selected. Option takes effect whether you change it manually or through the GUI.	0
ECAD_SHOW_NATIVE_HIGHLIGHTS = [0|1]	Specifies whether AutoVue should display a file's native highlighting. Set to **0** so that the native highlighting in the file is ignored during display. Set to **1** so that the native highlighting in the file is applied during display.	1
ECAD_SNAPRADIUS	Specifies snap radius for snap box to appear to select entity. **Note:** The snap radius is configured in pixels.	5

Markups

Markup Options

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

[Markup Options]

Parameter	Description	Default
ARROW_SIZE	Set to a positive value (greater than 0.1) to create zoomable arrow heads when creating leader and measurement markup entities. If set to a negative value, arrow head is not zoomable.	between -7.2 and 0
ATTACHMENT_MAX_SIZE=[*value*]	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. **Note:** value is in MegaBytes.	0 (no limit)
CONSOLIDATE_OPENASACTIVE = [0|1]	Set to 1 to turn on the Open as Active Markup option in the Markup Consolidation dialog box. Set to **0** to turn off this option.	1
DEF_COLOR=	Specifies a windows RGB color for default markup entity color. Other values: **-1** - Assign layer color to markup entity **-2** - Hide markup entity **-3** - Assign line color (option applies to fill color only)	-1
DEF_LSTYLE	Specifies the default linestyle for markup entities. Possible values are: **0** - Solid line **1** - Dashed line **2** - Dashed line (smaller dashes) **3** - Dash Dot **4** - Dash Dot Dot **6** - Cloud linestyle **7** - Triangle linestyle	0
DEF_LWIDTH=	Specifies the default line width in pixels for markup entities.	1
DEF_FILLTYPE=	Specifies the fill type for filled entities. Possible values are: **0** - No Fill **1** - Solid Fill **2** - Transparent Fill	0
DEF_FILLCOLOR=[-1|-2|-3]	Specifies a windows RGB color for default fill color. Other values: **-1** - Assign layer color to markup entity **-2** - Hide markup entity **-3** - Assign line color (option applies to fill color only)	-1
LINETHICKNESS_ZOOMABLE	Set to **1** if you want markup entity line thickness to scale according to zoom level	0

Parameter	Description	Default
LINESTYLE_ZOOMABLE	Set to **1** if you want to maintain markup entity line style at all zoom levels	0
NOTENAME_AUTOGEN	Set to **0** to disable automatic numbering of note entities. Set to **1** to enable numbering of note entities.	1
RESCALEMARKUP=[0|1]	If view extents of base document have changed since creating the Markup, set this option to 1 to scale Markups appropriately.	0
TRUEBACKGROUND=[0|1]	Used when a highlight markup is applied on a colored background (for example, graphic/filled cell areas in office document tables). Set to **1** for a dithered highlight markup. Set to **0** for a normal highlight markup.	0
TRUECOLOR=[0|1]	Set to **0** so that the Markup entity color is inverted when it matches the background color. Set to **1** so that all entities are drawn with their actual color irrespective of the background color. Entities whose color matches or is close to the background color become invisible.	1
SIGNOFFFILE = [<*file path*>*name_of_signoffbg*]	Specifies the name of the background image for the Sign Off markup entity. The image file should exist in the bin sub-directory of the AutoVue Installation.	**signoffstamp.bmp** in the <AutoVue installation>\bin directory
SYMBOLLIST=[*alphanum*]	Specifies a comma-separated list of symbols (in unicode) for measurements. **Example**: u0398, u2221, u2248.	
ANGLESYMBOLLIST=[*aplhanum*]	Specifies a comma-separated list of symbols (in unicode) for angle measurements. If not specified and SymbolList is specified, symbols defined in SymbolList are displayed. **Example**: u0398, u2221, u2248.	
ARCSSYMBOLLIST=[*aplhanum*]	Specifies a comma-separated list of symbols (in unicode) for arc measurements. If not specified and SymbolList is specified, symbols specified in SymbolList are displayed. **Example**: u0398, u2221, u2248	
DISTANCESYMBOLLIST=[*aplhanum*]	Specifies a comma-separated list of symbols (in unicode) for distance measurements. If not specified and SymbolList is specified, symbols specified in SymbolList are displayed. **Example**: u0398, u2221, u2248	
AREASYMBOLLIST=[*alphanum*]	Specifies a comma-separated list of symbols (in unicode) for area measurements. If not specified and SymbolList is specified, symbols specified in SymbolList are displayed. **Example**: u0398, u2221, u2248	

[Options]

Parameter	Description	Default
ALLOWSTAMPLIBRARYEDIT = [0|1]	Specifies whether you can edit/delete a stamp library. Set to **1** to enable editing/deleting of a stamp library. Set to **0** to disable editing/deleting of a stamp library.	0
ENABLEOFFICEMARKUPS=[0|1]	Enable/disable creation of markups for office documents. Set to **1** to enable markups for office formats. Set to **0** to disable markups for office formats.	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 **1** so that the text entity font appears in bold.	0
ISUNDERLINE	Set to **1** so that the text entity is underlined.	0
ISITALIC	Set to **1** so that the text entity appears in italic.	0

Overlay Options

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

[Options]

Parameter	Description	Default
CONVERTWMFTOEMF = [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 **0** to convert WMF to EMF. Set this value when progressive loading is desired. Set to **1** to convert WMF overlays to EMF. Set this value if enhanced functionality such as rotate and mirroring is required. Set to **2** use default behavior of the format handler.	2

Disable Options

Configure the Disable options parameters.

[Disable]

Parameter	Description	Default
ANTIALIASING = [0|1|2|4|8]	Specify whether to disable certain types of antialiasing. Set to **0** to enable all types of antialiasing. Set to **1** to disable image antialiasing. This also disables image blurring (value=8). Set to **2** to disable text antialiasing. Set to **4** to disable geometry antialiasing. Geometry includes lines, arcs, polygons, ellipses and rectangles. Set to **8** to disable image blurring. Blurring is an interpolation that is performed when images are magnified to prevent pixelation. Disabling image antialiasing (value=1) also disables blurring. **Note:** To use this option, ANTIALIAS must be set to **1**.	0
MARKUPFORCETOBLACK = [0|1]	Specifies whether to force markup color to black for high resolution printing. Set to **1** so that markup color is not forced to black (even when base file printing is forced to black). Set to **0** to use the same logic as for the base file color.	0

Printing Options

General Options

Specify general print options such as orientation, scale.

[PRINTOPTIONS]

Parameter	Description	Default
AREA = [0|1]	If **0**, the extents of the page is printed, otherwise, the region displayed in the view window is printed.	0
AREA	Indicates if you are printing: **0** - File Extents **1** - Displayed **2** - Selected area **3** - Limits (AutoCAD files only)	0
COPIES	Specifies the number of copies to print.	1
CUSTOMOFFSETX = [*num*]	If SCALING is set to **1** or **2** then you can specify the offset value (in inches) along the X-axis.	0
CUSTOMOFFSETY = [*num*]	If SCALING is set to **1** or **2**, then you can specify the offset value (in inches) along the Y-axis.	0
FACTOR1 = [*num*]	If **SCALING = 1**, specifies the number of pixels for the scaling factor.	
FACTOR2 = [*num*]	If **SCALING = 1**, specifies the number of units to which the specified number of pixels are scaled.	

FORCETOBLACK = [0|1]	If **1**, the file is printed in black and white; otherwise, in color.	0
FROMPAGE = [*num*]	Indicates the starting page number of the print range.	
HIGHRESOLUTION = [0|1]	If **1**, prints high resolution	
LIMITTOONEPRINTER PAGE = [0|1]	If **1**, limits output to one printer page when the scaling options selected causes a single page to span over several pages.	0
OFFSETTYPE = [0-9]	Specifies the location of the drawing with respective to the page boundary when printing. Possible values: **0**: Custom—To set a custom offset type, you must also set the values for SCALING to **1** or **2**, and then assign values for CUSTOMOFFSETX and CUSTOMOFFSETY. See the respective INI options for more information. **1**: Top Left **2**: Top Center **3**: Top Right **4**: Middle Left **5**: Center **6**: Middle Right **7**: Bottom Left **8**: Bottom Center **9**: Bottom Right	0
ORIENTATION = [1|0]	If **0**, the file is printed as portrait; otherwise, landscape. Currently supported with Java 2 low resolution printing.	
PAGES = [0|1|2]	Indicates if you want to print **0** - All Pages **1** - Current Page **2** - Page Range	1
PAPER SIZE	Specifies the paper size to print to. The following table lists the available paper sizes.	

Print Option: PAPERSIZE

Name	Description
PAPER_10X11	10 x 11 in.
PAPER_10X14	10x14 in.
PAPER_11X17	11x17 in.
PAPER_12X11	12 x 11 in.
PAPER_15X11	15 x 11 in.
PAPER_9X11	9 x 11 in.
PAPER_A_PLUS	SuperA/SuperA/A4 227 x 356 mm.
PAPER_A2	A2 420 x 594 mm.
PAPER_A3	A3 297 x 420 mm.
PAPER_A3_EXTRA	A3 Extra 322 x 445 mm.

PAPER_A3_EXTRA_TRANSVERSE	A3 Extra Transverse 322 x 445 mm.
PAPER_A3_ROTATED	A3 Rotated 420 x 297 mm.
PAPER_A3_TRANSVERSE	A3 Transverse 297 x 420 mm.
PAPER_A4	A4 210 x 297 mm.
PAPER_A4_EXTRA	A4 Extra 9.27 x 12.69 in.
PAPER_A4_PLUS	A4 Plus 210 x 330 mm.
PAPER_A4_ROTATED	A4 Rotated 297 x 210 mm.
PAPER_A4_TRANSVERSE	A4 Transverse 210 x 297 mm.
PAPER_A4SMALL	A4 Small 210 x 297 mm.
PAPER_A5	A5 148 x 210 mm.
PAPER_A5_EXTRA	A5 Extra 174 x 235 mm.
PAPER_A5_ROTATED	A5 Rotated 210 x 148 mm.
PAPER_A5_TRANSVERSE	A5 Transverse 148 x 210 mm.
PAPER_A6	A6 105 x 148 mm.
PAPER_A6_ROTATED	A6 Rotated 148 x 105 mm.
PAPER_B_PLUS	SuperB/SuperB/A3 305 x 487 mm
PAPER_B4	B4 (JIS) 250 x 354.
PAPER_B4_JIS_ROTATED	B4 (JIS) Rotated 364 x 257 mm.
PAPER_B5	B5 (JIS) 182 x 257 mm.
PAPER_B5_EXTRA	B5 (ISO) Extra 201 x 276 mm.
PAPER_B5_JIS_ROTATED	B5 (JIS) Rotated 257 x 182 mm.
PAPER_B5_TRANSVERSE	B5 (JIS) Transverse 182 x 257 mm.
PAPER_B6_JIS	B6 (JIS) 128 x 182 mm.
PAPER_B6_JIS_ROTATED	B6 (JIS) Rotated 182 x 128 mm.
PAPER_CSHEET	C size sheet.
PAPER_DBL_JAPANESE_POSTCARD	Japanese Double Postcard 200 x 148 mm.
PAPER_DBL_JAPANESE_POSTCARD_ROTATED	Double Japanese Postcard Rotated 148 x 200 mm.
PAPER_DSHEET	D size sheet.
PAPER_ENV_10	Envelope #10 4 1/8 x 9 1/2.
PAPER_ENV_11	Envelope #11 4 1/2 x 10 3/8.
PAPER_ENV_12	Envelope #12 4 \276 x 11.
PAPER_ENV_14	Envelope #14 5 x 11 1/2.
PAPER_ENV_9	Envelope #9 3 7/8 x 8 7/8.
PAPER_ENV_B4	Envelope B4 250 x 353 mm.

PAPER_ENV_B5	Envelope B5 176 x 250 mm.
PAPER_ENV_B6	Envelope B6 176 x 125 mm.
PAPER_ENV_C3	Envelope C3 324 x 458 mm.
PAPER_ENV_C4	Envelope C4 229 x 324 mm.
PAPER_ENV_C5	Envelope C5 162 x 229 mm.
PAPER_ENV_C6	Envelope C6 114 x 162 mm.
PAPER_ENV_C65	Envelope C65 114 x 229 mm.
PAPER_ENV_DL	Envelope DL 110 x 220mm.
PAPER_ENV_INVITE	Envelope Invite 220 x 220 mm.
PAPER_ENV_ITALY	Envelope 110 x 230 mm.
PAPER_ENV_MONARCH	Envelope Monarch 3.875 x 7.5 in.
PAPER_ENV_PERSONAL	6 3/4 Envelope 3 5/8 x 6 1/2 in.
PAPER_ESHEET	E size sheet.
PAPER_EXECUTIVE	Executive 7 1/4 x 10 1/2 in.
PAPER_FANFOLD_LGL_GERMAN	German Legal Fanfold 8 1/2 x 13 in.
PAPER_FANFOLD_STD_GERMAN	German Std Fanfold 8 1/2 x 12 in.
PAPER_FANFOLD_US	US Std Fanfold 14 7/8 x 11 in.
PAPER_FOLIO	Folio 8 1/2 x 13 in.
PAPER_ISO_B4	B4 (ISO) 250 x 353 mm.
PAPER_JAPANESE_POSTCARD	Japanese Postcard 100 x 148 mm.
PAPER_JAPANESE_POSTCARD_ROTATED	Japanese Postcard Rotated 148 x 100 mm.
PAPER_JENV_CHOU3	Japanese Envelope Chou #3.
PAPER_JENV_CHOU3_ROTATED	Japanese Envelope Chou #3 Rotated.
PAPER_JENV_CHOU4	Japanese Envelope Chou #4.
PAPER_JENV_CHOU4_ROTATED	Japanese Envelope Chou #4 Rotated.
PAPER_JENV_KAKU2	Japanese Envelope Kaku #2.
PAPER_JENV_KAKU2_ROTATED	Japanese Envelope Kaku #2 Rotated.
PAPER_JENV_KAKU3	Japanese Envelope Kaku #3.
PAPER_JENV_KAKU3_ROTATED	Japanese Envelope Kaku #3 Rotated.
PAPER_JENV_YOU4	Japanese Envelope You #4.
PAPER_JENV_YOU4_ROTATED	Japanese Envelope You #4 Rotated.
PAPER_LEDGER	Ledger 17 x 11 in.
PAPER_LEGAL	Legal 8 1/2 x 14 in.
PAPER_LEGAL_EXTRA	Legal Extra 9 \275 x 15 in.

PAPER_LETTER	Letter 8 1/2 x 11 in.
PAPER_LETTER_EXTRA	Letter Extra 9 \275 x 12 in.
PAPER_LETTER_EXTRA_TRANSVERSE	Letter Extra Transverse 9\275 x 12 in.
PAPER_LETTER_PLUS	Letter Plus 8.5 x 12.69 in.
PAPER_LETTER_ROTATED	Letter Rotated 11 x 8 1/2 11 in.
PAPER_LETTER_TRANSVERSE	Letter Transverse 8 \275 x 11 in.
PAPER_LETTERSMALL	Letter Small 8 1/2 x 11 in.
PAPER_NOTE	Note 8 1/2 x 11 in.
PAPER_P16K	PRC 16K 146 x 215 mm.
PAPER_P16K_ROTATED	PRC 16K Rotated.
PAPER_P32K	PRC 32K 97 x 151 mm.
PAPER_P32K_ROTATED	PRC 32K Rotated.
PAPER_P32KBIG	PRC 32K(Big) 97 x 151 mm.
PAPER_P32KBIG_ROTATED	PRC 32K(Big) Rotated.
PAPER_PENV_1	PRC Envelope #1 102 x 165 mm.
PAPER_PENV_1_ROTATED	PRC Envelope #1 Rotated 165 x 102 mm.
PAPER_PENV_10	PRC Envelope #10 324 x 458 mm.
PAPER_PENV_10_ROTATED	PRC Envelope #10 Rotated 458 x 324 mm.
PAPER_PENV_2	PRC Envelope #2 102 x 176 mm.
PAPER_PENV_2_ROTATED	PRC Envelope #2 Rotated 176 x 102 mm.
PAPER_PENV_3	PRC Envelope #3 125 x 176 mm.
PAPER_PENV_3_ROTATED	PRC Envelope #3 Rotated 176 x 125 mm.
PAPER_PENV_4	PRC Envelope #4 110 x 208 mm.
PAPER_PENV_4_ROTATED	PRC Envelope #4 Rotated 208 x 110 mm.
PAPER_PENV_5	PRC Envelope #5 110 x 220 mm.
PAPER_PENV_5_ROTATED	PRC Envelope #5 Rotated 220 x 110 mm.
PAPER_PENV_6	PRC Envelope #6 120 x 230 mm.
PAPER_PENV_6_ROTATED	PRC Envelope #6 Rotated 230 x 120 mm.
PAPER_PENV_7	PRC Envelope #7 160 x 230 mm.
PAPER_PENV_7_ROTATED	PRC Envelope #7 Rotated 230 x 160 mm.
PAPER_PENV_8	PRC Envelope #8 120 x 309 mm.
PAPER_PENV_8_ROTATED	PRC Envelope #8 Rotated 309 x 120 mm.
PAPER_PENV_9	PRC Envelope #9 229 x 324 mm.
PAPER_PENV_9_ROTATED	PRC Envelope #9 Rotated 324 x 229 mm.

PAPER_QUARTO	Quarto 215 x 275 mm.
PAPER_RESERVED_48	RESERVED--DO NOT USE.
PAPER_RESERVED_49	RESERVED--DO NOT USE.
PAPER_STATEMENT	Statement 5 1/2 x 8 1/2 in.
PAPER_TABLOID	Tabloid 11 x 17 in.
PAPER_TABLOID_EXTRA	Tabloid Extra 11.69 x 18 in.

[PRINTOPTIONS]

Parameter	Description	Default
SCALING = [0|1|2]	Specifies the scaling factor: **0** - fit **1** - scaling factor **2** - scaling percentage	0
SCALE = [*percentage*]	If **scaling = 2**, specifies the percentage to which the image is scaled.	
SSNOPRINTCOLHEADERS = [0|1]	If **1**, row and column headers are not printed for spreadsheet formats.	0
ThicknessScale = [*thickness1, thickness2, ..., thicknessN*]	Specifies the mapping of MicroStation line weights to line thickness on paper. You can get this from the MicroStation configuration file, attribute weight_strokes. **Example**: ThicknessScale = 0.250, 0.375, 0.500, 0.625, 0.750, 0.875, 1.000, 1.125, 1.250, 1.375, 1.500, 1.625, 1.750, 1.875, 2.000, 2.125, 2.250, 2.375, 2.500, 2.625, 2.750, 2.875, 3.000, 3.125, 3.250, 3.375, 3.500, 3.625, 3.750, 3.875, 4.000, 4.125	
THICKNESSSCALEUNITS = [mm|inch|dot]	Specifies the unit to use for the thickness scale. Option only applies to MicroStation files when ThicknessScale is set.	
TOPAGE = [*num*]	Indicates the ending page number of the print range.	
UNITS = [1|0|2]	Specifies the scaling factor units: **0** - pixels **1** - inches **2** - millimeters	1

[Options]

MAXPRINTERDPI = [*DPI value*]	Specifies the maximum printer DPI to use for Enhanced Metafile (EMF) generation for Java and native printing (used to minimize EMF size if needed).	600
PRINTBANDSIZE = [*Band size value in MB*]	Specifies the size of one printing band for requesting from the server in megabytes (MB). If an images sent to the printer is estimated to be too large, then the generated images are banded.	5.0
PRINTINGDPI = [*DPI*]	Specifies the DPI for java printing. This value affects the size of the image that is sent to the printer graphics.	144

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

EMF Generation Options

There are two methods to generate Enhanced Metafiles (EMF) on the server: rendering directly to EMF device context (DC) or rendering using an intermediate banded device-independent bitmap (DIB) images. The following options control which option is used.

[Options]

Parameter	Description	Default
DOCDIRECTRENDER = [0|1]	Controls whether EMF DC is used directly for document files. Set to **0** so that banded DIB images are used. Set to **1** so that EMF DC is used.	1
DIRECTRENDERLIMIT = [*Size in KB*]	Specifies the threshold in KB when to use DIB images if the estimated page size is too large.This option affects vector and spreadsheet formats.	30720KB
TROVLDIRECTRENDER = [0|1]	Controls whether EMF DC is used directly when a vector file contains transparent overlays. Set to **0** to disable this option. Set to **1** to enable this option. **Note:** This option is enabled in order to have a safe fallback after disabling check for transparent overlays.	1
VECDIRECTRENDER = [0|1]	Controls whether EMF DC is directory for vector files. Set to **0** so that banded DIB images are used. Set to **1** so that additional checks are performed to determine which method to use.	1

Watermark Options

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

[PRINTWATERMARK]

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

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

Headers/Footers Options

Configure options for headers and footers.

[PRINTHEADERS]

Parameter	Description	Default
FONTNAME	Specifies the font used for the printed Header/Footer strings.	
TOPCENTERTEXT	Specifies the text for the center header. For carriage returns, enter %r.	
TOPLEFTTEXT	Specifies the text for the left header. For carriage returns, enter %r.	
TOPRIGHTTEXT	Specifies the text for the right header. For carriage returns, enter %r.	
BOTTOMCENTERTEXT	Specifies the text for the center footer. For carriage returns, enter %r.	
BOTTOMLEFTTEXT	Specifies the text for the left footer. For carriage returns, enter %r.	
BOTTOMRIGHTTEXT	Specifies the text for the right footer. For carriage returns, enter %r.	
DISABLEHEADERS=[0|1]	When set to **1**, user will not be able to edit entries for headers or footers in the print properties dialog box (for both print and print preview). Option goes under section **[PRINTOPTIONS]** in the INI File.	0

Margins Options

Configure options for print margins.

[PRINTMARGINS]

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

Pen Settings Options

Configure options for pen settings.

[PENSETTINGS]

Parameter	Description	Default
UNITS=[0|1]	Specifies units for the pen settings: **0** - inches **1** - millimeters	0
SELECTEDPEN=[*pen name*]	The active pen setting. Pen mappings are defined in INI options **PEN<n>**, where **n** starts from **0**. **Note:** You can define as many pen settings as you wish.	
PEN1=[<penname>, n1=<*thickness*>, *n2*=<*thickness*>,.....,] PEN0=[<*penname*>, *n1*=<*thickness*>, *n2*=<*thickness*>,.....,]	Specifies the pen name and a mapping of pen index and thickness. Thickness value is in inches. **Note:** The pen color mapping is format dependent. **AutoCAD** - The pen-color mapping uses the AutoCAD color palette. You cannot modify the mapping. **HPGL** - The pen-color mapping is defined in hpglcol.tbl and can be modified by the user. **ME10** - The pen-color mapping is defined in me10col.tbl and can be modified by the user. **DWF** - The pen-color mapping is defined in dwfcol.tbl and can be modified by the user. **Microstation drawings** - The pen-color mapping is shipped in a binary file, color.tbl. This mapping file can be modified using Microstation. The mapping files are located at <AutoVue Installation Directory>\bin.	

Watermark in View Mode

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

[WATERMARK]

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

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

CSI Shapefile Project Files

CSI shapefile project files (CSHP files) are used to overlay multiple ESRI shapefile drawings. Project files specify the shapefiles that should be overlayed and general information such as units and point options. Project files are formatted as standard INI configuration settings files. Comments in CSHP files begin with a semi-colon(;).

Note: A CSI shapefile project file must begin with the following line: `;CSI shapefile project file`

[PROJECTPROPERTIES]

Parameter	Description	Default
UNITS	Specifies the file units. Possible values: • px • inches • millimeters • mm • twips • centimeters • cm • decimeters • dm • meters • m • kilometers • km • feet • yards • miles • millimeters • micromiles • microns • microinches	
POINTYPE	Specifies what shape to use when drawing a point. Possible values: • Circle • Triangle • Square • Star • Dot • Plus • Cross • Diamond • Custom	Custom
POINTSIZE=[*int*]	Specifies what size to use when drawing a point. You can assign *int* any integer greater than 0.	7

[LAYERS]

Parameter	Description	Default

OUTLINECOLOR=[*int*]	Specifies the color to use when drawing outlines for graphics such as points, lines, polygons, and so on. Possible integer range: [-1, 255] 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). **Example:** If a user provides valid outline and fill colors, the counter is not incremented for the given layer. However, if the user only provides a valid outline color, the counter increments once for the given layer.	-1
FILLCOLOR=[*int*]	Specifies the color to use when the drawing fills for graphic (such as polygons). Possible integer range = [-1, 255] 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). **Example:** If a user provides valid outline and fill colors, the counter is not incremented for the given layer. However, if the user only provides a valid outline color, the counter increments once for the given layer.	-1
LINEWIDTH=[*int*]	Specifies the line width to used when drawing graphics. Possible integer range: [0,100]	0
VISIBLE=[0|1]	Specifies the visibility of the shapefile. Set to **1** to make the shapefile visible when initially loading the CSI shapefile project. Set to **0** to make the shapefile invisible when initially loading the CSI shapefile project.	1
POINTTYPE	Specifies what shape to use when drawing a point. **Note:** If a POINTTYPE is not provided for the a given [LAYER] section, then the POINTTYPE provided in [PROJECTPROPERTIES] section is used. Possible values: • Circle • Triangle • Square • Star • Dot • Plus • Cross • Diamond • Custom	Custom
POINTSIZE	Specifies what size to use when drawing a point. **Note:** If a POINTSIZE is not provided for the a given [LAYER] section, then the POINTSIZE provided in [PROJECTPROPERTIES] section is used. You can assign *num* any integer greater than 0.	7
FILENAME= [*file path*]	Specifies the name of the ESRI shapefile drawing.	

Appendix B: Non-Interactive Installations

Installation

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 this syntax.

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

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

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

Parameter	Description	Default Value
USER_INSTALL_DIR={*file path*}	Specify the path where you want to install AutoVue.	
USER_SHORTCUTS={*file path*}	Specify the shortcut path. **Note:** This parameter is only for Windows OS installations.	

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

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

Uninstallation

If AutoVue is installed in non-interactive mode, the uninstallation is automatically in non-interactive mode. Simply invoke the uninstaller for AutoVue:

```
<AutoVue Installation Folder>\uninstall\uninstall.exe
```

Appendix C: Customizing the GUI

Choosing the GUI File

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

To customize the default GUI configuration, modify `default.gui` and set the GUIFILE command to this customized file.

Modifying the GUI File

The GUI definition file structure is simple. It mainly describes which controls are to be added to which context (like MenuBar, ToolBar, and so on), thus allowing users to have complete control over the functionality and the look of the applet interface.

The GUI to use can be specified in the `GUIFILE` command line parameter.

Structure and Syntax of GUI Files

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

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

The following table lists each GUI file for each mode:

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

GUI Configuration Syntax

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

- Words with `CAPITAL LETTERS` should be entered literally.
- The character '`|`' is used as "or" (for example, `a|b` means `a or b`)
- The character '`*`' means "zero or more occurrences of."
- A GUI file can contain one or more "GUI configuration" blocks as shown in the following table:

GUI Configuration Blocks
GUI_configuration = BEGIN UI VIEW UI_mode_configuration END {BEGIN UI COMPARE | MARKUP UI_mode_configuration END}
*UI_mode_configuration = {menu_bar_configuration | {*toolbar_configuration*}* | *status_bar_configuration* | *RMB_popup_menu_configuration*}
menu_bar_configuration = MENUBAR BEGIN {*popup_menu_configuration*}* END
toolbar_configuration = TOOLBAR NORTH|WEST|EAST BEGIN {*button_control* }* END
status_bar_configuration = STATUSBAR SOUTH BEGIN {*button_control* | *pane_control* } * END
RMB_popup_menu_configuration = RMB BEGIN {*popup_menu_configuration* | *menu_item_control* }* END
popup_menu_configuration = POPUP IDS_{FILE|EDIT |VIEW |OPTIONS |HELP | VIEW_IMAGE |TOOLS |ENTITIES |MODIFY |HYPERLINK} BEGIN {*popup_menu_configuration* | *menu_item_control* | SEPARATOR }* END
button_control = BUTTON *action_control*`
menu_item_control = MENUITEM *action_control*
pane_control = PANE *action_control*
action_control = *control_name*, *control_key_list*, *permissions*
`control_name`: For list of available control names refer to "Control Names".
`control_key_list`: For the control key list for different controls refer to "Control Names".

GUI Configuration Blocks

`permissions:` All action names need "`PERM_READ`".

These are the exceptions to this rule:
`VueActionFilePrint` needs: `PERM_READ|PERM_HEADERS|PERM_WATERMARK`
`VueActionOptionsBars` needs: `PERM_NONE`
`VueActionHelp` needs: `PERM_NONE`

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

```
BEGIN UI VIEW
  MENUBAR BEGIN
    POPUP IDS_FILE BEGIN
      MENUITEM VueActionFileOpen, , PERM_READ
      MENUITEM VueActionFileProperties, , PERM_READ
      MENUITEM VueActionFilePrint, , PERM_READ
    END
  END
END
```

Control Names

The following table lists available Control Names and their functionality.

Control Name	UI* Modes	Functionality	Control Key List	Contexts			
				Popup Menu	Toolbar	Status Bar	RMB
VueAction FileOpen	VC	When INI option EnableUniversalFileChooser is set to 0, invokes open URL dialog. When option is set to 1, the universal file chooser dialog (that supports URLs, local files, server:// protocol and DMS files) appears. Default for EnableUniversalFileChooser is 1.		✕			
VueAction FileOpenUNC	VC	Open files using UNC names		✕			
VueAction FileMarkup	V	Switch to Markup mode		✕	✕	✕	✕
VueAction FileCompare	V	Switch to compare mode		✕			
VueAction FileOverlays	V	Select and modify overlays		✕			

Control Name	UI* Modes	Functionality	Control Key List	Contexts			
VueAction FileProperties	VCM (M: status bar only)	Show file properties		✕		✕	
VueAction FilePrint	VCM	Modify print options and print a file		✕	✕		
VueAction FileMRU	V	List most recently used documents		✕			
VueAction EditSearch	VM	Do search or repeat search		✕	✕		
VueAction ViewZoom	VCM	Apply zoom	In/ Out/ Previous/ FullRes/ FitBoth/	✕	✕		✕
VueAction ViewFlip	VCM	Apply flip	Vertical/ Horizontal/Both	✕	✕		
VueAction ViewRotate	VCM	Apply rotation	0/ 90/ 180/ 270	✕	✕		
VueAction ViewContrast	VCM	Apply contrast		✕			
VueAction ViewAntiAlias	VCM	Apply anti alias		✕			
VueAction ViewInvert	VCM	Apply invert		✕			
VueAction ViewPage	VCM	Go to next page, previouse page or select page number.		✕	✕		
VueAction ViewViewPoint	VC	Select view point		✕			
VueAction ViewXrefs	VCM	Select Xrefs		✕	✕		
VueAction ViewLayers	VCM	Select layers		✕	✕		
VueAction ViewBlocks	VCM	Select blocks		✕	✕		
VueAction ViewViews	VCM	Select views		✕	✕		
VueAction ViewDrawing Info	VCM	Get entity’s drawing information		✕			

Control Name	UI* Modes	Functionality	Control Key List	Contexts			
VueAction ViewMeasure	VCM	Measure distance, cumulative distance, area, or calibrate		✕			
VueAction ViewSpecialViewModes	VCM	Show special view modes	Pan and Zoom Window/ MagnifyWindow / MagnifyGlass	✕	✕		
VueAction ToolsDrawing Info	VCM	Get drawing information for one entity, some entities or a block		✕			
VueAction OptionsBars	VCM	Hide or show toolbars or status bar		✕			
VueAction ViewDrawing Info	VCM	Get entity's drawing information		✕			
VueAction CreateMobile Pack	VM	Create a Mobile Pack		✕			
VueAction ReplyMobile Pack	VM	Send Mobile pack with your default e-mail client		✕			
VueAction SyncMobile Pack	VM	Synchronize changes to Mobile Pack to backend system		✕			
VueAction ShowRendition	VM	Show renditions in the Mobile Pack		✕			

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

V - **V**iew

C - **C**ompare

M - **M**arkup

The columns indicate:

- **Control Name**: Column shows the list of available control names.
- **UI modes(s)**: Column specify in which modes can be used that control safely.

  Example: **VueActionFileOpen** can be added to View and Compare Modes, except for Markup mode.
- **Functionality**: Column specifies which functionalities are provided when this control is added to a context.

  Example: Adding **VueActionFileMarkup** to any context enables you to switch to Markup mode.
- **Control key list:** Column provides the optional functionalities that can be added to a context.
  - If for a control name there is no entry in this list, this means that by default all the controls providing the functionality listed in the functionality column are provided. For example, for **VueActionFileOverlays**, there is no entry in the control key list and adding it to a popup menu will provide both select and modify functionalities for overlays. The entry will look like this:

```
MENUITEM VueActionFileOverlays, , PERM_READ
```

- If there is a list of strings separated by '/', you can specify which functionalities you want added. If you don't specify any of them, by default all functionalities will be added. For example the following entry adds two buttons to the toolbar: one for Zoom In and one for Zoom Out.:

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

  Whereas the following entry:

  ```
  BUTTON VueActionViewZoom, , PERM_READ
  ```

  is interpreted as:

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

- **Contexts:** Column provides the contexts to which you can add the control to.

  Example: You can have the entry in a popup menu of the menu bar, but not in an RMB configuration. (If you have such an entry, it will be ignored.):

  ```
  MENUITEM VueActionFileOpen, , PERM_READ
  ```

Appendix D: Debugging AutoVue

Logging for AutoVue

AutoVue uses the log4j package to generate debug information. The configuration file **log4j.xml** (located in the <AutoVue Install Root>\bin directory) makes it possible to display debugging information for AutoVue. In situations where trouble-shooting information is necessary, an Oracle Global Customer Support representative will ask you to update the log4j.xml and enable logging for AutoVue.

For additional information regarding log4j, go to Apache's log4j documentation.

The following section describes the classes for which you can enable debugging information.

Logger Information

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

Class	Description
`com.cimmetry.autovue.configuration`	Displays reports on loading errors of AutoVue's configuration.
`com.cimmetry.autovue.event`	Displays information concerning posting and handling of different AutoVue events (opened and closed sessions, opened and closed documents, and so on).
`com.cimmetry.autovue.cache`	Displays information concerning the AutoVue cache. Reports messages and errors related to loading the cache, locking, saving, deleting cached files as well as searching for archive and XRef files.
`log4j.category.com.cimmetry.connection`	Displays information concerning downloading files from the network.
`com.cimmetry.autovue.document`	Displays document-related information (open, information, properties, and so on).
`com.cimmetry.autovue.document.native`	Displays messages and error reporting for document related native code execution.
`com.cimmetry.autovue.streamingfile`	Displays information concerning generation and usage of streaming files.
`com.cimmetry.frontend`	Displays all messages and errors reported from the AutoVue client.

You can specify what kind of information to output by setting the classes to one of the following information levels:

Information Level	Description
`INFO`	Displays informative messages such as session information, document open requests.
`WARN`	Displays warning messages.
`ERROR`	Displays errors or exceptions.
`OFF`	Turn logging off. This is the default value.

Appendix E: FAQ

General

Q What languages are supported by AutoVue?

A

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

Q How do I set up AutoVue to run in a specific language (English, French, German, Korean, and so on)?

A

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

Q How does AutoVue locate external resources (XRefs, fonts, font maps, and so on)?

A

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

1 If the base file contains a path to the resource, AutoVue looks up the path to locate the resource. If the path is a relative path, the relative path is taken with respect to the base file path.

2 AutoVue looks for the resources in the base file location.

3 AutoVue looks for the resource in the AutoVue installation folder (in some cases, this folder is used for font maps, color maps, and font resources).

4 AutoVue looks in the path specified by the XREFPATHS and XFONTSPATH ini options specified in the user's INI file.

Q What are the rendering schemes used by AutoVue?

A

A number of different rendering schemes are used by AutoVue.

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

Other formats are generally rendered using a tiled raster stream.

Q What is streaming file?

A

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

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

Q How do you enable streaming file generation?

A

Edit autovue.properties and set:

```
autovue.metacache.enable=true in autovue.properties
```

Default: *false*

Q Has AutoVue been integrated with popular EDM/PDM Systems?

A

Yes. We have "out-of-the-box" solutions for the Client/Server deployment of AutoVue with a number of systems including: Agile, Documentum, Oracle UCM, and SharePoint.

The integration SDK is an open specification that allows AutoVue to be integrated with other systems.

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Feedback

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

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

General Inquiries

Telephone: +1.514.905.8400 or +1.800.363.5805

E-mail: autovuesales_ww@oracle.com

Web Site: http://www.oracle.com/autovue/index.html

Sales Inquiries

Telephone: +1.514.905.8400 or +1.800.363.5805

E-mail: autovuesales_ww@oracle.com

Customer Support

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