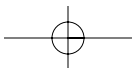
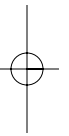
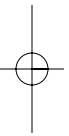


Do not print this  
page



## SETUP AND CONFIGURATION

When AnimaTek's World Builder starts up, it looks for a file called `awb.ini`, first in the current directory and then in the same directory as the program. This ASCII file contains start up values such as directory paths for files and tool visibility options.

When you install World Builder, the installation creates an `awb.ini` file with the recommended system values and defaults. Although you can edit this file right away, it is recommended that you use the file provided until you are more familiar with AnimaTek's World Builder and have a specific reason to change it.

### Parameters and Arguments (variables)

The `awb.ini` file consists of a list of parameter names followed by arguments. The parameter describes the portion of the interface to be edited, and the argument describes the variable for that parameter. You edit the `awb.ini` file by changing the value of each argument. The form of each parameter is as follows:

```
PARAMETER=ARGUMENT
```

or for the Redirection (file paths) section:

```
PARAMETER ... PARAMETER = ARGUMENT
ARGUMENT
```

For example:

```
Full Menu=yes
```

```
*.3co *.3cs *.3oz = .\ OBJECTS
% AWB%\ OBJECTS
% AWBCD%\ OBJECTS
MaxRecursionDepth = 214783520
Light = 255 255 255
```

If a parameter is listed more than once in the `awb.ini` file, AnimaTek's World Builder uses the first parameter of the same name.

Note: In the Redirection section, you can list multiple directory paths in a second line for several extensions.

## Setup & Configuration

### Comments

You can create comment lines in the `awb.ini` file as well. A comment line always begins with a semicolon (;). Any line starting with a semicolon is ignored in the start up process.

```
;This is a comment
```

The sample `awb.ini` file contains a number of comments. You can edit any of these comments or add additional comments if you wish.

**Note:** If you want a parameter to be ignored, you can add a semicolon at the beginning of the line containing it. This way, you can leave the parameter in its proper form in the file, then turn it on later by removing the semicolon.

**Warning:** Do not mix parameters and comments on a single line. Errors may occur or parameters may not be interpreted correctly.

### Editing the `awb.ini` File

Portions of the `.ini` file can be edited from within World Builder by selecting the menu command: Files/Preferences/Redirection. Here you can edit the paths for maps, objects, etc.

When you edit the `awb.ini` file, follow these guidelines:

Do not rename the `awb.ini` file. AnimaTek's World Builder looks for a file with this exact name at start up.

Edit only the arguments(variables) on each line of the `awb.ini` file. Do not change the parameter names (those to the left of the equal signs).

Sections can appear only once in any order. Parameters in each section can appear only once in any order (except in the Redirection section).

The `.ini` file is case-sensitive, so be careful typing in parameter names or arguments. Spaces are ignored.

### Variable declaration

Variables are used to predefine values such as paths. The `awb.ini` file uses variables for World Builder location, World Builder CD location, and 3D Studio MAX location.

Variables must start and end with a % sign. Variable names can have only letters or numeric characters. When the variable appears in a path name, it will be replaced by the path specified in the first two lines of this section.

## Appendix 2

NOTE: The default path uses two variables, %AWB% and %AWBCD%, specified during the installation program. These can be changed if you move the program or its support files.

```
% AW B % = c:\programfiles\awb
% AW B C D % = d:\awb
```

## Parameter Descriptions

The default parameter sections as listed in the awb.ini file are as follows:

[Archive] Section for use of an archiving program

[Redirection] Disk Paths.

[ToolBar] AnimaTek s World Builder Tool Bar position.

[Advanced] Advanced user parameters.

[LastProjects] File names of the last four projects

## Redirection

The Redirection section specifies the paths for all files. The parameters are the file extensions, and the variables are the pathnames. You can use a group of extensions for a single path. The paths for each extension are divided by a Carriage Return or by a semicolon (;). Extensions are declared as file masks. If a path is not specified for an extension, World Builder will search in the current directory.

NOTE: These parameters can be changed during a World Builder session by choosing the menu command: File/Preferences/Redirection.

For example:

```
*.svd = .
        .\ PROJECTS
        % AWB%\ PROJECTS
*.bmp *.tif *.jpg *.pcx *.tga *.gif *.cel = .\ IMAGES
        .\MAPS
```

## ToolBar

The Object Toolbar section specifies whether the Toolbar is visible or not, and where it is positioned on the screen. This section is named ToolBar.

## Setup &amp; Configuration

Parameter	Default	Description
Visible	yes	yes- Tool Bar is visible during World Builder session no- Tool Bar is invisible during World Builder session
Position	left	left, right, top and bottom specifies the position of the Tool Bar on the screen

## Advanced

## Advanced User Parameters

Parameter	Default	Description
FullMenu	yes	yes- full World Builder menu no- beginner's World Builder menu
Land'n drop	yes	yes- An object placed in the scene with a drag and drop operation will automatically land on the Landscape no- no landing for object

## Last Projects

The Last Projects section is a list of the last four projects loaded in World Builder. By default this section is empty.

```
4=C:\LANDEDIT\WORK\GRASSCND.SVD
3=C:\FILM\FILM.SVD
2=C:\FILM\FILM1.SVD
1=C:\FILM\JUNK.SVD
```

Note: These variables change at the end of every session.

## Proprietary Files

The proprietary files used by World Builder are:

File Extensions	File Type
.AWB, .SVD	Scene files
.300, .30Z	Object files
.ODB	Library files
.LOB	Library Object files
.JOB	Batch file for network rendering