

# Autodesk®

## Environment Variables

AliasStudio 2008



Environment Variables  
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AliasStudio 2008

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# ENVIRONMENT VARIABLES

*Describes environment variables that affect the startup and operation of AliasStudio.*

# ABOUT ENVIRONMENT VARIABLES

Before using AliasStudio, you may want to set environment variables to specify directories in which AliasStudio searches for data files or to set specific AliasStudio behavior.

# Setting environment variables in Windows

Add and remove environment variables using the System control panel (under the **Environment** tab). Refer to the Windows online help for more information.



Where variables have been tested on Windows, compatibility is indicated. Other environment variables may or may not work on Windows.

# VARIABLE DESCRIPTIONS

# General environment variables

## ALIAS\_ALT\_FONTDIR

The location the user can place alternate font files for use in their AliasStudio session.

Parameters: a valid path to a directory

Default: none

Windows compatibility: Yes

## ALIAS\_ALT\_HELP

The location of the Help directory containing the online help files .

Default: `$ALIAS_LOCATION`

Windows compatibility: Yes

When installing AliasStudio you will have to choose where to install the online Help documentation. You have the option to install it locally or on a web server. This involves updating the `ALIAS_ALT_HELP` variable. To accomplish this complete the following steps:

- 1 Exit AliasStudio if it is currently running.
- 2 Set the **ALIAS\_ALT\_HELP** environment variable to the location that you copied the online documentation to.

If `ALIAS_ALT_HELP` is not set, AliasStudio uses the registry value created when documentation was installed from CD.

Platform	Procedure
Windows	<ol style="list-style-type: none"><li>1 In the <b>Start &gt; Settings &gt; Control Panel &gt; System</b> window, select the <b>Environment</b> tab.</li><li>2 In the <b>Variable</b> field, type: <code>ALIAS_ALT_HELP</code></li><li>3 In the <b>Value</b> field, type the directory path to the online documentation, (for example, <code>D:\OnlineDocs</code>).</li><li>4 Click <b>OK</b>.</li></ol>

- 5 Restart AliasStudio.

## ALIAS\_APP\_PROJECT

Overrides the `CURRENT_PROJECT` defined in the `.AliasBrowserPrefs` and defines the project that AliasStudio will start-up in.

Parameters: a valid project file name, which is a directory name in `user_data` (not including `dumpster`) containing all needed subdirectories.

Default: none

Windows compatibility: Yes

#### ALIAS\_BITMAP\_LOCATION

The location where more icon images can be found.

Parameters: a valid path to a directory

Default: `.Alias/bitmaps`

Windows compatibility: Yes

Default for Windows: `%ALIAS_LOCATION%\bitmaps`

#### ALIAS\_FORCE\_DEFAULT\_ENVIRON

Sets a default environment in AliasStudio upon start-up. AliasStudio loads files from the distribution area.

#### ALIAS\_HPGL\_CFG

The location of the plotter configuration file `hp_gl.cfg`.

Parameters: a valid path to a file

Default: `$ALIAS_LOCATION/sys/install/hp_gl.cfg`

Windows compatibility: Yes

#### ALIAS\_LICENSE

Sets your system to automatically invoke a particular AliasStudio product. Use this variable only if you understand licensing and are sure you don't want access to any other products.

Parameters: `st` (Studio), `as` (AutoStudio), `ss` (SurfaceStudio), `ds` (DesignStudio)

To disable this variable for Windows:

- ◆ From **Start > Settings > Control Panel > System**, click on the **Environment** tab.
- ◆ Look for the `ALIAS_LICENSE` variable. If you see that it is set, delete it by highlighting it and clicking the **Delete** button.

#### ALIAS\_LOCATION

The path that AliasStudio will use to resolve references to resource files required by the AliasStudio executable, such as DSO library files and scheme files.

Parameters: a valid path to a directory

Default: `$AW_LOCATION/alias`

Windows compatibility: In Windows, the environment variable is automatically set by AliasStudio while it is being executed, and it points to the directory one level above the `bin` directory where the AliasStudio executables and `.dll` files are found. Even if you explicitly set this environment variable, it is ignored.

#### ALIAS\_LOGO

Overrides the Standard AliasStudio Splash screen with an alternate image (specified by the absolute path to the image).

Parameters: a valid path to a file

Default: none

Windows compatibility: Yes

#### ALIAS\_PREFS\_LOCATION

Location of Alias Preference files.

Parameters: a valid path

Default: C:\Documents and Settings\[userid]\Application Data\Autodesk\AliasStudio\UserPrefs [version no.]

The preferences files can be set to something other than the default, which is useful if:

- ◆ a user wants common preferences across several machines
- ◆ all user preferences for a design work group are stored in a common location
- ◆ a user stores preferences on a USB flash (keychain) drive.

#### ALIAS\_WORKENV

The location that becomes the current working directory on execution of AliasStudio (that is, the directory above the `user_data` directory that the user wishes to use with AliasStudio).

Parameters: a valid path to a directory

Default: C:\Documents and Settings\[userid]\My Documents

# Rendering environment variables

## ALIAS\_HIDDEN\_CASTS\_SHADOWS

Causes hidden objects to cast shadows. You can also set this in the UI under [Render > Render Globals](#).

Parameters: none

Default: OFF when undefined

Windows compatibility: Yes

## ALIAS\_ILLUMINATED\_SHADOWS\_ONLY

Causes all objects to cast shadows, including objects not linked with shadow casting lights (barring their own cast-shadows flags).

Parameters: none

Default: OFF when undefined

Windows compatibility: Yes

## ALIAS\_MAX\_TS\_PROCESSORS

Sets the number of processors used for tessellation by the powertracer.

Parameters: an integer representing the number of processors

Default: 1

Windows compatibility: Yes

## ALIAS\_MULTI\_JITTER

Invokes a new, experimental point sampling technique for anti-aliasing that is better at noise generation, but may take longer.

Parameters: none

Default: OFF

Windows compatibility: Yes

## ALIAS\_OCRPATH

The path relative to `ALIAS_RENDERLOCATION` where the Open Render Plugins reside. For example, if the `.o` files for the Open Render plug-ins are in `/usr/larry/render/plugins` and you are rendering in `/usr/larry/`, then `ALIAS_OCRPATH` should be set to `render/plugins`.

Parameters: a valid path to a directory

Default: `'.'` (the current working directory)

Windows compatibility: No

## ALIAS\_PIX\_SEARCHPATH

The directory where file textures can be found. This is defined in the `.cshrc` file as `$ALIAS_LIB_LOCATION/pix/*`.

Parameters: a valid path to a directory

Default: `./texture` if not set by the `.cshrc` file.

Windows compatibility: Yes

Windows default: . \

#### ALIAS\_REFLECTION\_ONLY

Sets all reflection-only objects visible for reflection rays only. Used for raytracer/powertracer only, when the reflection-only tag is set on (under render stats).

Parameters: none

Default: OFF (all reflection-only objects are visible for reflection and refraction rays)

Windows compatibility: Yes

#### ALIAS\_REMOTE\_LOCATION

When rendering remotely from AliasStudio (i.e. launching the renderer on a different machine), AliasStudio assumes that the renderer will be found in the default installation directory on that machine.

If it has been installed elsewhere, set the **ALIAS\_REMOTE\_LOCATION** variable on the local machine to the same value as the **ALIAS\_LOCATION** variable on the remote machine.

Parameters: a valid path to a directory

For example:

```
ALIAS_REMOTE_LOCATION /my/custom/install/directory
```

Default: none

❖ Also refer to the **ALIAS\_LOCATION** variable.

#### ALIAS\_RENDER\_LOAD\_TIMEOUT

The ALIAS\_RENDER\_LOAD\_TIMEOUT environment variable can be used to increase the amount of time that Studio will wait to communicate with the Studio renderers.

Under normal circumstances the renderer will load within the default timeout period and this environment variable is not necessary.

In cases where the renderer takes more than 20 seconds to load it is recommended that this variable be set to a larger value. If the Studio renderer is unable to load within the timeout period, the following error will be written to the Studio errlog:

```
"Timed out waiting for renderer to connect with Studio."
```

This behavior is rare and is usually caused by one of the following:

- Slow CPU
- Slow hard drive or controller
- Heavily fragmented hard drive

The value for ALIAS\_RENDER\_LOAD\_TIMEOUT is measured in seconds.

Example:ALIAS\_RENDER\_LOAD\_TIMEOUT=120 will cause Studio to wait two minutes before giving up on an attempt to communicate with the renderer.

#### ALIAS\_RT\_BACKGROUND\_ON

Sets reflection and refraction rays which do not hit anything to return either the background color or black (during ray tracing only).

Parameters:

- |       |  |
|-------|--|
| 1     | reflection and refraction rays which hit nothing return the background color |
| <hr/> |  |
| 0     | reflection and refraction rays which hit nothing return black                |

Default: refraction rays return the background color; reflection rays return black

Windows compatibility: Yes

#### ALIAS\_RT\_SHADOW\_OFFSET

Sets the shadow offset to be used during ray tracing (to avoid self-shadowing).

Parameters: a floating point value

Default: 0.0

Windows compatibility: Yes

#### ALIAS\_SDL\_LONGFORM

Allows many more comments to be included in the SDL file. The quantity of comments was reduced to make SDL files smaller as of V7.0.

Parameters: none

Default: OFF when undefined

Windows compatibility: Yes

#### ALIAS\_SHADOW\_FARCLIP

Sets the far clipping plane of the shadow map. Use only when light fog (and resulting shadows) is shone into the distance.

Parameters: a floating point value

Default: OFF

Windows compatibility: Yes

#### ALIAS\_SWITCH\_SCANLINES\_ EVEN\_ODD\_SENSE

Causes field rendered images to be constructed in the format that Composer expects, versus the (now obsolete) format that the old Alias video output facility expected (the default).

Parameters: none

Default: OFF

Windows compatibility: Yes

#### ALIAS\_V90\_REFRACTION

Makes refractions appear as they did in AliasStudio 9.0. This can sometimes result in rays prematurely exiting a chunky refractive object (for example, a diamond) and the incorrect appearance of refractions.

Parameters: none

Default: OFF

Windows compatibility: Yes

#### ALIAS\_V5\_USE\_BACKGROUND

Adds lighting on top of a use-background colored surface.

Parameters: none

Default: OFF

Windows compatibility: Yes

#### FIXED\_DISPLACEMENT

Sets displacement mapping to ignore the magnitude of the tangents, and displace the geometry a fixed distance from the original surface regardless of deformation or parameterization of the original surface.

Parameters: none

Default: OFF

Windows compatibility: Yes

#### SEPARATE\_GLOW\_FILES

Writes an image <pixfilename>.glow that contains only the glow aspects.

Parameters: none

Default: OFF

Windows compatibility: Yes

# Plotting environment variables

## ALIAS\_INPUT\_RGB\_PROFILE (Windows only)

This environment variable specifies alternate ICC profile values to be used by the RGB-to-CMYK conversion, overriding the defaults provided. This conversion is performed during print preview when viewing images in CMYK color preview mode

ALIAS\_INPUT\_RGB\_PROFILE specifies an RGB ICC profile to the converter.

## ALIAS\_OUTPUT\_CMYK\_PROFILE (Windows only)

This environment variable specifies alternate ICC profile values to be used by the RGB-to-CMYK conversion, overriding the defaults provided. This conversion is performed during print preview when viewing images in CMYK color preview mode

ALIAS\_OUTPUT\_CMYK\_PROFILE specifies the CMYK ICC profile.

It is possible to override one or both profiles. The filenames specified must be full (absolute) paths.

Example:

(Windows):

```
ALIAS_INPUT_RGB_PROFILE C:\rgbProfile1.icc  
ALIAS_OUTPUT_CMYK_PROFILE C:\cmykProfile1.icc
```

## ALIAS\_PLOTTER\_LIST

The list of plotters/printers to be listed in the Plot SetUp window. If you have many plotters/printers on your network, you may want to limit the number of plotters/printers listed in the Plot SetUp window.

Example:

```
setenv ALIAS_PLOTTER_LIST plotter1:plotter2
```

## ALIAS\_PLOT\_INIT

The plotter's initialization string, placed at the beginning of the HPGL2 files if wanted.

Parameters: the plotter's initialization string

Default: <ESC % -1BBPIN (<ESC is the escape key for HPGL2; its hex value is 0x1b)

## ALIAS\_PSLOT\_INIT

Inserts Postscript commands just after the Postscript initialization in the Postscript file generated by the plot command. A knowledge of Postscript commands is necessary to use this variable. See also ALIAS\_PLOT\_INIT.

Parameters: strings of Postscript commands

Default: no Postscript commands are inserted

## ALIAS\_PSPLOT\_INIT2

Inserts Postscript commands just after the viewport commands in the Postscript file generated by the plot command. A knowledge of Postscript commands is necessary to use this variable.

Parameters: strings of Postscript commands

Default: no Postscript commands are inserted

## XAPPLRESDIR (X Windows)

The location used by X (the window system) to search for resource files set by a user to override the defaults.

Parameters: a valid path to a directory

Example of a valid path: `~bob/lib/X11/app-defaults`

Default: none



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