



Environment Variables

Environment Variables
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Environment variables

Describes environment variables that affect the startup and operation of StudioTools.

About environment variables

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

Setting environment variables in UNIX

You set and unset environment variables using the UNIX commands `setenv` and `unsetenv`. For example, to set the environment variable `AW_LOCATION` to `/usr/aw`, type the following (assuming you are using a **cs**h shell):

```
setenv AW_LOCATION /usr/aw
```



Different shell environments may have different command syntax for setting environment variables.

You can specify environment variables individually before each session or place them in your `.cshrc` or `.login` file so that they are set when you log in to your system.

To see the values of all your environment variables, use the `printenv` command.

Variable descriptions

General environment variables

ALIAS_ALT_FONTDIR

The location the user can place alternate font files for use in their StudioTools 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 StudioTools 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 StudioTools 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, StudioTools uses the registry value created when documentation was installed from CD.

Platform	Procedure
Windows	<ol style="list-style-type: none"> 1 In the Start > Settings > Control Panel > System window, select the Environment tab. 2 In the Variable field, type: ALIAS_ALT_HELP 3 In the Value field, type the directory path to the online documentation, (for example, D: \OnlineDocs). 4 Click OK.
IRIX	<ol style="list-style-type: none"> 1 In a text editor, open your <code>.cshrc</code> file. For example, from a UNIX shell type: jot .cshrc 2 Add a line to the <code>.cshrc</code> file as follows: setenv ALIAS_ALT_HELP <location> where <location> is the directory path to the online documentation (for example, nfs/server/StudioTools/OnlineDocs). 3 Save the <code>.cshrc</code> file and close the text editor.

4 Restart StudioTools.



If you are starting StudioTools from a UNIX shell, then you must first open a new UNIX shell.

ALIAS_APP_PROJECT

Overrides the `CURRENT_PROJECT` defined in the `.AliasBrowserPrefs` and defines the project that StudioTools 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 StudioTools upon start-up. StudioTools 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 StudioTools 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 UNIX:

- ◆ If you see the environment variable is defined, type:
`unsetenv ALIAS_LICENSE`



If `ALIAS_LICENSE` is set in a `.login` file or equivalent you should remove the environment variable so that it does not get redefined the next time you log in.

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 StudioTools will use to resolve references to resource files required by the StudioTools 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 StudioTools while it is being executed, and it points to the directory one level above the bin directory where the StudioTools executables and .dll files are found. Even if you explicitly set this environment variable, it is ignored.

ALIAS_LOGO

Overrides the Standard StudioTools 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_NO_LOGO (UNIX only)

Disables the StudioTools Splash screen. Outputs to the Splash Screen will appear in the UNIX shell or, if started from the icon, in the Console.

Parameters: none

Default: OFF

Windows compatibility: No

ALIAS_PREFS_LOCATION

Location of Alias Preference files.

Parameters: a valid path

Default: C:Documents and Settings\[userid]\Application Data\Alias\StudioTools\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_SP_LOCATION (IRIX only)

The location of Studio Paint (defined in the .cshrc file).

Parameters: a valid path to a directory

Default: \$AW_LOCATION/studiopaint

Windows compatibility: No

ALIAS_TEMP_DIRECTORY (UNIX only)

The temporary directory used by the StudioTools store and retrieve routines. This path may be used as an alternative to TMPDIR (for example, when you are working with large models which generate large wire images, and do not wish to, or cannot, have such a large TMPDIR partition).

Parameters: a valid path to a directory

Default: none

Windows compatibility: No

ALIAS_WANT_STEREO

In order to use stereo viewing on IRIX you must set the **ALIAS_WANT_STEREO** environment variable to 1.

ALIAS_WORKENV

The location that becomes the current working directory on execution of StudioTools (that is, the directory above the user_data directory that the user wishes to use with StudioTools). This environment variable is set to \$HOME in the .cshrc file. If this environment variable is set, you should also set ALIAS_DATA_LOCATION to provide the directory setting for user_data.

Parameters: a valid path to a directory

Default: '.' (the current working directory) if not defined in the `.cshrc` file.

Windows compatibility: Yes

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

ALIAS_DATA_LOCATION

The location of the `user_data` directory structure (all StudioTools user projects should be located under this directory).

Parameters: a valid path to a directory

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

AW_LOCATION (UNIX only)

The location of the installation tree for all Alias Systems products (defined in the Alias Systems standard `.cshrc` file). It can be an NFS mount point to another machine that is acting as a software server, but is best implemented as a local directory for performance reasons.

Parameters: a valid path to a directory

Default: `/usr/aw`

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 Plug-ins 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_POWER_STACKSIZE (UNIX only)

Sets the maximum size (in bytes) of the per process stack for the multi-processor renderers on UNIX systems (PowerCaster and PowerTracer). 2MB of stack per processor is sufficient for most renderers; however, if the stack becomes exhausted in a PowerCast or PowerTrace of a given SDL (a stack error, not an out of memory error), use this environment variable to increase the amount of stack given to each processor.

The trade off is that there is only 2GB of addressable space with 32 bit applications, and more address space devoted to stack means less address space available for model and texture data. The UNIX default stack size of 32MB will quickly use up most of the available address space on machines with large numbers of CPUs.

Parameters: an unsigned integer representing the number of bytes to use for per process stack

Default: 2 (MB)

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

Sets the location of the remote rendering process for batch and direct rendering if Alias Systems software is not installed under /usr/aw/alias10.0 on the remote unix machine.

On the local system set the **ALIAS_REMOTE_LOCATION** environment variable to the same value as the **ALIAS_LOCATION** environment variable on the remote system.

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 StudioTools 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

Animation environment variables

ALIAS_TEMP_DIR (UNIX only)

A temporary directory used when invoking movieplayer, if TMPDIR is not defined.

Parameters: a valid path to a directory

Default: /usr/tmp (if neither TMPDIR nor ALIAS_TEMP_DIR are defined)

Windows compatibility: No

Data transfer environment variables

ALIAS_TO_INVENTOR_OPTS (UNIX only)

Specifies the default options to be used by the `ALTOIV` (Alias Wire File to Inventor/VRML file) conversion program. Options specified on the command line when `ALTOIV` is executed override the default options specified via this environment variable.

Parameters: see the following table.

<code>-help</code>	output <code>ALIAS_TO_INVENTOR_OPTS</code> parameters (listed below)
<code>-binary</code>	output binary inventor
<code>-ascii</code>	output ascii inventor
<code>-verbose</code>	display more detailed messages
<code>-quiet</code>	operate with no feedback
<code>-nottransforms</code>	output world space objects
<code>-alltransforms</code>	output full hierarchy with transforms at each DAG node and object space objects
<code>-transforms</code>	output required transforms at each DAG node and object space objects
<code>-tri</code>	tessellate all NURBS surfaces to triangles using render stats window settings
<code>-quad</code>	tessellate all NURBS surfaces to quads (where possible) using render stats window settings
<code>-nurb</code>	output NURBS surfaces
<code>-cameras</code>	output cameras
<code>-nocameras</code>	don't output cameras
<code>-instances</code>	convert StudioTools instances to Inventor instances
<code>-noinstances</code>	convert StudioTools instances to copies
<code>-inline</code>	create inline texture data instead of references
<code>-noinline</code>	create referenced textures where possible (for file textures only)
<code>-inventory</code>	create a single Inventor material or texture per StudioTools material or texture, and instance per object

<code>-noinventory</code>	create an Inventor material or texture per object
<code>-units <name></code>	output units with specified name, where name is: MICRONS, MILLIMETERS, CENTIMETERS, METERS, KILOMETERS, INCHES, FEET, MILES.
<code>-nounits</code>	don't output units
<code>-scale <scale></code>	scale Inventor file by specified amount
<code>-xres <resolution></code>	for non-file textures sample to this resolution
<code>-yres <resolution></code>	for non-file textures sample to this resolution

Default: `-ascii -quiet -notransforms -nurb
-nocameras -noinstances -noinline
-noinventory -nounits -scale 1.0 -xres
256 -yres 256`

Plotting environment variables

ALIAS_INPUT_RGB_PROFILE (IRIX and Windows only)

This environment variables 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 (IRIX and 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
```

(Unix)

```
ALIAS_INPUT_RGB_PROFILE    /usr/myprofiles/  
rgbProfile1.icc  
ALIAS_OUTPUT_CMYK_PROFILE /usr/myprofiles/  
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_PSLOT_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

UNIX/IRIX specific environment variables

DISPLAY (UNIX and Windows only)

The host and/or screen that X11 (the window system) uses for the display. Alias Systems products do not respect this setting and will only display on the local screen.

Parameters:

hostname:displaynumber.screennumber (for example, spiff:0.0)

Default: ':0.0'

ALT_DISPLAY (UNIX only)

The secondary screen used for display on Octane dual display hardware.

Set the environment variable `ALT_DISPLAY` to the OCTANE secondary graphics display name: (for example, `setenv ALT_DISPLAY :0.1`).

EDITOR (UNIX only)

A fall-back resource used in the databrowser if `ALIAS_EDITOR` (ASCII Editor) is not set, or if `ALIAS_EDITOR` is set to `Custom` and `ALIAS_EDITOR_APP` (Custom editor) is not set under **General** in [Preferences > General Preferences](#).

Parameters: a valid path to a directory

Default: none

HOME (UNIX only)

The user's home directory. This system environment variable is set automatically during login, and should not normally be changed.

Parameters: a valid path to a directory

Default: the user's home directory

ILICVT (Image Vision, IRIX only)

The user-settable input conversion program for **ILIB**.

Parameters: a valid path to a file

Default: `toimg`

ILOCVT (Image Vision, IRIX only)

The user settable output conversion program for **ILIB**.

Parameters: a valid path to a file

Default: `imgcvt`

PATH (UNIX only)

A list of paths to `bin` directories where executables are found. This environment variable is set in the `.cshrc` file.

Parameters: valid directories separated by a `'`

Default: `/usr/bin:/bin:/usr/sbin`

SHELL (UNIX only)

The name of the current shell (for example, **csh**, **sh**, **ksh**, **bsh**) generated during login from the last field of the user's entry in `/etc/passwd`.

Parameters: **do not change**

Default: `csh` (typically)

TMPDIR (UNIX only)

The location for temporary files created by any programs running in UNIX.

Parameters: a valid path to a directory

Default: `/usr/tmp`

QUAD_OUPUT

`QUAD_OUPUT` controls the resolution of the texture swatch created in the file. For example, if its value is 16, the texture swatches produced in the quad file are 16 by 16 pixels.

These definitions are used to delineate objects.

The command to set this variable is as follows:

```
setenv QUAD_OUPUT 16
```

If the `QUAD_OUPUT` environment variable is any positive integer except zero (0), then quadrilaterals are output into the file instead of triangles when you select the Object Separators option of the triangle output menu.

USER (UNIX only)

The current session's user id name. This environment variable is set automatically during login, and should not normally be changed. It is modified by **su** and **login** commands.

Parameters: **do not change**

Default: user id name

XAPPLRESDIR (X Windows, UNIX only)

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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