

## **AAASeed Tips**

Italics are used to specify key combinaison.

### **Param**

definition

### **Beware of *caps locks***

-**AVOID IT !!!** The keyboard shortcuts have been made for lowercase and staying in Uppercase will confuse you quickly. If a key don't do what is supposed to do, check it.

### **.nil Files and Dirs**

any file or dir which end with .nil (data.txt.nil) will be considered by AAASeed as non existant (this this thru for the Kernel and so for Lua) . This is a good way to keep data in location but desactivate.

## How to create a new Layers

-Select the right Layers (or Group this is a synonym)

At the top of the Param viewport (*Tab* to toggle) in the second line you can read the current Group/Layers (e.g. G13 LA mean Group 13 Layer A).

Using the *CTRL-ALT-UP* and *CTRL-ALT-DOWN* you can move from layers to layers. You will see the number after the G changing. Infact this the only way to make a nonexisting Layers current. You can double click on an existing Layers to make it current.

-Create the Layers

Go to the main Menu item Layers/New.

A file dialog appears. Create a new directory in the Env directory (you can do it anywhere but Env is where the Layers should live). Then save a "fx" file there.

This is done. You now have a new Layers in the Layers list. Activate it by setting the switch attached to ON (notice then the + sign before the G in the second line).

You can now open it (or double click on it) and go down in the tree. But your Layers don't have any Layer yet (see next tip for that).

## How to create a new Layer

This is very similar than creating a new Layers:

-Select the right Layer

At the top of the Param viewport (*Tab* to toggle) in the second line you can read the current Layer (e.g. G13 LA mean Group 13 Layer A).

Using the *ALT-UP* and *ALT-DOWN* you can move from layer to layer. You will see the letter after the L changing. Infact this the only way to make a nonexisting Layer current. You can double click on an existing Layer to make it current.

-Create the Layer

Go to the main Menu item Layer/New.

This is done. You now have a new Layer in the Layer list of the current Layers. It should be white with a sign before showing there is something to open. Check in the "More" Params of the layers that your layer is in the active range (A to A by default).

Activate it by setting the switch attached to ON (notice then the + sign before the L in the second line).

You can now open it (or double click on it) and go down in the tree. But your Layers don't have any Bdd yet. You need to set your layer to see something.

-Fill it. I will recommend until you know what you do, from top to bottom:

1/ Change "activate" to ON (see the + after the Layer letter in the second line).

2/ Change "use\_bdd" to update\_and\_draw

3/ Change "rendering" to Owner

push the I (I mean L lowercase) to switch the lighting OFF.

4/ Change "mapping" to Owner

5/ Change "color" to Owner

6/ Change "model" to Owner

-Play with your Layer. You can noticed that every change done to the Layer triggered changes in the "second Line". The 3 + at the beginning correspond to the 3 "active" you need to have a layer really parse by the software.

## **Net**

On Windows/Linux “netstat -a” in a terminal window will give you a first look at port usage

## **Net address**

the param destination\_ip accept ip address only ipv4 for now

in numeral form :

192.168.1.88 a precise IP

192.168.1.255 a broadcast subnet

in symbolic form :

localhost or local for the loopback (127.0.0.1 )

broadcast or any for the broadcast ( 255,255,255,255 )

## **Useful links**

[http://en.wikipedia.org/wiki/Transmission\\_Control\\_Protocol](http://en.wikipedia.org/wiki/Transmission_Control_Protocol)

[http://en.wikipedia.org/wiki/User\\_Datagram\\_Protocol](http://en.wikipedia.org/wiki/User_Datagram_Protocol)

[http://en.wikipedia.org/wiki/IP\\_port](http://en.wikipedia.org/wiki/IP_port)

## **Lights / Materials**

There is 8 Global Lights,

- each module can have its own set of 8

- each layer can have its own set of light switches

There is a Global bind for materials and only a global bind

- with a maximum of 128 entry define in a Global Bind

- if name is undefined AAASeed will try to save in material dir

## **Speed**

### **vbl\_count**

In the application object (menu principal Focus/Application or key '0')

switch param vbl\_count\_active to OFF

vbl stand for vertical blanking, which is the time when, on old CRT monitors, the electron beam was told to go back up. This moment is used to flip the graphic buffers (front-the one you see and back-the one in which we draw) so the eye will be presented a different frame but that this flipping don't occur in the middle of a frame with a "tearing" effects.

Explain when the vbl\_count can be useful

### **Sync**

In the preferences object (menu principal Focus/Preferences or key F10)

under GOL

switch GOL\_vsync\_do

if it still look good, it is also faster keep it

switch param swap\_buffer to OFF

if it still look good, it is also faster keep it

if you get some tearing effects go back to param at ON

In fact it depend also on your graphic card settings

### **GPU texture format**

Certain GPU perform way faster on a "native format", in particular Intel require to flip Blue and Red.

Gabu now switch pref\_ui/texture\_flux\_master/move\_to\_gpu/move\_to\_gpu\_flip\_bgr according to the GPU used by OpenGL driver open at start.

## Adventures in Texture and Memory

### Prefs (Starting Preferences) Shortcut Control-F10

All the param here act at start, changing them will have an effect only when changed, saved and AAASeed restarted.

Graphics Asked Chapter

`component_bit_nb` Param

the only valid values for new are 8, 16, 32

other values will default to 8

it define the internal format of all opengl texture used in AAASeed

fbo is a special case because it have its own param

8 is the traditional default value : 256 possible values by component

you should stick to it except if you know what you do

16 or 32 make color component for precise and in floating point

useful for OpenGL for example

but it consume 2 to 4 time more memory

it consume also for memory bandwidth

This was a quick hack it should be set texture by texture

`opengl_30` Param

This Param control the creation of the OpenGL context done at start

ON the OpenGL context will be version 3.0

it is useful to ensure a reference platform

useful on more modern machine when OpenGL loose old functionality

OFF OpenGL will be whatever the driver implement

this is default, you get the latest OpenGL

### Fit it in memory

`Pref_ui(F10)/Image/image_free_when_on_board` Param

ON, once an image is read and transfered to the GPU

the memory used on the CPU is freed

when loading lots and big images this is really important

### Fit it in GPU memory

#### or deal with the memory swap (CPU/GPU)

`Pref_ui(F10)/Image/image_auto_compress` Param

ON the GPU will use a more compact form of the texture

it can save you a lot of space

but check the visual quality because it is a destructive compressi

`Pref_ui(F10)/Texture/Texture_video_used_MB` Param

This give you (appart of bugs) a good estimation of the GPU Memory used by texture

This is a computation done by the texture fns in AAASeed

`Pref_ui(F10)/OpenGL Memory Group`

`opengl_meminfo_do` Param activate a direct interrogation of the Driver

avoid leaving it on except if really wanted

this is real data from opengl, not an AAASeed estimation

on the 2 next param are update on Nvidia more on ATI

## **Permanent installation**

### **Protect from Power setting, Screen Savers**

Prefs (Starting Preferences) Shortcut Control-F10

All the param here act at start, changing them will have an effect only when changed, saved and AAASeed restarted.

system Chapter

keep\_system\_awake Param

ON prevent the power setting to stop or sleep the machine

keep\_display\_on Param

ON prevent the power setting and screen saver to stop the display

### **License**

Make sure the license last enough

### **Protect from change**

#### **Edit Mode**

### **Make It Fast**

No time buffer : F10/Time buffer Master/active a OFF

Lua

don't check file F10/Lua Master

don't force run lua if possible F10/Lua Master

### **Automatic Start and Stop**

**decide of the proper handling by the local team**

**watchdog**

**Hardware**

**AAASeed watchdog**

### **Avoid dependencies on DLL**

**Know what you use**

**Disable what you don't**

### **BackUp**

**Disk Image**

**Client Validation ( no trouble when they lost it )**

**BackUp in the AAA Vault**

**Install procedure**

## Configuring a PC

Windows a lot better but still need some smoothing.

This is how I do it and require machine to be set up.

### Change Desktop icons

set machine, network, user folder to be seen

### Change the file folder preferences

mainly to show extensions and see full name

### Work Clean

Set up a AAA Folder for AAASeed and Media

Set up an Install or Installer folder (in AAA or otherplace)

put it everything you use to prepare the system for AAASeed

this way you'll be ready for reinstall or another machine

### Install the right software the right way

**Supercopier** replace the windows copy with a real one

<http://supercopier.sfxteam.org/?q=node/type/download>

version 2.2 beta is one since 2009

**Notepad++** to edit script or any text file (default AAASeed text editor)

<http://notepad-plus-plus.org/>

I recommend

then Setting / preferences

uncheck

Darken inactive tab

Show close button on each tab

check

Draw a colored bar on active tab

Double click to close document

then Setting / Style configurator

set Theme to deep black

**7z** compression utility

<http://www.7-zip.org/>



## **Sharing Windows 7 Directories Without Password Like Windows XP**

One of the biggest complaints I heard about with regards to Windows Vista and Windows 7 is that you can't share directories at home without using a login and a password. We've all taken Windows XP's ability to easily share files and folders without using any passwords at all. Most of the time that's sufficient, because we are only sharing between our family members. Good news is that you can do the same with Windows 7; you just have to take one extra step--"Turn off password protected sharing".

That option is available in the "Control Panel\Network and Internet\Network and Sharing Center\Advanced sharing settings". You can get there using the following sequence: Control Panel -> Network and Internet -> Homegroup -> Change advanced sharing settings...

After turning off the password protected sharing, click the "Save changes" button to apply the change.

## **No Thumb.db on Windows 7**

<http://www.technoleros.com/turn-off-caching-of-windows-7-thumbnails-in-hidden-thumbs-db-files/>

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Lexique

CPU

GPU

KB / Kb / Ko

MB / Mb / Mo