Scene and User Configuration Example

**Note:**

This document shows you how to configure parts. For complete configuration, see document “Configuration”.

In this document, we assume that configuration data is place at the webapps\ROOT\data directory of TOMCAT installation directory. When we discuss any files or directories, we assume their directory starting from that file directory.

All configuration files are text files, in which any content between /\* and \*/ or following // are comments. The comments have no meaning, and can be deleted from configuration files; their only function is only for improving readability.

If an item in configuration file is a file name, its directory is that of the configuration file.

## Shader Configuration File

Enter into directory “data\shaders”, You will see some directory and a file(shaders.txt). Open the file, you will see content as following:

driver\_audio.extended\_render\_driver driver\_general\audio\render.list

driver\_background.extended\_render\_driver driver\_general\background\render.list

driver\_camera\_token.extended\_render\_driver driver\_general\camera\_token\render.list

driver\_caption.extended\_render\_driver driver\_general\caption\render.list

driver\_coordinate.extended\_render\_driver driver\_general\coordinate\render.list

driver\_general.extended\_render\_driver driver\_general\general\render.list

driver\_proxy.extended\_render\_driver driver\_general\proxy\render.list

driver\_ruler.extended\_render\_driver driver\_general\ruler\render.list

driver\_show\_target.extended\_render\_driver driver\_general\show\_target\render.list

driver\_sky\_box.extended\_render\_driver driver\_general\sky\_box\render.list

driver\_tag.extended\_render\_driver driver\_general\tag\render.list

driver\_text.extended\_render\_driver driver\_general\text\render.list

The content in **Shader Configuration File** is configuration of render programs. It contains some records, and each record has one render driver class name and a render list file name, The relative directory of all these files is that of **Shader Configuration File**.

1. The first item is render driver class name. Engine uses the java class name to create a render driver object on web server.
2. The second item is **render List File** name. From this file engine can find all part-related information that engine and the programs above exploits to render scenes.

## Render List File

Let's examine a **Render List File**, Enter into directory “data\shaders\driver\_general\background”, You will see some a directory and six files:

* render.list: this is **Render List File**.
* part.list:this is **Part List File**.
* parameter.txt: this is **Part Parameter File**
* Background: this is a directory. Part-related data are stored in this directory, these data includes part mesh, part material, part description, part audio, .etc.

File “render.list” is **Render List file**. Open it, you will see content as following:

parameter.txt part.list

The content in **Render List file** are some records, and each record has two file names. Sometime there may exist user-defined parameters following the two file names. The number of user-defined parameters is defined by render driver’s get\_parameter method.

The first file name is **System Render Parameter File**, which contains system parameters for render program. For a beginner of our WebGL engine, you can just ignore understanding this **System Render Parameter File** and employ the default **System Render Parameter File**. For more information, please reference to document “Configuration”.

The second file name is **Part List File**, which contains all part-related information.

## Part List File

The content in **Part List File** is some records, and each record has six items.

The first item is part user name. Engine uses part user name when it displays part information.

The second item is part system name. When engine creates a scene, it uses part system name to set up relationship between part and component.

The third item is **Part Mesh File** name; the content in this file defines the part’s geometry. For more detail, reference document “Part Mesh File “in configuration.

The fourth item is part material file name; the content in this file is defined by part driver and is used when JavaScript program on client-side engine renders components.

The fifth item is part description file name; this text file contains all kinds of part information and is used for displaying part information.

The sixth item is part audio file name. Engine may play this audio file when user does some part-related operation.

Open file “part.list”, you will see content as following:

*background*

*background*

*background\background.mesh*

*background\background.material*

*background\background.description*

*background\background.ogg*