```
7                       // Number of objects to be loaded
0                       // OPTIONAL world DCS settings (default values shown)
                  1 1 1 // Scale values
                  0 0 0 // Translation values (in feet)
                  0 0 0 // Rotation values (degrees, z-x-y format)

1                       // OPTIONAL ScalarBar settings: the default settings are shown in this block
                        // scalarBar Postion (of lower left corner, in feet, relative to the performer of
          -5.0 6.0 0.0 coord frame)

                    90 // scalarBar Z-Rotation (in degrees: used to control orientation of the scalarBar)
               3.0 0.5 // scalarBar Height and Width (in feet)
5
  PIV_Image_and_Vectors.
                   BMP // PIV data
               11 4.3 5 // Location of lower left corner
                      0 // Orientation: 0=X-plane, 1=Y-plane, 2=Z-plane
                        // Object type 8: vtkDataSets, e.g., unstructured grids, or polydatas such as
8                       surfaces or particle tracks
                  1 1 1 // DCS Scale values
                  0 0 0 // DCS Translation values (in feet)
                  0 0 0 // DCS Rotation values (degrees, Z-X-Y format)
           flowdata.vtk // vtkDataSet name
            ./POST_DATA // precomputed data slice directory (insert JUNK if n/a)
              ./SURFACE // precomputed surface directory (insert JUNK if n/a)
9                       // object type 9: Geometry: *.stl, *.iv, *.pft, *.obj

                      1 // transparency toggle (1=make geom transparent when visualizations are active)
          1 1.0 0.0 0.0 // stl color flag (and 3 color values if flag = 1)
         3.93 3.93 3.93 // Scale values for geometry file
          3.5 .72 3.287 // Translation values for geometry file
                 90 0 0 // Rotation values for geometry file
          air_system.iv // Geometry file name
10                      // Object type 10: Transient data loader
                      4 // Number of directories containing vtk data to follow
                  1 1 1 // data dcs scale values
                  0 0 0 // data dcs translation values
                  0 0 0 // data dcs rotation values
    ./transient_flowdata // directory of vtk files

                      0 // button ID (0=3D_mesh, 1=x-planes, 2=y-planes, 3=z-planes, 4=particle cloud)
    ./transient_y_planes // directory of vtk files

                      2 // button ID (0=3D_mesh, 1=x-planes, 2=y-planes, 3=z-planes, 4=particle cloud)
    ./transient_z_planes // directory of vtk files

                      3 // button ID (0=3D_mesh, 1=x-planes, 2=y-planes, 3=z-planes, 4=particle cloud)
    ./transient_droplets // directory of vtk files

                      4 // button ID (0=3D_mesh, 1=x-planes, 2=y-planes, 3=z-planes, 4=particle cloud)
        ./trans_geometry // Transient geometry data directory
                  1 1 1 // Transient geometry dcs scale values
                  0 0 0 // Transient geometry dcs translation values
                  0 0 0 // Transient geometry dcs rotation values
                        // Transient geometry transparency setting, stl color flag (and 3 color values if
         1 1 1.0 1.0 1.0 flag = 1)
                      6 // Duration of the transient sequence in seconds

11                      // Object type 11: Sound File object, must have Sound API working, recommend OpenAL
                      0 // ambient, is played as background noise

                      1 // retriggerable, shuts off sound from being retriggered in program
                      1 // volume, volume range is 0-1, 1 is loud, 0 is soft
                      1 // pitchbend, changes the pitch 0-1
```

```
                    1 // cutoff, range is 0-1 cutoff is a clipping sort of deal
                    0 // Sound Position X, OpenGL Coordinates 0 is center
                    0 // Sound Position Y, OpenGL Coordinates 0 is center
                    0 // Sound Position Z, OpenGL Coordinates 0 is center
             /sound.wav // Sound file name
                mysound // Sound Name Alias, give a unique name of alphanumeric characters
  10                    // Warped Contour Scale Value
0.05                    // Navigation Step Size
   0                    // Streamline Diameter, set to 0.0 if auto-value is sufficient
```