

Creating a Parameter File for Translator

1. Copy star.param file from Builder/translator directory to work area
2. Open star.param
 - a. Edit Star.cel, Star.vrt, and Star.usr to show where they are located
 - b. Change scalarname lines to respective scalars
 - c. For StarCD, "writeoption" should be Option 1
 - d. Enter one of the following on the scale index line

For scale factor of:

- | | |
|---|--|
| 0 | No scale, corresponding to a scale factor of 1.0 |
| 1 | Custom scale, indicating that the SCALEFACTOR tag will be used to specify a scale factor |
| 2 | Meters to feet, corresponding to a scale factor of 3.28 |
| 3 | Millimeters to feet, corresponding to a scale factor of 3.28e-3 |
| 4 | Inches to feet, corresponding to a scale factor of 1.0/12.0 |
| 5 | Meters (1:12) scale to feet, corresponding to a scale factor of 12.0*3.28 |

- e. *VR space is always in feet, so the scale factor tag must be in feet.*
3. Save and close
4. Enter "vedemo"
5. Enter "translateToVtk" in your shell
6. Select data type to convert
7. Name the file
8. Enter "mergeVertices"
 - a. Enter file name for input
 - b. Enter file name for output

Note: After the mergeVertices step, you may get the following error message:
"vtkDebugLeaks has detected LEAKS!" This is normal.

Note: take note of orientation (size, etc.) and correct in VE-Xplorer parameter file if necessary*

9. Run meshViewer for visual verification of the location of the converted data
10. Run WhatIsScalarRange for information on data set type, bounding box, and scalar and vector**
 - a. Enter file name for input
 - b. Input shrink factor
11. Enter the integer corresponding to the scalar you want to activate
12. Pick an option for displaying cells
13. Manipulate the display views with the mouse:
 - a. Left: rotate
 - b. Right: zoom out
 - c. Middle: translate
14. Keyboard shortcuts:
 - a. T: Toggles mouse between joystick and trackball modes
 - b. E: Exit

*optional

**optional but recommended

Modified 3/4/2005