```
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
    -5.0 6.0 0.0            // scalarBar Postion (of lower left corner, in feet, relative t
    90.0                    // scalarBar Z-Rotation (in degrees: used to control orientatic
    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
8                           // Object type 8: vtkDataSets, e.g., unstructured grids, or pol
                            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 visualizat
    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=
    ./transient_y_planes    // directory of vtk files
    2                       // button ID (0=3D_mesh, 1=x-planes, 2=y-planes, 3=z-planes, 4=
    ./transient_z_planes    // directory of vtk files
    3                       // button ID (0=3D_mesh, 1=x-planes, 2=y-planes, 3=z-planes, 4=
    ./transient_droplets    // directory of vtk files
    4                       // button ID (0=3D_mesh, 1=x-planes, 2=y-planes, 3=z-planes, 4=
    ./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
    1 1 1.0 1.0 1.0         // Transient geometry transparency setting, stl color flag (and
    6                       // Duration of the transient sequence in seconds
11                          // Object type 11: Sound File object, must have Sound API worki
    0                       // ambient, is played as background noise
    1                       // retriggerable, shuts off sound from being retriggered in pro
    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
    0.0                     // Sound Position X, OpenGL Coordinates 0 is center
    0.0                     // Sound Position Y, OpenGL Coordinates 0 is center
    0.0                     // Sound Position Z, OpenGL Coordinates 0 is center
    /sound.wav              // Sound file name
    mysound                 // Sound Name Alias, give a unique name of alphanumeric charact
10                          // Warped Contour Scale Value
0.05                        // Navigation Step Size
0.0                         // Streamline Diameter, set to 0.0 if auto-value is sufficient
```