FLIGHT World Previewer

Order Number: TBD

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This manual describes the FLIGHT World Previewer

Revision/Update Information: This document supercedes *FLIGHT World Previewer V2.4*

Operating System and Version: VMS Version 5.4

Software Version: FLIGHT, Version 2.5

digital equipment corporation

Table of Contents

List of Figures

1 The World Previewer

The world previewer is the processor which allows for interactive previewing of a world. Note that the previewer is very similar in operation to an aircraft during a simulation, except that the controls available are geared towards rapidly moving through a world in a non-aerodynamic fashion.

The view which the previewer presents is a live view of the world. That is, the previewer will show any aircraft which are flying in the world. Previewers cannot, however, interact with the world in any way. They are a view-only tool.

1.1 DCL Command

The following describes the invocation of the world previewer.

FLIGHT/PREVIEW=WORLD

Invokes FLIGHT's world previewer

FORMAT

FLIGHT/PREVIEW=WORLD

Qualifiers	Defaults
/SERVER=node	*See text*

PARAMETERS

None

DESCRIPTION

The FLIGHT/PREVIEW=WORLD command starts FLIGHT's world previewer. Its operation is very similar to the FLIGHT flight simulator.

QUALIFIERS

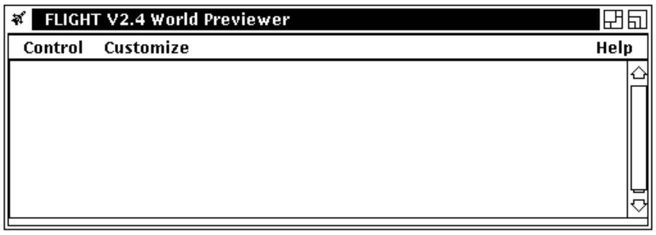
/SERVER=node

Specifies which FLIGHT server is to be connected to. The server is identified by the name of the node that it is running on. Connections to the same server that other previewers or active simulations are connected to is perfectly valid.

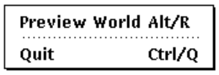
1.2 Interactive Use

The following figure shows the dialog displayed when the world previewer is invoked. It allows operation of the previewer.

Figure 1-1 World Previewer Dialog



1.3 The File Menu



The *File* menu allows you to

- Start the previewer with the preferences which you have established.
- Quit the world previewer.

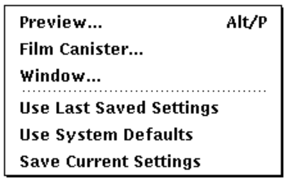
1.3.1 Preview World

Select this option to begin previewing a world. The control panels of the previewer 'craft' are presented to you.

1.3.2 Quit

Select ths option to quit the world previewer.

1.4 The Customize Menu



The *Customize* menu allows you to

- Configure the previewer and change to a new FLIGHT server.
- Specify the name of the file which should be used as your film anister for storing snapshots taken during the editing session.
- Change certain aspects of the previewer control windows.
- Reload the last set of preferences which you saved to disk.

- Set your preferences to the default FLIGHT preferences.
- Save your current preferences to disk.

1.4.1 Preview

Select this option to specify

- The world to preview by specifying the name of a computer running the FLIGHT server software.
- The entry point at which the previewing should begin when the previewer is started.
- The crew stations of the previewer. Up to 3 additional workstations may have displays sent to them to allow them to preview the world as you do.

1.4.2 Film Canister...

Select this option to bring up a dialog which allows for interactive specification of a new film canister file. Film canister files are written to whenever the *Capture Frame* function is invoked during a world preview. Each captured frame is saved in color PostScript and may be printed on standard PostScript printers such as the LPS40 and LN03R. Film canisters may contain an arbitrary number of frames from a preview, subject only to disk space limitations.

Film canister files grow at the rate of approximately 10 blocks per captured frame, depending on the complexity of the scene being viewed when the capture was made. Frames are only captured once each time the *Capture Frame* function is invoked

1.4.3 Window...

Select this option to bring up a dialog which allows for interactive specification of the maximum display rate which the previewer should be allowed to run at, as well as controls specifying how the previewer should attempt to perform animation on your workstation.

1.4.4 Use Last Saved Settings

Select this option to reestablish the preferences which you last saved to disk.

1.4.5 Use System Defaults

Select this option to set the preferences for the current setting to the defaults defined by FLIGHT. If you had no preferences saved to disk prior to starting the world previewer, the defaults would be in effect.

1.4.6 Save Current Settings

Select this option to save your preferences set through the *Customize* menu to disk. The file created is DECW$USER_DEFAULTS:FLT$DEFAULTS.DAT