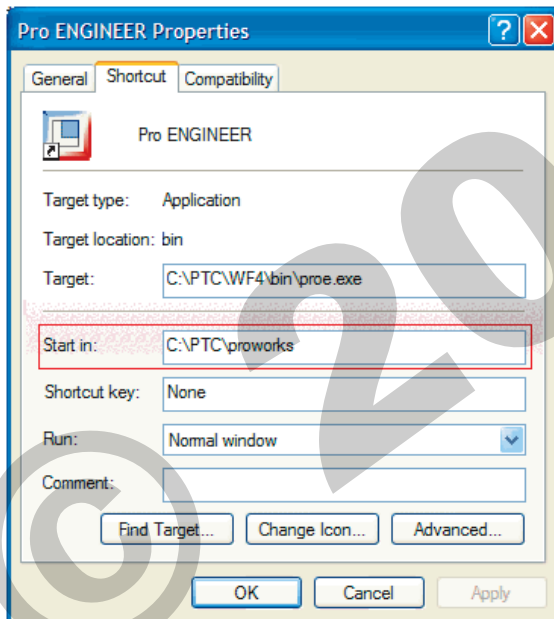


The *config.pro* is the main configuration file for Pro/ENGINEER. It is a text file that stores various configuration options and their values. While each value has a default setting, users can change these values to control the behavior of Pro/ENGINEER.

LOADING

When Pro/ENGINEER is started, it checks several directories for a config.pro to load. They are as follows (take note of the order, as this is important):

1. The text folder in the Pro/ENGINEER *installation directory*.
2. The login directory, which is the home directory for your login ID.
3. The startup directory, which is the working directory when you start Pro/ENGINEER. This can be defined in the properties window of the Pro/ENGINEER application.



If there are config.pro files in more than one location, the one that is loaded last takes precedence. In other words, if the same option is listed in more than one config.pro, the value in the config.pro that is read last is the one that will be used in that session of Pro/ENGINEER.

BASIC SETTINGS

The following four config.pro options are the main settings that need to be used in conjunction with ProductPoint:

1. **generate_viewable_on_save**
This setting controls whether updated *ProductView* (.edz) files are automatically exported to the ProductPoint server every time a Pro/ENGINEER model is saved. The value should be set to *yes*.
2. **save_bitmap**
This setting determines what level of the assembly will have bitmap images created of modified components when saving a Pro/ENGINEER model to the ProductPoint server. The value should be set to *alllevels*.
3. **save_bitmap_type**
This setting determines the type of image file that is created when saving a Pro/ENGINEER model to the ProductPoint server. It is used in conjunction with the "save_bitmap" option. The value should be set to *jpeg*.
4. **intf_out_pvs_recipe_file**
This setting tells Pro/ENGINEER which recipe file to use. The recipe file will control how ProductView files are published for use in ProductPoint. The value should point to the recipe file in the Pro/ENGINEER installation directory. For instance, <drive>:\PTC\Wildfire4\apps\prodview\recipe\productpoint.rcp.

generate_viewable_on_save	yes	●
intf_out_pvs_recipe_file	C:\PTC\Wildfire4\apps...	●
save_bitmap	alllevels	●
save_bitmap_type	jpeg	●

ADVANCED SETTINGS

If you use shading in your Pro/ENGINEER drawings, additional config.pro options may be required. The following four options can also be used with ProductPoint:

1. **cgm_use_pentable**
This setting controls whether a defined pen table is used for formatting a *CGM* export. The value should be set to *no*.
2. **drawing_shaded_view_dpi**
This setting controls the resolution of exported shaded drawing views. The range of valid values is zero to 600 dots per inch (*dpi*). The value should be set to *600*.
3. **intf2d_out_cgm_ver**
This setting provides the ability to choose a *CGM* version when exporting from a Pro/ENGINEER drawing. The value should be set to *3*.
4. **shaded_postscript_background**
This setting specifies how background colors are handled in Postscript files of shaded objects. The value should be set to *no*.

cgm_use_pentable	no	●
drawing_shaded_view_dpi	600	●
intf2d_out_cgm_ver	3	●
shaded_postscript_background	no	●