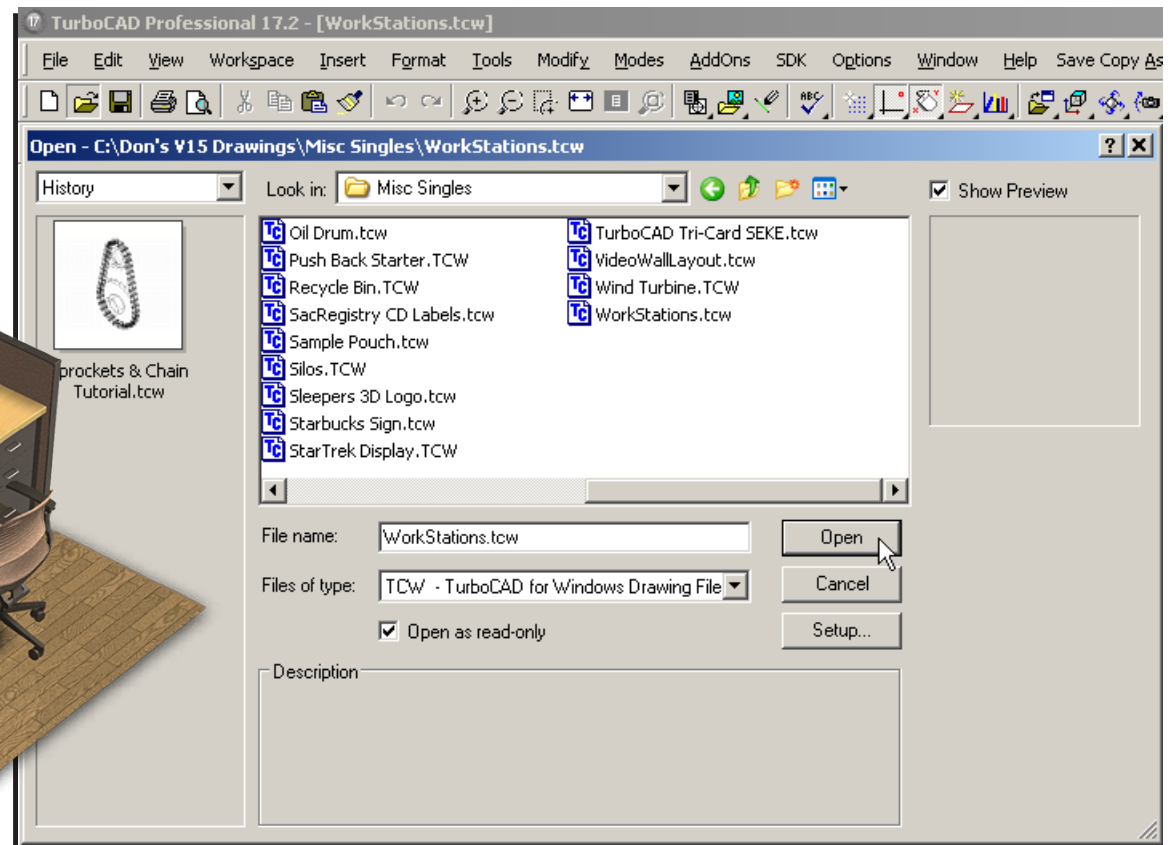
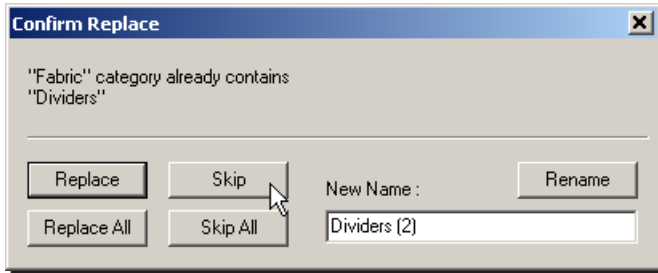


Do you ever wonder what on earth you are supposed to select when you encounter the Confirm Replace dialogue?

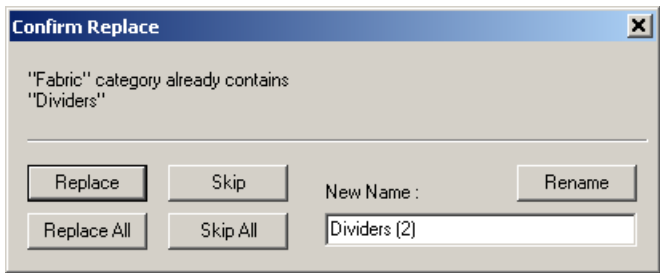


Although the same dialogue is used for Materials, Render Scene Luminance, Render Scene Environment and Advanced Render Styles, the examples for this tip will detail Materials for the most part.

When opening a drawing created with a previous version of TurboCAD, or reopening a drawing during an ongoing drawing session, a user may encounter the Confirm Replace dialogue for Materials, Render Scene Luminance, Render Scene Environment and Advanced Render Styles. These are the four functions that use Editors and where the data within them is available for all drawings.

If the user opens a drawing that contains the data from one of the four editors, where the Category and/or Material names are the same, the dialogue will open because the program wants to know what data to use.

In the case of materials, should it use the data from the existing propin data or should it replace that data with what is in the file that is being opened? If one is opening a drawing that they received from someone else, and that person's data is required, then replace should be selected, thus replacing one's own data with theirs. If opening one's own drawing, and one is unsure what the previous settings were, then maybe it is prudent to select skip so that the known current data is used.



One way to avoid this dialogue is to take care when creating materials - avoid using names that may easily be duplicated in the future. It is also suggested that one never change the default program materials. Instead, new materials should be created. If a similar material is required where the user knows that at least one parameter will be changed then they should open the materials editor with the default material and create a new material by selecting the New Material icon. A new name is then chosen and new parameters can be defined. Even something as simple as using sequential names can alleviate issues down the road, if one's drawings are never shared and a user creates a system for themselves that is easy to understand. Using unique names can be especially helpful when file sharing is common.

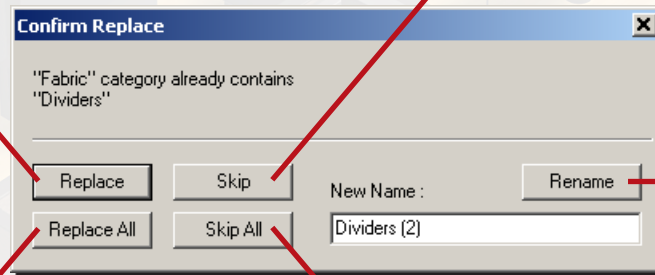
Functions defined....

Replace - replaces current Materials, RSL, RSE and ARS one at a time. Selecting this allows the user to see what is being changed/replaced one item at a time.

RSL = Render Scene Luminance
RSE = Render Scene Environment
ARS = Advanced Render Styles

Replace All - replaces all current Materials, RSL, RSE and ARS one Editor type at a time. This allows the user to see only what Editor data is being changed/replaced at the time. Individual items are converted automatically behind the scenes.

Skip - ignores what is in the file that is being opened and uses the current data. Selecting this allows the user to see what is being skipped one item at time.



Rename allows the user to keep their current data and add the incoming data by calling it something else. Click Rename.

Skip All - replaces all Materials, RSL, RSE and ARS one Editor type at a time. This allows the user to see only what Editor data is being skipped at the time. Individual items are skipped automatically behind the scenes.

Using Windows XP

The data for Materials is stored in the propin.dat file:

<C:\Documents and Settings\USER NAME HERE\Application Data\IMSDesign\TurboCAD\17\Professional\Materials\ propin.dat>

The data for Luminance is stored in the Luminance.dat file:

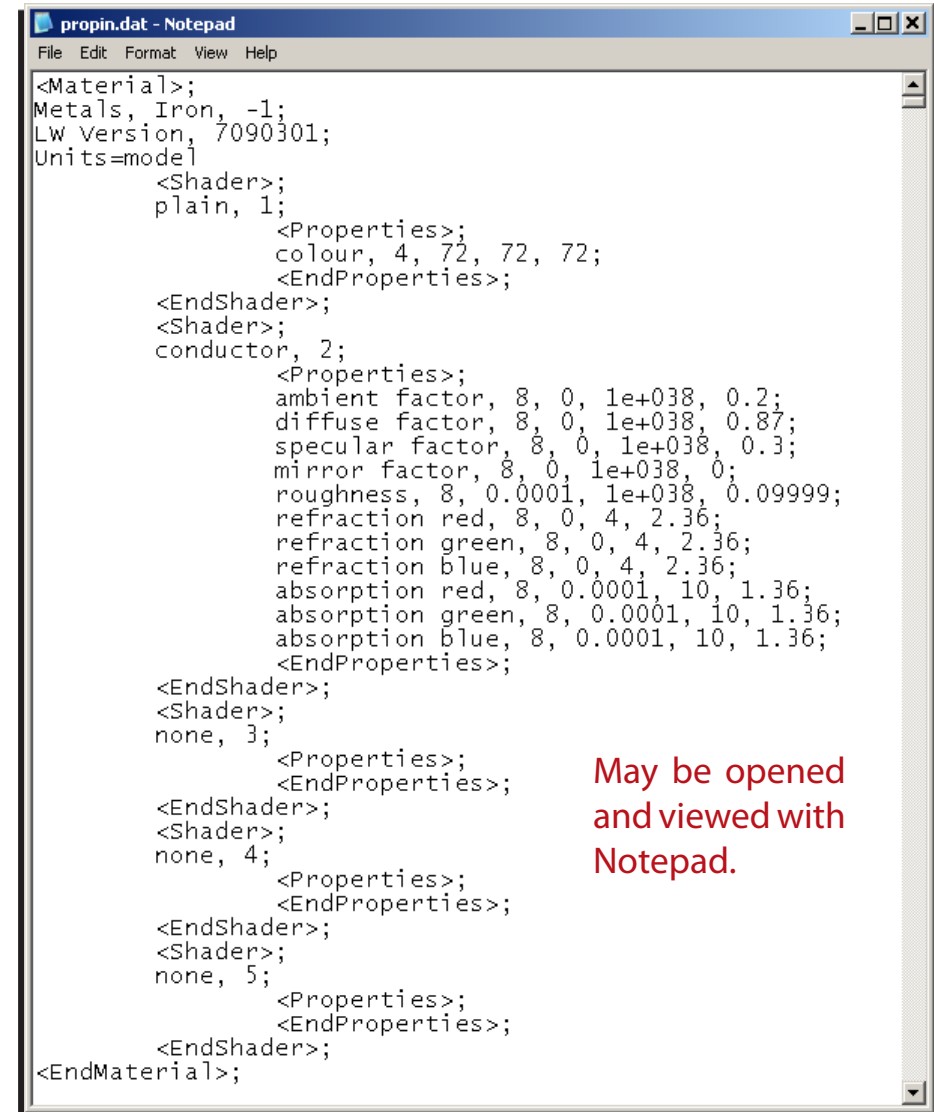
<C:\Documents and Settings\USER NAME HERE\Application Data\IMSDesign\TurboCAD\17\Professional\Luminance\ Luminance.dat>

The data for Render Scene Environment is stored in the sceneenv.dat file:

<C:\Documents and Settings\USER NAME HERE\Application Data\IMSDesign\TurboCAD\17\Professional\RenderSceneEnv\ sceneenv.dat>

The data for Advanced Render Styles is stored in the RenderStyles.dat file:

<C:\Documents and Settings\USER NAME HERE\Application Data\IMSDesign\TurboCAD\17\Professional\RenderStyles\ RenderSceneEnv\RenderStyles.dat>



```
<Material>;
Metals, Iron, -1;
LW Version, 7090301;
Units=model
  <Shader>;
  plain, 1;
    <Properties>;
    colour, 4, 72, 72, 72;
    <EndProperties>;
  <EndShader>;
  <Shader>;
  conductor, 2;
    <Properties>;
    ambient factor, 8, 0, 1e+038, 0.2;
    diffuse factor, 8, 0, 1e+038, 0.87;
    specular factor, 8, 0, 1e+038, 0.3;
    mirror factor, 8, 0, 1e+038, 0;
    roughness, 8, 0.0001, 1e+038, 0.099999;
    refraction red, 8, 0, 4, 2.36;
    refraction green, 8, 0, 4, 2.36;
    refraction blue, 8, 0, 4, 2.36;
    absorption red, 8, 0.0001, 10, 1.36;
    absorption green, 8, 0.0001, 10, 1.36;
    absorption blue, 8, 0.0001, 10, 1.36;
    <EndProperties>;
  <EndShader>;
  <Shader>;
  none, 3;
    <Properties>;
    <EndProperties>;
  <EndShader>;
  <Shader>;
  none, 4;
    <Properties>;
    <EndProperties>;
  <EndShader>;
  <Shader>;
  none, 5;
    <Properties>;
    <EndProperties>;
  <EndShader>;
<EndMaterial>;
```

May be opened
and viewed with
Notepad.

If you found this TurboCAD tip helpful, please consider purchasing a full Textual Creations TurboCAD project tutorial that will lead you through an entire project, keystroke by keystroke. You won't be disappointed! Visit the [Textual Creations Shopping Page](#)