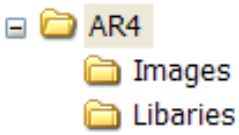
Storing AccuRender 4.0 User Libraries on Removable Drives

AccuRender 4 users can create custom libraries in folders that are located on a network or removable Flash/USB type drive. This allows them to work on many machines and always have their custom materials available. This is important to students that can not leave custom materials on lab machines because they will be lost in a restore or reloading of the lab machines. These are the steps we will take to configuring a custom library location and library:

- **Setting the User Library Path**
- **Setting the General Library Path**
- **Creating the User Library**
- **Adding New Materials to the Library**
- **Testing Your Materials**
- **Moving to Another Machine**

Setting the User Library Path

1. Start by access the driver through Files Explorer and making a couple folders: one for libraries the other for images that will be used in custom materials. Ours E drive is our Flash drive and our folders look like this:
   User library*: E:\AR4\LIBRARIES*
   Images Folder: *E:\AR4\IMAGES*



2. Copy any scans or swatches of image files for custom materials into this location. For practice, open the Files.Zip and copy the files: **Brick18, Brick19, Brick20, and Brick 21** into the Images folder. Also copy **ar4_materials.dwg** to you desk top. You will use all of these later.

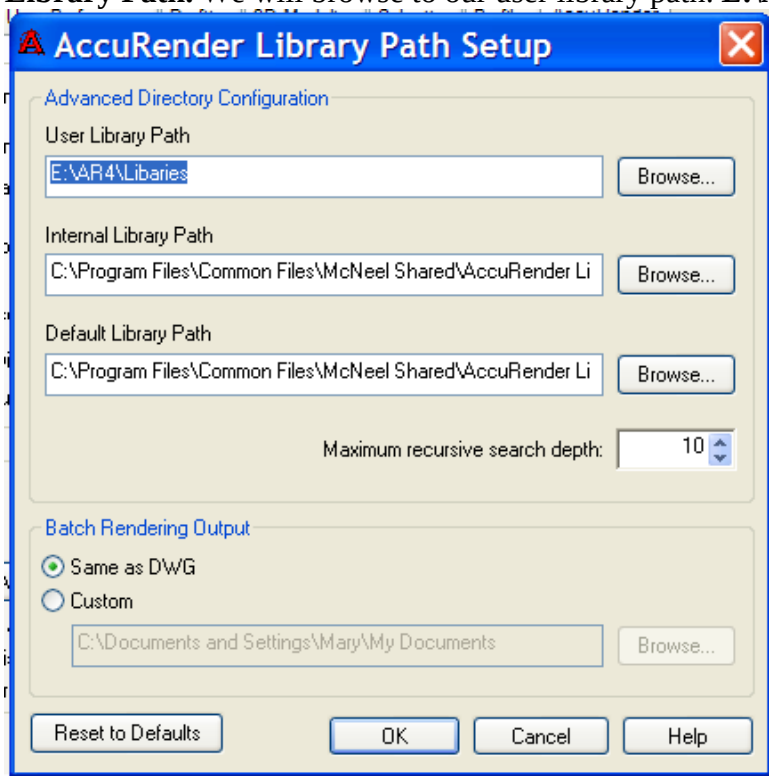
Note: Typically images that are used to create custom materials for AccuRender are JPG and are less than 300k, generally around 100k for efficient rendering. The bigger these files, the longer it will take to render our image. These images can be photos taken with a digital camera or created with image software. Image software like PhotoShop can optimize camera images for size.

3. Next, set the **User Library Path** in AccuRender . In AutoCAD , with AccuRender loaded, from the Tools menu pick on Options.

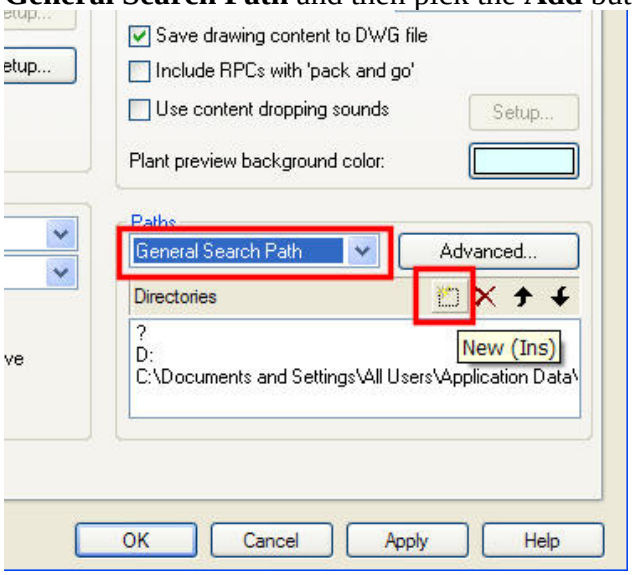
4. In the **Options** dialog, pick the **AccuRender** tab. On the **AccuRender** tab. On the lower right of the dialog, pick the **Advanced** button.

Setting the General Library Path

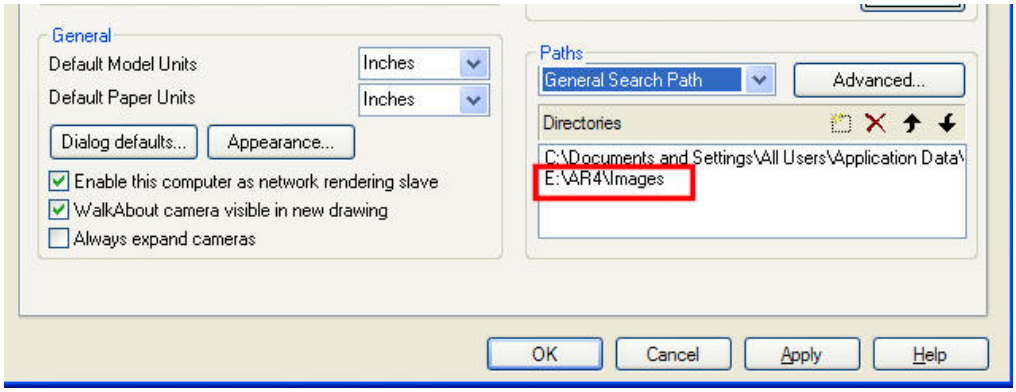
1. Off the **Advanced** tab, in the **User Library Path** area, browse to your **User Library Path.** We will browse to our user library path: ***E:\AR4\LIBRARIES***



2. Next, set the path to image files you will use to create a custom material. In the **Options** dialog, on the **AccurRender** tab, under the **Path** list control, select **General Search Path** and then pick the **Add** button.



3. Pick the browse button (with the three dots) or type the path to the Flash drive or network location where the image files are located. For this example, our path is ***E:\AR4\IMAGES,*** and your is likely different. Pick OK.



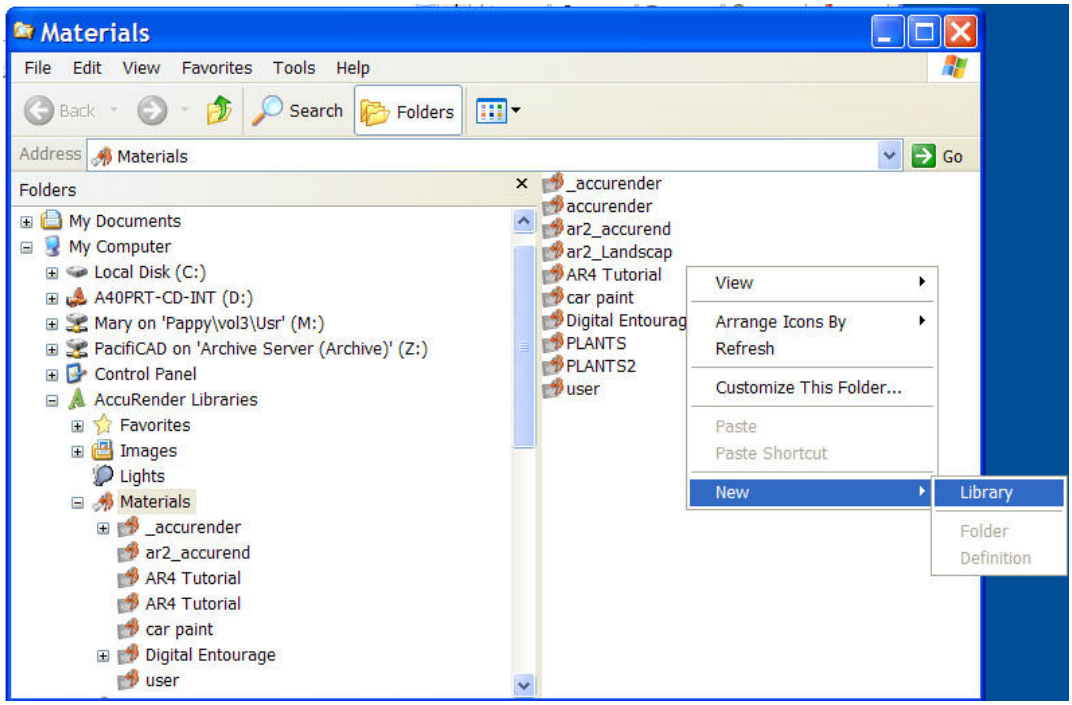
Creating the User Library

Now create a custom library file.

1. From the **AccuRender** menu, pick **Libraries** and **Material Libraries**.

2. In the File Dialog, put the cursor in the right pane, and right click. From the right click menu, pick **New** and **Library**. Name the library something significant like after the user, client or projects or material. We will name ours **McNeel.mlib** .

   .

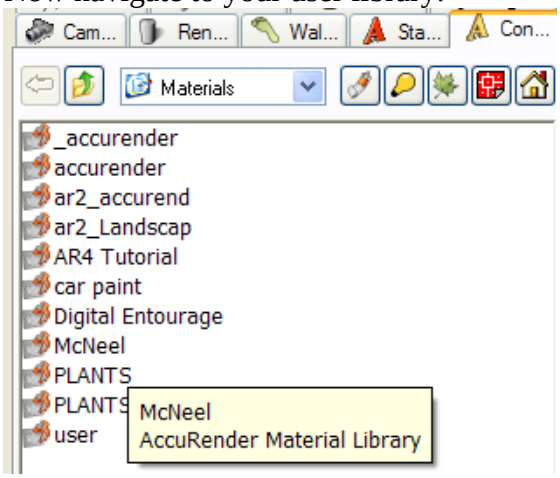


3. Now use **Explorer** and navigate to the **User Library** location. You should now confirm that your custom **mlib** is at this location.

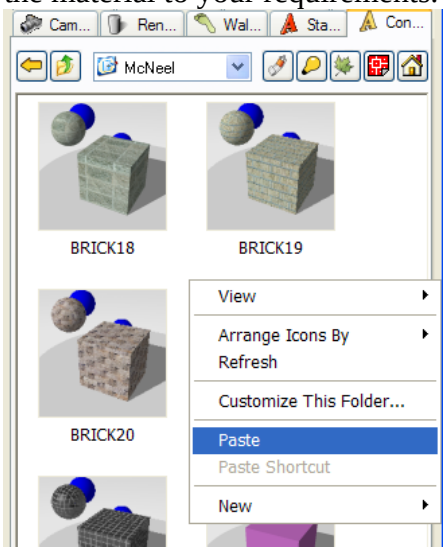
Copy Existing Materials to the Custom Library

1. Navigate to existing materials like **_AccuRender\Site\Gravel Blue**. Highlight **Gravel Blue**, right click and pick copy from the right click menu.

2. Now navigate to your user library.



3. Right click to paste the copy of the material into the user library. Rename and edit the material to your requirements.

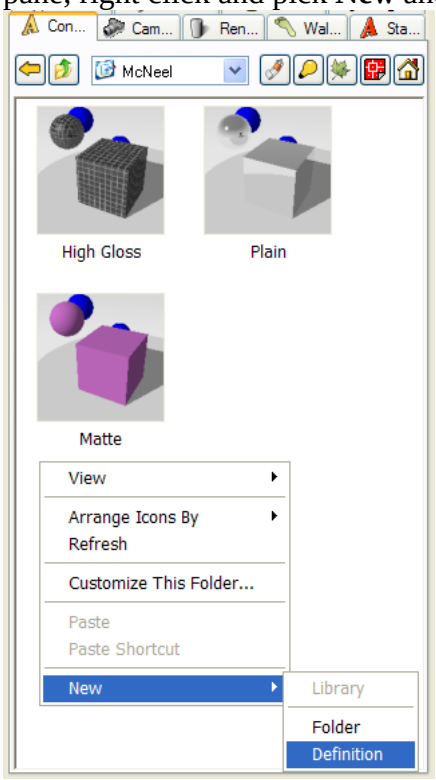


Making New Materials in the Custom Library

4. Copy image files that you wish to make materials from, into your new custom images location. Our is ***E:\AR4\IMAGES*** and we have already copied **Brick18, Brick19, Brick20, and Brick 21** to ***E:\AR4\IMAGE.***

5. Now you can make a new material that uses one of these images.
    a. **<u>Manual Method</u>**: You can do it manually by making a new material definition and assigning the image.

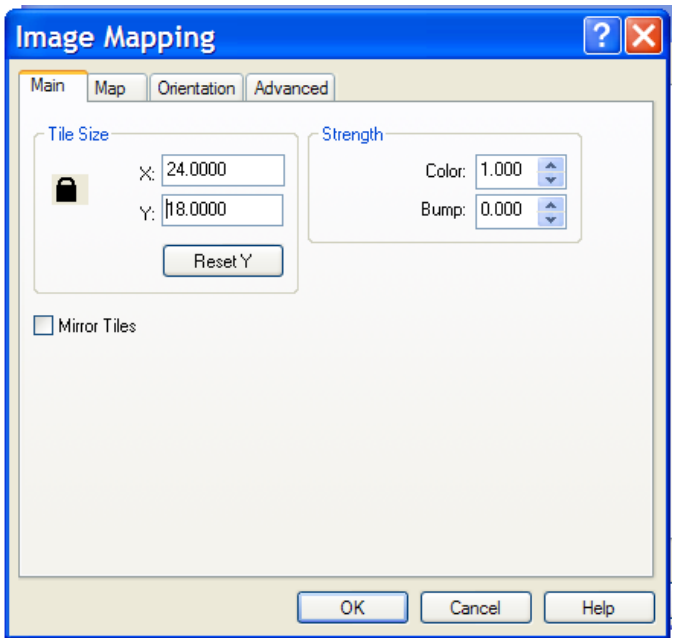
i. In **Content Manager**, browse to the custom library. In the right pane, right click and pick **New** and **Definition**.



ii. In the **Material Editor** dialog, pick on the **Maps** tab. In the Im**age Mapping** frame pick the **Add** button. Navigate the image file in the user folder on the Flash driver

iii. Pick one of the image files, like **Brick20.jpg**.

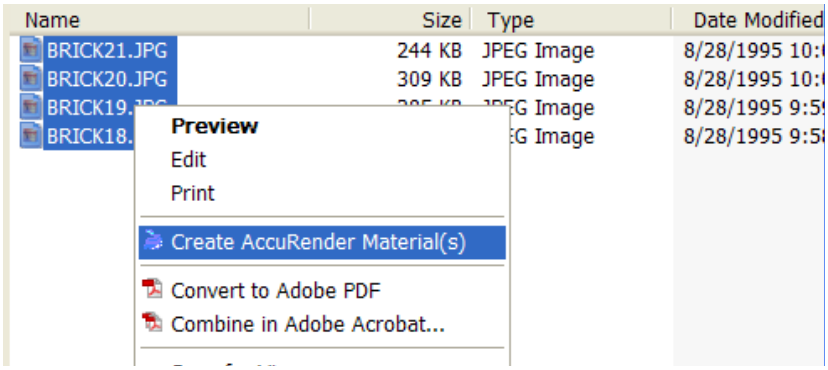
iv. After picking the image file, set the parameters like tile size and rotation angle. Pick **OK**.



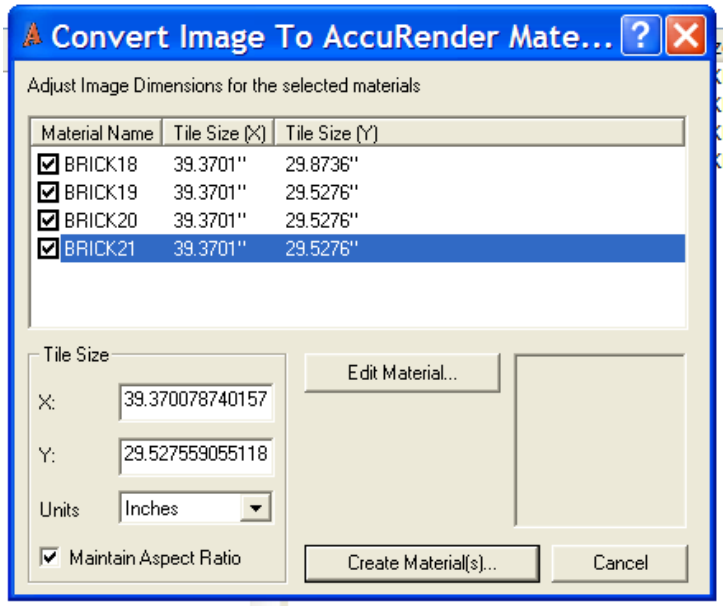
b. ***Automatic***:

i. In File Explorer, navigate to the ***M:\AR4\IMAGES*** folder.

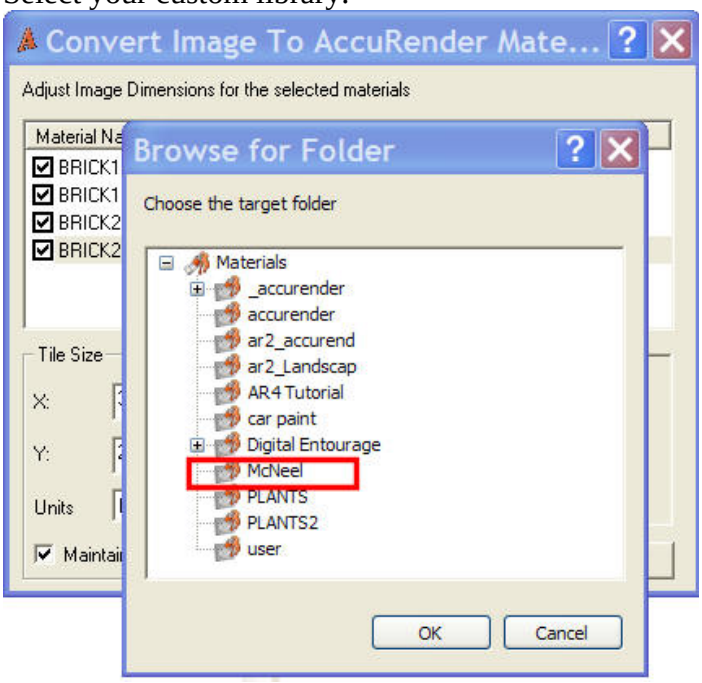
ii. In the right pane, highlight the images from which you wish to create materials. From the right click menu, select ***Create AccuRender Material***.



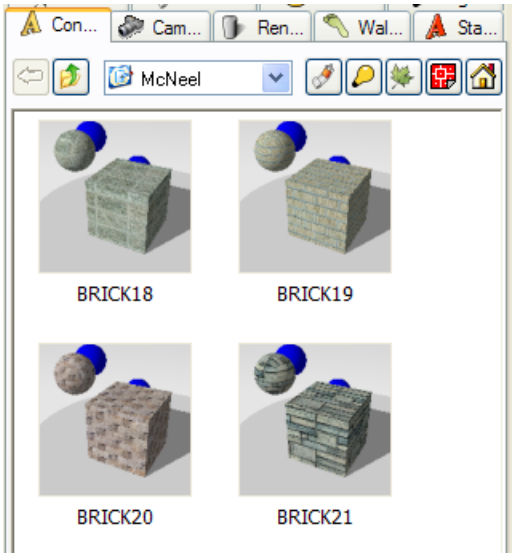
iii. Select the unit and tile size. Pick ***Create Materials*** button.



iv. Select your custom library.

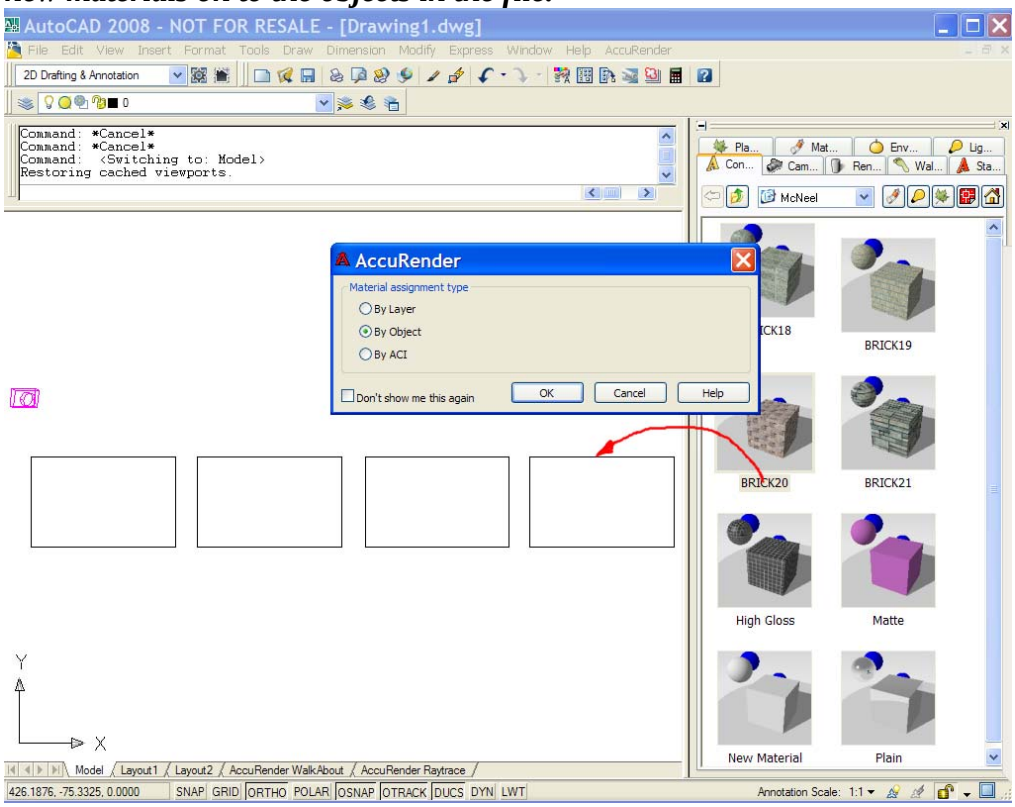


v. Return to AutoCAD and navigate with **Content Manager** to your custom material library. Confirm your new materials have been created.

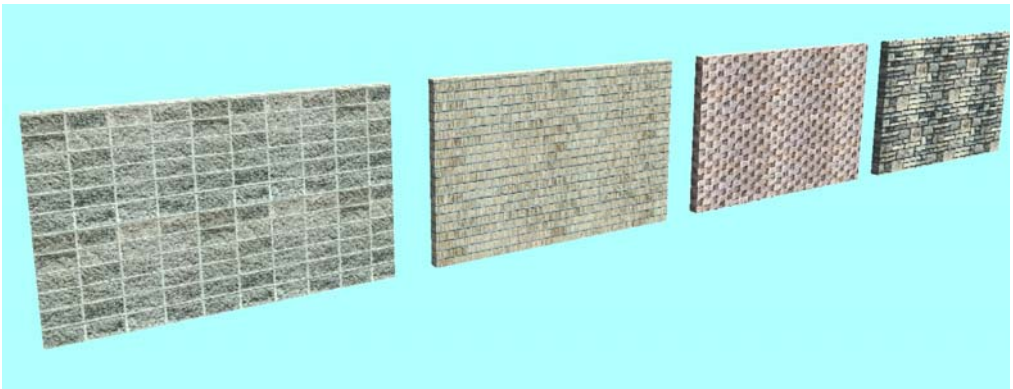

Con...
Cam...
Ren...
Wal...
Sta...
McNeel
BRICK18
BRICK19
BRICK20
BRICK21

Testing Your Materials.

1. Open file ar4_materials.dwg . Use the Content browser to "Drag and Drop" ***your new materials on to the objects in the file.***



2. Render



Warning: Browsing the Material Library when the removable or network drive is unavailable will crash AccuRender. If the folder is not longer available, change the user library to an accessible drive before browsing with the Content Browser.

Moving to Another Machine

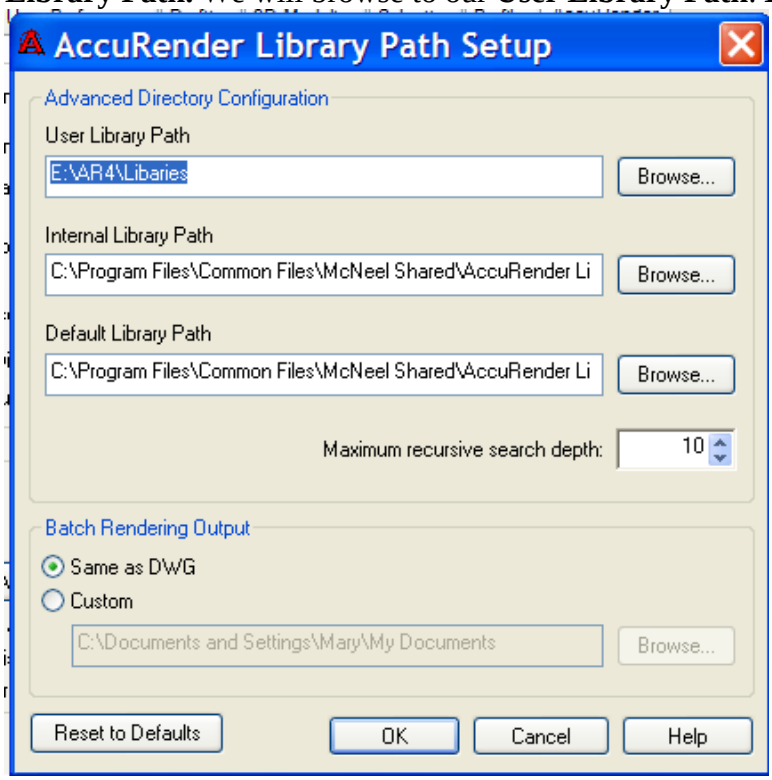
It is important to get the **User Materials** folder configured before you open the file on the secondary computer.

1. Power up the external device, log into the network drive or insert the USB drive. In **File Explorer**, confirm that device is available and identify the driver letter. (If there is no drive letter map, map one.

2. Open AutoCAD and load AR4.

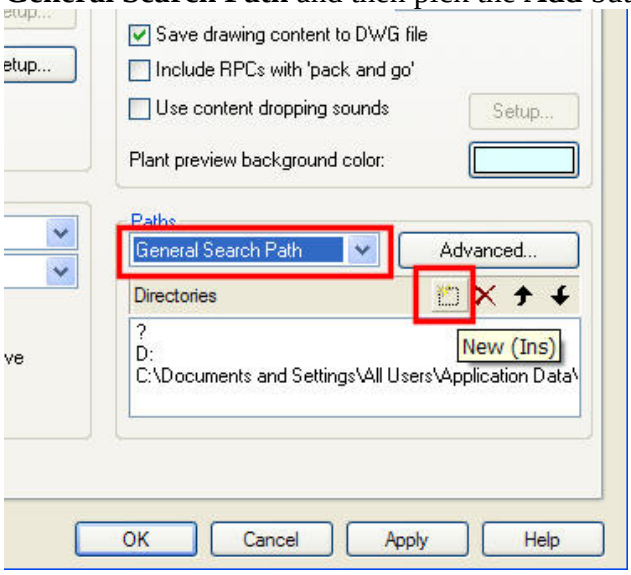
3. In the Options dialog, pick the **AccuRender** tab. On the **AccuRender** tab. On the lower right of the dialog, pick the **Advanced** button.

4. In the Advanced dialog, in the **User Library Path** area, Browse to your **User Library Path.** We will browse to our **User Library Path**: ***E:\AR4\LIBRARIES.***

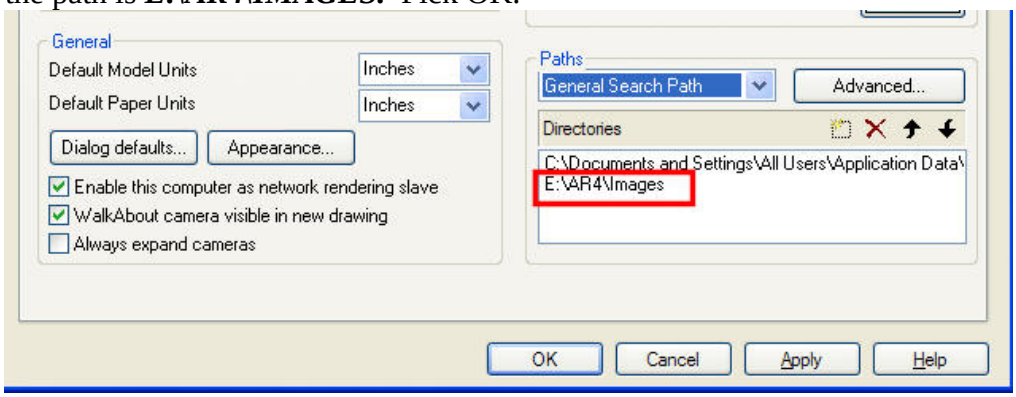


5. Next, set the path to any image file you will use to create a custom material. In the Options dialog, on the **AccurRender** tab, under the **Paths** list control, select

General Search Path and then pick the **Add** button.



6. Pick the browse button (the three dots) or type the path to the image files. For us the path is ***E:\AR4\IMAGES.*** Pick OK.



Warning: If you open the file and pick to import the materials, then the materials will be imported and created in the User library. This will permanently change the material assignments in your model. You will need to reset the materials by dragging and dropping or by using the Material Manager.