



READING DATA INTO FIELDVIEW

AcuSolve	.Log	Direct Reader
AcuSolve	.fv	Export to FV-Unstructured Format
ANSYS-CFX	.fv	FV-UNS Export
ANSYS-FIDAP	.uns	Export to FV-Unstructured Format
ANSYS-FLUENT	.cas[h5].dat[h5]	Direct Reader
ANSYS-FLUENT	.uns	Export to FV-UNS
ANSYS-Forté	[-]	Direct Reader
ANSYS-Forté	.uns	Export to FV-Unstructured Format
ANSYS-Polyflow	.uns	Export to FV-Unstructured Format
ARC2D/3D	[-]	Export to FV-Unstructured Format
Autodesk Simulation CFD	[-]	Export to FV-Unstructured Format
AVL Fire	[-]	Contact AVL for FV-UNS Translator
AVUS	[-]	Direct Reader
BANFF	[-]	Translator to PLOT3D Format
Cart3D	[-]	Translator to FV-UNS
CFD-ACE	[-]	Translator to PLOT3D Format
CFD++	.fv, .fvb	Export to FV-Unstructured Format
CFL3D	[-]	Translator to PLOT3D Format
CGNS Structured	[.cgns]	Direct Reader
CGNS Unstructured & Hybrid	[.cgns]	Direct Reader
COBALT	.uns	Export to FV-Unstructured Format
CONVERGE	[-]	Translator to FV-Unstructured Format
Craft	[-]	PLOT3D Format
Crunch	[-]	Export to FV-Unstructured Format
DPLR	[-]	Translator to PLOT3D Format
DROP3D	.uns	Export to FV-Unstructured Format
elsA	[-]	Translator to PLOT3D Format
Ensignt Gold	.(en)case	Direct Reader
FaSTAR	[-]	Export to FV-Unstructured Format
Fine/Marine	.uns	Translator to FV-Unstructured Format
Fine/Turbo	[-]	Translator to PLOT3D Format
FLOW-3D®	.flsgrf	Direct Reader
FrontFLOW	[-]	Export to FV-UNS
FUN3D	[-]	Export to FV-UNS, VTK, CGNS or Tecplot Binary format
FV-UNS	[-]	Native FV Unstructured Format
GASP	[-]	Translator to PLOT3D Format
GLACIER	[-]	Translator to PLOT3D Format
HAVOC	.hvc	Direct Reader
Helios	[-]	Translator to FV-Unstructured Format
Kestrel	[-]	Translator to FV-Unstructured Format
KIVA	.uns	Translator to FV-Unstructured Format
Leslie3D	[-]	Translator to PLOT3D Format
Locic/CHEM	[-]	Export to FV-Unstructured Format
LS-DYNA	.d3plot	Direct Reader
NPARC/WIND	.cfl/.cgd	Direct Reader
OVERFLOW	[-]	PLOT3D Format
openFOAM	[-]	Direct Reader
PATRAN Neutral	[-]	Direct Reader
PLOT3D	[-]	Formatted, Unformatted, Binary, DP 2D, 3D, Multi-grid, IBlank
PowerFlow	.uns	Contact EXA for FV-UNS Translator
PW Common File	[.restart]	Direct Reader
RavenCFD	[-]	Export to FV-UNS
SC/Tetra, scFLOW & scSTREAM	.fld/.fph	Direct Reader
SCRUY	.uns	Export to FV-Unstructured Format
STAR-CCM+	.fvuns	Export to FV-Unstructured Format
STAR-CD	.uns	Export to FV-Unstructured Format
STL	.plt	Direct Reader
Surface Sampled Data	[-]	Native FV Unstructured Format
Tau	[-]	Translator to FV-Unstructured Format
Tecplot binary	.plt	Direct Reader
Tetrex	.uns	Export to FV-Unstructured Format
ThermoAnalytics	.uns	Export to FV-Unstructured Format
UH3D Data/Geometry	[-]	Direct Reader
ultraFluidX	.layout	Direct Reader
USM3D	[-]	Contact IL for more information
VECTIS	[-]	Contact IL for more information
VTK Structured	.vtk, .vts, .vtr, ...	Direct Reader
VTK Unstructured/Hybrid	.vtk, .vtu, .vtp, ...	Direct Reader
Xflow	.cgns	CGNS Reader
WIND Struct & Unstruct	[-]	Direct Reader

FVX™ FIELDVIEW EXTENSION LANGUAGE

READING CFD DATASETS WITH FVX

<code>read_dataset ({tbl})</code>	Reads a CFD dataset into FIELDVIEW
<code>print_dataset_table ()</code>	Returns information such as format, grid and geometry ranges
<code>set_transient ({tbl})</code>	Specifies a time step or solution time for a transient dataset
<code>sweep_time ({tbl})</code>	Sweeps a transient dataset for a range of steps or solution times

MAKING SURFACES, RAKES AND ANNOTATIONS

<code>create_boundary ({tbl})</code>	Creates a boundary surface based on tbl input
<code>create_comp ({tbl})</code>	Creates a computational surface based on tbl input
<code>create_coord ({tbl})</code>	Creates a coordinate surface based on tbl input
<code>create_iso ({tbl})</code>	Creates an iso-surface based on tbl input
<code>create_streamline ({tbl})</code>	Creates a streamline rake based on tbl input
<code>read_particle_paths ({tbl})</code>	Reads a particle path data file based on tbl input
<code>create_text ({tbl})</code>	Creates a text string based on tbl input
<code>create_arrow ({tbl})</code>	Creates an arrow based on tbl input
<code>modify (handle, {tbl})</code>	Modify any surface/rake/annotation created w/ FVX
<code>delete (handle)</code>	Delete any surface/rake/annotation created w/FVX

CONTROLLING THE APPEARANCE OF SURFACES AND RAKES

<i>For all surfaces and rakes:</i>	
<code>geometric_color</code>	Specifies the geometric color
<code>show_mesh</code>	Shows the mesh for a surface (n/a for rakes)
<code>contours</code>	Specifies whether to show contour lines (n/a for rakes)
<code>number_of_contours</code>	Specifies the number of total contours (n/a for rakes)
<code>transparency</code>	Specifies the level of transparency
<code>visibility</code>	Specifies visibility as either on or off
<code>line_type</code>	Specifies the line type as either thin, medium or thick
<code>display_type</code>	Specifies one of the available display types
<code>scalar_range ({tbl})</code>	Specifies a minimum and maximum or uses local range
<code>ruled_grid_options ({tbl})</code>	Specifies ruled grid options for coordinate surfaces
<code>show_legend ({tbl})</code>	Shows legend for a surface or rake
<code>threshold_range ({tbl})</code>	Specifies a threshold range to apply
<code>vector_options ({tbl})</code>	Specifies vector options for a surface
<code>set_streamlines_display ({tbl})</code>	Specifies one of the available display types
<code>set_particle_paths_display ({tbl})</code>	(same as for streamlines)
<code>set_colortable ({tbl})</code>	Specifies a complete custom color table
<code>set_color ({tbl})</code>	Defines the RGB values for a single color chip
<code>get_default_color ()</code>	Returns the default RGB value for a color chip
<code>create_dynamic_clip ({tbl})</code>	Creates and applies dynamic clip planes, line or box style

GETTING INFORMATION FROM CFD DATA

<code>query (handle)</code>	Returns all information for any surface/rake/annotation
<code>query_transient ()</code>	Returns all time step & solution time info, transient data
<code>query_streamline_display ()</code>	Returns all information for global streamline display
<code>query_particle_paths_display ()</code>	Returns all information for global particle path display
<code>query_colortable ()</code>	Returns all RGB values for all color chips
<code>query_default_colortable ()</code>	Returns original RGB values for all color chips
<code>get_all_boundary_types ()</code>	Returns a table of all boundary types
<code>get_scalar_functions ()</code>	Returns a table of all scalar functions
<code>get_vector_functions ()</code>	Returns a table of all vector functions
<code>get_surface_scalar_functions ()</code>	Returns a table of all face-based scalar functions
<code>get_surface_vector_functions ()</code>	Returns a table of all face-based vector functions
<code>get_current_object_handle ()</code>	Retrieves the handle of the current object
<code>get_all_object_handles ()</code>	Returns handles for all objects
<code>integrate_all ()</code>	Returns a table of integration results for all surfaces
<code>integrate_surface (handle)</code>	Returns a table of integration results for surface handle
<code>integrate_partial_surface (handle, {XYZ}, tol)</code>	Returns a table of integration results for partial surface
<code>probe_current_functions ()</code>	Returns probe results for specified XYZ table
<code>probe_IJK_current_functions ()</code>	Returns probe results for specified IJK table
<code>probe_IJK_scalar ()</code>	Returns current scalar for specified IJK table

WRITING AND DISPLAYING RESULTS WITH FVX

<code>openfile (filename, mode)</code>	Opens a file for reading ("r"/"r+"), writing ("w"/"w+"), appending ("a"/"a+"). Use "b" for binary format.
<code>closefile (handle)</code>	Closes a file, recommended practice
<code>remove (filename)</code>	Deletes a file
<code>rename (oldname, newname)</code>	Renames a file
<code>format (string, arg, ...)</code>	Returns formatted version based on arg,...
<code>read (handle, format ...)</code>	Reads numbers ("*n"), words ("*w"), line ("*l"), entire file ("a") or "nnn" for string of nnn characters from file handle
<code>readfrom (filename)</code>	Reads from default system input, optionally filename
<code>write (handle, arg, ...)</code>	Writes strings or numbers to file handle
<code>writeto (filename)</code>	Writes to default system output, optionally filename
<code>appendto (filename)</code>	Appends to default system output, optionally filename
<code>graph ({tbl})</code>	Creates a 2D XY Plot or histogram based on tbl input
<code>postscript_output ()</code>	Creates a postscript (PS) version of the current graph.

OTHER FVX COMMANDS

<code>dofile (filename)</code>	Executes filename as a standard FVX program
<code>dostring (cmd_string)</code>	Executes the cmd_string as a standard FVX program
<code>dump (tbl)</code>	Dumps summary information for tbl to console
<code>dumpall (tbl)</code>	Dumps detailed information for tbl to console
<code>execute (cmd)</code>	Executes an operating system cmd
<code>fv_script (script_cmd)</code>	Executes a FV SCRIPT cmd (enclosed in " ")
<code>getn (tbl)</code>	Returns the number of entries in tbl
<code>make_panel ({tbl})</code>	Creates a user defined GUI based on text input, buttons & sliders
<code>match_one_entry (tbl, match)</code>	Find the first instance of match in a tbl (ie get_scalar_functions)
<code>match_multiple_entries (tbl, match, ...)</code>	Find all instances of match in a tbl (ie get_all_boundary_types)
<code>print (arg, ...)</code>	Prints the value of arg,...
<code>redraw ()</code>	Refreshes the FV graphics window when called
<code>self:set ()</code>	Sets input arguments for the make_panel function fields
<code>self:get ()</code>	Returns user input arguments for the make_panel function fields
<code>set_auto_redraw ()</code>	Forces graphics window refresh after each FVX command
<code>set_preserve_globals ()</code>	Changes default to make variables global instead of local
<code>set_view ({tbl})</code>	Creates a view RESTART file
<code>strfind (string, pattern, ...)</code>	Finds instance of pattern in original string
<code>stop ()</code>	Explicit stop of FVX script and entry into debug mode
<code>tinset (tbl, pos, value)</code>	Inserts an element value into tbl at position, pos
<code>tonumber (string [, base])</code>	Converts a string to a number using optional base
<code>tostring (number)</code>	Converts a number to a string
<code>tremove (tbl, pos)</code>	Removes an element from tbl at position pos
<code>type (arg)</code>	Returns the type of arg

FVX DEBUGGING COMMANDS

<code>assign</code>	Evaluate arg immediately	<code>find</code>	Find reference
<code>brk or b</code>	breakpoint set at current	<code>goto or g [line]</code>	Execute to line
<code>brk or b [line]</code>	breakpoint set at [line]	<code>list [start] [number] [filename]</code>	
<code>brk or b [function]</code>			defaults are 1 20 current
	breakpoint at [function]	<code>next or n</code>	Single step, skip functions
<code>call</code>	Evaluate arg immediately	<code>print or p</code>	Print value of local var.
<code>clear</code>	Clear all breakpoints	<code>quit or q</code>	Exit FVX script
<code>cont or c</code>	Continue execution	<code>return</code>	Complete func and break
<code>cont to [line]</code>	Continue exec to [line]	<code>step or s</code>	Single step, into functions
<code>dbrk [breakpoint]</code>		<code>stop at [line]</code>	Stop at [line]
	Delete [breakpoint]	<code>stop in [function]</code>	Stop at [function]
<code>delete all</code>	Delete all breakpoints	<code>view or v [start] [number] [filename]</code>	
<code>dump (tbl)</code>	Displays all entries in tbl		defaults are 1 20 current
<code>dumpall (tbl)</code>	Displays all entries in all nested tables	<code>where</code>	Display current stack call

FV SCRIPT COMMANDS

3DPDF_WRITE filename	Exports the current window as a 3D PDF format file.
ALIGN +X/+Y/+Z/-X/-Y/-Z	Align the dataset one arg for nominal direction, three for isometric view
ANIMATE cycles	Animate curved vector display types, filament & growing, for specified cycles.
ANTIALIAS ON/OFF	Turns antialias ON or OFF when rendering in graphics window.
AXIS_MARKER ON/OFF	Turns axis markers ON or OFF when rendering in graphics window.
BACKGROUND position-type filename	Position type is one of Center, Fit, Stretch, filename is background image.
BACKGROUND color n	Sets background color to colorchip defined by n
CENTER [XX YY ZZ]	Center at the Object: World transform level or set Center with optional args
DATASET_SAMPLING results target sampled_dataset_name	results target is dataset number of results dataset sampled_dataset_name will be created sampled_dataset_name will be created
DUPLICATION dataset TRANSLATE axis1 total_copies1 delta1 [axis2 total_copies2 delta2 [axis3 total_copies3 delta3]]	Duplicate datasets linearly along any or all axes. Each axis specified must have number of copies and delta specified. FieldView will default to Dataset extent by using "*" for delta field.
DUPLICATION dataset MIRROR axis1 [axis2 [axis3]]	Mirror dataset around any or all model axes, specified as X, Y or Z.
DUPLICATION dataset ROTATE axis total_copies total_sweep	Make rotational copies of a dataset around specified axis.
EXIT	Script will end and FieldView will exit.
EXPORT surf filename	surf is one of: COMP/ISO/COORD/BOUNDARY/STREAM/PLOT/VCORE
FIT	Applies CENTER then zooms & translates to best fit current window.
INTEGRATE [current[all[sweep]] filename	Computes the integral of current scalar over current surface.
INTERPOLATE steps view-restart	Interpolates number of steps between current and view-restart.
KEYFRAME [start end [inc]] filename	Play the keyframe animation with optional limits and increment.
LIGHTINGVALUES ambient-light diffuse-light	Controls lighting parameters.
LINKED_SURFACE_SWEEP ON/OFF	Turns the linked surface mode on or off.
MAXIMIZE ON/OFF	Causes graphics window to become full-screen / original size.
OUTLINE ON/OFF	Toggles dataset outline ON or OFF
PANELS ON/OFF	Shuts off display of any subsequent panels or updating of panels.
PAUSE	Causes display of PAUSE dialog box. Must press OK to continue.
PERSPECTIVE ON NN/OFF	Turns perspective ON using NN or OFF when rendering in graphics window
PLOT	Brings up a line plot of the current Computational Surface.
PLOT_SIZE width height	Resizes 2D Plot window to specified width and height.
PRESENTATION ON/OFF	Turns Presentation Rendering on or off.
PRINT GRAPHICS WINDOW filename	PS/EPS [BACK/NOBACK][SEND/NOSEND][GRAY/NOGRAY] Creates postscript (PS) or encapsulated postscript (EPS) for the graphics window. Options include BACK (use white background), SEND (directly to printer) and GRAY (use gray background)
PRINT GRAPHICS WINDOW type filename	Creates hardcopy file of type: BMP/JPEG/PNG/TIFF/EMF
PRINT PLOT PS/EPS [SEND/NOSEND] filename	Creates postscript (PS) or encapsulated postscript (EPS) for the 2D Plot window.
PRINT PLOT type filename	Creates hardcopy file of type: BMP/EMF/PNG
PRINT USER [SEND/NOSEND] filename	Calls the user-defined print option. The output filename is optional.
PROBE file-format dataset-number x y z	This form will open the Point Probe panel but not create a file.
PROBE file-format dataset-number file1 file2	This form taks input from file1, and makes output file 2
RECORD ON [GRAPHICS WINDOW] [MP4 AVI][PNG JPEG BMP TIFF] [FRAME RATE] filename	Turns flipbook recording on, saving animation or images to filename.
RECORD OFF	Turns off flipbook recording.
RESET	Resets graphic window to starting viewing direction & perspective defaults.
RESTART type restart-name	Causes restart file to be read or saved where type is one of:
SAVE type restart-name	ALL/ALL CURRENT WINDOW/ALL NO DATA READ BOUNDARY/COLOR/COMP/COORD/CURRENT_DATASET/DATA DYNAMIC_CLIP/FORMULA/ISO/LINE/MULTI_WINDOW_LAYOUT PATHS/PLOT/PREF/PRESENTATION/STREAM/TITLES/VIEW VCORE
SELECT type number	Makes type for the specified number current where type is one of: WINDOW/ISO/STREAM/PATHS/TITLES/BOUNDARY /LINE/COORD/VCORE

FV SCRIPT COMMANDS

SELECT COMP grid-number surface-number	Makes comp surface for the specified grid and surface number to be current.
SELECT PLOT plotnum [pathnum]	Makes 2D Plot for the specified plotnum current. Optional path permits selection of specific pathnum within current 2D plot.
SELECT WINDOW window-number	Makes window-number current in a multi-window layout.
SHINE ON/OFF type	Sets Presentation Rendering property, shine for type of: BOUNDARY/COMP/COORD/ISO/STREAM/PATHS/VCORE
SHINEVALUES intensity highlight_size	Controls shine parameters.
SIZE width height	Specifies size of graphics window.
SLEEP number-of-seconds	Suspends script. Permits panel manipulations during sleep.
SPIN number-of-steps	Spins the dataset. One step is equal to 0.1 radians.
STEP OS-command UNSTEP	Identical to SYSTEM command below, but command is executed after every graphics window update.
SWEEP cycles	Sweeps the current surface, dataset, or animate the current rake.
SWEEP BOUNCE/DOWN/UP/DATASET cycles	
SWEEP TIME cycles [SKIP] [streak_exp_filename]	Performs a transient sweep & saves streaklines to filename
SWEEP TIME LOOP cycles loops [SKIP] [streak_exp_filename]	Sweeps a periodic transient dataset for the given number of loops.
SYSTEM OS-command	Allows you to submit commands to the operating system.
TIME STEP dataset current [begin end]	Specifies a time step and range for a transient sweep.
TIME SOLUTION dataset current [begin end]	Specifies a solution time and range for a transient sweep.
TIME SET DELTATIME delta-time	Specifies the delta-time for PLOT3D or FV-UNS transient data.
TIME SET MERGEDTIMES ON/OFF	Creates a merged timeline for multiple transient datasets.
WRITE [text]	Prints blank lines or quoted strings to standard output (xterm for UNIX and the "console" window for Windows).
XDB_WRITE xdb-filename [THRESHOLD/NOTHRESHOLD] [title [notes]]	Writes an Extract Database (XDB) file with optional Maintain Thresholded Surfaces toggle, title string, and appended notes text file.
XDB_ENABLE xdb-filename [THRESHOLD/NOTHRESHOLD] [title [notes]]	Writes a 'swept' Extract Database (XDB) file with optional Maintain Thresholded Surfaces toggle, title string, and appended notes text file.




COMMAND LINE OPTIONS

-batch :displaynum[:screennum]	Runs FV in batch mode
-fvbN	Use batch-only licensing, batch mode forced N refers to the number of parallel processes which can be run in batch-only mode and can be set to 8, 16, 32 or 64
-conn to value	Sets time-out in value seconds for Client-Server
-create_exterior_fvbnd	Generates a .FVBND file, but only if used with -pN cmd line
-create_wall_fvbnd	Generates a .FVBND file, but only if used with -pN cmd line
-f name	Executes the RESTART name upon starting FV
-fc	Uses PLOT3D/FAST mouse button controls
-fvx name	Executes the FVX script name upon starting FV
-gamma value	All PLOT3D formulas corrected for gamma=value
-gasconstant value	All PLOT3D formulas corrected for gasconstant=value
-hrg, -srg	Use hardware or software remote graphics for running interactively on non-Windows remote systems
-pfv8/16/32/64	Selects FV Parallel license; specifies max. no of processes
-pN, N=0,1 or 2	Generates preprocess files using DataGuide feature 0: only grid preprocess file (.fvpre) created 1: grid preprocess (.fvpre) and short results file (.fvres) created 2: grid preprocess (.fvpre) and full results file (.fvres) created
-port N1[:N2][none]	Sets explicit port number, a range of numbers or none
-python name	Executes the python script name upon starting FV
-s name	Executes the SCRIPT, name, upon starting FV
-silent	Suppresses all warning pop-ups during FVX or script runs
-size=<xdim>x<ydim	Sets graphics window to specific pixel dimensions upon start-up
-software_render	Force software rendering when -batch argument is used.

ENVIRONMENT VARIABLES

FVEXP_NUM_LOCAL_PARALLEL	Adjusts no. of controller processes used in Local Parallel mode. Also impacts the amount of HWUs being drawn.
FV_2D_TO_3D	Extrude binary FV-UNS 2D cases in Z direction for probing/plotting
FV_ACUSOLVE_GRAD	Enable reading of gradients for AcuSolve Direct Reader
FV_CARTESIAN	Treats all structured grids as Cartesian
FV_DATA_CHECK	Checks veracity of PLOT3D/FV-UNS files
FV_DEBUG	Returns general diagnostic information (Cust Support may ask)
FV_DEBUG_AUTOSTART	Set this to help understand Client-Server startup problems
FV_DEBUG_STARTUP	Prints info related to system limits (non-Win only)
FV_DEFAULT_PORT	Set an alternate for client-server port (colon separated port range)
FV_DPI	Specifies dots per inch for PS, EPS output formats
FV_HQ_AVI	Use the high quality option with AVI files on Windows systems
FV_IGNORE_WALLS	Ignores wall marking for stream- & streakline cales
FV_MP4_COMPRESSION_FACTOR	MP4 Quality - range 0 (lossless) to 51 (lowest quality, size)
FV_MULTISAMPLE_ENABLE	Turns on full screen antialiasing for graphics & 2Dplot window
FV_NO_BNDRY_FILE	FVBND file not written for NPARC/WIND data
FV_NO_DATA_CHECK	Skips checking on boundary & element numbers
FV_NO_GRID_JUMP	Turns off streamline grid jumping (except IBlank)
FV_NO_OUTLINE	Turns off outline drawing
FV_NO_PREFERENCES	Does not read or write the preferences file FieldView.ini
FV_NO_STREAK	Turns off automatic streakline calc. for transient sweeping
FV_NUM_THREADS	Set maximum number of threads for multi-threaded features
FV_OF_NO_INIT_COND	Ignore initial time step for OpenFOAM results
FV_OLD_BROWSER_BEHAVIOR	Does not use file browser locations saved in FieldView.ini
FV_OPENFOAM_NO_PROC_BND	Ignore partition boundaries when reading OpenFOAM results
FV_PLUGINS	Specifies the location of user defined reader plugins
FV_PRINT_DIR	Specifies temp location for intermediate print files
FV_PRINT_NO_AA	Turns off antialiasing for PS, EPS, emf output
FV_PROBE_PERFORMANCE	Adjust the performance for probing operations
FV_PROBE_SAVE_MEM	Lowers memory requirement (decreases probing performance)
FV_PROTO_QUICK_XDB	Skip encryption (increasing performance) of XDB exports
FV_RF_GRAPHICS	Enable reduced functionality graphics
FV_SCREEN_GRAB	Save images directly from the screen; save-under disabled
FV_SELECT_FUNCTIONS_ONLY	Limits functions created by optional DataGuide
FV_SERVER_CONFIG_DIR	Specifies the location of Client-Server config files
FV_SHOCK_MIN_NODES	Sets minimum nodes for a connected shock region
FV_SHOCK_PRESSURE_CHANGE	Sets dimensionless pressure change for a shock region
FV_SHOW_WALLS	Creates a new boundary type showing streamline walls
FV_SINGLE_FILE_STREAKLINES	Use STREAKLINE format for streamline export
FV_SSLINES_EXPORT	Disables sampling of scalars during Surface Streamline export
FV_ST_STREAMLINES	Disables multi-threading for Streamlines
FV_ST_FORMULA	Disables multi-threading for Formulas
FV_ST_VCORE	Disables multi-threading for Vortex Core / Surface Flow Objects
FV TRANSP_LAYERS	Set the number of layers for GPU-based transparency (def=6)
FV_USE_FV13_XDB_FORMAT	Use original XDB format when export XDB files
FV_USE_FV14_GL_MODE	Use pre FieldView 15 rendering mode
FV_USE_OLD_RESTARTS_MENU	Use Restart File selector as it was prior to FieldView 2022
FV_USE_LONGEST_PATH	Sets length fraction for streamline filament calculation
FV_USER_HELP_ENTRY	Help menu text to display instead of FV_USER_HELP_URL
FV_USER_HELP_URL	Custom URL for Help menu (text string, max 33 character display)
FV_VOLUME_PROBE	Use interpolated volume-based probing on surfaces
FVREG_ACUSIM_OFF	Disable support for regions for AcuSolve Direct Reader

MOUSE/KEYBOARD OPERATIONS

	[M1]  [M2]  [M3] 
[M1] Double click	- Quick-Pick to select a surface/rake in graphics window
[SPACEBAR]	- Toggle mouse controls when cursor is in graphics window
[M1], then [SHFT][M1]	- Select a range of boundary types or grids in a long list
[CTRL][M1] ([Command][M1] for macOS)	- Select add'l boundary types or grids in a long list
[CTRL][M1] ([Command][M1] for macOS)	- All picking operations, set center of view/rotation
[ALT][M1] ([Option][M1] for macOS)	- Emulate M2 for transforms in graphics window
[SHIFT][ALT][M1] ([Control][M1] for macOS)	- Emulate M3 for transforms in graphics window

TEC PLOT, INC.

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