

Plug-In Manual

Installation

Copy the DLL file into your Quest3D channels subdirectory. Replace a trial version with the same name, if applicable. The trial and full versions of a particular plug-in have the same name. You must store backups in different directories for later reference.

Does' the target version of this channel match your version of Quest3D?

Tips

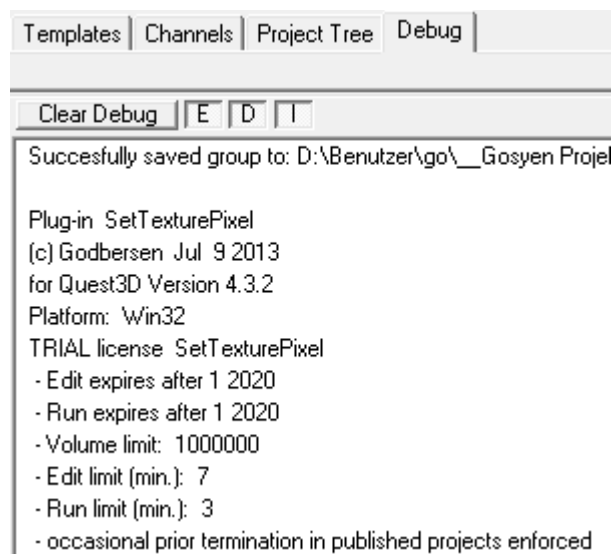
- If you encounter problems, please consult the FAQ on my web site. Read the plug-in specific manual.
- All Plug-Ins deliver a value result to the calling channel. It is good practice to evaluate this result to be prepared for trial termination. This is typically communicated with a -2.
- Published projects will abort randomly before reaching the maximum available runtime limit. Just restart the application to get a new chance.

1. Verify privileges in the Quest3D Editor

Look at the Debug window, or into the file `error.log`:

Open a Debug window.
Drag the plug-in onto the channel graph, or load a cgr.

Observe Channel Name, creation date, platform info and license version. Trial restriction details are shown in detail



Second example: Full license applies



The Debug output data is recorded in <user-dir>\Appdata\Roaming\Quest3D\error.log too.

```
2013-07-10 07:54:24 UInfo: Platform: WIN64
2013-07-10 07:54:24 Debug: instance= 1
2013-07-10 07:54:24 Info : TRIAL license UDPwriter
2013-07-10 07:54:24 Info : - Edit expires after 1 2013
2013-07-10 07:54:24 Info : - Run expires after 1 2013
2013-07-10 07:54:24 Info : - Volume limit: 25
2013-07-10 07:54:24 Info : - Edit limit (min.): 7
2013-07-10 07:54:24 Info : - Run limit (min.): 2
2013-07-10 07:54:24 Info : - occasional/random prior
termination in published projects enforced
2013-07-10 07:54:24 Debug: Edit has expired UDPwriter
2013-07-10 07:54:24 Info : EXECUTION STOPPED UDPwriter
```

2. Debug Information in the Editor

The Debug windows will show vital or explanatory information during the execution of a plug-in. The amount is either predefined, or can be chosen with a SetValue channel call during (selected plug-ins only). All output is collected in the error.txt file too.

3. Access to Debug Information output at Runtime

It`s difficult to produce debug output from regular published projects (*.exe). Use a different publishing option instead:

- 1) Publish to Quest3D Viewer
- 2) Open a CMD window,
- 3) Change directory to Quest3D install dir
- 4) Start application and redirect output to a file: e.g.: QuestViewer.exe > c:\temp\debug.txt
- 5) Choose corresponding *.q3d file in load dialog
- 6) Wait for application to terminate
- 7) Open debug.txt

Sample Output:

```
TRIAL license SetTexturePixel
- Run expires after: 1 2020
- Volume limit: 1000000
- Run limit (min.): 3
+ occasional prior termination in published projects enforced

Occasional random shortening due, new RuntimeLimit (sec.) 76
RunTime limit exceeded (randomly shortened, sec.) 76 SetTexturePixel
EXECUTION STOPPED SetTexturePixel
```

4) Solving Plug-In loading Problems

Occasional the Editor will reject loading a plug-in channel. This is typically due to corruption of the `channels.lst` file in the Quest3D installation folder. Basic remedy: Replace the file with a fresh version of `channels.lst` found after running an application in the AppData folder. Instruction: (Win7, Quest3D version 4.3.2) Make sure to make backups beforehand.

- 1) Move C:\Program Files (x86)\Quest3D\Quest3D 4.3.2\ `channels.lst` to a backup location.
- 2) Erase all subdirectories in: C:\Users\go\AppData\Roaming\Quest3D
- 3) Start Quest3D Editor. Close Editor.
- 4) Find the new `channels.lst` in the newly created subdirectory Quest3D 4.3.2_* of C:\Users\go\AppData\Roaming\Quest3D
- 5) Copy this `channels.lst` into C:\Program Files (x86)\Quest3D\Quest3D 4.3.2\
- 6) Start Quest3D Editor and publish your project

5) Solving Performance Problems

Some ideas:

- The Quest3D Editor piles up an error log in <user-dir>\Appdata\Roaming\Quest3D\error.log. Clear the file frequently.
- Selecting verbose debug output reduces performance. ASCII is expensive.
- Slow down the main loop frequency to a reasonable amount, if you go into production. Frame rates above 60 FPS are typically not necessary. Use the SystemCommand channel to enforce sleep while outside the editor (`channels: NotInEditor, If`). My Demo applications show the FPS unfiltered, just for demo purposes. Full screen applications go automatically to 60 FPS.

6) Quest3D Editor start problem

The editor will sometimes be reluctant to restart after abnormal termination. This is due to a communication problem with the Quest3D license dongle in 4.3.2. One remedy: Remove and reinsert the dongle stick from USB.

7) Support and Updates /Upgrades

Mail support (voluntary) quest3d@godbersen.eu, See my website announcements for free updates, and discounts on upgrades.