



# Adding New DI-Guy Characters to VR-Vantage

VR-Vantage supports DI-Guy characters and includes many lifeform characters. However, MÄK customers sometimes want to add their own DI-Guy characters. This document explains how to add newly created DI-Guy characters to VR-Vantage.

The general process for adding a new character is as follows:

1. Create the new character using DI-Guy software and copy the required files to the VR-Vantage data directory.
2. Add a model definition and element definition for the new character.
3. Map the element definition to an entity type.

## ***1. Copy DI-Guy Files to the Data Directory***

VR-Vantage stores files for DI-Guy characters in `./data/Lifeforms/DIGuy` and its subdirectories. After you create a new character using DI-Guy software, you must copy the files for this character to these directories.

DI-Guy documentation recommends that all customer content be placed in `$(DIGUY)/custom`. To follow this convention, create a directory called `./data/Lifeforms/DIGuy/custom` and put your files in the appropriate subdirectories under it.

## 2. Add Model Definitions and Element Definitions

To visualize a DI-Guy character in VR-Vantage, you must add a model definition and element definition for each character.

### 2.1. Create a DI-Guy Model Definition

To create a model definition for a DI-Guy:

1. Choose **Settings** → **Visual Model Editors**. The Visual Model Editors dialog box opens.
2. Select the Model Definition Editor page.
3. Click the Add button (+) next to the Model Definitions label. The Add Model Definition dialog box opens.
4. Type a name for the new model definition. It must end with the letters DIG.
5. In the Schema list, select DiGuyCharacter (Figure 1).

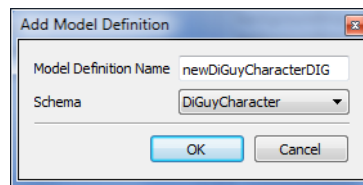


Figure 1. Add Model Definition dialog box

6. Click OK. The new model definition is added. It is highlighted in red because it is missing parameters (Figure 2).

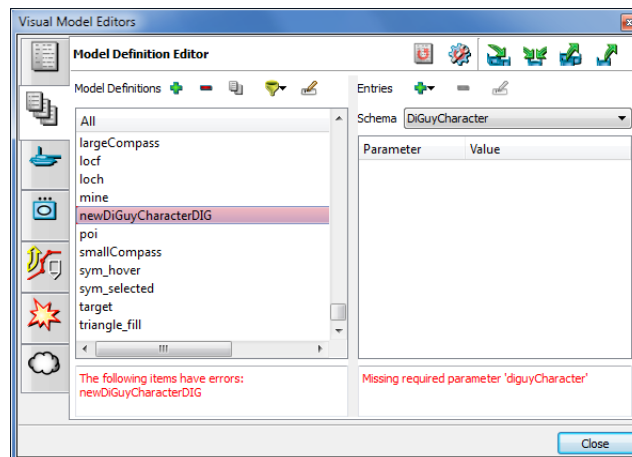


Figure 2. New model definition

7. Click the Add Parameter button (+). A list of parameters is displayed (Figure 3).

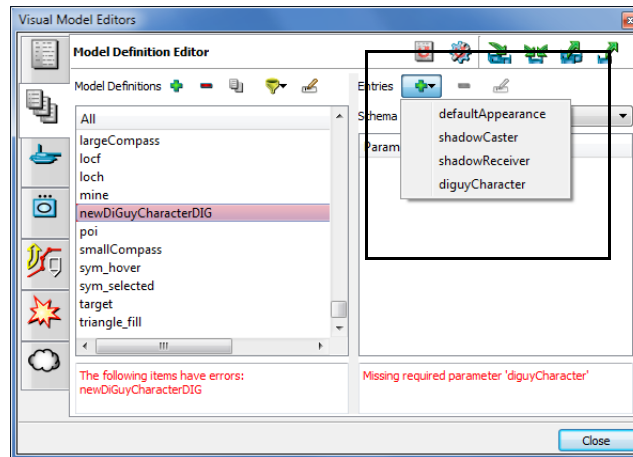


Figure 3. Add parameter list

8. Select defaultAppearance. It is added to the parameter list.
9. Click the value for the parameter. The field becomes editable.
10. Type the default appearance name for this character (Figure 4).
11. Add a diguyCharacter parameter.
12. Click the value for the parameter. The field becomes editable.
13. Type the character name for this character.
14. Add the shadowCaster and shadowReceiver parameters (Figure 4).

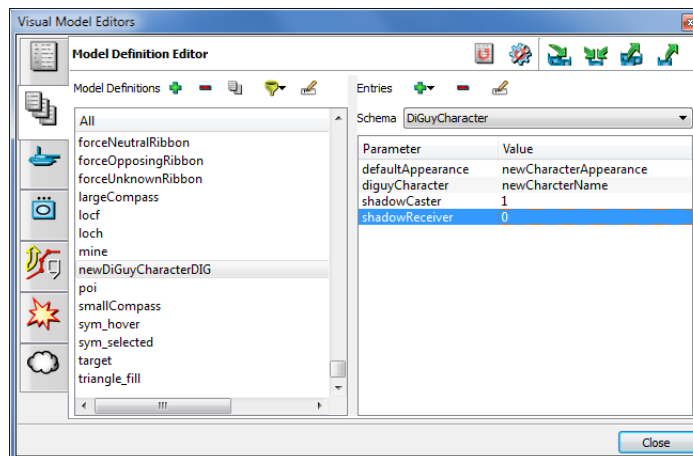


Figure 4. DI-Guy character parameters

## 2.2. Add an Element Definition

To create an element definition:

1. Choose **Settings** → **Visual Model Editors**. The Visual Model Editors dialog box opens.
2. Select the Entity Definition Editor page.
3. Expand the element definition hierarchy to the Life Form level and select the type of life form you are adding (Figure 5).

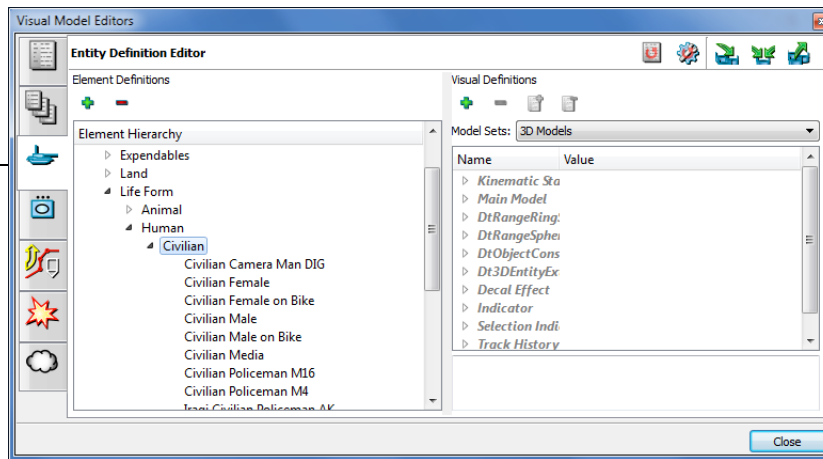


Figure 5. Entity Definition Editor page

4. Click the Add button (+). The Create Element Definition dialog box opens.
5. Type a name for the element definition. (You cannot edit the name after you create it, so try to avoid typing errors.)

- Click OK. The new element is added to the list (Figure 6).

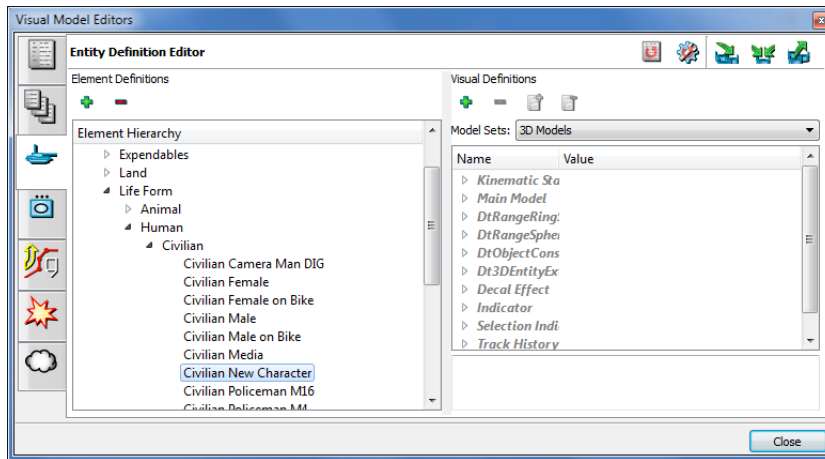


Figure 6. New entity definition added

- In the Visual Definitions list, select Main Model (Figure 7).

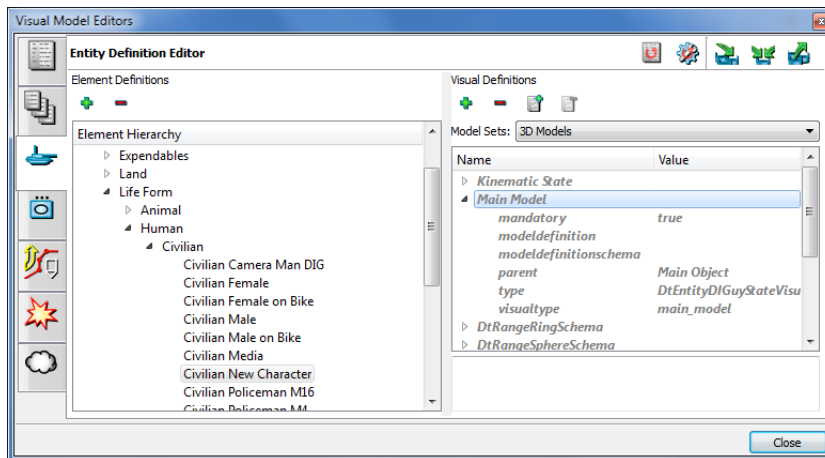


Figure 7. Main Model visual definition

- Click the Value for the **modeldefinition** attribute. The Choose Model Definition dialog box opens.

9. Click the Add button (+). A list is added to the window (Figure 8).

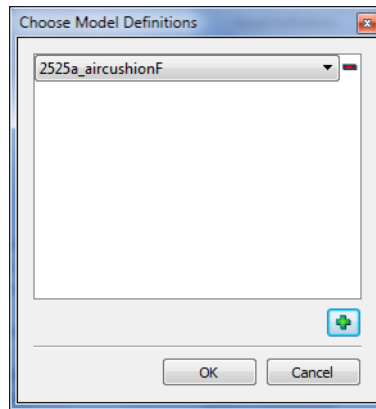


Figure 8. Choose Model Definition dialog box

10. Select the model definition that you created for this character (Figure 9).

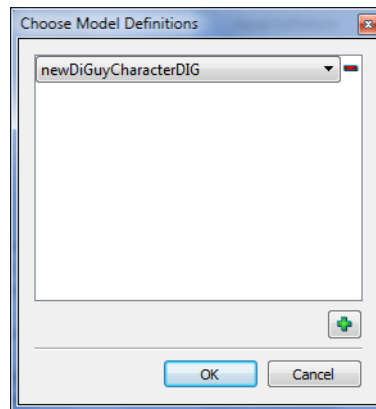


Figure 9. New model definition selected

11. Click OK. The model definition is updated (Figure 10).

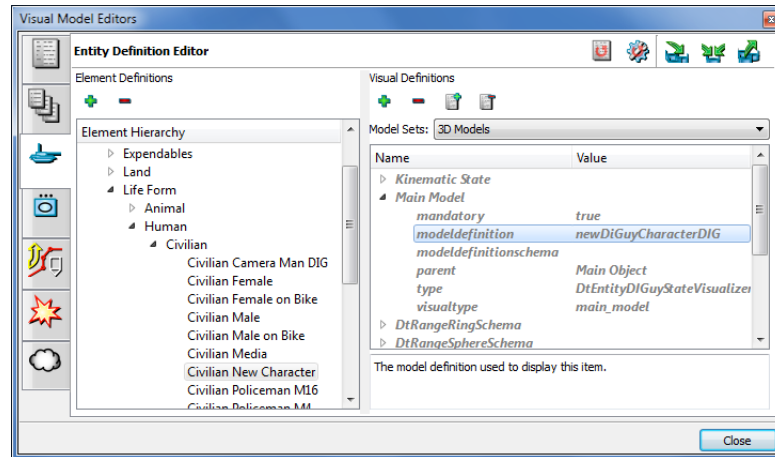


Figure 10. Completed entity definition

12. Select the value column for the `modeldefinitionschema` attribute. The Choose Supported Model definition Schema dialog box opens.
13. Click the Add button (+). A list is added to the window.
14. Select DiGuyCharacter.
15. Click OK.
16. Close the dialog box.

### 3. Map the Element Definition to an Entity Enumeration

In order for VR-Vantage to visualize an entity, you must map the element definition to an entity type.

**To map the element definition to an entity type:**

1. Choose **Settings** → **Entity Type Mappings**. The Entity Type Mappings dialog box opens.
2. Select the Entity Mapping Settings page (Figure 11).

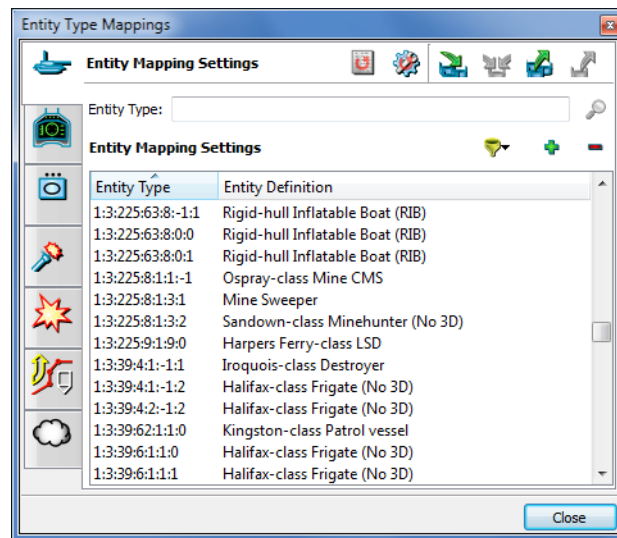


Figure 11. Entity Type Mappings dialog box

3. Click the Add button (+). The Create New Entity Type Model Mapping dialog box opens.
4. Type an entity type.
5. In the Entity Definition list, select the element definition for the new DI-Guy characters (Figure 12).

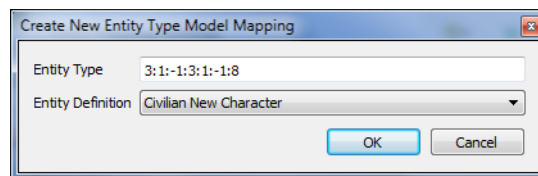


Figure 12. New element mapping

6. Click OK. The new mapping is added to the list (Figure 13).



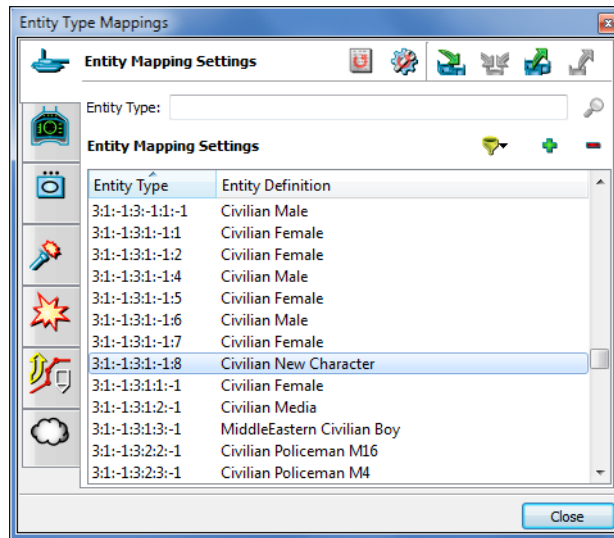


Figure 13. New element mapping added to list

