



DI-Guy Documentation Center and Master Index

← Use the bookmarks to access the Master Index.

Click a title to open a manual.

DI-Guy Getting Started Users Guide

DI-Guy Scenario Users Guide

DI-Guy AI Users Guide

DI-Guy Motion Editor Users Guide

DI-Guy Content Reference Manual

DI-Guy 13.2 Release Notes

**DI-Guy SDK Developers Guide and Class
Documentation (HTML)**

DI-Guy SDK Change log and version history

Other Developer Documentation:

- DI-Guy Appearances Catalogs
 - Appearances Catalog (HTML)
 - Head Appearances Catalog (HTML)
 - Prop Appearances Catalog (HTML)
 - Vehicle Appearances Catalog (HTML)
- DI-Guy Data Reference (HTML)
- DI-Guy Data Digest (XML - requires association with .xml extension)
- Lua AI Minds SDK (HTML)



Master Index

Page prefix: S: DI-Guy Scenario Users Guide; M: Motion Editor Users Guide; A: AI Users Guide; C: Content Reference Guide; G: Getting Started Guide

- a command-line option M:1-4
- C command-line option M:1-4, S:2-5
- c command-line option M:1-4
- D command-line option S:2-4
- f command-line option S:2-5
- fullscreen command-line option S:2-4
- fullscreen2 command-line option S:2-5
- g command-line option M:1-4
- hide_menu command-line option S:2-5
- hide_status command-line option S:2-5
- i command-line option M:1-4
- L command-line option S:2-5
- module command-line option S:2-6
- N command-line option S:2-5
- net command-line option S:2-5
- noaudio command-line option M:1-4
- nodiguy command-line option M:1-4
- noik command-line option M:1-4
- nojointlimit command-line option M:1-4
- notools command-line option M:1-4
- p command-line option M:1-4, S:2-4
- plugin command-line option S:2-5
- pmu command-line option S:2-6
- t command-line option M:1-4
- V command-line option S:2-5
- v command-line option M:1-4
- +module command-line option S:2-6
- +plugin command-line option S:2-5, S:2-6

Numerics

- 2D symbol S:9-11
- 3D
 - window, multiple S:2-18
- 3D View M:2-2, M:2-6, M:3-2
 - camera buttons M:6-11
 - configuring M:3-15
 - coordinate system M:3-15
 - grid M:3-3
 - IK mode M:3-10
 - opening M:3-2
 - playing motion M:2-10
 - window S:9-2
- 3D View window S:3-3
- 3DS Max, exporting data from C:4-18

A

- A channel M:4-7
- action S:3-10, S:3-17, S:7-13
 - adding S:3-19, S:7-11
 - adding, moving, removing, renaming M:7-3
 - affected by scale S:5-7
 - bead S:6-2
 - changing S:3-22
 - cutting, copying, pasting S:4-9
 - default M:7-4
 - deleting S:7-12
 - duration, exact S:7-12

DI-Guy Master Index

Page prefix: S: DI-Guy Scenario Users Guide; M: Motion Editor Users Guide; A: AI Users Guide; C: Content Reference Guide; G: Getting Started Guide

- action (continued)
 - editing S:7-12
 - execute_gesture S:7-24
 - forward S:7-8
 - inserting S:7-11
 - list, sorting M:7-3
 - movement, facing direction, posture, variant, speed M:7-4
 - non-forward S:7-8
 - pointing camera at S:7-7
 - relationship to other actions M:7-5
 - stationary S:3-21
 - traveling S:3-21
 - triggering M:7-3
 - viewing C:5-4
- action bead S:3-18, S:7-2
 - attributes S:7-6
 - creating S:7-3
 - dragging S:3-20
 - editing S:7-5
 - loss of S:A-2
 - moving S:3-20, S:7-7
 - propagation of S:7-5
 - transitions S:7-6
- Action Bead page S:7-3, S:7-4, S:7-5, S:7-7, S:7-8, S:7-9
- Action Edit S:3-20, S:7-2
- Action Information group box M:7-4
- Action Insert S:3-19, S:7-2
- Action page S:7-2
- Action Spreadsheet S:7-2, S:7-10
- Action Spreadsheet page S:7-11, S:7-12
- action table M:2-2, M:7-3
 - display modes M:7-6
 - saving M:7-3
 - types M:7-6
- Action Table Editor M:1-2, M:2-2, M:2-6, M:2-24
 - opening M:7-2
- Action Table tab M:2-4, M:7-5, M:8-11
- actions, character M:7-3
- Actions tab M:7-3
- active, motion track M:4-4
- active object S:11-24
- actor C:1-4, S:1-1
 - appearance C:1-7
 - configuration file C:1-6, C:1-7
 - opening C:4-10, C:4-15
- actor (continued)
 - publishing C:4-20
 - saving C:4-15
 - setting up C:4-20
 - skeletal hierarchy C:1-7
- add_wakeup_callback() function A:5-19
- adding
 - action M:7-3, S:7-11
 - actions S:3-19
 - character S:3-11
 - crowd member A:6-10
 - decision bead S:7-14
 - event to schedule A:6-31
 - facial expression S:5-18
 - fog setting S:12-12
 - light setting S:12-14
 - model mapping S:14-6
 - motion track M:4-6
 - object S:2-20
 - particle system S:8-7
 - schedule A:6-30
 - special effect S:8-6
 - waypoints S:3-16
- adjusting, joint M:3-8
- advanced lighting C:5-9
- agent A:1-5, A:2-3, A:3-14
 - adding to crowd A:6-10
 - behavior A:2-5
 - creating from character A:3-15
 - obstacle A:2-19
 - repulsion zone A:2-22
 - schedule A:6-29
- agent_accept_message() function A:5-19
- agent_broadcast_message_to_group() function A:5-19
- agent_broadcast_message() function A:5-19
- agent_move_to_point_bg() function A:4-3, A:4-6
- agent_move_to_point_via_subregions_bg() function A:4-3, A:4-6
- agent_move_to_point_via_subregions() function A:4-3, A:4-6
- agent_move_to_point() function A:4-3
- agent_move_to_region_via_subregion() function A:4-3
- agent_move_to_region() function A:4-3
- agent_set_auto_variant_selection() function A:2-19
- AI Crosswalks, scenario A:3-41

Page prefix: S: DI-Guy Scenario Users Guide; M: Motion Editor Users Guide; A: AI Users Guide; C: Content Reference Guide; G: Getting Started Guide

- AI multifloor path planning, scenario A:3-34
- AI Schedule Demo, scenario A:6-30
- AI Train Station Alarm, scenario A:3-42
- AI_Crowd_Blitz_Demo, example scenario S:11-13
- aim A:2-17
 - bead S:6-2
 - ending S:7-20
 - primary variant M:7-4
- aim angle mode S:7-20
- aim bead, creating S:7-20
- Aim Bead page S:7-21
- aim character mode S:7-20
- aim point mode S:7-20
- aiming
 - character S:7-20
 - using joystick S:5-15
- aircraft guide example A:3-44
- altitude, waypoint S:6-13
- Altitude Update Rate S:10-12
- ambient light S:12-13
- ambient value, global S:12-13
- ambient variant A:2-17
- AND S:7-15, S:11-3
- angle, aiming S:7-20
- angry variant A:2-17
- animation
 - creating C:4-11
 - decision bead C:4-17
- Animation Load Management S:10-12
- Animation Manager C:4-10
- animation set
 - opening C:4-15
 - saving C:4-15
- API
 - label functions S:11-12
 - path planning A:4-3
- appearance C:1-4, S:3-9, S:1-1
 - actor C:1-7
 - categories C:1-6
 - changing M:3-14, S:3-12
 - character, changing S:5-3
 - choosing S:3-10
 - command line M:1-4
 - creating new C:2-17
 - expressive face C:1-6
 - FaceFX C:4-17
 - multiple for character type C:5-11
 - appearance (continued)
 - tutorial C:2-2
 - viewing C:5-4
 - Appearance list, filtering C:5-4
 - Appearance Wizard S:4-5
 - appearances.cfg, configuration file C:1-6
 - appending, events A:6-31
 - Apply Actor Scale to Action Bead Travel S:5-7
 - applying, lighting C:5-8
 - arc, motion M:7-5, M:7-6
 - argument, command line M:1-4, S:2-4
 - army mode C:5-11
 - ASCII motion file M:9-7
 - asset
 - adding to channel M:4-7
 - joint group M:2-12
 - offsetting time M:4-12
 - project M:2-12
 - consolidating M:1-6
 - atom, trajectory M:3-12, M:4-10
 - attaching, camera to character S:3-32, S:9-5
 - attack behavior A:2-9
 - attribute, action bead S:7-6
 - audio
 - adding to channel M:4-7
 - recording C:4-9
 - audio track M:4-22
 - beat indicator M:4-22
 - hiding M:1-4
 - autocomplete
 - Lua S:D-2
 - object functions S:D-2
 - autoloading, configuration files C:1-7
 - automatic path planning A:4-2
 - automatic variant selection A:2-19
 - avatar, selecting C:4-7
 - AVI S:2-17
 - recording scenario S:2-13
 - avoidance, crowd A:6-13
 - Avoidance Methods tab A:6-9, A:6-13
 - avoiding
 - dynamic objects A:2-22
 - obstacle A:2-5
 - obstacles A:2-20
 - static objects A:6-24
 - awareness radius A:6-15
 - azimuth slider M:7-4

B

B channel M:4-7
background
 function A:4-6
 method A:4-6
 path planning A:4-6
backwards, movement S:7-8
balloon, thought A:3-22
base, behaviors A:3-5
base behavior A:1-4, A:1-5, A:2-5
bead S:6-2
 decision S:7-13
beat indicator, audio track M:4-22
become_aggressive() function A:5-11
begin_state() function A:5-12
behavior S:3-17
 agent A:2-5
 attack A:2-9
 base A:1-4, A:1-5, A:2-5, A:3-5
 flee A:2-8, A:3-10
 idle A:2-9
 mingle A:2-7
 none A:2-10
 path follow A:2-6
 pursue A:2-8
 pyramid A:1-4
 travel A:2-6, A:3-6
 wander A:2-7
behavior path, crowd A:6-7
Behavior Settings tab A:3-17, A:6-20
binary motion file M:9-7
Bio-Vision Hierarchical file, importing M:9-3
blend
 igloo M:4-15
 IK Igloo M:3-12
 IK igloo M:4-18
 IK Teepee M:3-12
 IK teepee M:4-18
 linear M:4-15
 offset effect M:4-19
 polynomial M:4-15
 Teepee M:2-19
 teepee M:4-15
 transitions M:4-14
blending, pose into motion M:2-11, M:2-18
Blitz Action S:4-3
body, track M:4-4

boundary, extent S:10-10
bounding volume C:5-10
branched, path S:6-14
brightness, lighting S:12-13
button
 camera M:3-3, M:6-11
 Grab Pose M:2-12, M:4-7, M:4-10
 Grab Trajectory M:3-12, M:4-7, M:4-10
 IK M:2-13, M:3-10
 joystick, mappings S:5-15
 label S:5-19, S:11-13
 mouse S:9-2
 Pose Edit M:2-15
 Posing Tool M:3-4, M:3-6
 Reset Values M:7-4
 Send Motion to Project M:7-6
 Show Diagram A:5-13
 Track Enabled M:4-6
 Track Lock M:4-6
 Track Playback M:2-20
 Trigger Action M:7-3
 Update Arc Zero Positions M:7-4
 View Setup M:7-6
BVH format M:1-2

C

callback S:11-2, S:11-15
 character S:11-18, S:C-2
 crowd S:C-5
 mapping to events S:11-10
 scenario S:C-4
 sensor region S:C-4
 signal S:C-5
callback ID S:C-2
CALLBACK_ID_AUTOSENSE_CHARACTER_ENTERED S:8-15
CALLBACK_ID_AUTOSENSE_CHARACTER_LEFT S:8-15
CALLBACK_ID_USER_SELECTED S:11-15
CALLBACK_ID_USER_UNSELECTED S:11-15
calltip S:D-3
Camera
 input mode S:9-2
 page S:9-8
 settings M:6-5

Page prefix: S: DI-Guy Scenario Users Guide; M: Motion Editor Users Guide; A: AI Users Guide; C: Content Reference Guide; G: Getting Started Guide

- camera M:2-6, M:3-2, M:6-4, S:3-30
 - attached to lighting S:12-13
 - attaching to character S:9-5
 - button M:6-11
 - buttons M:3-3
 - changing M:3-7
 - control of S:2-17
 - controlling from script and review data S:9-10
 - frustum culling S:10-10
 - heading S:12-10
 - jumping S:3-31
 - jumping to location S:9-5
 - looking at crowd member A:6-10
 - motion, direction S:9-3
 - mover M:6-7
 - moving S:3-5, S:9-2
 - click and drag S:9-4
 - up down left right forward and backward S:9-3
 - moving with character M:6-3
 - orbit mode S:9-4
 - orientation M:6-2, S:9-4
 - overriding scripts or tracking settings S:9-11
 - point of view S:9-6
 - pointing at action S:7-7
 - POV S:3-33
 - projection mode S:9-9
 - renaming M:6-12
 - setting M:1-4
 - changing order S:9-8
 - loading S:9-8
 - saving and loading S:9-6
 - settings M:3-3, M:6-2
 - changing M:6-12
 - hot key S:9-8
 - loading M:6-11
 - loading from hot key S:9-8
 - saving M:6-13, S:9-7
 - speed
 - Mouse Move mode S:9-5
 - projection mode S:9-9
 - teleporting S:3-31, S:9-5
 - to character S:2-20
 - tethering to character S:3-32
 - tracking character M:6-3, S:3-33, S:9-6
- camera button, Free M:2-15
- Camera dialog box M:2-7, M:3-3, M:6-4
- camera mover
 - drag M:6-7
 - fly M:6-9
 - none M:6-10
 - plan view M:6-10
- Camera page S:3-30, S:3-32, S:9-5, S:9-7, S:9-10, S:9-11
- camera position M:6-2
- camera setting, saving S:3-30
- Camera tab, Preferences DI-Guy S:2-17
- Cartesian space M:3-3
- category, appearance C:1-6
- chain S:5-24
- Chain Settings, page S:5-24
- changing S:9-8
 - action S:3-22
 - appearance M:3-14, S:3-12
 - camera M:3-7
 - camera settings M:6-12
 - character appearance S:5-3
 - character head S:5-4
 - character name S:5-3
 - character scale S:5-5
 - character type S:5-3
 - environment S:3-36
 - geometry C:2-8
 - object index S:2-21
 - viewing angle C:5-6
- channel
 - A, B, T M:4-7
 - adding motions, poses, and audio M:4-7
 - data, manipulating M:4-7
 - priority M:4-7
 - T M:4-7
 - Timeline M:2-9
 - track M:4-6
 - transition M:4-7
- Channel A slider M:8-11
- channel T M:2-19
- character A:3-14
 - actions M:7-3
 - adding S:3-11
 - adding to scenario S:3-6
 - aiming direction S:7-20
 - appearance, changing S:5-3
 - attaching camera to S:9-5
 - avoidance method A:6-13
 - callbacks S:C-2

Page prefix: S: DI-Guy Scenario Users Guide; M: Motion Editor Users Guide; A: AI Users Guide; C: Content Reference Guide; G: Getting Started Guide

character (continued)
camera, moving with M:6-3
chains and ropes S:5-24
choosing S:4-5
climbing stairs A:3-34
command line M:1-4
commands A:3-29
creating S:4-2
creating with path S:4-4
culling S:10-9, S:10-10
cutting, copying, pasting S:4-9
decision logic S:3-24
deleting S:2-17, S:4-8
direction of gaze S:7-22
effect S:3-12, S:8-5
enabling and disabling S:4-8
entity type enumeration S:14-5
event handlers and callbacks S:11-18
facial expression S:5-17
focus A:2-5
generic M:1-4
generic procedures S:2-19
geometry C:5-17
gesture, viewing C:5-4
group membership S:4-18
head, changing S:5-4
hiding S:4-8
I-Guy S:5-13
label S:5-19
enabling and disabling S:5-20
marking text S:14-9
motion texture S:7-26
movement S:6-2
name, changing S:5-3
orbiting S:9-4
origin M:2-5
parenting to character S:4-11
path A:2-10
paths S:6-2
performance S:10-2
prop S:3-12
publishing to network S:14-9
quality level C:5-6
recording review data S:13-3
review data S:13-2
scale
affecting action S:5-7
changing S:5-5

character (continued)
scene object S:5-7
selecting S:3-13, S:4-7
shader S:5-8
skinned C:1-5, C:2-13
teleporting camera to S:2-20
tethering camera to S:3-32
time in and time out S:5-6
tracking M:6-3, S:3-33
tracking with camera S:9-6
turning into agent A:3-15
type C:1-4, S:1-2
changing S:5-3
variables S:4-10
viewing C:5-4
viewing DOF M:5-2
waypoint C:1-5
weight S:5-6
Character Avoidance tab A:6-26
Character Objects, section S:4-2
Character Objects tab S:3-13
Character page A:3-36, A:5-24, C:4-16, S:3-13,
S:5-21, S:5-22, S:5-23
Events tab S:11-18
Performance Settings tab S:10-2
review data S:13-3
Review Data tab S:13-2
Shader tab S:5-8
Simulation tab S:5-11
tabs S:5-7
character type C:4-7
choosing S:3-9
vehicle S:3-11
Character Viewer C:4-7
starting C:5-2
character_type
creating custom C:3-2
definitions C:1-6
character_types_list.cfg, configuration file C:1-6
choosing
appearance S:3-10
character S:4-5
character type S:3-9
circle, rotational M:3-6
class
diguyAgentParams A:4-2
diguyApp C:5-16

Page prefix: S: DI-Guy Scenario Users Guide; M: Motion Editor Users Guide; A: AI Users Guide; C: Content Reference Guide; G: Getting Started Guide

class (continued)

diguyCharacter A:2-9, A:2-19, A:5-15, A:5-19, A:6-14, C:5-16
diguyCrowd A:6-14
diguyScenario C:5-16
diguyViewLabel S:11-12
lqt A:5-3
luaCharacter A:3-31, A:5-3, A:5-9, A:5-12, A:5-15, A:5-24, S:D-4
luaLabel A:5-3
luaMiddleEasternPedestrian A:6-30
luaNavmeshHelper A:5-3
luaSensorHelper A:5-3
luaSimModuleHelper A:5-3
luaSimpleFriendlySoldier A:3-31, A:3-32, A:5-9, A:5-10
luaSimpleOpposingSoldier A:5-10
luaSimpleSoldier A:3-31, A:5-9, A:5-10, A:5-11, A:5-15, A:5-17, A:5-27
luaSmartProp A:5-3
click and drag mode S:9-4
clickable object S:11-24
clipping plane M:6-2, S:9-10
code editor, conventions S:D-2
codec S:2-13
coil S:5-24
Collada C:2-13
collision detection A:6-9, A:6-12, S:5-14
color
 3D View M:3-15
 sky S:12-11
combat A:3-31
combining, scenarios S:2-13
command
 character A:3-29
 diguyEncryptGeometryFile C:1-2
command line
 argument S:2-4
 starting DI-Guy Scenario S:2-4
command line arguments M:1-4
command-line option
 +module S:2-6
 +plugin S:2-5, S:2-6
 -a M:1-4
 -C M:1-4, S:2-5
 -c M:1-4
 -D S:2-4
 -f S:2-5

command-line option (continued)

-fullscreen S:2-4
 -fullscreen2 S:2-5
 -g M:1-4
 -hide_menu S:2-5
 -hide_status S:2-5
 -i M:1-4
 -L S:2-5
 -module S:2-6
 -N S:2-5
 -net S:2-5
 -noaudio M:1-4
 -nodiguy M:1-4
 -noik M:1-4
 -nojointlimit M:1-4
 -notools M:1-4
 -p M:1-4, S:2-4
 -plugin S:2-5
 -pmu S:2-6
 -t M:1-4
 -V S:2-5
 -v M:1-4
common_actors.cfg, configuration file C:1-5
common_characters.cfg, configuration file C:1-5
common_links.cfg, configuration file C:1-5
companion crowd A:6-9, A:6-12
Companion Crowds tab A:6-9, A:6-12
companion waypoint S:7-8
 tutorial S:7-9
 updating S:7-8
compressing
 geometry C:1-2
 terrain database S:10-8
 textures S:10-15
configuration
 IK M:3-10
 user defined M:3-11
configuration file M:1-4
 actor C:1-6, C:1-7
 appearances.cfg C:1-6
 autoloading C:1-7
 character_types_list.cfg C:1-6
 common_actors.cfg C:1-5
 common_characters.cfg C:1-5
 common_links.cfg C:1-5
 default_appearance_effects.cfg C:1-6
 default_particle_descriptions.cfg C:1-6
 diguy_actors.cfg C:1-6

- configuration file (continued)
 - diguy_character_type_maps.cfg C:1-6
 - diguy_characters.cfg C:1-6
 - diguy.cfg C:1-4
 - exface_shapesets.cfg C:1-6
 - gestures.cfg C:1-6
 - including configuration files in C:1-4
 - loaders.cfg C:1-5
 - motex_arcs.cfg C:1-6
 - network S:2-5
 - required_characters.cfg C:1-5
 - shader_matrix_index_tables.cfg C:1-5
 - shape_and_joint_data.cfg C:1-5
 - shapeset C:1-7
 - startup S:2-5
- Configure Transition Toolbar dialog box M:4-20
- configuring
 - 3D View M:3-15
 - fog S:12-11
- consolidating, project assets M:1-6
- constant S:D-2
- content, customizing S:1-6
- control, common S:2-19
- convention, code editor S:D-2
- converting, decision bead to script bead S:7-18
- converting to script bead S:7-18
- coordinate
 - database S:12-5
 - flat earth S:12-5
 - geocentric S:12-5
 - mouse S:2-17
 - object S:12-10
 - UTM S:12-5
- coordinate system M:3-3
 - 3D View, changing M:3-15
- copy M:2-21
- copying
 - characters S:4-9
 - data M:4-8
 - object into scenario S:2-23
 - objects S:2-20
- Create Animation Group dialog box C:4-11
- Create Animation wizard C:4-11
- create mode M:5-3
- creating
 - action beads S:7-3
 - aim bead S:7-20
 - animation C:4-11
 - creating (continued)
 - appearance C:2-17
 - character S:4-2
 - character with path S:4-4
 - character_type C:3-2
 - crowd profile A:5-27
 - crowds A:6-3
 - decision logic S:7-15
 - formation S:4-12
 - gaze bead S:7-22
 - group S:4-17
 - idealized data M:9-5
 - library S:2-25
 - local path C:4-16
 - mind A:3-31
 - navmesh 1:7-6
 - object S:2-20
 - package A:5-25
 - path S:4-4, S:6-3
 - paths S:3-14
 - project M:1-5
 - region
 - from Input Mode window 1:7-2
 - from Region page 1:7-3
 - scenario C:4-8, S:1-4, S:2-9
 - script C:4-5
 - sensor region S:8-13
 - shapeset C:2-17
 - signal S:8-16
 - variable, scenario S:8-20
 - waypoint S:6-9
 - waypoints S:6-8
 - in 3D View S:6-9
 - weapon and equipment combination C:2-20
 - crop M:4-10
 - cropping, motion data M:4-8
 - crouched A:2-17
 - crowd A:2-3, A:2-10
 - avoidance method A:6-13
 - awareness radius A:6-15
 - behavior path A:6-7
 - callbacks S:C-5
 - companion A:6-9, A:6-12
 - creating A:6-3
 - editing A:6-6, A:6-9
 - editor, painting modes A:6-8
 - member
 - adding A:6-10

Page prefix: S: DI-Guy Scenario Users Guide; M: Motion Editor Users Guide; A: AI Users Guide; C: Content Reference Guide; G: Getting Started Guide

- crowd (continued)
 - member
 - initial position A:6-15
 - looking at A:6-10
 - removing A:6-10
 - population, parameters A:6-7
 - profile A:2-4, A:6-15
 - wander A:3-8
 - crowd blitz, region A:2-12
 - crowd member agent parameters A:6-20
 - Crowd Members tab A:6-9
 - Crowd page A:3-17, A:4-2, A:6-3, A:6-6, A:6-9, A:6-20
 - crowd profile
 - creating A:5-27
 - editing A:3-10
 - Crowd Profile page A:3-9, A:5-27, A:6-16, A:6-19, A:6-20
 - cubic spline interpolation M:4-14
 - culling
 - camera frustum S:10-10
 - distance S:10-11
 - objects S:10-9
 - curious variant A:2-17
 - current time S:2-10
 - cursor
 - IK M:2-13
 - position S:2-17, S:12-10
 - sliding M:4-12
 - time M:2-10
 - curvature, path S:3-15
 - curve, editing C:4-14
 - Curve Select palette C:4-15
 - Curves palette C:4-14
 - custom
 - content S:1-6
 - directory C:1-2
 - human C:2-13
 - message processing A:5-18
 - PDU's S:14-4
 - scene object C:1-7
 - vehicle C:2-11
 - customizing
 - sound C:1-8
 - texture C:1-7
 - transitions M:4-20
 - cut M:2-21
 - cutting
 - characters and paths S:4-9
 - data M:4-8
- ## D
- DAE, file C:1-5
 - data
 - channel, manipulating M:4-7
 - cutting, copying, pasting M:4-8
 - DOF, editing M:5-4
 - pre-blended M:9-5
 - sliding M:4-12
 - stretching M:4-8
 - time-stretch M:4-8
 - data_version C:1-5
 - database, coordinates S:12-5
 - dead space S:A-2
 - dead variant A:2-17
 - dead-reckoning S:8-3
 - debris S:8-5
 - debugging
 - minds A:5-21
 - network S:14-10
 - rendering S:10-13
 - scenario S:2-18
 - shaders C:5-10, S:5-10
 - Decision, page S:11-4
 - decision
 - bead S:6-2
 - converting to script S:11-6
 - decision bead S:3-24, S:4-11, S:7-13, S:7-18
 - adding S:7-14
 - animation C:4-17
 - logic for S:7-15
 - Decision Bead page C:4-17, S:3-25, S:7-13, S:7-14, S:7-18, S:7-24
 - Decision Editor S:3-26, S:7-15, S:11-3
 - decision logic S:3-22, S:11-2
 - character S:3-24
 - creating S:7-15
 - mapping S:11-10
 - scenario S:11-3
 - Decision page S:11-3, S:11-6
 - default
 - message processing A:5-17
 - particles C:1-6
 - default action M:7-4

DI-Guy Master Index

Page prefix: S: DI-Guy Scenario Users Guide; M: Motion Editor Users Guide; A: AI Users Guide; C: Content Reference Guide; G: Getting Started Guide

- default camera, selecting M:6-11
- default_appearance_effects.cfg, configuration file C:1-6
- default_particle_descriptions.cfg, configuration file C:1-6
- defining, navigation mesh A:4-4
- definition
 - character_type C:1-6
 - gesture M:8-2
- degrees of freedom M:2-16
- delete M:2-21
- deleting
 - action S:7-12
 - character S:2-17, S:4-8
 - events A:6-32
 - model mapping S:14-7
 - motion track M:4-6
 - objects S:2-20
- delta time M:2-9
- Demand Loading, tab S:10-7
- demand loading, terrain S:10-6
- demo, mode S:2-4
- Derive Desired Duration S:7-6
- Derive Duration S:7-6
- Derive Length S:7-6
- Derive Repts S:7-6
- description, scenario S:2-12
- Desert, terrain database S:12-3
- destroy() function A:5-12
- detecting, traps A:2-24
- diagram, DOF M:5-5
- dialog box
 - Camera M:2-7, M:3-3, M:6-4
 - Configure Transition Toolbar M:4-20
 - Create Animation Group C:4-11
 - Edit Joint Group Asset M:2-18, M:4-5
 - Editor Preferences S:5-16, S:12-11
 - Export Motion M:2-22, M:9-4
 - IK Joint Group Asset M:3-11
 - Joint Limits M:3-8, M:5-6
 - License Setup G:2-8
 - Network Settings S:12-5, S:14-10
 - Object Library Selector S:2-26
 - Select Available Roles S:4-16
 - Signals S:8-17
 - Time Offset M:4-12
 - View Configuration M:3-15
- die_now() function A:5-12
- diffuse light S:12-13
- DIGUY, environment variable G:2-2, G:2-3
- DI-Guy
 - directory structure G:2-5
 - installing G:2-2, S:2-3
- DI-Guy AI S:1-3, S:9-11, S:C-5
- DI-Guy API S:11-6
- DI-Guy Character Viewer C:2-18, C:4-7
- DI-Guy Extras window M:3-14
- DI-Guy FOM Extensions S:14-9
- DI-Guy Lifeform Server A:1-7
- DI-Guy Motion Editor C:1-7, S:1-5, S:1-6
 - installing M:1-3
 - starting M:1-3
- DI-Guy Scenario A:1-4, C:4-8
 - starting S:2-3, S:3-3
 - command line S:2-4
- DI-Guy SDK A:1-4, A:1-8, S:11-2, S:11-6, S:11-8
 - label functions S:11-12
- diguy_actors.cfg, configuration file C:1-6
- diguy_character_type_maps.cfg, configuration file C:1-6
- diguy_characters.cfg, configuration file C:1-6
- diguyAgentParams* class A:4-2
- diguyApp* class C:5-16
- diguy.cfg M:1-4
 - configuration file C:1-4
- diguyCharacter* class A:2-9, A:2-19, A:5-15, A:5-19, A:6-14, C:5-16
- diguyCrowd* class A:6-14
- diguyEncryptGeometryFile, command C:1-2
- diguyScenario* class C:5-16
- diguyViewLabel* class S:11-12
- Direct X S:1-4
- directory
 - custom C:1-2
 - DI-Guy G:2-5
- directory structure G:2-5
- DIS G:1-5
 - Enumeration Document S:14-5
 - HLA S:12-5, S:14-2
 - joining exercise S:14-2
- disabling
 - characters S:4-8
 - dynamic object avoidance A:2-23
 - label, character S:5-20
 - static avoidance A:2-22

Page prefix: S: DI-Guy Scenario Users Guide; M: Motion Editor Users Guide; A: AI Users Guide; C: Content Reference Guide; G: Getting Started Guide

- displaying
 - frame rate S:2-16
 - object text S:2-22
 - objects S:2-27
 - distance, culling S:10-11
 - DLL S:11-8
 - documentation, Lua A:5-2
 - DOF M:2-16, M:3-2
 - data, editing M:5-4
 - diagram M:5-5
 - editing M:3-4
 - joint M:3-6
 - OpenFlight S:E-2, S:E-3
 - selecting M:3-8
 - viewing for character M:5-2
 - weight M:8-2
 - drag, camera mover M:6-7
 - dragging, action beads S:3-20
 - Draw Mode tab, Preferences dialog box S:2-17
 - draw style, path S:6-7
 - draw() function A:5-12
 - DSS file extension S:2-3
 - DT M:2-9
 - command line M:1-4
 - motion M:4-10
 - specifying M:4-20
 - project M:1-5
 - dual screen, mode S:2-4
 - duration
 - action, exact S:7-12
 - dust S:8-5
 - dynamic avoidance, repulsion zone A:2-22
 - dynamic object avoidance, disabling A:2-23
 - dynamic obstacles, sensing and avoiding A:2-22
- E**
- Edit Joint Group Asset dialog box M:2-18, M:4-5
 - editing
 - action S:7-12
 - action bead S:7-5
 - action beads S:7-5
 - crowd profile A:3-10
 - crowds A:6-6, A:6-9
 - curves C:4-14
 - DOF M:3-4
 - DOF data M:5-4
 - events A:6-31
 - editing (continued)
 - fog setting S:12-13
 - joint M:3-4, M:5-4
 - label S:5-22
 - lighting settings S:12-15
 - lip-synching C:4-13
 - navigation mesh A:4-4
 - package A:5-27
 - path S:6-11, S:6-13
 - path shape A:3-7
 - paths S:3-14
 - pose M:2-13
 - sensor region S:8-15
 - trajectory M:3-12
 - waypoints S:6-11, S:6-12
 - editor
 - crowd, painting modes A:6-8
 - Lua S:D-2
 - Editor Preferences dialog box S:5-16, S:12-11
 - General Settings tab S:12-11
 - effect
 - character S:3-12, S:8-5
 - offset M:4-19, M:5-3
 - special S:8-5
 - effects, lighting S:12-13
 - elevation slider M:7-4
 - Else S:7-15, S:11-3
 - embarkation, character S:4-11
 - enabled, speed zone parameter A:2-14
 - enabling
 - characters S:4-8
 - label, character S:5-20
 - level of detail M:6-13
 - motion track M:4-6
 - encrypting, geometry C:1-2
 - end effector M:3-12
 - joint assembly M:3-10
 - end time, motion M:4-9
 - ending
 - aiming behavior S:7-20
 - gazing S:7-22
 - gesture M:8-11
 - entity type S:14-5
 - enumeration S:14-5
 - entry_point() function A:5-12, A:5-15
 - enumeration, entity type S:14-5
 - Enumeration and Bit Encoded Values for Use with Protocols for DIS Applications S:14-5

DI-Guy Master Index

Page prefix: S: DI-Guy Scenario Users Guide; M: Motion Editor Users Guide; A: AI Users Guide; C: Content Reference Guide; G: Getting Started Guide

- environment, changing S:3-36
- environment variable
 - DIGUY G:2-2, G:2-3
 - MAKLMGRD_LICENSE_FILE G:2-9
 - PATH G:2-2
- equipment, new C:2-20
- error, reports M:5-7
- escaping, traps A:2-24
- euler angle S:E-3
- event S:11-2
 - adding to schedule A:6-31
 - appending A:6-31
 - deleting A:6-32
 - editing A:6-31
 - inserting A:6-31
 - mapping to callback S:11-10
 - timing S:11-8
 - trigger S:11-8
 - types S:11-3
- event handler S:11-2, S:11-3, S:11-13, S:11-16
 - character S:11-18
- Event Mapper S:11-10
 - page S:11-10
- Event Mapper page A:3-11, S:11-16, S:11-24
- Event Mapping Editor S:11-11
- Events tab A:6-9, A:6-13
 - Character page S:11-18
- Ex. Location tab S:12-5
- exact action, parameter A:2-14
- exact duration S:7-12
- example
 - aircraft guide A:3-44
 - mind A:5-5
- execute_gesture, action S:7-24
- exercise
 - network, joining S:14-2
- Exercise Aim group box M:7-4
- exercise location S:12-7
- Exercise Time, enabling or disabling S:2-18
- exercise variant A:2-17
- exface, module S:2-6
- exface_shapesets.cfg, configuration file C:1-6
- explosion S:8-5
- export, augmenting with velocities M:9-7
- Export Motion dialog box M:2-22, M:9-4
- exporting
 - data from 3DS Max C:4-18
 - motion M:2-22, M:9-3

- expression, face S:5-17
- expressive face, appearances C:1-6
- Expressive Faces G:1-3, S:1-5, S:1-6, S:5-17
- expressive local path technique C:4-4
- Extended Info M:7-4
- extending
 - mind A:1-6
 - paths S:3-16
- extent, boundary S:10-10
- extracting
 - pose M:2-12, M:4-10
 - trajectory M:4-10
- eyepoint. See camera

F

- Face Exp. page C:4-16
- Face Expressions page S:5-17
- FaceFX C:4-2, G:1-3, S:1-6
 - appearance C:4-17
- FaceFX Studio Professional C:4-2
 - lip syncing C:4-10
- facial expression
 - adding S:5-18
 - previewing S:5-18
- facing direction, action M:7-4
- FAQ A:8-2, S:A-2
- far clip S:9-10
- fast A:2-12
- fast forward S:2-10
 - speed S:2-17
- fast reverse S:2-10
- fastest A:2-12
- federation object model S:14-7
- feeler A:2-20
 - parameters A:2-21
 - static avoidance A:2-20
- feet
 - sliding S:A-2
 - slipping S:7-13
- field, related S:D-4
- field of view M:6-2, S:9-10
- file
 - configuration M:1-4
 - custom, directory C:1-2
 - DAE C:1-5
 - extension, DSS S:2-3
 - project M:1-4

Page prefix: S: DI-Guy Scenario Users Guide; M: Motion Editor Users Guide; A: AI Users Guide; C: Content Reference Guide; G: Getting Started Guide

- fill mode, polygon S:10-13
- filtering, Appearance list C:5-4
- find_lua_character() function A:5-15
- find_navigation_path() function A:4-3
- finite state machine A:1-6, A:5-2, C:4-4
- fire S:8-5
- firing, using joystick S:5-15
- first person POV S:5-15, S:9-6
- fixation point M:6-2
 - gaze S:2-17
- flat earth, coordinates S:12-5
- flee, behavior A:3-10
- flee behavior A:2-8
- FLEXlm G:2-7
- floating, window S:2-18
- floor color M:3-15
- fly, camera mover M:6-9
- focal distance M:6-2
- focus, character A:2-5
- fog
 - adding setting S:12-12
 - configuring S:12-11
 - setting, editing S:12-13
- fog mode, OpenGL S:12-11
- Fog page S:3-37, S:12-12, S:12-13
- FOM S:14-7
- force_action() function A:2-10
- format
 - BVH M:1-2
 - time S:2-18
- formation A:3-30
 - creating S:4-12
 - guides S:4-14
 - role S:4-16
 - subgroup S:4-15
- Formations page S:4-13
- forward action S:7-8
- forward travel mode M:4-11
- FOV M:6-2, S:9-10
- frame
 - indicator M:4-9
 - stepping through scenario S:2-10
- frame rate
 - affected by foreground functions A:4-6
 - displaying S:2-16
- Free, camera button M:2-15
- free camera, projection mode S:9-9
- free mode A:2-9, A:2-10
- friendly, group S:4-17
- frustum S:9-10
 - camera, culling S:10-10
- fullscreen, mode S:2-4
- function
 - add_wakeup_callback() A:5-19
 - agent_accept_message() A:5-19
 - agent_broadcast_message_to_group() A:5-19
 - agent_broadcast_message() A:5-19
 - agent_move_to_point_bg() A:4-3, A:4-6
 - agent_move_to_point_via_subregions_bg() A:4-3, A:4-6
 - agent_move_to_point_via_subregions() A:4-3, A:4-6
 - agent_move_to_point() A:4-3
 - agent_move_to_region_via_subregion() A:4-3
 - agent_move_to_region() A:4-3
 - agent_set_auto_variant_selection() A:2-19
 - background A:4-6
 - background and foreground A:4-6
 - become_aggressive() A:5-11
 - begin_state() A:5-12
 - destroy() A:5-12
 - die_now() A:5-12
 - draw() A:5-12
 - entry_point() A:5-12, A:5-15
 - find_lua_character() A:5-15
 - find_navigation_path() A:4-3
 - force_action() A:2-10
 - generate_navmesh() A:4-4
 - get_ui_signals() A:5-24
 - get_ui_state_label() A:5-21, A:5-24
 - get_user_selected_character() A:5-12
 - get_user_selected_point() A:5-12, A:5-17
 - init_package() A:5-11, A:5-15
 - init() A:5-10, A:5-11, A:5-12, A:5-15
 - library S:11-8
 - move_to_background_check() A:5-11
 - move_to_point() A:2-9
 - object, autocomplete S:D-2
 - on_impact_callback() A:5-11, A:5-15
 - on_target_acquired() A:5-18
 - patrol_state() A:5-16
 - process_attack_callbacks() A:5-14
 - process_attack_messages() A:5-14
 - process_callbacks() A:5-14, A:5-17
 - process_message_attack() A:5-18
 - process_message() A:5-14, A:5-15

Page prefix: S: DI-Guy Scenario Users Guide; M: Motion Editor Users Guide; A: AI Users Guide; C: Content Reference Guide; G: Getting Started Guide

function (continued)

- process_messages_attack() A:5-18
- process_messages_callback() A:5-17
- process_messages_signals() A:5-17
- process_messages() A:5-16, A:5-17, A:5-18, A:5-19
- process_signals() A:5-14
- process_travel_callbacks() A:5-14
- process_travel_messages() A:5-14
- reset() A:5-12
- return_to_patrol_path() A:5-16
- SDK S:11-2
- set_desired_position() A:2-9, A:2-10
- simple_move_to_state() A:5-12, A:5-18
- sleep_ignore_messages() A:5-12
- sleep_process_messages() A:4-7, A:5-12
- sleep_until() A:5-12
- sleep() A:5-12
- state, sections A:5-16
- state_manager() A:5-12
- tostring() A:5-24
- wait_for_message() A:4-7, A:5-12

G

gain, joystick S:5-16

gaze

- bead S:6-2
- character S:7-22
- ending S:7-22
- fixation point S:2-17
- gaze angle mode S:7-22
- gaze bead, creating S:7-22
- Gaze Bead page S:7-23
- gaze character mode S:7-22
- gaze point mode S:7-22
- General Settings tab, Editor Preferences dialog box S:12-11
- General tab, Preferences dialog box S:2-16
- generate_navmesh() function A:4-4
- generating, navigation mesh A:4-4
- generic character M:1-4
- generic gestures S:7-24
- geocentric, coordinates S:12-5
- geometry
 - changing C:2-8
 - character C:5-17
 - compressing C:1-2

geometry (continued)

- directory G:2-5
- encrypting C:1-2
- loading S:2-18, S:10-15
- optimizing S:2-18, S:10-15
- Geometry Loading tab, Preferences dialog box S:2-18
- Geometry Overview window C:5-17
- geometry processor C:1-2
- geometry_set_priority_list C:1-5
- gesture C:1-6, M:8-2, S:7-24
 - character, viewing C:5-4
 - definition M:8-2
 - ending M:8-11
 - generic S:7-24
 - head S:7-24
 - previewing S:7-25
 - triggering M:8-11
 - weight M:8-11
- Gesture Parameters tab M:8-7
- Gesture Previewer S:7-25
- gesture table M:8-3
 - saving M:8-6
 - selecting M:8-2
- Gesture Table Editor M:7-2, M:8-3
 - opening M:8-4
- Gestures tab M:8-11
- gestures.cfg, configuration file C:1-6
- get_ui_signals() function A:5-24
- get_ui_state_label() function A:5-21, A:5-24
- get_user_selected_character() function A:5-12
- get_user_selected_point() function A:5-12, A:5-17
- ghost, untrap method A:2-25
- goal, IK M:3-12
- Grab Pose button M:2-12, M:4-7, M:4-10
- Grab Trajectory button M:3-12, M:4-7, M:4-10
- graphics, LOD S:10-6
- grid
 - 3D View M:3-3
 - terrain S:12-8
- grid color M:3-15
- ground clamping, waypoints S:6-13
- group
 - creating S:4-17
 - membership, character S:4-18
- Group page S:4-17
- GUI, common procedures S:2-19

Page prefix: S: DI-Guy Scenario Users Guide; M: Motion Editor Users Guide; A: AI Users Guide; C: Content Reference Guide; G: Getting Started Guide

guide S:8-3
 formation S:4-14
 Guide page S:4-14, S:8-4

H

hand item S:3-10
 head
 character, changing S:5-4
 nodding and shaking S:7-24
 setting up for Expressive Faces C:4-20
 header
 motion track M:4-5
 track M:4-4
 heading, camera S:12-10
 helicopter, example A:3-44
 hiding
 audio track M:1-4
 characters S:4-8
 IK M:1-4
 joint limit track M:1-4
 menu bar S:2-5
 objects S:2-27
 paths S:6-7
 status bar S:2-5
 Tools menu M:1-4
 hierarchical finite state machine A:5-2, C:4-4
 High Level Architecture, HLA S:14-7
 HLA, RPR FOM S:14-5
 HLA 1.3 G:1-5, S:14-7
 HLA 1516 G:1-5, S:14-7
 HLA Evolved G:1-5, S:14-7
 hold interpolation M:4-14
 hostile, group S:4-17
 hostname, license server G:2-8
 hot key M:11-2, S:B-2
 camera setting S:9-8
 camera settings S:9-8
 loading camera setting S:9-8
 hot object S:11-24
 human, custom C:2-13

I

ID, callback S:C-2
 ideal motion type M:9-5
 idealized data M:9-2
 creating M:9-5

idealized data (continued)
 updating M:9-5
 idle behavior A:2-9
 If S:7-15, S:11-3
 igloo blend M:4-15
 I-Guy
 camera, controlling from script S:9-10
 character S:5-13
 keyboard and mouse control S:5-16
 mode S:5-13
 I-Guy Settings page S:5-14
 I-Guy tab S:5-16
 Preferences dialog box S:2-17
 IK
 cursor M:2-13
 goal M:3-12
 hiding M:1-4
 position M:3-12
 rotation M:3-12
 setting M:1-4
 IK button M:2-13, M:3-10
 IK configuration M:3-10
 button, user defined M:3-11
 IK Hold M:3-12
 IK hold transition M:4-17
 IK igloo blend M:3-12
 IK igloo blend M:4-18
 IK interpolation transition M:4-16
 IK Joint Group Asset dialog box M:3-11
 IK Linear Interpolation M:3-12
 IK linear interpolation M:4-17
 IK mode M:3-2
 3D View M:3-10
 IK Teepee blend M:3-12
 IK teepee blend M:4-18
 IK trajectory M:4-7
 importing
 file, Bio-Vision Hierarchical M:9-3
 library into scenario S:2-26
 motion M:9-3
 project M:1-5
 Independent From/To check box M:7-6
 index
 object, changing S:2-21
 path S:6-4
 Info Popup, page S:11-19
 info popup, opening from script S:11-20
 Info window M:2-9, M:3-12

DI-Guy Master Index

Page prefix: S: DI-Guy Scenario Users Guide; M: Motion Editor Users Guide; A: AI Users Guide; C: Content Reference Guide; G: Getting Started Guide

information

- logging S:2-15
- popup window S:11-19
- track M:4-22

init_package() function A:5-11, A:5-15

init() function A:5-10, A:5-11, A:5-12, A:5-15

Initial Motion Texture S:7-26

initial orientation S:5-4

initial path S:5-4

initial play mode S:2-4

initial position S:5-4

- crowd member A:6-15

initialization, script S:2-6, S:2-7

injured variant A:2-17

Input Mode, window S:9-2

input mode, Camera S:9-2

Input Mode window A:6-6, S:3-3, S:4-2

inserting

- action S:7-11
- events A:6-31
- waypoint S:6-9
- waypoints S:3-17

installing

- DI-Guy Motion Editor M:1-3
- DI-Guy Scenario S:2-3
- on Linux G:2-4
- on Windows G:2-2

interaction machine S:11-21, S:11-22

Interaction Machines page S:11-22

interpolation

- cubic spline M:4-14
- hold M:4-14
- IK linear M:4-17
- linear M:4-14
- polynomial M:4-14
- transitions M:4-13

inverse kinematics M:2-13, M:3-9

Inverse Kinematics mode M:3-10

Is Scene Object S:5-7

J

Jailhouse, terrain database S:12-3

joining, exercise S:14-2

joint C:1-4, M:5-5, S:1-3

- adjusting M:3-8
- DOF M:3-6
- editing M:3-4, M:5-4

joint (continued)

- limits, setting M:5-6
- moving M:3-8
- number of C:4-22
- pin M:3-6
- proximal M:3-7
- rotational limit M:3-8
- selecting M:3-7

joint assembly, end effector M:3-10

Joint Edit window M:2-18

Joint Editor M:2-13, M:5-2

- opening M:2-16, M:5-3
- using M:5-4

Joint Editor window M:4-21

joint error track M:4-21

Joint Group Asset M:2-12, M:3-10, M:4-5

joint group asset M:4-16

Joint Group Asset Editor M:4-5

joint limit

- track, hiding M:1-4

joint limits, report M:5-7

Joint Limits dialog box M:3-8, M:5-6

joint rotational limits, setting M:5-6

joystick S:5-13

- aiming and firing
 - first person POV S:5-15
 - third person POV S:5-15
- button, mapping S:5-15
- gain S:5-16
- settings S:2-17
- using S:5-13

jumping, camera S:3-31

K

keyboard S:5-13

- I-Guy mode S:5-16
- shortcuts S:B-2

keyboard shortcut M:11-2

keyframe S:8-9, S:8-10

keyword, switch S:E-2

Khost Afghanistan, terrain database S:12-3

kinematics M:3-9

- inverse M:2-13, M:3-9

Page prefix: S: DI-Guy Scenario Users Guide; M: Motion Editor Users Guide; A: AI Users Guide; C: Content Reference Guide; G: Getting Started Guide

L

label

- button S:5-19, S:11-13
- character S:5-19
 - enabling and disabling S:5-20
- editing S:5-22
- function, SDK S:11-12
- property sheet S:5-23
- screen S:5-19, S:11-13

Label tab A:5-24

level of detail

- enabling and disabling M:6-13
- tuning S:10-4

library

- adding objects to S:2-25
- creating S:2-25
- function S:11-8
- importing into scenario S:2-26
- managing S:2-25
- object A:6-19, S:2-21

Library Function, page S:11-8

License Manager G:2-7

license server, hostname G:2-8

License Setup dialog box G:2-8

lifeform server A:1-7

light

- setting, adding S:12-14

Light page S:3-36, S:12-14, S:12-15

lighting

- advanced C:5-9
- applying C:5-8
- brightness S:12-13
- effects S:12-13
- fog S:3-36
- material ambient value S:12-13
- setting, editing S:12-15

limit, joint rotation M:3-8

limits

- joint, setting M:5-6

linear, offset effect M:5-3

linear blend M:4-15

linear interpolation M:4-14

link C:1-4, M:5-5, S:1-3

- selecting M:3-7

Linux S:1-4

- installing DI-Guy G:2-4

lip syncing, FaceFX Studio Professional C:4-10

lip-synching, editing C:4-13

load, radius S:10-6

load management S:10-12

Load Manager S:10-2, S:10-11

Load Radius S:10-7

loaders.cfg, configuration file C:1-5

loading

- camera setting S:9-8
- camera settings M:6-11, S:9-6
- geometry S:10-15
- module, startup S:2-6
- plug-in S:2-5
- plug-ins S:2-6
- review data S:13-4
- scenario S:2-9
- terrain S:3-34
- terrains S:12-4

local, project M:1-6

local path S:6-7

- creating C:4-16

location, terrain S:12-5

locking

- Timeline M:4-10
- tracks M:4-6

LOD M:6-13

- graphics S:10-6

- tuning S:10-4, S:12-9

- tuning for terrain S:10-5

LOD level, viewing different C:5-8

LOD Range Scale Factor S:10-5, S:12-9

LOD tuning, terrain S:12-9

Log, window S:2-15

log, sending to file S:2-5

log file, notification level S:2-5

Log window C:5-19

- notification level S:2-5

- opening M:1-6

logic

- decision S:7-13

- creating S:7-15

Look At M:6-2, S:9-6

- overriding S:9-11

Look From M:6-2, S:3-32

- overriding S:9-11

looking

- character, direction S:7-22

looking at crowd member A:6-10

looped, motion arc M:7-6

Page prefix: S: DI-Guy Scenario Users Guide; M: Motion Editor Users Guide; A: AI Users Guide; C: Content Reference Guide; G: Getting Started Guide

lgt class A:5-3
Lua A:1-6, A:3-19, S:7-18, S:7-19, S:11-2, S:11-6
 autocomplete S:D-2
 coding FAQ A:8-2
 documentation A:5-2
 editor S:D-2
 mind A:1-4
 module A:5-3
 package A:5-8
 querying for related objects and fields S:D-4
 script A:5-8, A:5-25
 running C:5-16, M:1-6
 syntax analyzer S:D-2
Lua Mind Editor page A:3-31, A:5-6, A:5-8, A:5-10, A:5-13, A:5-25
luaCharacter, package A:5-12
luaCharacter class A:3-31, A:5-3, A:5-9, A:5-12, A:5-15, A:5-24, S:D-4
luaCharacter.init_code A:5-24
luacore.lua S:D-4
luaLabel class A:5-3
luaMiddleEasternPedestrian class A:6-30
luaNavmeshHelper class A:5-3
luaSensorHelper class A:5-3
luaSimModuleHelper class A:5-3
luaSimpleFriendlySoldier, package A:5-10
luaSimpleFriendlySoldier class A:3-31, A:3-32, A:5-9, A:5-10
luaSimpleOpposingSoldier class A:5-10
luaSimpleSoldier, package A:5-11, A:5-15
luaSimpleSoldier class A:3-31, A:5-9, A:5-10, A:5-11, A:5-15, A:5-17, A:5-27
luaSmartProp class A:5-3

M

machine
 finite state C:4-4
 interaction S:11-21
 state S:11-21
MAKLMGRD_LICENSE_FILE, environment
 variable G:2-9
managing, library S:2-25
marking text, character S:14-9
material, enabling and disabling S:10-13
material ambient value S:12-13
Max Ticks Behind Until Skip S:10-4
medium A:2-12

memory management S:2-18, S:10-15
menu bar, hiding S:2-5
merging, scenarios S:2-13
message, processing A:5-4
message processing
 custom A:5-18
 default A:5-17
method, background A:4-6
Microsoft Sidewinder Precision 2 S:5-13
Middle East Town
 scenario A:3-42
 terrain database S:12-3
mind A:3-21, A:5-2
 architecture A:5-4
 creating A:3-31
 debugging A:5-21
 example A:5-5
 extending A:1-6
 Lua A:1-4
 sleep] A:5-19
mingle behavior A:2-7
minima A:4-2
Misc tab A:6-15
mode
 army C:5-11
 create M:5-3
 demo S:2-4
 dual screen S:2-4
 forward travel M:4-11
 fullscreen S:2-4
 I-Guy S:5-13
 IK M:3-2
 Inverse Kinematics M:3-10
 Mouse Move S:9-3
 offset pose edit M:5-3
 Path Edit S:3-6
 Pose Edit M:2-15, M:3-2, M:3-4
 pose edit M:5-3
 Position M:5-3
 projection S:9-9
 review M:5-3
 Snap-to M:4-12
 Velocity M:5-3
 velocity M:5-5
model, terrain S:3-4, S:12-2
model mapping
 adding S:14-6
 deleting S:14-7

Page prefix: S: DI-Guy Scenario Users Guide; M: Motion Editor Users Guide; A: AI Users Guide; C: Content Reference Guide; G: Getting Started Guide

- model mapping (continued)
 - reloading S:14-7
 - module
 - exface S:2-6
 - loading and unloading at startup S:2-6
 - Lua A:5-3
 - net_dis S:2-6
 - net_hla S:2-6
 - particles S:2-6
 - script_lua S:2-6
 - sound_openal S:2-6
 - Motex Gain S:7-26
 - motex_arcs.cfg, configuration file C:1-6
 - motion C:1-7, M:4-7
 - adding to channel M:4-7
 - adding to Timeline M:2-9
 - arc M:7-6
 - blending pose M:2-11
 - blending pose into M:2-18
 - camera direction S:9-3
 - DT M:4-10
 - exported, previewing M:9-7
 - exporting M:2-22, M:9-3
 - file naming convention M:9-7
 - file, type M:9-7
 - idealized data M:9-2
 - importing M:9-3
 - loading into project M:2-8
 - null M:7-7
 - padding M:9-6
 - playing M:3-4
 - 3D View M:2-10
 - previewing M:2-8
 - start and end time M:4-9
 - textures C:1-6
 - motion arc M:7-5
 - looped M:7-6
 - Motion Arcs tab M:8-11
 - motion data
 - cropping M:4-8
 - previewing M:4-9
 - motion DT, specifying M:4-20
 - Motion Editor G:1-4
 - Motion Preview M:2-6
 - motion texture, character S:7-26
 - motion track M:4-4
 - active M:4-4
 - adding M:4-6
 - motion track (continued)
 - deleting M:4-6
 - enabling M:4-6
 - moving up or down M:4-6
 - removing M:4-6
 - motion track header M:4-5
 - mouse S:5-13
 - button S:9-2
 - coordinates S:2-17
 - I-Guy mode S:5-16
 - Mouse Move mode S:9-3
 - camera speed S:9-5
 - move_to_background_check() function A:5-11
 - move_to_point() function A:2-9
 - movement
 - preferred regions A:4-5
 - stepping sideways or backwards S:7-8
 - mover, camera M:6-7
 - movie
 - AVI or TIFF S:2-17
 - recording scenario to S:2-13
 - moving
 - action M:7-3
 - action bead S:3-20, S:7-7
 - camera S:3-5, S:9-2
 - joint M:3-8
 - transition M:4-19
 - waypoints S:3-14, S:6-13
 - multifloor movement A:3-34
 - multiple 3D windows S:2-18
- ## N
- name
 - character, changing S:5-3
 - nav path, untrap method A:2-25
 - navigation mesh A:4-2
 - calling from API A:4-3
 - defining A:4-4
 - editing A:4-4
 - generating A:4-4
 - using with base behavior A:4-5
 - navmesh A:2-10, A:4-2
 - creating 1:7-6
 - navmesh. See navigation mesh
 - near clip S:9-10
 - net_dis, module S:2-6
 - net_hla, module S:2-6

Page prefix: S: DI-Guy Scenario Users Guide; M: Motion Editor Users Guide; A: AI Users Guide; C: Content Reference Guide; G: Getting Started Guide

- network
 - configuration file S:2-5
 - connecting to at startup S:2-5
 - debugging S:14-10
 - publishing, character S:14-9
- Network Model Map S:14-6
- Network Model Map Editor S:14-5
- Network Settings dialog box S:12-5, S:14-10
- network updates S:8-3
- neutral, group S:4-17
- new, project M:1-5, M:2-5
- no progress trap A:2-24
- nodding, head S:7-24
- none
 - camera mover M:6-10
 - untrapped method A:2-25
- none behavior A:2-10
- non-forward action S:7-8
- normal variant A:2-17
- normals, visualizing S:10-13
- notification level S:2-15
 - log file S:2-5
 - Log window S:2-5
- null, motion M:7-7
- null motion arc M:7-5

O

- object
 - adding S:2-20
 - avoidance, disabling A:2-23
 - coordinate S:12-10
 - copying S:2-20
 - copying into scenario S:2-23
 - culling S:10-9
 - deleting S:2-20
 - displaying S:2-27
 - function, autocomplete S:D-2
 - generic procedures S:2-19
 - hiding S:2-27
 - hot S:11-24
 - index, changing S:2-21
 - libraries A:6-19, S:2-21
 - related S:D-4
 - scene, avoidance method A:6-13
 - static A:2-20
 - avoidance A:6-24
 - sub shape S:10-10

- object (continued)
 - text, displaying S:2-22
- Object Library Manager S:2-25
- Object Library Selector dialog box S:2-26
- obstacle
 - agent A:2-19
 - avoidance, disabling A:2-23
 - avoiding A:2-5, A:2-20
 - dynamic, sensing and avoiding A:2-22
 - static A:2-20
- offset, effect M:4-19
- Offset Effect M:4-18
- offset effect M:5-3
 - transition M:9-3
 - transitions M:4-18
- offset effect blend M:4-19
- Offset Effect Linear M:4-18
- offset effect linear M:5-3
- offset pose edit mode M:5-3
- on_impact_callback() function A:5-11, A:5-15
- on_target_acquired() function A:5-18
- one-column, table M:7-7
- one-column table-three-column table M:7-6
- OpenFlight
 - DOF S:E-3
 - DOF and switches S:E-2
- OpenGL S:1-4
 - fog mode S:12-11
- opening
 - 3D View M:3-2
 - Action Table Editor M:7-2
 - actor C:4-10, C:4-15
 - animation set C:4-15
 - Camera dialog box M:6-4
 - Gesture Table Editor M:8-4
 - Joint Editor M:2-16, M:5-3
 - Log window M:1-6
 - Outliner M:5-4
 - Project window M:1-5
 - scenario S:2-9
 - Timeline M:4-4
- OpenSceneGraph S:1-4
- operating system, support A:1-8
- optimizing
 - geometry S:2-18
 - geometry files S:10-15
- option, command-line S:2-4
- OR S:7-15, S:11-3

Page prefix: S: DI-Guy Scenario Users Guide; M: Motion Editor Users Guide; A: AI Users Guide; C: Content Reference Guide; G: Getting Started Guide

orbit mode, camera S:9-4
orientation
 camera M:6-2, S:9-4
 in repulsion zone A:2-22
 lighting S:12-13
origin M:3-3
 character M:2-5
Ortho XY projection mode S:9-9
orthographic projection mode S:9-9
out of reach, trajectory goal M:3-13
Outliner M:5-4
 opening M:5-4
output file, specifying M:9-7
overlay, text S:2-17

P

package A:5-25
 creating A:5-25
 editing A:5-27
 Lua A:5-8
 luaCharacter A:5-12
 luaSimpleFriendlySoldier A:5-10
 luaSimpleSoldier A:5-11, A:5-15
padding, motion M:9-6
page
 Action S:7-2
 Action Bead S:7-3, S:7-4, S:7-5, S:7-7, S:7-8,
 S:7-9
 Action Spreadsheet S:7-11, S:7-12
 Aim Bead S:7-21
 Camera S:3-30, S:3-32, S:9-5, S:9-7, S:9-8, S:9-
 10, S:9-11
 Chain Settings S:5-24
 Character A:3-36, A:5-24, C:4-16, S:3-13, S:5-
 21, S:5-22, S:5-23
 review data S:13-3
 Crowd A:3-17, A:4-2, A:6-3, A:6-6, A:6-9, A:6-
 20
 Crowd Profile A:3-9, A:5-27, A:6-16, A:6-19,
 A:6-20
 Decision S:11-3, S:11-4, S:11-6
 Decision Bead C:4-17, S:3-25, S:7-13, S:7-14,
 S:7-18, S:7-24
 Event Mapper A:3-11, S:11-10, S:11-16, S:11-
 24
 Face Exp. C:4-16
 Face Expressions S:5-17

page (continued)
 Fog S:3-37, S:12-12, S:12-13
 Formations S:4-13
 Gaze Bead S:7-23
 Group S:4-17
 Guide S:4-14, S:8-4
 I-Guy Settings S:5-14
 Info Popup S:11-19
 Interaction Machines S:11-22
 Library Function S:11-8
 Light S:3-36, S:12-14, S:12-15
 Lua Mind Editor A:3-31, A:5-6, A:5-8, A:5-10,
 A:5-13, A:5-25
 Particle System S:8-5
 Path C:4-17, S:6-3, S:7-25
 Path Shape A:3-34, A:3-40
 Region A:3-34, A:4-4, A:5-5, 1:7-2, 1:7-3, 1:7-
 4, 1:7-5, 1:7-6
 Scenario Info S:2-11, S:2-12
 Scene Object S:3-34, S:10-7, S:12-4
 Scene Object Grid S:12-8
 Schedule Editor A:6-29, A:6-30
 Script A:3-11, A:3-12, A:3-19, A:3-37, S:2-7,
 S:2-8, S:11-6, S:11-7, S:11-13
 Script Bead S:7-18, S:7-19
 Scripts S:11-23
 Sensor Region S:8-15
 Signal S:8-16
 Variable S:8-20
 Visibility A:3-7, A:3-22, 1:7-4, S:5-20, S:6-7,
 S:8-5
 Waypoint S:6-9, S:6-10, S:6-12, S:6-13
 Weapon Parameters S:5-12
paging, terrain S:12-8
painting mode, crowd editor A:6-8
palette
 Curve Select C:4-15
 Curves C:4-14
parameter
 particle system S:8-8
 radius variation A:2-16
 speed zone A:2-14
 Start At Radius A:2-14
 weapon S:5-12
parameters
 crowd member agent A:6-20
 feeler A:2-21
parenting, character to character S:4-11

Page prefix: S: DI-Guy Scenario Users Guide; M: Motion Editor Users Guide; A: AI Users Guide; C: Content Reference Guide; G: Getting Started Guide

- particle, default C:1-6
- particle system S:3-12, S:8-5
 - adding S:8-7
 - box, showing and hiding S:8-5
 - parameters S:8-8
- Particle System page S:8-5
- particles, module S:2-6
- paste M:2-21
- pasting
 - characters S:4-9
 - data M:4-8
- PATH, environment variable G:2-2
- path
 - branched S:6-14
 - character A:2-10, S:6-2
 - creating S:3-14, S:4-4, S:6-3
 - curvature S:3-15
 - cutting, copying, and pasting S:4-9
 - draw style S:6-7
 - editing S:3-14, S:6-11, S:6-13
 - extending S:3-16
 - hiding S:6-7
 - index S:6-4
 - local, creating C:4-16
 - planning
 - automatic A:4-2
 - using API A:4-3
 - regular and local S:6-7
 - selecting S:3-14, S:6-6
 - shape S:8-11
 - waypoint S:6-2
 - waypoints S:6-8
- Path Edit mode S:3-6
- path follow behavior A:2-6
- path mode A:2-10
- Path page C:4-17, S:6-3, S:7-25
- path planning A:1-5
 - background A:4-6
- path shape A:2-5, A:2-6, A:3-34, S:6-2
 - editing A:3-7
 - stairway A:3-34
- Path Shape page A:3-34, A:3-40
- patrol_state() function A:5-16
- pattern of life A:3-26, A:6-29, A:6-30
- PDU, custom S:14-4
- Penn Station, terrain database S:12-3
- people, adding to scenario S:3-6
- PeopleBlitzer S:3-7, S:4-2

- performance
 - character S:10-2
 - culling S:10-9
 - demand loading S:10-6
 - function choice A:4-6
 - Load Manager S:10-11
 - LOD tuning S:10-4
 - rendering quality S:2-17
 - tick rate S:10-3
 - tuning S:10-2
- Performance Settings tab, Character page S:10-2
- Phonemes tab C:4-13
- pin, joint M:3-6
- plan view, camera mover M:6-10
- Planview XY projection mode S:9-9
- Planview XZ projection mode S:9-9
- Planview YZ projection mode S:9-9
- platform support A:1-8
- platforms, supported S:1-4
- play mode, initial S:2-4
- playback
 - speed M:3-4
 - starting and stopping S:2-10
- Playback Controller, M:3-4
- player, Preview M:2-8
- playing
 - motion M:3-4
 - 3D View M:2-10
 - review data S:13-4
 - scenario S:2-10, S:3-8
- plug-in
 - loading S:2-6
 - loading and unloading at startup S:2-5
- plug-in architecture S:1-5
- point of view, camera S:3-33, S:9-6
- POL A:6-30
- polygon, fill mode S:10-13
- polygon fill mode S:2-18
- polynomial blend M:4-15
- polynomial interpolation M:4-14
- Populate Entries table A:2-4, A:6-18
- Populate Settings tab A:6-17
- population, crowd A:6-7
- popup window, information S:11-19
- pose M:4-7
 - adding to channel M:4-7
 - blending in motion M:2-11
 - blending into motion M:2-18

Page prefix: S: DI-Guy Scenario Users Guide; M: Motion Editor Users Guide; A: AI Users Guide; C: Content Reference Guide; G: Getting Started Guide

- pose (continued)
 - editing M:2-13
 - extracting M:2-12, M:4-10
 - runtime M:3-10, M:4-7, M:5-2
- Pose Edit button M:2-15
- Pose Edit mode M:2-15, M:3-2, M:3-4
- pose edit mode M:5-3
- Pose Update Rate S:10-12
- poser gizmo M:3-5, M:3-6
- posing gizmo M:2-15
- posing tool M:3-5
- Posing Tool button M:3-4, M:3-6
- position
 - crowd member A:6-15
 - cursor S:2-17, S:12-10
 - IK M:3-12
- Position mode M:5-3
- Position Update Rate S:10-12
- post, translational M:3-5
- posture A:2-5, A:2-12, A:2-17
 - crouched A:2-17
 - prone A:2-17
 - upright A:2-17
- POV S:3-33
 - camera S:9-6
- pre-blended, data M:9-5
- preferences, setting S:2-16
- Preferences dialog box
 - Draw Mode tab S:2-17
 - General tab S:2-16
 - Geometry Loading tab S:2-18
 - I-Guy tab S:2-17
 - Windows tab S:2-18
- Preferences DI-Guy, Camera tab S:2-17
- preferred, subregion A:4-5
- Preview player M:2-8
- previewing
 - exported motion M:9-7
 - facial expression S:5-18
 - gesture S:7-25
 - motion M:2-8
 - motion data M:4-9
- primary, variant M:7-4
- Primary 3D View window S:3-3
- primary variant, aim M:7-4
- priority, channel M:4-7
- procedure, common S:2-19
- process_attack_callbacks() function A:5-14
- process_attack_messages() function A:5-14
- process_callbacks() function A:5-14, A:5-17
- process_message_attack() function A:5-18
- process_message() function A:5-14, A:5-15
- process_messages_attack() function A:5-18
- process_messages_callback() function A:5-17
- process_messages_signals() function A:5-17
- process_messages() function A:5-16, A:5-17, A:5-18, A:5-19
- process_signals() function A:5-14
- process_travel_callbacks() function A:5-14
- process_travel_messages() function A:5-14
- profile, crowd A:2-4, A:6-15
- project M:1-5
 - asset M:2-12
 - consolidating M:1-6
 - creating M:1-5
 - DT M:1-5
 - file M:1-4
 - importing M:1-5
 - loading motion M:2-8
 - local M:1-6
 - new M:1-5, M:2-5
 - saving M:1-5
- Project window M:2-5, M:2-8, M:2-12, M:4-7, M:4-9
 - opening M:1-5
- projection, mode S:9-9
- projection mode, camera speed S:9-9
- prone A:2-17
- prop
 - avoidance A:6-24
 - avoidance method A:6-13
 - character S:3-12, S:5-24
- Prop and Scene Object Avoidance tab A:6-24
- property sheet, label S:5-23
- propogating, action beads S:7-5
- protocol data unit, PDU S:14-2
- proximal, joint M:3-7
- publishing
 - actor C:4-20
 - character to network S:14-9
- pursue behavior A:2-8
- pyramid, behavior A:1-4

Q

quality
 rendering S:10-13
 visual S:10-13
quality level, character C:5-6

R

radius
 awareness A:6-15
 load S:10-6
 unload S:10-6
radius variation A:2-16
Ramp Editor S:5-8
rampdown M:8-9
rampup M:8-9
random turn, untrap method A:2-25
range selector M:2-22, M:4-9
read-only, scenario S:2-11
ready variant A:2-17
recording
 scenario S:2-13
 voice C:4-9
redo M:2-21
region A:2-5, A:2-10, A:2-12, A:3-34, A:3-41, 1:7-2
 creating
 from Region page 1:7-3
 Input Mode window 1:7-2
 crowd blitz A:2-12
 sensor S:3-23, S:8-12
 callback S:C-4
 editing S:8-15
Region page A:3-34, A:4-4, A:5-5, 1:7-2, 1:7-3, 1:7-4, 1:7-5, 1:7-6
Region Painter A:2-10, 1:7-2
Region Painter Mode 1:7-4
regular path S:6-7
reloading, model mapping S:14-7
removing
 action M:7-3
 crowd member A:6-10
 motion track M:4-6
renaming
 action M:7-3
 camera M:6-12

rendering
 debugging S:10-13
 quality S:10-13
rendering quality, performance S:2-17
report
 error M:5-7
 joint limits M:5-7
reps attribute S:7-6
repulsed, subregion A:4-5
repulsion factor A:2-22
repulsion radius A:2-22
repulsion zone A:2-12, A:2-22
 interaction with speed zone A:2-23
 orientation A:2-22
 speed type A:2-23
required_characters.cfg, configuration file C:1-5
required_sdk_version C:1-5
Reset Values button M:7-4
reset() function A:5-12
resetting, scenario S:2-10
resolution, managing for performance S:10-4
return_to_patrol_path() function A:5-16
reverse, playback S:2-10
review data
 character S:13-2
 controlling camera S:9-10
 playing S:13-4
 recording for individual character S:13-3
Review Data tab S:13-3
 Character page S:13-2
review mode M:5-3
review data, loading S:13-4
rewinding, scenario S:2-10
role, formation S:4-16
rope S:5-24
rotation
 IK M:3-12
 joint, limit M:3-8
rotational, circle M:3-6
RPR FOM S:14-7
 extensions S:14-9
 HLA S:14-5
RTI S:14-2, S:14-7
running
 Lua script C:5-16, M:1-6
 scenario S:2-10
runtime infrastructure S:14-7
runtime pose M:3-10, M:4-7, M:5-2

Page prefix: S: DI-Guy Scenario Users Guide; M: Motion Editor Users Guide; A: AI Users Guide; C: Content Reference Guide; G: Getting Started Guide

S

- Sadr City, terrain database S:12-3
- saving
 - action table M:7-3
 - actor C:4-15
 - animation set C:4-15
 - camera setting S:3-30
 - camera settings M:6-13, S:9-6, S:9-7
 - gesture table M:8-6
 - project M:1-5
 - scenario S:2-9, S:3-8
- scale
 - affecting action S:5-7
 - character, changing S:5-5
- scale mismatch C:4-22
- scaling, track M:4-6
- scenario
 - adding people S:3-6
 - AI Crosswalks A:3-41
 - AI multifloor path planning A:3-34
 - AI Schedule Demo A:6-30
 - AI Train Station Alarm A:3-42
 - callbacks S:C-4
 - copying object into S:2-23
 - creating C:4-8, S:1-4, S:2-9
 - debugging S:2-18
 - decision logic S:11-3
 - description S:2-12
 - end time S:2-10
 - file, startup S:2-5
 - importing library into S:2-26
 - introduction S:2-9
 - merging S:2-13
 - Middle East Town A:3-42
 - opening S:2-9
 - playing S:3-8
 - read-only S:2-11
 - recording S:2-13
 - resetting S:2-10
 - rewinding S:2-10
 - running S:2-10
 - saving S:2-9, S:3-8
 - script S:11-6
 - sound effects S:8-18
 - start time S:2-10
 - variable S:8-20
- Scenario Can Skip Ticks S:10-4
- Scenario Info, page S:2-11, S:2-12
- Scenario Objects window S:3-13
- scene object
 - avoidance A:6-24
 - avoidance method A:6-13
 - character S:5-7
 - culling S:10-10
 - custom C:1-7
- Scene Object check box S:10-10
- Scene Object Grid page S:12-8
- Scene Object page S:3-34, S:10-7, S:12-4
- Scene Object Sub Shape S:10-10
- schedule
 - adding A:6-30
 - adding event A:6-31
 - agent A:6-29
- Schedule Editor page A:6-29, A:6-30
- scheduler A:6-30
- screen, label S:5-19, S:11-13
- Script, page S:2-7, S:2-8, S:11-7
- script S:11-2
 - bead S:6-2
 - controlling camera S:9-10
 - I-Guy mode S:9-10
 - converting decision to S:11-6
 - creating C:4-5
 - initialization S:2-6, S:2-7
 - Lua A:5-8, A:5-25
 - running C:5-16
 - mapping S:11-10
 - opening info popup S:11-20
 - overriding S:9-11
 - running M:1-6
 - scenario S:11-6
 - startup S:2-7
 - writing A:3-19
- script bead
 - creating from decision bead S:7-18
 - writing S:7-19
- Script Bead page S:7-18, S:7-19
- Script page A:3-11, A:3-12, A:3-19, A:3-37, S:11-6, S:11-13
- script_lua, module S:2-6
- Scripts page S:11-23
- SDK S:11-2
 - functions S:11-2
 - label functions S:11-12
- section, Character Objects S:4-2

Page prefix: S: DI-Guy Scenario Users Guide; M: Motion Editor Users Guide; A: AI Users Guide; C: Content Reference Guide; G: Getting Started Guide

- Select Available Roles dialog box S:4-16
- selecting
 - avatar C:4-7
 - character S:3-13, S:4-7
 - DOF M:3-8
 - gesture table M:8-2
 - joint M:3-7
 - link M:3-7
 - path S:6-6
 - paths S:3-14
 - waypoints S:6-10
- self.ui_signals A:5-24
- self.ui_state_label A:5-24
- Send Motion to Project button M:7-6
- sensing
 - dynamic objects A:2-22
 - static obstacles A:2-20
- Sensor Insert S:3-23, S:8-13
- sensor region S:3-23, S:8-12
 - callbacks S:C-4
 - creating S:8-13
 - editing S:8-15
- Sensor Region page S:8-15
- set_desired_position() function A:2-9, A:2-10
- setting
 - camera M:1-4, M:3-3, M:6-2
 - changing order S:9-8
 - hot key S:9-8
 - loading S:9-8
 - saving S:9-7
 - saving and loading S:9-6
 - IK M:1-4
 - joint rotational limits M:5-6
 - joystick S:2-17
 - preferences S:2-16
- settings
 - Camera M:6-5
 - camera
 - changing M:6-12
 - loading M:6-11
 - saving M:6-13
- shader C:4-22
 - character S:5-8
 - debugging C:5-10, S:5-10
- Shader tab, Character page S:5-8
- shader_matrix_index_table C:1-7
- shader_matrix_index_tables.cfg, configuration file C:1-5
- shadow, viewing C:5-8
- shadows, casting S:12-13
- shaking, head S:7-24
- shape C:1-4, C:1-5, S:1-4
 - path S:8-11
- shape_and_joint_data.cfg, configuration file C:1-5
- shaperset C:1-4, S:1-4
 - configuration file C:1-7
 - creating new C:2-17
- shortcut, keyboard S:B-2
- Show Diagram button A:5-13
- Show Selection's API S:7-20
- shrinking, action S:7-13
- sick, variant A:2-17
- sideways, movement S:7-8
- signal A:5-24
 - callbacks S:C-5
 - creating S:8-16
 - sound S:8-16
- Signal page S:8-16
- Signals dialog box S:8-17
- simple_move_to_state() function A:5-12, A:5-18
- Simulation tab, Character page S:5-11
- skeletal hierarchy, actor C:1-7
- skeleton C:5-10
- skinned, character C:1-5
- skinned character C:2-13
- skipping, ticks S:10-4
- sky, color S:12-11
- sky color M:3-15
- sleep_ignore_messages() function A:5-12
- sleep_process_messages() function A:4-7, A:5-12
- sleep_until() function A:5-12
- sleep() function A:5-12
- sleep], mind A:5-19
- slider
 - azimuth and elevation M:7-4
 - Channel A M:8-11
 - time M:4-9
 - Timeline M:2-11
- sliding
 - cursor M:4-12
 - data M:4-12
 - feet S:A-2
- slipping, feet S:7-13
- slope adjuster S:3-15, S:6-8
- slow A:2-12
- smoke S:8-5

Page prefix: S: DI-Guy Scenario Users Guide; M: Motion Editor Users Guide; A: AI Users Guide; C: Content Reference Guide; G: Getting Started Guide

- smoothing S:8-3
- smoothness, waypoint S:6-12
- Snap-to M:4-9
- Snap-to mode M:4-12
- socialize variant A:2-17
- soldier_travel_lua_mind A:5-5
- sorting, action list M:7-3
- sound
 - adding to scenario S:8-18
 - customizing C:1-8
 - signal S:8-16
 - volume S:8-19
- sound_openal, module S:2-6
- space M:3-3
 - Cartesian M:3-3
 - Cartesian M:3-3
- special effect, adding S:8-6
- specify effect S:8-5
- specular light S:12-13
- speed A:2-12
 - action M:7-4
 - camera, projection mode S:9-9
 - camera movement, Mouse Move mode S:9-5
 - fast forward S:2-17
 - playback M:3-4
 - type, repulsion zone A:2-23
 - types A:2-12
 - zone A:2-12, A:2-13
 - disabled A:2-14
 - interaction with repulsion zone A:2-23
 - parameter A:2-14
 - radius A:2-16
 - still A:2-15
- square, table M:7-7
- square table M:2-4, M:7-6
- Stage
 - terrain S:3-4
 - terrain database S:12-2
- stairway, path shape A:3-34
- standing_hip_height C:1-7
- Start At Radius, parameter A:2-14
- start time, motion M:4-9
- starting
 - Character Viewer C:5-2
 - DI-Guy Motion Editor M:1-3
 - DI-Guy Scenario S:2-3, S:3-3
- startup
 - configuration file S:2-5
 - startup (continued)
 - connecting to network S:2-5
 - loading and unloading module S:2-6
 - loading and unloading plug-ins S:2-5
 - play mode S:2-4
 - scenario files S:2-5
 - script S:2-7
 - state A:5-4
 - machine S:11-21
 - state function, sections A:5-16
 - state machine A:1-6, A:5-2, A:5-13, C:4-4
 - state_manager() function A:5-12
 - static avoidance
 - disabling A:2-22
 - feeler A:2-20
 - static object, avoidance A:6-24
 - stationary action S:3-21
 - status bar, hiding S:2-5
 - Still, speed zone A:2-15
 - still A:2-12
 - stop moving, untrap method A:2-25
 - stopping, playback S:2-10
 - stretch M:4-10
 - stretching
 - action S:7-13
 - data M:4-8
 - stretching and shrinking S:7-13
 - sub shape, object S:10-10
 - subclass A:5-25
 - subgroup, formation S:4-15
 - subregion A:2-10, A:2-12
 - preferred A:4-5
 - repulsed A:4-5
 - Sunnyvale, terrain database S:12-3
 - supported platforms A:1-8, S:1-4
 - switch, keyword S:E-2
 - switch node, OpenFlight S:E-2
 - symbol, 2D S:9-11
 - symbolic view S:9-11
 - syntax analyzer, Lua S:D-2
- T**
 - T, channel M:2-19, M:4-7
 - T channel M:4-7
 - T Out
 - scenario S:2-10

DI-Guy Master Index

Page prefix: S: DI-Guy Scenario Users Guide; M: Motion Editor Users Guide; A: AI Users Guide; C: Content Reference Guide; G: Getting Started Guide

tab

- Action Table M:2-4, M:7-5, M:8-11
- Actions M:7-3
- Avoidance Methods A:6-9, A:6-13
- Behavior Settings A:3-17, A:6-20
- Character Avoidance A:6-26
- Character Objects S:3-13
- Character page S:5-7
- Companion Crowds A:6-9, A:6-12
- Crowd Members A:6-9
- Demand Loading S:10-7
- Events A:6-9, A:6-13
- Ex. Location S:12-5
- Gesture Parameters M:8-7
- Gestures M:8-11
- I-Guy S:5-16
- Label A:5-24
- Misc A:6-15
- Motion Arcs M:8-11
- Phonemes C:4-13
- Populate Settings A:6-17
- Prop and Scene Object Avoidance A:6-24
- Review Data S:13-3
- Trap Settings and Path Planning A:4-2, A:6-27

table

- action
 - types M:7-6
- one-column M:7-7
- Populate Entries A:2-4
- square M:7-7
- three-column M:7-7
- types M:7-7

Teepee

- blend M:2-19

teepee blend M:4-15

teleport

- untrapped method A:2-25

teleporting

- camera S:3-31, S:9-5
- to object S:2-20

terrain C:1-7, S:3-4

- demand loading S:10-6
- grid S:12-8
- loading S:3-34, S:12-4
- location S:12-5
- LOD tuning S:10-5, S:12-9
- models S:12-2
- paging S:12-8

terrain (continued)

- positioning on earth S:12-5
- scene object S:5-7
- Stage S:3-4
- tile S:12-8

terrain database

- compressing S:10-8
- Desert S:12-3
- Jailhouse S:12-3
- Khost Afghanistan S:12-3
- Middle East Town S:12-3
- Penn Station S:12-3
- Sadr City S:12-3
- Stage S:12-2
- Sunnyvale S:12-3
- Western Urban Stage S:12-3

Terrain Processor S:10-8

text

- object
 - displaying S:2-22
 - overlay S:2-17
- texture
 - compressing S:10-15
 - customizing C:1-7
 - enabling and disabling S:2-18, S:10-13
 - motion C:1-6

texture swap

- tutorial C:2-2
- Then S:7-15, S:11-3
- third person POV S:5-15

thought

- balloons A:3-22

three-column

- table M:7-7

tick

- rate S:10-3
- setting time between S:10-4
- skipping S:10-4

tick interval

- Timeline M:2-9

Tick_dt S:10-3

Ticks Between Checks S:10-4

TIFF frame generator S:2-17

tile

- terrain S:12-8

time

- between ticks S:10-4
- changing M:4-9

Page prefix: S: DI-Guy Scenario Users Guide; M: Motion Editor Users Guide; A: AI Users Guide; C: Content Reference Guide; G: Getting Started Guide

- time (continued)
 - format S:2-18
 - indicator M:4-9
 - motion
 - start and end M:4-9
 - offsetting for assets M:4-12
- Time Control
 - window S:2-10
- Time Control window S:3-3, S:3-8
- time cursor M:2-10
- time in
 - character S:5-6
- Time Offset dialog box M:4-12
- time out
 - character S:5-6
- time slider M:4-9
- Timeline M:2-5, M:2-6, M:3-10, M:4-3, M:4-9
 - adding motion to M:2-9
 - channels M:2-9
 - exporting motion M:2-22
 - locking M:4-10
 - opening M:4-4
 - slider M:2-11
 - Snap-to mode M:4-12
 - tick interval M:2-9
 - zoom M:2-9
 - zooming in and out M:4-10
- Timeline window M:3-2
- time-stretch
 - data M:4-8
- toolbar
 - Transition M:2-19, M:4-7, M:4-13
- Tools menu
 - hiding M:1-4
- tostring() function A:5-24
- track
 - audio M:4-22
 - body M:4-4
 - channels M:4-6
 - header M:4-4
 - information M:4-22
 - joint error M:4-21
 - locking M:4-6
 - motion M:4-4
 - scaling M:4-6
- Track Enabled button M:4-6
- Track Lock button M:4-6
- Track Playback button M:2-20
- track. See also motion track
- tracking
 - character M:6-3
 - character with camera S:3-33, S:9-6
- trajectory M:3-12, M:4-7
 - atom M:4-10
 - atoms M:3-12
 - editing M:3-12
 - extracting M:4-10
 - goal
 - out of reach M:3-13
 - IK M:4-7
- Trajectory Editor M:3-13
- transition
 - action M:7-5
 - adding to channel M:4-7
 - blend M:4-14
 - channel M:4-7
 - customizing M:4-20
 - IK hold M:4-17
 - IK interpolation M:4-16
 - interpolation M:4-13
 - moving M:4-19
 - offset effect M:4-18, M:9-3
 - via M:7-7
- Transition After S:7-6
- Transition Before S:7-6
- Transition toolbar M:2-19, M:4-7, M:4-13
- translational
 - post M:3-5
- trap A:4-2
 - detecting A:2-24
 - escaping A:2-24
 - navigation mesh A:4-5
 - no progress A:2-24
 - types A:2-24
 - untrape methods A:2-25
 - wedged A:2-24
- Trap Settings and Path Planning tab A:4-2, A:6-27
- travel behavior A:2-6, A:3-6
- travel direction
 - action M:7-4
- traveling action S:3-21
- trigger
 - event S:11-8
- Trigger Action button M:7-3
- Trigger dt S:11-8
- Trigger T S:11-8

Page prefix: S: DI-Guy Scenario Users Guide; M: Motion Editor Users Guide; A: AI Users Guide; C: Content Reference Guide; G: Getting Started Guide

Trigger T Out S:11-8
triggering

- action M:7-3
- gesture M:8-11

troubleshooting A:8-2, S:A-2
tuning

- LOD S:10-4, S:12-9
- performance S:10-2

tutorial

- appearance C:2-2
- companion waypoint S:7-9
- texture swap C:2-2

type

- character C:1-4, S:1-2
- changing S:5-3

U

undo M:2-21, S:4-9

- levels of S:2-17

unload

- radius S:10-6

Unload Radius S:10-7
unloading

- module
 - startup S:2-6
 - plug-in S:2-5

untrap

- methods A:2-25

untrap settings A:2-5
Update Arc Zero Positions button M:7-4
updating

- companion waypoint S:7-8
- idealized data M:9-5

upright A:2-17
using

- Joint Editor M:5-4
- joystick S:5-13

UTM

- coordinates S:12-5
- exercise location S:12-7

V

variable

- character S:4-10
- scenario S:8-20
- creating S:8-20

Variable page S:8-20
variant A:2-5, A:2-17

- action M:7-4
- primary M:7-4
- selecting automatically A:2-19
- types A:2-17

Vega Prime S:1-4
vehicle

- character type S:3-11
- custom C:2-11
- obstacle avoidance A:2-23

velocity

- augmenting export with M:9-7

Velocity mode M:5-3
velocity mode M:5-5
via

- transition M:7-7

via identifier M:7-5
view

- symbolic S:9-11

View Configuration dialog box M:3-15
view frustum S:9-10
View Setup button M:7-6
viewing

- action C:5-4
- appearance C:5-4
- character C:5-4
- shadows C:5-8
- wireframe, skeleton, bounding volume C:5-10

viewing angle

- changing C:5-6

viewpoint M:3-2
Visibility page A:3-7, A:3-22, 1:7-4, S:2-27, S:5-20, S:6-7, S:8-5
visual

- quality S:10-13

visual quality S:8-3
voice

- recording C:4-9

volume

- sound S:8-19

W

wait_for_message() function A:4-7, A:5-12
wander behavior A:2-7
wander crowd A:3-8

Page prefix: S: DI-Guy Scenario Users Guide; M: Motion Editor Users Guide; A: AI Users Guide; C: Content Reference Guide; G: Getting Started Guide

- warning
 - out of reach trajectory goal M:3-13
- waypoint
 - adding S:3-16
 - altitude S:6-13
 - character C:1-5
 - companion S:7-8
 - creating S:6-8, S:6-9
 - in 3D View S:6-9
 - cutting, copying, pasting S:4-9
 - editing S:6-11, S:6-12
 - ground clamping S:6-13
 - inserting S:3-17, S:6-9
 - moving S:3-14, S:6-13
 - path S:6-2
 - selecting S:6-10
 - problems S:A-2
 - smoothness S:6-12
- Waypoint page S:6-9, S:6-10, S:6-12, S:6-13
- weapon
 - new C:2-20
 - parameters S:5-12
- Weapon Parameters page S:5-12
- wedged trap A:2-24
- weight
 - character S:5-6
 - DOF M:8-2
 - gesture M:8-11
- Western Urban Stage
 - terrain database S:12-3
- WGS84 S:12-5
- window
 - 3D
 - multiple S:2-18
 - 3D View S:3-3, S:9-2
 - DI-Guy Extras M:3-14
 - floating S:2-18
 - Geometry Overview C:5-17
 - Info M:2-9, M:3-12
 - information popup S:11-19
 - Input Mode A:6-6, S:3-3, S:4-2, S:9-2
 - Joint Edit M:2-18
 - Joint Editor M:4-21
 - Log C:5-19, S:2-15
 - Primary 3D View S:3-3
 - Project M:2-5, M:2-8, M:2-12, M:4-7, M:4-9
 - Scenario Objects S:3-13
 - Time Control S:2-10, S:3-3, S:3-8
- window (continued)
 - Timeline M:3-2
- Windows S:1-4
- Windows tab
 - Preferences dialog box S:2-18
- wireframe C:5-10
- wizard
 - Create Animation C:4-11
- writing
 - script A:3-19
 - script bead S:7-19

Z

- zone
 - repulsion A:2-12, A:2-22
 - speed A:2-12, A:2-13
- Zone Far Extent S:10-12
- zoom
 - Timeline M:2-9, M:4-10

DI-Guy Master Index

Page prefix: S: DI-Guy Scenario Users Guide; M: Motion Editor Users Guide; A: AI Users Guide; C: Content Reference Guide; G: Getting Started Guide