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Suggested Technique for Managing Appearances and appearance.dmt Files

Introduction

When working in an environment where numerous models require different color schemes, the appearances that are created may be stored in separate locations under different names. This technique covers the functionality that is used in managing these files, and provides some advice for maintaining them efficiently.

Procedure

1. All of the appearances can be accessed via **View > Color and Appearance** and are managed through a single interface: the **APPEARANCE EDITOR** dialog box (see **Figure 1.**). From this location, new appearances can be created and added to the Palette, new `appearance.dmt` files may be added, and appearances may be modified or assigned to models and surfaces.
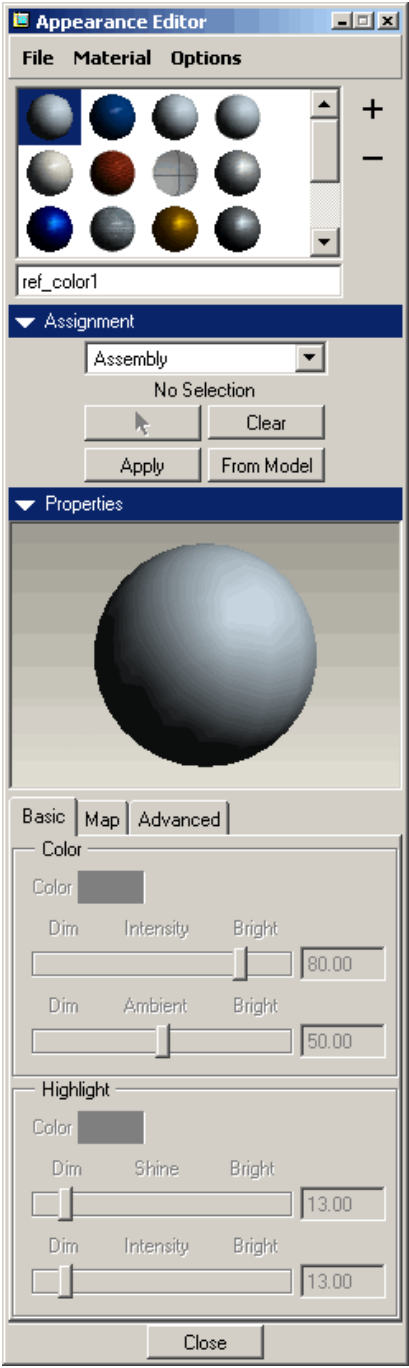
Figure 1.

2. Suppose you were working on a particular project, and you had defined the three additional appearances in Figure 1. To save these appearances for use in a later session, select **File > Save As** from the top of the **APPEARANCE EDITOR** dialog box. They only type you can set the file to is Appearance `(*.dmt)`. Enter the name of the file and Pro/ENGINEER will save it with a `".dmt"` extension. If you create additional appearances and want them saved to the same `appearance.dmt` file, select **File > Save**. Since the file name exists in your directory at that point, Pro/ENGINEER will ask you whether you want to **Overwrite** the existing file, or **Append** to the existing file.

Both operations have the same result if the only change is the new appearances that have been added. The end result will be a newer version of the `.dmt` file with the new appearances added. If appearances have been removed from the Palette, then **Overwrite** and **Append** will have different effects.

- Overwrite will save the `.dmt` files without the appearances that have been removed from the Palette (i.e. what you see in the Palette is what will be saved to the file).

- Append will simply add the new appearances to the `.dmt` file on disk, so the removed appearances will still appear in the .dmt file if it is loaded at a later time.

3. Suppose that you had saved a `.dmt` file from a previous session and wanted to load that into the palette in addition to the

appearances that you've just defined.

Select **File > Open**, and select or navigate to another `.dmt` file in a different directory. The appearances from this new file will be added in the palette after the appearances that have already been defined/loaded (as in **Figure 2.**).
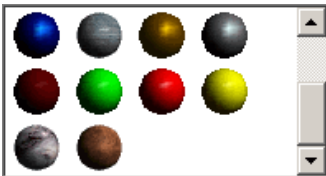

Figure 2.

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4. If you would like Pro/ENGINEER to load colors automatically in every new session that you start, you must meet these conditions:
- The colors must be stored in a single file called `appearance.dmt`
- Set the `PRO_COLORMAP_PATH` configuration option to the directory in which the `appearance.dmt` file resides. If the full path to the file were *c:/users/files/misc/appearance.dmt*, your setting in the config.pro file would look like:

```
PRO_COLORMAP_PATH c:/users/files/misc
```
This option may only be set once in the config.pro. Subsequent settings will be ignored.

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5. Miscellaneous:

Colors assigned to models from a `.dmt` file that has since been lost may be added to the palette (then written to a new `.dmt` file) by selecting **From Model** and selecting the model surface with that color.
Moving the cursor over any of the tiles will cause the appearance name to appear in a "tool tip" window (see **Figure 3.**).

Figure 3.

Selecting **Options > Rendered Samples** from the Appearance Editor will cause Pro/ENGINEER to render each of the appearance tiles (see **Figure 4.**). This may take some time for Pro/ENGINEER to complete, depending on the number of appearances, and the complexity of each.
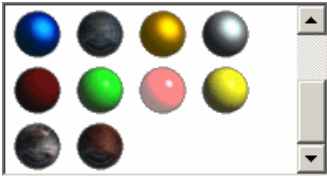

Figure 4.