

Octagon registry key	value	type	default	description
<b>config</b>		key		top key for all configuration
<b>config/audio</b>		key		
	enabled	bool	TRUE	enable audio
	globalFocus	bool	TRUE	play also when not in focus
<b>config/interface</b>		key		top key for all interface config
<b>config/interface[IMPORTER]</b>		key		top key for specifying an importer
	commandLine	string		
	filter	string		
	filterName	string		
	suffix	string		
<b>config/interface</b>		key		top key for all interface config
	autoCenterOfRotation	bool	FALSE	Automatically set center of rotation to center of world
	cacheSize	int	5000	Size of file cache in kb
	contentWarnings	bool	FALSE	display content warnings
	fullScreenHeight	int	-1	-1 full screen resolution (-1 = use screen resolution)
	fullScreenWidth	int	-1	-1 full screen resolution (-1 = use screen resolution)
	enableRightClickMenu	bool	TRUE	enable/disable the right click menu
	historyLength	int	5	number of recent files to remember
	maxFPS	float	70	max frame rate
	navProfile	int	0	set navigation profile (see navProfile table)
	showFPS	bool	TRUE	show frame rate
	strictConformance	bool	TRUE	strict conformance to the X3D spec
	swapGamepadAxis	bool	FALSE	swap 2-r axis on gamepad
	tiltLimit	float	-1	set the max angle (in radians) that the head can be tilted (-1 = no limit)
<b>config/interface/joystick</b>		key		top key for nav mode independent joystick settings
	moveZoneHeight	float	0.1	fraction of the movement range used as zero navigation zone (move mode)
	moveZoneWidth	float	0.1	fraction of the movement range used as zero navigation zone (move mode)
<b>config/interface/keyboard</b>		key		top key for nav mode independent keyboard settings
deprecated	decSpeedKey	string	0	set the decrease speed key (see key table)
deprecated	decSpeedModifier	int	2	set the decrease speed modifier (see modifier table)
deprecated	firstViewpointKey	string	[HOME]	set the next viewpoint key (see key table)
deprecated	firstViewpointModifier	int	0	set the next viewpoint modifier (see modifier table)
deprecated	incSpeedKey	string	1	set the increase speed key (see key table)
deprecated	incSpeedModifier	int	2	set the increase speed modifier (see modifier table)
deprecated	lastViewpointKey	string	[END]	set the next viewpoint key (see key table)
deprecated	lastViewpointModifier	int	0	set the next viewpoint modifier (see modifier table)
deprecated	navModeKey	string	N	set the navigation mode key (see key table)
deprecated	navModeModifier	int	2	set the navigation mode modifier (see modifier table)
deprecated	nextViewpointKey	string	[PAGEDOWN]	set the next viewpoint key (see key table)
deprecated	nextViewpointModifier	int	0	set the next viewpoint modifier (see modifier table)
deprecated	prevViewpointKey	string	[PAGEUP]	set the previous viewpoint key (see key table)
deprecated	prevViewpointModifier	int	0	set the previous viewpoint modifier (see modifier table)
<b>config/interface/mouse</b>		key		top key for nav mode independent mouse settings
	dragZoneHeight	float	0.01	fraction of the screen height used as zero navigation zone (drag mode)
	dragZoneWidth	float	0.01	fraction of the screen width used as zero navigation zone (drag mode)
	moveZoneHeight	float	0.1	fraction of the screen height used as zero navigation zone (move mode)
	moveZoneWidth	float	0.1	fraction of the screen width used as zero navigation zone (move mode)
<b>config/interface/navigationModes</b>		key		top key for configuring navigation modes
<b>config/interface/navigationModes[NAVMODE]</b>		key		this key creates a navigation mode named [NAVMODE]
	collision	bool	TRUE	turns collision detection on or off for navigation mode [NAVMODE]
	gravity	bool	FALSE	turns gravity on or off for navigation mode [NAVMODE]
	objectFocus	bool	FALSE	navigate around object
<b>config/interface/navigationModes[NAVMODE]joystick[JOYNAV]</b>		key		this key creates a joystick navigation action. The name is ignored
	absolute	bool	FALSE	use absolute or relative values
	action	int	(must be specified)	set navigation action (see navActionTable)
	button	int	(must be specified)	set the button mask for this action (see joystickButtonTable)
	enabled	bool	TRUE	enable or disable this action
	modifier	int	0	modifier key to access (see Modifier table)
	move	int	(must be specified)	set the mouse movement for this action (see joystickMoveTable)
	multiplier	float	(must be specified)	multiplier to use for this action
<b>config/interface/navigationModes[NAVMODE]keyboard</b>		key		top key for keyboard configuration for [NAVMODE]
<b>config/interface/navigationModes[NAVMODE]keyboard[KEYNAV]</b>		key		this key creates a keyboard navigation action. The name is ignored
	action	int	(must be specified)	set navigation action as (see navActionTable)
	enabled	bool	TRUE	enable or disable this action
	key	string	(must be specified)	set the key to use for this action (see key table)
	modifier	int	0	modifier key to access (see Modifier table)
	multiplier	float	(must be specified)	multiplier to use for this action
<b>config/interface/navigationModes[NAVMODE]mouse</b>		key		top key for mouse configuration for [NAVMODE]
	enableOver	bool	FALSE	enable or disable is over
	centerButton	int	0	set the mouse button used for touch
	lookMouseButton	int	0	set the mouse button used for touch
	touchButton	int	0	set the mouse button used for touch
<b>config/interface/navigationModes[NAVMODE]mouse[MOUSENAV]</b>		key		this key creates a mouse navigation action. The name is ignored
	absolute	bool	FALSE	use absolute or relative values
	action	int	(must be specified)	set navigation action (see navActionTable)
	button	int	(must be specified)	set the mouse mask for this action (see mouseButtonTable)
	enabled	bool	TRUE	enable or disable this action
	modifier	int	0	modifier key to access (see Modifier table)
	move	int	(must be specified)	set the mouse movement for this action (see mouseMoveTable)
	multiplier	float	(must be specified)	multiplier to use for this action
<b>config/network</b>		key		
	httpRequestTimeout	int	5000	timeout in ms
	maxDownloadThreads	int	2	number of simultaneous download threads
<b>config/rendering</b>		key		
	maxTextureSize	int	-1	-1 max size for textures, (-1 = use hardware maximum)
	maxTextureUnits	int	-1	-1 max texture units (-1 = use hardware maximum)
	performance	int	1	set performance vs quality (see perf table)
	vSync	bool	FALSE	enable vertical sync
	waitForResorces	bool	FALSE	wait for loading of all resources before rendering
<b>config/rendering/OpenGL</b>		key		
	anisotropicFiltering	int	1	the amount of anisotropic filtering
	antiAliasing	bool	FALSE	enable antialiasing (if supported by HW)
	antiAliasingSamplePerPixel	int	4	4 samples to use per pixel
	autoFramerateMaxThreshold	float	0.1	Max smallObjectCulling value to use to use by the auto framerate system
	autoFramerateTargetFPS	int	10	target framerate when auto framerate is enabled
	autoFramerateThresholdStep	float	0.0025	smallObjectCulling step size to use to use by the auto framerate system
	enableOpenGLCaching	bool	TRUE	enable caching of OpenGL resources in before rendering
	occlusionEnabled	bool	FALSE	enable occlusion testing
	occlusionReletDelay	int	5	number of frames before retesting visible shapes
	occlusionSizeThreshold	float	0.3	min size of shapes considered occluders
	occlusionVertexThreshold	int	100	min complexity of objects to try to occlude
	primitiveResolution	int	10	a factor determining the resolution of sphere, cone and cylinder
	separateSpecular	bool	TRUE	enable separate specular color
	smallObjectPixelThreshold	int	0	occlude object that are smaller than this threshold (in pixels)
	texMinFilter	int	3	Texture minifying filter (see table)
	texResolution	int	4	a factor determining the (default) resolution of text
	textureCompression	bool	TRUE	enable texture compression (if supported by HW)
	useAutoFramerate	bool	FALSE	enable auto framerate (try to occlude small objects to achieve the target frame rate)
	useCullingSafeZone	bool	TRUE	enable a safe zone (10% of farClip) where no small object culling will occur
	useDepthTransparency	bool	TRUE	enable depth mask when drawing transparent objects
	useOpenGLExtensions	bool	TRUE	enable the use of OpenGL extensions
	useSGISGenerateMipmap	bool	TRUE	use hardware mipmap generation
<b>config/startUp</b>		key		
	showIntro	bool	TRUE	enable or disable intro
	fullscreen	bool	FALSE	start up in fullscreen mode
<b>config/startUp/window</b>		key		
	x	int	0	start up window x pos
	y	int	0	start up window y pos
	width	int	1024	start up window width
	height	int	768	start up window height
<b>config/toolbar</b>		key		
	[toolbarElement]	string	elementName	show the named element (in the order specified)
	showBitmaps	bool	TRUE	show bitmaps on toolbar
	showText	bool	TRUE	show text on toolbar

**navActionTable**

value		description
	0	x
	1	y
	2	z
	3	pan
	4	tilt
	5	roll
	6	globalPan
	7	globalTilt
	8	globalRoll
	9	examinePan
	10	examineTilt
	11	examineRoll
	12	Direction

**texMinFilter**

value		description
	0	GL_NEAREST
	1	GL_LINEAR
	2	GL_NEAREST_MIPMAP_NEAREST
	3	GL_LINEAR_MIPMAP_NEAREST
	4	GL_NEAREST_MIPMAP_LINEAR
	5	GL_LINEAR_MIPMAP_LINEAR

no mipmap

default

nice

**navProfile**

value		description
	0	OCTAGA
	1	VRML
	2	X3D
	3	GAME

**mouseButtonTable**

value		description
	0	none
	1	left
	2	middle
	4	right

**mouseMoveTable**

value		description
	0	none
	1	move x
	2	move y
	3	drag x
	4	drag y
	5	wheel

**joystickButtonTable**

value		description
	0	none
	1	button 1
	2	button 2
	4	button 3
	...	...
	8192	button 14
	16384	button 15
	32768	button 16

**joystickMoveTable**

value		description
	0	none
	1	move x
	2	move y
	3	move z
	4	move r
	5	move u
	6	move v

**modifierTable**

value		description
	0	none
	1	shift
	2	ctrl
	4	alt

**keyTable**

<b>value</b>	<b>description</b>
"a".."z"	a..z
"[UP]"	up arrow
"[DOWN]"	down arrow
"[LEFT]"	left arrow
"[RIGHT]"	up arrow
"[PAGEUP]"	page up
"[PAGEDOWN]"	page down
"[HOME]"	home
"[END]"	end