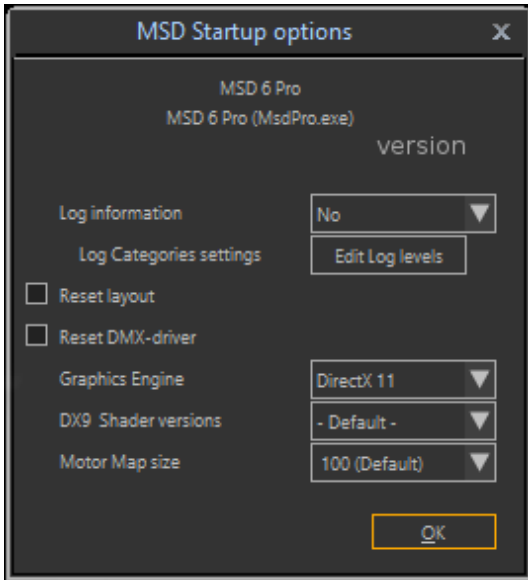


MSD Startup Options

The MSD 3D Visualizer has a number of startup options to change some settings, which usually need not to be changed, but in some cases may prove useful.

To get these startup option, please keep the 'Shift'-button pressed down while starting the MSD 3D Visualizer. Keep it pressed until the '**MSD Startup options**' dialog appears, something like this:



(MSD will normally start with the settings as they appear in the image above.)

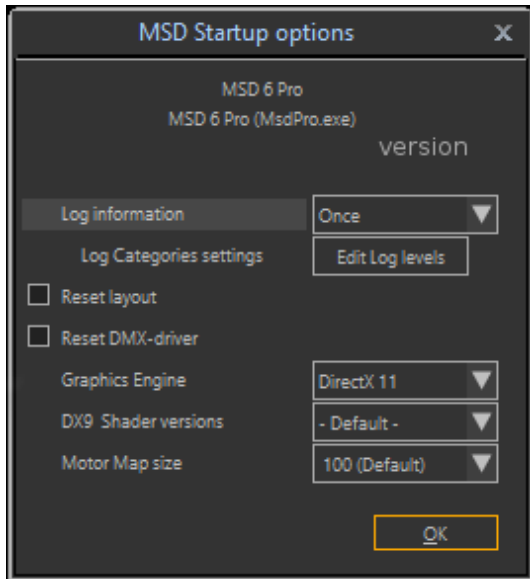
You see some information on the program, like which version (MSD 6 Pro in this case, but these options are the same in the MSD 6 Lite version), and a number of options and settings.

You can change these settings, and then press the **OK** button to continue starting MSD.

In the next pages we will explain the use of the individual options.

Log information

Sometimes we need more information on how MSD is starting and initializing when you experience a problem. To get that information, we will ask you to create a Log file.

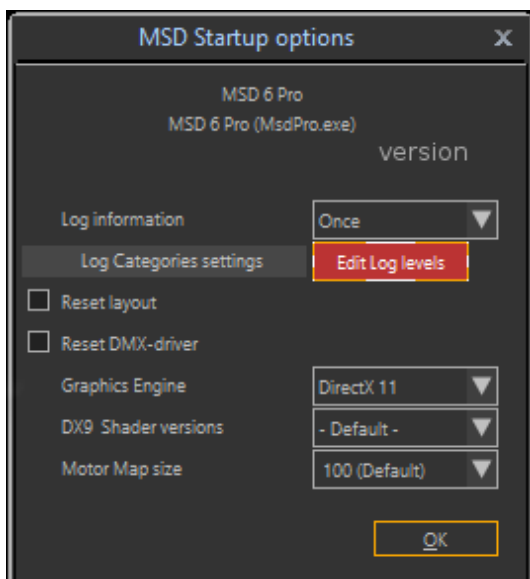


To do that, select '**Once**' after the '**Log information**' option, and click the **OK** button. MSD will now run as normal, but it will log all kind of information in a log file, which will be presented after closing down MSD. Due to the fact that information is logged into the file, the performance of MSD will be somewhat less than normal.

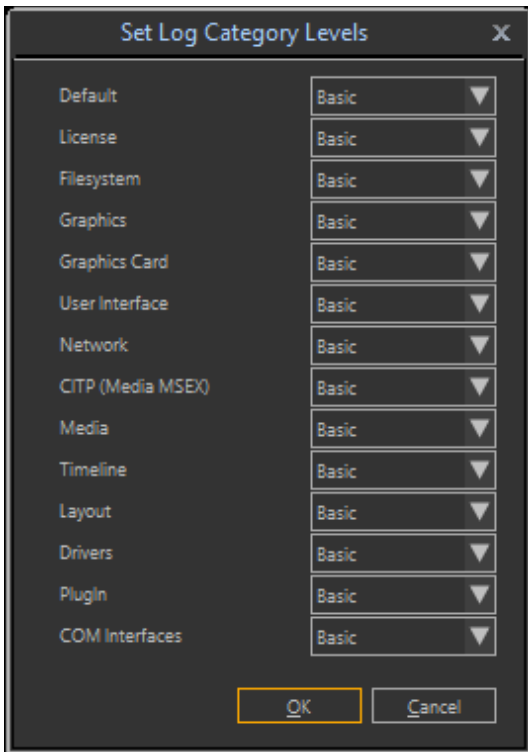
Using the '**Once**' option will only do this once, so the next time you run MSD, no log information will be logged.

There is another option '**Always**' which will always log the information each time you run MSD until you change the option to 'Once' or 'No' using this same procedure. (This option can be useful if you can not use the once option, for example when starting MSD from MPC.)

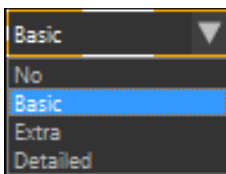
The log will standard log basic information about a number of information categories within the program, but sometimes we may ask you to change the level of logging for a particular category. In order to do that, please, click the button '**Edit Log levels**':



It will open a new window where you can select the level of log information for each category:



When selecting a level for a category, you will get the following options:



Basic is the default option for each category, but we may ask you to change a setting in order to get more detailed information.

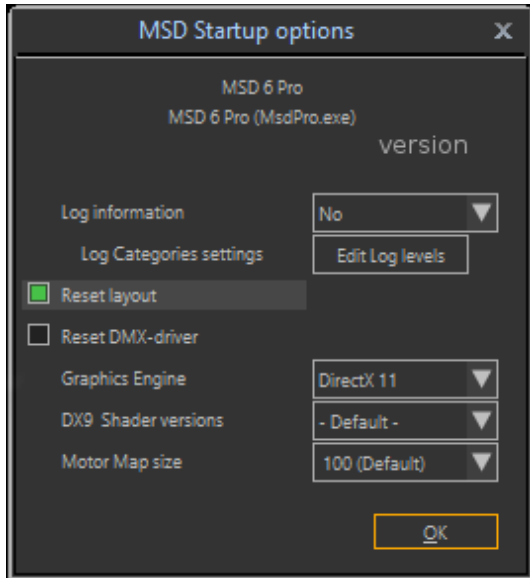
After the program closes, the Log file will be presented to the user in a standard text-editor, and you can save the log file and send it to us.

Another (better) way is to run the '**MSD Diag**' tool afterward to collect information on your MSD installation, like MSD version you are running, which hardware you are using etc. It will collect this information as well as the log file into a single zip file which you can send to us for examination. (This will also work if MSD might crash, and you do not get to see the log file.)

You can find the '**MSD Diag**' tool (and information on its use) in the [Tools download section of our website](#).

Reset layout

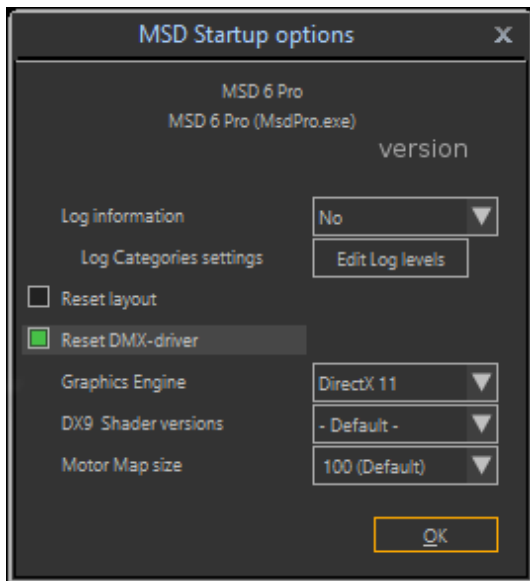
The layout of MSD is stored when closing down the program so it can restore the layout at startup. In some rare cases something goes wrong with this process, causing a crash at startup, or strange behavior, like some dialogs not opening.



So to prevent MSD from restoring the layout, select the '**Reset layout**' option, and click the **OK** button, and MSD will continue to run as normal, so at the end the (new) layout will be stored to use for the next startup. (It will only do this once, so the next time you run MSD, the layout will be restored again.)

Reset DMX-driver

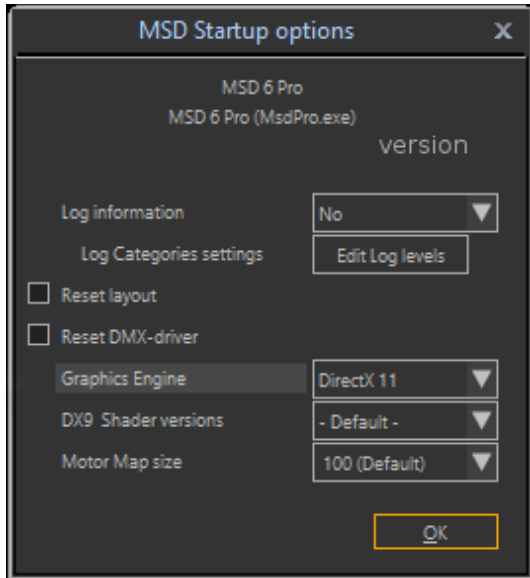
When using an external DMX-driver, in rare cases a problem with the driver will prevent MSD from starting correctly. To be able to start MSD again, you can reset the DMX-driver.



Select the '**Reset DMX-driver**' option, and click the **OK** button, and MSD will continue to run as normal, without an external driver selected.

Graphics Engine

MSD contains 2 internal graphics engines, and at first startup it will try to use the best one (DirectX 11), but if for some reason that is not supported, it will switch to the other engine (DirectX 9). Using this startup option, you can change which graphics engine MSD should use.

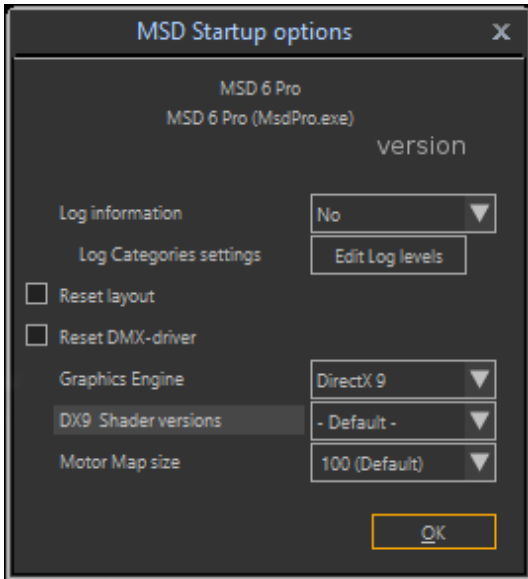


Using the drop-down list of the '**Graphics Engine**' select which engine MSD should use, and click the **OK** button to continue starting MSD.

(This setting will be stored and used the next time you start MSD, so if you want to change it again, you need to use this startup method again.)

DX9 Shader

This option only has effect on the **DirectX 9** graphics engine.

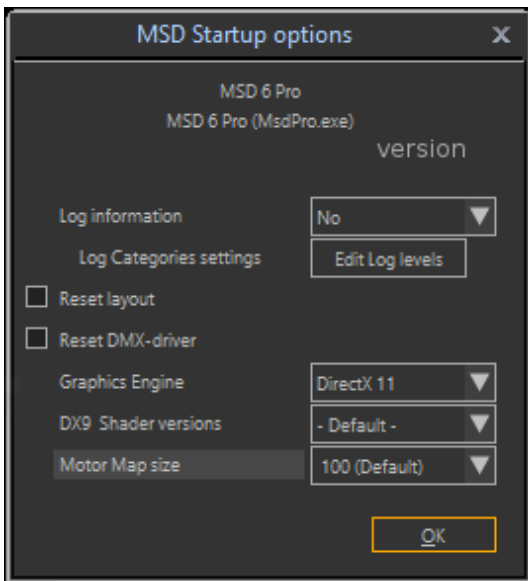


If you are using the **DirectX 9** graphics engine, you can override which version of the shaders should be use. In rare cases it may be necessary to override the **Default** setting if there are problems with the shaders. Please keep it on **Default** unless specifically advised to change it. This setting has no influence on the **DirectX 11** graphics engine.

(This setting will be stored and used the next time you start MSD, so if you want to change it again, you need to use this startup method again.)

Motor Map size

By default, MSD has a Motor Map which can handle up to 100 different 'motors' (like hoists, rotaters, scalers etc.) If you need more, you can changes the size of the map..



Using the drop-down list of the '**Motor Map size**' select the size MSD should use, and click the **OK** button to continue starting MSD.

(This setting will be stored and used the next time you start MSD, so if you want to change it again, you need to use this startup method again.)