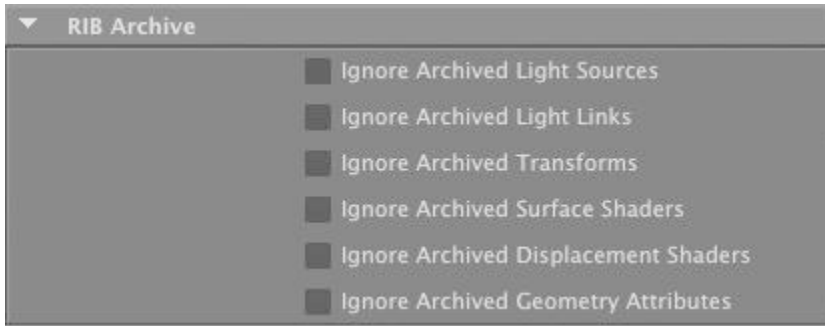# RIB Archive

These attributes allow the user to request that specific portions of an archive should be ignored. These attributes are meant to be attached to a "RIB archive node". For instance, they could be used to allow the same RIB archive to be used for a beauty pass (using the various *Hypershade* materials it contains) and in an occlusion pass, where the "Ignore Archived Surface Shaders" attribute would be turned on and an occlusion shader would be attached to the RIB archive node. See RIB Archive Node.

Ignore Archived Light Sources
Ignore Archived Light Links
Ignore Archived Transforms
Ignore Archived Surface Shaders

Ignore Archived Displacement Shaders

> Select to have any light sources, linking information (illuminate statements), transforms, surface shaders, displacement shaders in the archive ignored respectively.

Ignore Archived Geometry Attributes

> Select to have any archived attributes that come from "geometry attribute nodes" ignored. Note that attributes in the 'Geometry' sections of the "geometry attribute node", such as "Poly As Subd", will retain their effect regardless of this attribute.