

# C

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## Lookout.INI File

LookoutDirect configurations are contained in the Lookout .INI file, located in your main LookoutDirect directory.

While it is generally best to configure LookoutDirect through dialog box options, you can edit this file yourself with any standard text editor. The .INI file sections and entries are listed below.

The syntax for an .INI file setting is *Key=setting*, where *Key* represents the particular feature or function of LookoutDirect you want configured, and *setting* represents the configuration value or choice.

**Table C-1** Lookout.INI File Sections, Keys, and Settings

Section	Key	Setting
[System]	NoReloadOfCBXes	=0 CBXs are not reloaded automatically (default) =1 CBXs are reloaded automatically
	CategorizeClasses	=0 Classes are not categorized in the <b>Object Create</b> dialog box =1 Classes are categorized in the <b>Object Create</b> dialog box (default)
	VBuffer	=0 off-screen bitmap buffer inactive =1 off-screen bitmap buffer active (default)
	VBufferSize	= ( <i>width*height</i> ) of off-screen bitmap buffer (default = 250000)
	SmoothMoves	=0 SmoothMoves off (default) =1 SmoothMoves on

**Table C-1** Lookout.INI File Sections, Keys, and Settings (Continued)

<b>Section</b>	<b>Key</b>	<b>Setting</b>
[System] (continued)	AskBeforeShutdown	=0 Skip "OK to abort current process?" message window on process exit  =1 View "OK to abort current process?" message window on process exit (default)
	SuppressRedundantWrites	This setting pertains to remoted Pots. It essentially halts a write (a sending out of a datagram from the Pot) if the last value that the Pot received is the same value it was about to write out  =0 Do not suppress redundant writes from Pots (default)  =1 Suppress redundant writes from Pots
	MaxWavesQueued	This integer value specifies how many wave files the PlayWave object can queue up (default=10)
	VirginEval	This line is in the Lookout.ini file that comes with an evaluation version of LookoutDirect. If the line is there and equal to a non-zero number, LookoutDirect checks for the following entries  VGAeval=vgaeval.lkp  SVGAeval=svgaeval.lkp  and copies the result into Startup based on the user's screen resolution. If neither of these entries is there, nothing gets written to Startup.
	Startup	Name of the startup process

Table C-1 Lookout.INI File Sections, Keys, and Settings (Continued)

Section	Key	Setting
[System] (continued)	SaveSource	You can tell LookoutDirect to save or not save the .LKS (source) file  =0 Do not save .LKS file =1 Save .LKS file (default)
	AlwaysMaxed NoTaskSwitch NoMenuBar NoCaptionBar LimitPopups	Security levels that limit certain abilities. They correspond to what you see in the <b>System Options</b> dialog box.  (default = 0)
	PopupLimit	How many popups can be visible at one time. The security level associated with this feature is LimitPopups.  (default = 4)
	LVirtualKeyboard	(default = 0)  LVirtualKeyboard determines if the virtual keyboard appears on a left and/or right mouse click.
	RVirtualKeyboard	(default = 0)  RVirtualKeyboard determines if the virtual keyboard appears on a left and/or right mouse click.
[Alarms]	Header	=0 Do not show column headers in alarm window  =1 Show column headers in alarm window (default)
	Group	=0 Do not show group info in alarm window  =1 Show group info in alarm window (default)

**Table C-1** Lookout.INI File Sections, Keys, and Settings (Continued)

<b>Section</b>	<b>Key</b>	<b>Setting</b>
[Alarms] (continued)	ShowPriority	=0 Do not show priority in alarm window =1 Show priority in alarm window (default)
	ShowTag	=0 Do not show object name in alarm window =1 Show object name in alarm window (default)
	MostRecent	=0 Display all instances of multiple alarms (default) =1 Display only one instance of multiple alarms
	AllGroups	=0 Show alarms for specified groups only (default) =1 Show alarms for all groups
	Audible	=0 Give no audible notification of alarms =1 Give audible notification (beep) of alarms (default)
	Priority	Filter out alarms displayed in the alarm window that are below this priority. (default = 1)
	OldAlarmsLimit	How many old occurrences of the same alarm to display in the alarm window. (default=0)

Table C-1 Lookout.INI File Sections, Keys, and Settings (Continued)

Section	Key	Setting
[Alarms] (continued)	Style	Display style for the alarm window. (default = 1622) =1620 top =1621 bottom =1622 floating =1623 minimized
	Lines	Number of lines that can be displayed in the alarm window. (default = 3)
	fHeight	Font height of font in the alarm window. (no default)
	fWeight	Font weight of font in the alarm window. (no default)
	fItalic (no default)	=0 text in alarm window NOT italics =1 text in alarm window italics
	LogDevice	Which device to log alarms to. (default="(none)") " (none) " "LPT1 : " "LPT2 : " "LPT3 : " "LPT4 : " "COM1 : " "COM2 : " "COM3 : " "COM4 : "

**Table C-1** Lookout.INI File Sections, Keys, and Settings (Continued)

<b>Section</b>	<b>Key</b>	<b>Setting</b>
[Alarms] (continued)	fFace	Font name of font in the alarm window.  (no default)
[Citadel]	DatabasePath	Path to your Citadel database.
	DatabaseMachine	Name of the computer you set for your Citadel database.
[COM1, COM2, COM3, ... ]	LineType	Comm port configuration  =0 wired (default) =1 dial-up =2 RTS-CTS
	CTSTimeOut	How long (in ms) LookoutDirect waits after asserting RTS for a CTS before sending the frame.  (default = 100) (minimum = 0) (maximum = 1000)
	RTSDelayOff	How long (in ms) after LookoutDirect has finished sending the frame LookoutDirect continues to assert RTS.  (minimum = 2) (maximum = 2000)
	ReceiveGap	How many empty bytes LookoutDirect must receive before recognizing the end of a frame.  (default = 20) (minimum = 0) (maximum = 1000)  Lookout 3.8 and later default = 20 Lookout 3.7 and earlier default = 5

Table C-1 Lookout.INI File Sections, Keys, and Settings (Continued)

Section	Key	Setting
[COM1, COM2, COM3, ... ] (continued)	DTR_HangUp	Determines how <i>LookoutDirect</i> hangs up a modem  =0 Use +++ATEH to hang up modem  =1 Use DTR to hang up modem (default)
	DialSecs	Length of time <i>LookoutDirect</i> waits to receive a connect signal back from the modem it is calling. The time period begins when <i>LookoutDirect</i> first sends the local modem the dialing prefix command.  (default = 60) (minimum = 20) (maximum = 1200)
	Retries	The number of times <i>LookoutDirect</i> dials the specified phone number and attempts to connect to the modem at the other end of the line.  (default = 3) (minimum = 1) (maximum = 10)
	AlarmPriority	Alarms associated with this comm port will have this alarm priority.  (default = 1) (minimum = 1) (maximum = 10)
	HangUpSecs	Length of time <i>LookoutDirect</i> waits after hanging up before it sends the local modem the next dialing prefix signal.  (default = 2) (minimum = 1) (maximum = 10)

**Table C-1** Lookout.INI File Sections, Keys, and Settings (Continued)

<b>Section</b>	<b>Key</b>	<b>Setting</b>
[COM1, COM2, COM3, ... ] (continued)	DiagnosticFile	Full path to a location where LookoutDirect creates a log file recording all serial transactions on this comm port. If a file already exists at this location, it will be appended to. This file is ASCII text, and is primarily used to diagnose serial port communications problems. (no default)  After editing the Lookout.INI file, reload your LookoutDirect process file to force LookoutDirect to reread the .INI file.
	DialPrefix	LookoutDirect sends these Hayes AT commands before every use of the modem.  (default="ATX4MVEDT")
[Database]	AlarmPriority	Priority of database alarms.  (default = 9) (minimum = 1) (maximum = 10)
	MaxLatency	How often (in minutes) database data gets flushed to disk.  (default = 10)
[DDE]	FullSendSeconds	How often (in seconds) to update all DDE tables.  (minimum = 30)
	DefService	Default service and topic parameters for all DDE connections.  (no defaults)

**Table C-1** Lookout.INI File Sections, Keys, and Settings (Continued)

<b>Section</b>	<b>Key</b>	<b>Setting</b>
[DDE] (continued)	DefTopic	Default service and topic parameters for all DDE connections. (no defaults)
[Events]	fWeight	Weight of the font used when printing events. (no default)
	fItalic	Italics of the font used when printing events. (no default)
	fHeight	Height of the font used when printing events. (no default)
	fFace	Name of the font used when printing events. (no default)
	Units	Height (in points) of the font used when printing events. (default = 10)
[Alarm Reports]	fWeight	Weight of the font used when printing alarms. (no default)
	fItalic	Italics of the font used when printing alarms. (no default)
	fHeight	Height of the font used when printing alarms. (no default)

**Table C-1** Lookout.INI File Sections, Keys, and Settings (Continued)

<b>Section</b>	<b>Key</b>	<b>Setting</b>
[Alarm Reports] (continued)	fFace	Name of the font used when printing alarms.  (no default)
	Units	Height (in points) of the font used when printing alarms.  (default = 10)
[Edit]	Position	Where the next created panel element appears relative to the currently selected panel element.  =309 right (default) =310 left =311 top =312 bottom =313 center
	Pixels	How many pixels away in the direction selected by Position to create the next panel element.  (default = 1) (minimum = 0) (maximum = 200)
	SnapToGrid	=0 off (default) =1 on
	ShowGrid	This only means showing the dots, not doing the actual snapping  =0 off =1 on (default)
	GridSize	How far apart (in pixels) are the snap to grid hotspots.  (default = 20) (minimum = 2) (maximum = 200)

**Table C-1** Lookout.INI File Sections, Keys, and Settings (Continued)

<b>Section</b>	<b>Key</b>	<b>Setting</b>
[Edit] (continued)	GridColor	Color of the snap to grid dots. =5570569 invert the panel color (default) =66 black =16711778 white
[Run commands]	Show00	This setting affects the run command identified by the two digits at the end. This controls how the command is run. =0 no command defined (default) =1 iconic =2 normal =3 maximized
	Desc00	This setting affects the run command identified by the two digits at the end. It defines the description of the command that will be displayed in the Run menu.
	Cmnd00	This setting affects the run command identified by the two digits at the end. This is the DOS-style command itself.
	Levl00	This setting affects the run command identified by the two digits at the end. This is the security level required to run the command. (default = 10)
[Fieldbus]	AlarmPriority	Alarm priority for Fieldbus objects. (default = 0)

**Table C-1** Lookout.INI File Sections, Keys, and Settings (Continued)

<b>Section</b>	<b>Key</b>	<b>Setting</b>
[Pots]	SnapDelay	When a remoted Pot's value is changed from a control panel, LookoutDirect allows this amount of time (measured in seconds) to go by and if the remote value does not change to coincide with the newly selected value, the remoted Pot snaps back to the old value.  (default = 10) (maximum = 65)
[tagname of a pot]	SnapDelay	Same value as described above, except you can manipulate this on a Pot by Pot basis.  (default = [Pots]SnapDelay setting)
[Recipe]	tagname of a recipe.alarmpriority	Alarm priority used by a Recipe object.  (default = 8)
[S5-AS511]	Diagnostics	Turns on diagnostic recording functions in S5-AS511 driver.  When activated, this option logs diagnostic information to the s5as511.dai file in the LookoutDirect directory.  =0 diagnostics are off (default) =1 diagnostics are on
[Sixnet]	IOMAPAlarmPriority	Priority of the "Unable to load Sixnet IOMAP library: iobase32.dll" alarm in Sixnet.  (default = 5)
	ProjectAlarmPriority	Priority of the "No Sixnet configuration currently loaded" alarm in Sixnet.  (default = 5)

Table C-1 Lookout.INI File Sections, Keys, and Settings (Continued)

Section	Key	Setting
[LocalTable]	Delay	Periodically post a DDE table with this frequency (measured in ms). (default = 500)
	EchoCursor	=0 no echoes (default) =1 only echo a cursor value if the cell the cursor is pointing to does not have a connection to it
[tagname of a table]	Delay	Same value as described above, except you can manipulate this on a table-by-table basis. (default = [LocalTable]Delay setting)
	EchoCursor	Same value as described above, except you can manipulate this on a table-by-table basis. (default = [LocalTable]EchoCursor setting)
[Tiway]	UpdateOutputs	=0 never update writes (purely event driven) (default) =1 update all writes every 100 polls
[tagname of a Tiway]	UpdateOutputs	Same value as described above, except you can manipulate this on an object-by-object basis. (default = [Tiway]UpdateOutputs setting)
[Graphics]	Directory	Full path to the Lookout <i>Direct</i> graphics directory
[DataPath]	Default	Full path to the Lookout <i>Direct</i> data directory
	tagname of a spreadsheet	Full path name for an individual spreadsheet

**Table C-1** Lookout.INI File Sections, Keys, and Settings (Continued)

<b>Section</b>	<b>Key</b>	<b>Setting</b>
[Registration]	SerialNumber	Serial number of your Lookout <i>Direct</i> software
	Key	Key code issued by National Instruments
	Organization Company	These two entries are for the same piece of information, the organization for which the key was issued.
	NIInternalCode	This is how many days Lookout <i>Direct</i> has been running. It is only updated in versions of Lookout <i>Direct</i> where this is important, like the integrator package.
	Name	Name for which the key was issued
	HardwareKey	Hardware key information
[Defaults]	Login	Default login name