About This Manual

This manual describes Lookout*Direct* object classes, listed in alphabetical order, in two sections. The information contained in this manual can also be viewed in online help.

Document Conventions

The following document conventions are used in this manual.

»	Indicate the path for nested menu and command selections. Example: **Start » Programs » xxx**
	Indicates a tip that provides helpful information related to the current procedure or topic.
	Indicates a important supplementary information pertinent to the current procedure or topic.
⚠	Denotes a caution statement. Failure to follow the guidance provide in the caution statement could result in a loss of data or an interruption to a critical process being controlled or monitored by Lookout*Direct*.
bold face text	Denotes the name of dialog boxes, property sheet items, application features, and menu commands that you select as part of a procedure.
italic	Denotes references to dialog boxes, property sheet items, application features, and menu commands that are not part of the current procedure, or key concepts.
`monospace`	Denotes characters that you enter from the keyboard, code/syntax examples. The monospace font is also used to express proper names of disk drives, paths, directories, programs, subprograms, subroutines, device names, functions, operations, variables, filenames and extensions.

Technical Support

Phone

Contact Automation Direct's technical support department toll free at
1-770-844-4200. Technical support is available weekdays from 9:00 a.m
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World Wide Web

To access a wide variety of technical support assets including
print-on-demand documentation and software downloads, visit the
Automation Direct website at *www.automationdirect.com* and click on
Technical Support.

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Introduction to the Lookout*Direct* Object Class Reference

This manual describes Lookout*Direct* object classes, listed in alphabetical order, in two chapters.

Chapter 2, *System Objects*, covers the Lookout*Direct* System object classes, native to Lookout. You use objects made from these classes as controls and for data analysis and display.

Chapter 3, *Driver and Protocol Objects*, contains Lookout driver and protocol objects that you use to connect to PLCs, RTUs, and other hardware that is a part of your industrial automation and control system.

Input parameter syntax and data members are documented for each object class, along with a description of the functionality of each object class.

Note Lookout assists you in building graphical screen displays when possible. When you place a displayable object (like Pots or Switches) on a control panel, the appropriate **Display Parameter** dialog box appears, prompting you to select a display type. If the object is not displayable but supports an implicit signal (like Counters, LatchGates, and OneShots), Lookout inserts an expression on the control panel.

You can elect not to display an object or its signal by clicking on the **Cancel** button at any time. If you change your mind later, you can display the object or its signal using the **Insert»Displayable Object** or **Insert»Expression** commands, respectively.

Some object classes have neither a display member nor an implicit signal—instead they have multiple data members. If you want to display the result of a logical or numeric data member on a control panel, you can use the **Insert»Expression** command and choose the appropriate name and data member, or drag and drop the data member from the Lookout Object Explorer.

See the *Getting Started with Lookout* manual for more information on creating objects, modifying their databases, and linking them together.

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System Objects

This chapter describes Lookout*Direct* System object classes, listed in alphabetical order. Input parameter syntax and data members are documented for each object class, along with a description of the functionality of each object class.