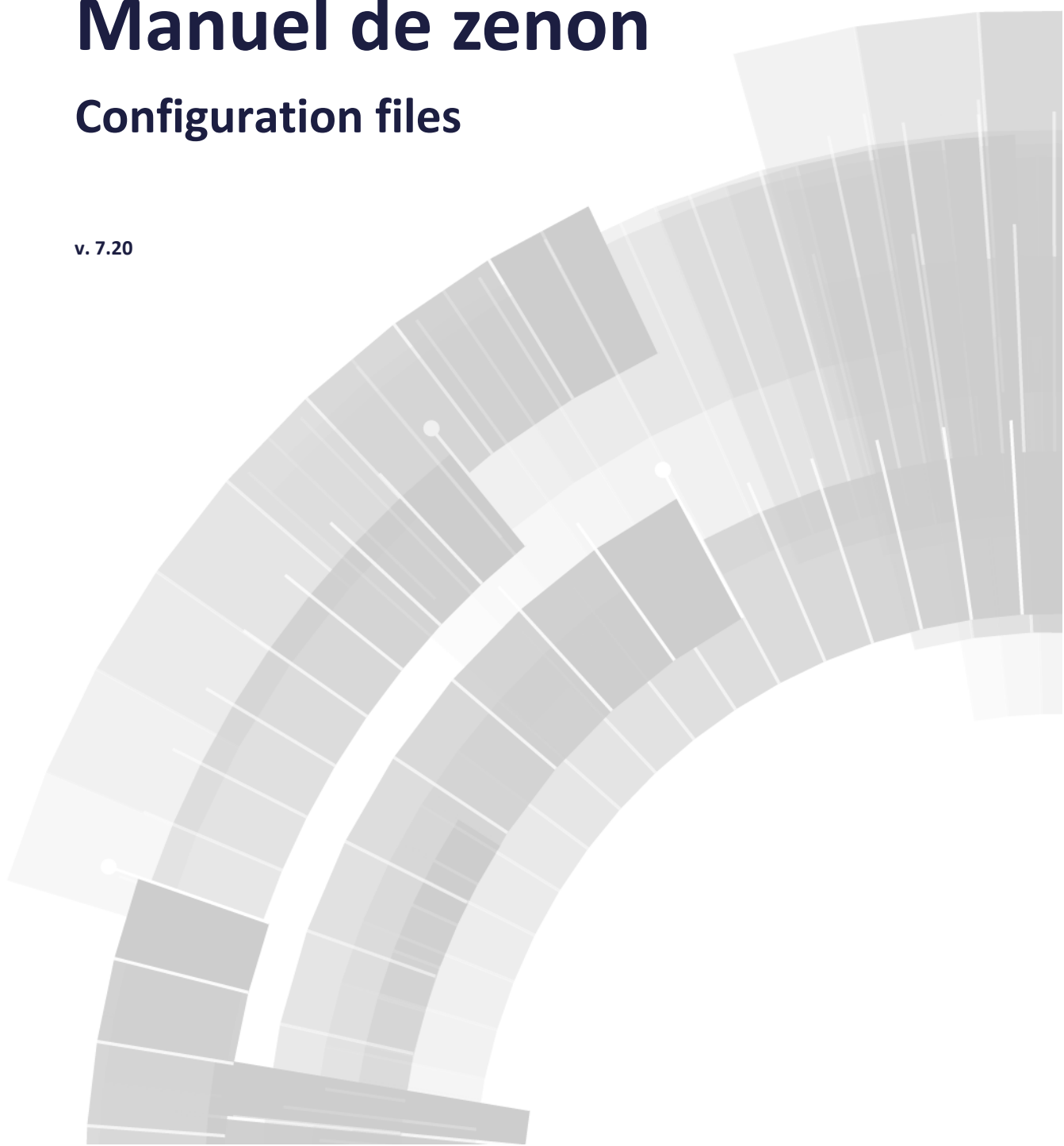


Manuel de zenon

Configuration files

v. 7.20





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1. Bienvenue dans l'aide de COPA-DATA

AIDE GÉNÉRALE

Si vous ne trouvez pas certaines informations dans ce chapitre de l'aide, ou si vous souhaitez nous suggérer d'intégrer un complément d'information, veuillez nous contacter par e-mail : documentation@copadata.com (<mailto:documentation@copadata.com>).

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2. Configuration files

Information for system administrators, who directly want to edit the INI files.



Informations

Project settings should be set up in the Editor. Changes to the INI files are reserved for experienced users.

FORMAT IN WHICH THE INI FILES ARE SAVED

Due to the system, only ANSI and Unicode are supported for reading the INI files.



Attention

UTF-8 format is not supported!

You should therefore always save your INI files as a text file in ANSI or Unicode format.

IMPORT- AND INI FILES

You receive information on the following configuration files:

File	Description
dBaseIV variable file (à la page 8)	The dBase IV import file settings.
project.ini (à la page 13)	Settings for the project. You can find project.ini in the Runtime path of the respective project. To open the path: <ul style="list-style-type: none"> ▶ Highlight the project ▶ press the short cut Ctrl+Alt+E ▶ The project's SQL folder is opened ▶ Navigate to ... \FILES\zenon\system
startup.ini (à la page 91)	<i>zenon Startup Tool settings.</i>
zenDB.ini (à la page 91)	SQL database settings
zenon6.ini (à la page 95)	General settings for zenon <i>You can find zenon6.ini in the following path:</i> <i>C:\ProgramData\COPA-DATA\System\</i>
zenWebSrv.ini (à la page 156)	<i>Settings for zenon Web Server.</i>

PROCESSING OF PROJECT.INI AND ZENON6.INI

The INI files are each processed as follows:

PROJECT.INI

The settings in project.ini are processed in the following sequence:

1. project.ini
2. zenon6.ini
3. Default value

In doing so, the first entry found is used.

ZENON6.INI

The settings in `zenon6.ini` are processed in the following order:

1. zenon6.ini
2. Default value

In doing so, the first entry found is used.

3. dBaseIV variable file

The dBaseIV file must have the following structure and contents for variable import and export:



Attention

dBase does not support structures or arrays (complex variables) at export.

DBF files must:

- ▶ conform with there name to the 8.3 DOS format (8 alphanumeric characters for name, 3 characters for extension, no space)
- ▶ Be stored close to the root directory (Root)

STRUCTURE

Description	Type	Field size	Comment
KANALNAME	Char	128	Variable name. The length can be limited using the MAX_LAENGE entry in project.ini .
KANAL_R	C	128	The original name of a variable that is to be replaced by the new name entered under "VARIABLENNAME" (field/column must be entered manually). The length can be limited using the MAX_LAENGE entry in project.ini .
KANAL_D	Log	1	The variable is deleted with the 1 entry (field/column has to be created by hand).
TAGNR	C	128	Identification. The length can be limited using the MAX_LAENGE entry in project.ini .
EINHEIT	C	11	Technical unit
DATENART	C	3	Data type (e.g. bit, byte, word, ...) corresponds to the data type.
KANALTYP	C	3	Memory area in the PLC (e.g. marker area, data area, ...) corresponds to the driver object type.
HWKANAL	Num	3	Bus address
BAUSTEIN	N	3	Datablock address (only for variables from the data area of the PLC)
ADDRESS	N	5	Offset
BITADR	N	2	For bit variables: bit address For byte variables: 0=lower, 8=higher byte For string variables: Length of string (max. 63 characters)
ARRAYSIZE	N	16	Number of variables in the array for index variables ATTENTION: Only the first variable is fully available. All others are only available for VBA or the Recipe Group Manager
LES_SCHR	R	1	Write-Read-Authorization

			0: Not allowed to set value. 1: Allowed to set value.
MIT_ZEIT	R	1	time stamp in zenon zenon (only if supported by the driver)
OBJEKT	N	2	Driver-specific ID number of the primitive object comprises TREIBER-OBJEKTYP and DATENTYP
SIGMIN	Float	16	Non-linearized signal - minimum (signal resolution)
SIGMAX	F	16	Non-linearized signal - maximum (signal resolution)
ANZMIN	F	16	Technical value - minimum (measuring range)
ANZMAX	F	16	Technical value - maximum (measuring range)
ANZKOMMA	N	1	Number of decimal places for the display of the values (measuring range)
UPDATERATE	F	19	Update rate for mathematics variables (in sec, one decimal possible) not used for all other variables
MEMTIEFE	N	7	Only for compatibility reasons
HDRATE	F	19	HD update rate for historical values (in sec, one decimal possible)
HDTIEFE	N	7	HD entry depth for historical values (number)
NACHSORT	R	1	HD data as postsorted values
DRRATE	F	19	Updating to the output (for zenon DDE server, in [s], one decimal possible)
HYST_PLUS	F	16	Positive hysteresis, from measuring range
HYST_MINUS	F	16	Negative hysteresis, from measuring range
PRIOR	N	16	Priority of the variable
REAMATRIZE	C	32	Allocated reaction matrix
ERSATZWERT	F	16	Substitute value, from measuring range
SOLLMIN	F	16	Minimum for set value actions, from measuring range
SOLLMAX	F	16	Maximum for set value actions, from measuring range
VOMSTANDBY	R	1	Get value from standby server; the value of the variable is not requested from the server but from the Standby Server in redundant networks
RESOURCE	C	128	Resources label. Free string for export and display in lists. The length can be limited using the MAX_LAENGE entry in project.ini .
ADJWVBA	R	1	Non-linear value adaption: 0: Non-linear value adaption is used 1: Non-linear value adaption is not used

ADJZENON	C	128	Linked VBA macro for reading the variable value for non-linear value adjustment.
ADJWVBA	C	128	ed VBA macro for writing the variable value for non-linear value adjustment.
ZWREMA	N	16	Linked counter REMA.
MAXGRAD	N	16	Gradient overflow for counter REMA.



Attention

When importing, the driver object type and data type must be amended to the target driver in the DBF file in order for variables to be imported.

LIMIT DEFINITION

Limit definition for limit values 1 to 4, and status 1 bis 4:

Description	Type	Field size	Comment
AKTIV1	R	1	Limit value active (per limit value available)
GRENZWERT1	F	20	technical value or ID number of a linked variable for a dynamic limit (see VARIABLEx) (if VARIABLEx is 1 and here it is -1, the existing variable linkage is not overwritten)
SCHWWERT1	F	16	Threshold value for limit
HYSTERESE1	F	14	Is not used
BLINKEN1	R	1	Set blink attribute
BTB1	R	1	Logging in CEL
ALARM1	R	1	Alarm
DRUCKEN1	R	1	Printer output (for CEL or Alarm)
QUITTTIER1	R	1	Must be acknowledged
LOESCHE1	R	1	Must be deleted
VARIABLE1	R	1	Dyn. limit value linking the limit is defined by an absolute value (see field GRENZWERTx).
FUNC1	R	1	Functions linking
ASK_FUNC1	R	1	Execution via Alarm Message List
FUNC_NR1	N	10	ID number of the linked function (if "-1" is entered here, the existing function is not overwritten during import)
A_GRUPPE1	N	10	Alarm/event group
A_KLASSE1	N	10	Alarm/event class
MIN_MAX1	C	3	Minimum, Maximum
FARBE1	N	10	Color as Windows coding
GRENZTXT1	C	66	Limit text
A_DELAY1	N	10	Time delay
INVISIBLE1	R	1	Invisible

Expressions in the column "Comment" refer to the expressions used in the dialog boxes for the definition of variables. For more information, see chapter Variable definition.

4. project.ini

The file `project.ini` contains project specific settings. Project settings should be set up in the Editor. Changes to `project.ini` are only to be made by experts. Settings made in the editor, which differ from the default values, are entered by the editor in the `project.ini`.

AMENDING AND ACCEPTING ENTRIES PERMANENTLY

Entries in the `project.ini` are overwritten when reimporting projects from the Runtime. In order to guarantee that the entries that are written to `project.ini` are accepted, the following procedure is recommended:

1. Identify the project: Note the GUID (the first 4-6 digits are sufficient) and close the workspace and/or the Editor
2. To navigate to the `SQL` folder: There is a folder with the GUID number in the `SQL` directory
3. To navigate to `project.ini`: The file `project.ini` can be found in the GUID folder at `/FILES/zenon/system`.
4. Editing `project.ini`: Making changes to `project.ini`, saving it and closing it
5. Opening the Editor: Opening the Editor again or loading the project, creating the amended Runtime files and transferring these



Informations

Regardless of the project name, `project.ini` is always saved as '`project.ini`' at `Project_SQL_Ordner/FILES/zenon/system/project.ini`.

Hint: Mark the project in the project manager -> press keys `Ctrl+Alt+E` -> the Windows Explorer opens folder `Project_SQL_directory/FILES/`

4.1 General settings [DEFAULT]

Entry	Description
[DEFAULT]	General settings for the project.
AUFFUELLEN=	<p>Type of saving when administering the HD and memory data:</p> <ul style="list-style-type: none"> ▶ 0: Each time a value arrives it is saved. ▶ 1: The values are stored at the defined interval. With large time intervals, several items of data may need to be saved. <p>Default: 1</p> <p>Calcul : chaque $k^{\text{ème}}$ durée de cycle est enregistrée. k est le plus grand diviseur entier des valeurs de disque dur devant être enregistrées, et dont la valeur est inférieure à 84. Exemple : nombre de valeurs 300 -> effectue un enregistrement toutes les 75 valeurs.</p> <p>It corresponds to the property Stockage (buffer) des données in group Paramètres du Runtime in the Editor.</p>
BLINK=	<p>Flash rate of dynamic elements in tenths of a second.</p> <ul style="list-style-type: none"> ▶ Minimum: 0 ▶ Maximum: 2147483647 <p>Default: 5</p> <p>E. g.: BLINK=5 corresponds to flashing with a half-second cycle.</p> <p>It corresponds to the property Freq. Clignot. [10ième de sec.] in group Apparence graphique/Généralités runtime in the Editor.</p>
BTB_DRUCKEN=0	<p>Stipulation of whether, when the ONLINE_DRUCKEN=1 setting is activated, the AML or CEL is printed:</p> <ul style="list-style-type: none"> ▶ 1: CEL ▶ 0: AML <p>Default: AML</p> <p>It corresponds to the property Impression pour in group Alarmes et événements in the Editor.</p>
CURSOR=	<p>Display of mouse pointer:</p> <ul style="list-style-type: none"> ▶ 1: The mouse cursor is displayed in Runtime. ▶ 0: The mouse pointer is deactivated (for touch operation for example).

	<p>Default: 1</p> <p>Attention: This setting only has a effect on zenon, not on Windows standard elements such as title bars, menus, scroll bars, etc. For Windows elements, the mouse pointer must be deactivated in the operating system directly.</p> <p>It corresponds to the property Curseur visible in group Apparence graphique/Généralités runtime in the Editor.</p>
--	---

EnRtDlgFont=	<p>Makes it possible to display dialogs and multiple-page settings with an adjustable font in the Runtime.</p> <ul style="list-style-type: none"> ▶ 0: inactive ▶ 1: active <p>Default: 0</p> <p>You define the font to be used by means of the RtDlgFont= property.</p> <p>It corresponds to the property Police de boîte de dialogue ajustable in group Apparence graphique/Généralités runtime in the Editor.</p>
FocusLineColor=	<p>Color of the frame which identifies the object on which the focus lies in the Runtime.</p> <p>The colour will be entered in decimal format. In the editor, it appears in hexadecimal with an # at the beginning. Example: Colour #8000FF in the editor corresponds to 16711808 in the INI file.</p> <p>Default: 12614523 (Editor: #7B7BC0)</p> <p>It corresponds to the property Couleur de la ligne de focus in group Apparence graphique in the Editor/.</p>
FocusLineWidth=	<p>The line width of the frame that identifies the object on which the focus lies in the Runtime, in pixels.</p> <p>Default: 3</p> <p>It corresponds to the property Epaisseur ligne de focus in group Apparence graphique/Synoptiques in the Editor.</p>
GW_FKT_AT_RT_START =1	<p>Execution of the limit value functions when starting Runtime and there is a limit value breach pending.</p> <ul style="list-style-type: none"> ▶ 0: No ▶ 1: yes <p>Default: 1</p> <p>Attention: This property only concerns limits values that are not alarms.</p> <p>In the Editor, it corresponds to the setting for the Exécuter fonction limite au démarrage du runtime variable property in the Fonctions group.</p>

HDDATEN=	<p>Recording of the HD data:</p> <ul style="list-style-type: none"> ▶ Active: Hard disk data (HDD) is recorded. ▶ Inactive: Hard disk data (HDD) is not recorded. <p>Default: Active</p> <p>It corresponds to the Données disque dur (HDD) actives property in the Editor.</p>
HEX=	<p>Display type of the variable addresses:</p> <ul style="list-style-type: none"> ▶ 0: normal ▶ 1: hexadecimal
LockVar=	<p>Makes it possible for an operating block to be set in projects without a network by means of a binary variable.</p> <p>Values:</p> <ul style="list-style-type: none"> ▶ 0: No variable linked. ▶ >0: Internal ID of the variables <p>Default: 0</p> <p>Should only be configured in the Editor.</p> <p>It corresponds to the property Vérouillage fonctionnement in group Interaction in the Editor.</p>
MENU=	<p>Display of main menus in Runtime:</p> <ul style="list-style-type: none"> ▶ 0: No main menus are displayed in Runtime. ▶ 1: A bar for the display of menus is reserved at the upper edge of the Runtime window. <p>Default: 0</p> <p>Attention: This option must be activated if main menus are used.</p> <p>It corresponds to the property Menus principaux actifs in group Apparence graphique/Généralités runtime in the Editor.</p>

MILLISEK=0	<p>The HD values are displayed and processed internally, as is the refresh of the active screens, in:</p> <ul style="list-style-type: none"> ▶ 1: Milliseconds ▶ 0: Seconds <p>Default: 1</p> <p>It corresponds to the property Tendance et valeurs HD en millisecondes in group Paramètres du Runtime in the Editor.</p>
MOUSE_FOCUS=	<p>Setting for mouse focus:</p> <ul style="list-style-type: none"> ▶ 1: active ▶ 0: inactive
ONLINE_DRUCKEN=	<p>Logging of Runtime entries (CEL or alarm).</p> <ul style="list-style-type: none"> ▶ 1: active For every entry in the AML or CEL, the event is sent to the printer defined in the project settings. ▶ 0: inactive <p>Default: 1</p> <p>Selection of CEL or AML by means of the BTB= entry (0 = AML, 1 = CEL).</p> <p>It corresponds to the property Impression active in group Alarmes et événements in the Editor.</p>
PokeAckInCel=	<p>CEL entry for the writing of values:</p> <ul style="list-style-type: none"> ▶ 1: At successful writing of values to the hardware, a corresponding entry is entered in the CEL. ▶ 0: The successful writing of values is not logged in the CEL. <p>Default: 0</p> <p>Note: This setting only has an effect on Runtime if the writing of the set value is carried out using the Ecriture valeur prescrite function.</p> <p>It corresponds to the property Fonction envoi valeur prescrite in group Liste chronologique d'événements/Enregistrements (log) in the Editor.</p>

RELEASE=5	<p>Display of the main window in Runtime.</p> <ul style="list-style-type: none"> ▶ 0: Title with System, Min. and Max. button. The size of the window can be changed and it can be moved, as well as closed, by clicking on the x button. Right click on the header opens the context menu. ▶ 1: Title with Min. and Max. button. The size of the window and be changed and it can be moved. Closing is not possible (also not via context menu, task bar or the shortcut Alt+F4). Right click on the header opens the context menu. ▶ 2: Title with Minimize button. For earlier versions. is no longer supported. The last-valid variant is used in Runtime. ▶ 3: Title with maximize button For earlier versions. is no longer supported. The last-valid variant is used in Runtime. ▶ 4: Title without operating element No system menu, minimize or maximize buttons. The window can be moved and closed by clicking on button x. Right click on the header opens the context menu. ▶ 5: No title (full screen). Complete display. Title bar is not displayed. ▶ 6: Title with systemmenu. The window can be moved and closed by clicking on button x. Right click on the header opens the context menu. <p>Default: 5</p> <p>Attention: If this property is changed in the Editor, Runtime must be restarted. Reloading alone does not work, because Runtime must first be be closed and then reopened in order for the main menu to be applied.</p> <p>It corresponds to the property Titre runtime in group Apparence graphique/Généralités runtime in the Editor.</p>
RtDlgFont=	<p>Selection of the font that should be used for dialogs and multiple-page settings in Runtime.</p> <ul style="list-style-type: none"> ▶ 0: Standard ▶ 1: Font type number 1 from font list ▶ 2: Font type number 2 from font list ▶ 3: Font type number 3 from font list ▶ 4: Font type number 4 from font list ▶ 5: Font type number 5 from font list <p>Default: 2</p>

	<p>Only has an effect if the EnRtDlgFont= property has the value 1.</p> <p>It corresponds to the property Police de boîte de dialogue in group Apparence graphique/Généralités runtime in the Editor.</p>
RTVERSION=	<p>Version of Runtime that can be compiled for Editor files.</p> <p>Example: RTVERSION=7100 creates Runtime files that are used in Runtime version 7.10 SP0.</p> <p>Attention: All Runtime files must be created again after this property is changed. The configurations for all drivers are converted. Settings that do not exist in the respective version are set to the default setting.</p> <p>Corresponds to the Créer fichiers RT pour property in the Editor, contained in the Général group.</p>
RuntimeLasso=	<p>Selection of several elements in Runtime.</p> <ul style="list-style-type: none"> ▶ 0: inactive ▶ 1: active <p>By moving the mouse and holding the left mouse button several elements can be selected in the Runtime. A VBA macro can excesses these elements.</p> <p>Default: 0</p> <p>It corresponds to the property Sélection multiple en runtime (lasso) in group Intéraction in the Editor.</p>
SCREEN=	<p>Resolution of the Runtime screen on the monitor with:</p> <ul style="list-style-type: none"> ▶ left ▶ top ▶ right ▶ bottom <p>Each change affects the amendment of all frames, screens, fonts, etc.</p> <p>Example: SCREEN=0, 0, 1280, 1024</p> <p>Is transferred from the dialog of the Gestion de moniteur property (General tab, screen switching option) in the Apparence graphique/Généralités runtime group.</p>

START_PICTURE=	<p>Nom de fichier of the screen that is to be called up when Runtime is started.</p> <p>Example: START_PICTURE=3999147c-a1c9-4824-a92f-ecdc5427c886</p> <p>It corresponds to the property Synoptique de départ in group Apparence graphique/Synoptiques in the Editor.</p>
SYSKEY=	<p>System key lock:</p> <ul style="list-style-type: none"> ▶ 0: System keys are not locked ▶ 1: System keys are locked in Runtime <p>Default: 0</p> <p>System keys: Alt+TAB, Alt+ESC, Alt+F4 etc.</p> <p>It corresponds to the property Bloquer les touches système in group Interaction in the Editor.</p>
UseGDIplus=	<p>Stipulates the graphics quality used:</p> <ul style="list-style-type: none"> ▶ 0: Windows Basic. Basic graphics settings. Recommended for resource-weak hardware. ▶ 4: DirectX Hardware. Graphics calculation is done by the CPU and can lead to high CPU load. ▶ 5: DirectX Software. A part of the graphics calculation is done by the graphics card. If the system does not support the setting, it automatically switches to DirectX Software. <p>Default: 4</p> <p>Note:</p> <ul style="list-style-type: none"> ▶ DirectX is not available under Windows CE and cannot be used for OCX. ▶ The values 1, 2 and 3 must not be used. ▶ When switching the mode during the engineering, there can be slight pixel deviation. There set this property before you create screens. ▶ At activating Windows Base for all line types which use Épaisseur de ligne [pixels] > 1, all line types are set to solid line. <p>It corresponds to the property Qualité graphique in group Qualité graphique/Synoptiques in the Editor.</p>

USEREVENTNEEDMODEL=	<ul style="list-style-type: none">▶ 0 : User events are also executed during days without a shift.▶ 1: User events are only executed on days with a shift.
WATCHFILES=	<p>Stipulates whether Runtime files are indexed.</p> <ul style="list-style-type: none">▶ 0: inactive▶ 1: active <p>Default: 0</p> <p>With active indexing, a folder cache is activated for the Runtime data for quick access.</p> <p>It corresponds to the property Indexer les fichiers runtime in group Paramètres du Runtime in the Editor.</p>

4.2 AML [ALARM]

Entry	Description
[ALARM]	<p>Entries for the Alarm Message List.</p> <p>These properties should generally be set up in the Editor in the project properties of the Liste d'alarmes group.</p>
AELTESTER=	<p>Stipulation of which alarm is displayed in the alarm status line. The following happens depending on the settings for the NACHSCHIEBEN= property:</p> <ul style="list-style-type: none"> ▶ 1: Only the oldest unacknowledged alarm is displayed in the status bar in Runtime (NACHSCHIEBEN=0) or the oldest alarm is shown first (NACHSCHIEBEN=1). ▶ 0: Only the most recent unacknowledged alarm is displayed in the status line in Runtime (NACHSCHIEBEN=0) or the most recent alarm is displayed first (NACHSCHIEBEN=1). <p>It corresponds to the Visualisation property in the Editor.</p>
ALA_ANZ=	<p>Width of the column Text in characters.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.</p>
ALARMMEDELISTE=	<p>Sequence of Alarm Message List entries:</p> <ul style="list-style-type: none"> ▶ 0: unique variable name ▶ 1: Identification ▶ 2: Alarm text ▶ 3: Time alarm received ▶ 4: Time alarm cleared ▶ 5: Time of acknowledgment <p>e.g.: ALARMMEDELISTE=13452 Identification-start-end-acknowledgment-alarm text</p>
ALARM_STATE_BACK_COLOUR=	<p>Background color of the alarm status line.</p> <p>The colour will be entered in decimal format. In the editor, it appears in hexadecimal with an # at the beginning. Example: Colour #8000FF in the editor corresponds to 16711808 in the INI file.</p> <p>Default: 255</p> <p>It corresponds to the Couleur d'arrière-plan property in the Editor.</p>
ALARM_STATE_BACK_COLOUR1=	<p>Background color for warning message 1 (STACK_WARNING_COUNT0=).</p>

	<p>The colour will be entered in decimal format. In the editor, it appears in hexadecimal with an # at the beginning. Example: Colour #8000FF in the editor corresponds to 16711808 in the INI file.</p> <p>Default: 16711680</p> <p>It corresponds to the Couleur de fond du Message 1 property in the Editor.</p>
ALARM_STATE_BACK_COLOUR2=	<p>Background color for warning message 2 (STACK_WARNING_COUNT1=).</p> <p>The colour will be entered in decimal format. In the editor, it appears in hexadecimal with an # at the beginning. Example: Colour #8000FF in the editor corresponds to 16711808 in the INI file.</p> <p>Default: 16711680</p> <p>It corresponds to the Couleur de fond du Message 2 property in the Editor.</p>
ALARM_STATE_BACK_COLOUR3=	<p>Background color for warning message 3 (STACK_WARNING_COUNT0=).</p> <p>The colour will be entered in decimal format. In the editor, it appears in hexadecimal with an # at the beginning. Example: Colour #8000FF in the editor corresponds to 16711808 in the INI file.</p> <p>Default: 16711680</p> <p>It corresponds to the Couleur de fond du Message 3 property in the Editor.</p>
ALARM_STATE_TEXT_COLOUR=	<p>Text color of the alarm status line.</p> <p>The colour will be entered in decimal format. In the editor, it appears in hexadecimal with an # at the beginning. Example: Colour #8000FF in the editor corresponds to 16711808 in the INI file.</p> <p>Default: 0</p> <p>It corresponds to the Couleur du texte property in the Editor.</p>
ALARM_STATE_TEXT_COLOUR1=	<p>Text color for warning message 1 STACK_WARNING_TEXT0=.</p> <p>The colour will be entered in decimal format. In the editor, it appears in hexadecimal with an # at the beginning. Example: Colour #8000FF in the editor corresponds to 16711808 in the INI file.</p> <p>Default: 16777215</p> <p>It corresponds to the Couleur de texte du Message 1 property in the Editor.</p>
ALARM_STATE_TEXT_COLOUR	<p>Text color for warning message 2 STACK_WARNING_TEXT1=.</p>

R2=	<p>The colour will be entered in decimal format. In the editor, it appears in hexadecimal with an # at the beginning. Example: Colour #8000FF in the editor corresponds to 16711808 in the INI file.</p> <p>Default: 16777215</p> <p>It corresponds to the Couleur de texte du Message 2 property in the Editor.</p>
ALARM_STATE_TEXT_COLOUR3=	<p>Text color for warning message 3 STACK_WARNING_TEXT2=.</p> <p>The colour will be entered in decimal format. In the editor, it appears in hexadecimal with an # at the beginning. Example: Colour #8000FF in the editor corresponds to 16711808 in the INI file.</p> <p>Default: 16777215</p> <p>It corresponds to the Couleur de texte du Message 3 property in the Editor.</p>
AREA=	<p>Description of the column Alarm area.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.</p>
AREA_ANZ=	<p>Width of the column Alarm area in characters.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.</p>
AREANR=	<p>Description of the column Alarm area number.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.</p>
AREANR_ANZ=	<p>Width of the column Alarm area number in characters.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.</p>
BEEP=	<p>Output of an audible signal when the first alarm occurs:</p> <ul style="list-style-type: none"> ▶ 1: Audible tone is sounded. (Default) ▶ 0: No sound is emitted.
CLASS_ANZ=	<p>Width of the Alarm/event class column in characters.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.</p>
CLASSSYMBOL_ANZ=	<p>Width of the Alarm/event class symbol column in characters.</p>

	<p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.</p>
COLOR_ACKN_MARKER = xxx	<p>If there are unacknowledged alarms, two corners flash in the color xxx. After acknowledging the flashing stops.</p> <p>xxx is calculated in the following way: Red part (0-255) + 256 * green part (0-255) + 65536 * blue part (0-255)</p> <p>It corresponds to the Les alarmes non acquittées clignotent property in the Editor.</p>
COLOR_BACKGROUND=	<p>Use of the color from alarm class:</p> <ul style="list-style-type: none"> ▶ 1: Class color is interpreted as a background color ▶ 0: Class color defines the text color. <p>Default: 0</p> <p>If no class is linked to a limit, the background or text color is taken from the settings of the list element in the screen.</p> <p>Is used together with the COLOR_CLASS= property.</p> <p>It corresponds to the Couleur de classe d'alarmes/d'événements property in the Editor.</p>
COLOR_CLASS=	<p>Alarm/event class color is:</p> <ul style="list-style-type: none"> ▶ 1: used ▶ 0: not used <p>Default: 1</p> <p>Is used together with the COLOR_BACKGROUND= property.</p> <p>It corresponds to the Couleur de classe d'alarmes/d'événements property in the Editor.</p>
COMES_ANZ=	<p>Width of the column Time received in characters.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.</p>
COMPUTER_ANZ==	<p>Width of the column Computer name in characters.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.</p>
DELETE_IN_CEL=	<p>Entry when deleting an alarm that must be deleted in the CEL:</p> <ul style="list-style-type: none"> ▶ 1: If an alarm which must be deleted is deleted, an entry is created in the Chronological Event List (CEL). ▶ 0: When an alarm is deleted, no entry is created in the Chronological Event List.

	<p>Default: 0</p> <p>It corresponds to the property Supprimer alarmes in group Liste chronologique d'événements in the Editor.</p>
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DYN_LIMIT_FILE=	<p>Use of the comment field for dynamic limit value text:</p> <ul style="list-style-type: none"> ▶ 0: The comment field is only used for dynamic limit texts and is therefore not available for comments. Maximum length: 80 characters. ▶ 1: Comments and dynamic limit value texts are permitted. Dynamic contents will be stored in a file with the file format D* .AML. Will be stored in addition to the file A* .AML. The comment filed can therefore been used for comments. Maximum length for dynamic limit value text 254 characters. <p>Default: 0</p> <p>It corresponds to the property Textes de limite dynamiques longs pour les alarmes in group Liste d'alarmes.</p>
EIN=	<p>Alarm processing is on program start:</p> <ul style="list-style-type: none"> ▶ 1: active ▶ 2: inactive <p>Default: 1</p> <p>It corresponds to the property Gestion d'alarmes active in group Liste d'alarmes.</p>
FARBE_DEL=	<p>Text color for Alarm deleted in the Alarm Message List.</p> <p>It corresponds to the property Couleur in group Alarme supprimée in the Editor.</p> <p>The colour will be entered in decimal format. In the editor, it appears in hexadecimal with an # at the beginning. Example: Colour #8000FF in the editor corresponds to 16711808 in the INI file.</p>
FARBE_GEHT=	<p>Text color for "Alarm cleared" in the Alarm Message List.</p> <p>Corresponds to the Couleur property in the Editor in the Date/heure de disparition section in the project properties.</p> <p>The colour will be entered in decimal format. In the editor, it appears in hexadecimal with an # at the beginning. Example: Colour #8000FF in the editor corresponds to 16711808 in the INI file.</p>
FARBE_KOMMT=	<p>Text color for Alarm received in the Alarm Message List.</p> <p>Corresponds to the Couleur property in the Editor in the Date/heure d'apparition section in the project properties.</p> <p>The colour will be entered in decimal format. In the editor, it appears in hexadecimal with an # at the beginning. Example: Colour #8000FF in the editor corresponds to 16711808 in the INI file.</p>

FARBE_QUIT=	<p>Text color for <code>alarm-acknowledged</code> in the Alarm Message List.</p> <p>Corresponds to the Couleur property in the Editor in the Date/heure d'acquiescement section in the project properties.</p> <p>The colour will be entered in decimal format. In the editor, it appears in hexadecimal with an # at the beginning. Example: Colour #8000FF in the editor corresponds to 16711808 in the INI file.</p>
GOES_ANZ=	<p>Width of the column Time cleared in characters.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.</p>
GRID_LINES=	<p>Display of the columns and lines in the Alarm Message List with grid lines:</p> <ul style="list-style-type: none"> ▶ 0: on ▶ 1: off <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.</p>
GROUP_ANZ=	<p>Width of the Alarm/event Group column in characters.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.</p>
GROUPSYMBOL_ANZ=	<p>Width of the Alarm/event group symbol column in characters.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.</p>
HEADER=	<p>Show the column headers in the alarm message list</p> <ul style="list-style-type: none"> ▶ 1: Column heading is displayed. ▶ 0: Column heading is not displayed. <p>Is used together with the HEADER_ENABLE= setting.</p> <p>It corresponds to the En-tête liste d'alarmes property in the Editor.</p>
HEADER_ENABLE=	<p>Use of the column heading:</p> <ul style="list-style-type: none"> ▶ 1: Column heading can be operated. (Default.) ▶ 0: Column heading is only used for display (fixed). <p>Is used together with the HEADER= setting.</p> <p>It corresponds to the En-tête liste d'alarmes property in the Editor.</p>
IMAGE_DEL=	<p>Graphics file for status <code>Alarm deleted</code>.</p> <p>It corresponds to the property Fichier graphique pour l'état in</p>

	group Alarme supprimée in the Editor.
IMAGE_GEHT=	<p>Graphics file for Alarm cleared.</p> <p>It corresponds to the property Fichier graphique pour l'état in group Date/heure de disparition in the Editor.</p>
IMAGE_KOMMT=	<p>Graphics file for status Alarm received.</p> <p>It corresponds to the property Fichier graphique pour l'état in group Date/heure d'apparition in the Editor.</p>
IMAGE_QUIT=	<p>Graphics file for status Alarm acknowledged.</p> <p>It corresponds to the property Fichier graphique pour l'état in group Date/heure d'acquiescement in the Editor.</p>
LINE_BLINK_UNACK=	<p>Behavior of lines that have not been selected with unacknowledged alarms:</p> <ul style="list-style-type: none"> ▶ 1: Lines that have not been selected with unacknowledged alarms flash in the Alarm Message List. ▶ 0: No flashing <p>Default: 0</p> <p>It corresponds to the Les alarmes non acquittées clignotent property in the Editor.</p>
MILLISEK=	<p>Display in milliseconds for Received time:</p> <ul style="list-style-type: none"> ▶ 0: Milliseconds are neither displayed nor printed out ▶ 1: Milliseconds are also displayed <p>Default: 0</p>
NACHSCHIEBEN=	<p>Moving of alarms to the alarm status line:</p> <ul style="list-style-type: none"> ▶ 1: All alarm which are not acknowledged are displayed one after another in the status line in the Runtime. As soon as an alarm is acknowledged with a right double click, the next alarm is displayed. Dependent of the setting of property AELTESTER= the oldest or the latest alarm is displayed first. ▶ 0: Only one alarm is displayed in the status line. The status line is empty once the alarm is acknowledged. Only the next alarm to occur hides the alarm status line again. <p>It corresponds to the afficher suivante property in the Editor.</p>
PREF_COMES=	<p>Prefix for Alarm received.</p> <p>Default: TEXT=>></p> <p>It corresponds to the property Préfixe in group Date/heure d'apparition in the Editor.</p>

PREF_GOES=	<p>Prefix for Alarm cleared. Default: TEXT=<<</p> <p>It corresponds to the property Préfixe in group Date/heure de disparition in the Editor.</p>
PREF_IMAGE_COMES=	<p>Graphics file for prefix Alarm received.</p> <p>It corresponds to the property Fichier graphique pour le préfixe in group Date/heure d'apparition in the Editor.</p>
PREF_IMAGE_GOES=	<p>Graphics file for prefix Alarm cleared.</p> <p>It corresponds to the property Fichier graphique pour le préfixe in group Date/heure de disparition in the Editor.</p>
PREF_IMAGE_QUIT=	<p>Graphics file for prefix Alarm acknowledged.</p> <p>It corresponds to the property Fichier graphique pour le préfixe in group Date/heure d'acquiescement in the Editor.</p>
PREF_QUIT=	<p>prefix for alarm acknowledged. Default: TEXT=--</p> <p>It corresponds to the property Préfixe in group Date/heure d'acquiescement in the Editor.</p>
QUIT_ANZ=	<p>Width of the column Time acknowledged in characters.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.</p>
QUIT_IN_CEL=	<p>Inclusion of the acknowledgment of an alarm into the Chronological Event List:</p> <ul style="list-style-type: none"> ▶ 0: will be included ▶ 1: will not be included <p>Default: 0</p> <p>Corresponds to the Acquiescement d'alarme in the Enregistrements (log) group in the project properties for Liste chronologique d'événements.</p>
REACT_TIME_ANZ=	<p>Width of the column Reactivated time in characters.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.</p>
REACT_COUNT_ANZ=	<p>Width of the column Reactivated number in characters.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.</p>
REACT_STAT_ANZ=	<p>Width of the column Reactivated variable status in characters.</p>

	<p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.</p>
RESOURCELABEL=	<p>Describes the column for the resources label.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.</p>
RESOURCELABEL_ANZ=	<p>Width of the column for the resources label in characters.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.</p>
RTEXT_ANZ=	<p>Width of the column Reaction text in characters</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.</p>
SAVE_BIN_ALWAYS=	<p>Setting of whether each change to the data of the Alarm Message List also has an effect on the data in alarm.bin:</p> <ul style="list-style-type: none"> ▶ 1: Saving active ▶ 0: Saving inactive <p>Default: 0</p> <p>It corresponds to the Sauvegarder buffer circulaire de manière spontanée property in the Editor.</p> <p>Remarque : Si la propriété est définie sur <i>active</i>, ceci peut exercer une charge considérable sur le système, et plus particulièrement sur les lecteurs flash. Si la propriété est défini sur <i>inactive</i>, ceci peut entraîner la perte de données en cas de fermeture inattendue du Runtime. <i>Inactive</i> Cette option est recommandée en cas de baisse des performances.</p>
SAVE_ONLY_STACK=	<p>Data retention for alarms:</p> <ul style="list-style-type: none"> ▶ 0: All data are saved: ▶ 1: Only active alarms (alarm.bin) are saved on the hard disk. ▶ 2: On CE devices, only the ring buffer (alarm.bin) is saved on the hard disk; on PCs, the historic entries (*.aml) are also saved. <p>Default: 2</p> <p>It corresponds to the Enregistrer les données d'alarmes property in the Editor.</p>
STACK_SIZE=	<p>Maximum number of entries for the ring buffer.</p> <p>Minimum: 1</p>

	<p>Maximum: 32767 Default: 100</p> <p>Recommended: At least number of variables for which alarms can occur.</p> <p>Attention: The ring buffer must always be chosen appropriately. In the Runtime the ring buffer is handled dynamically in the memory. Thus alarms are displayed which exceed the size of the ring buffer. In the save file of the ring buffer (alarm.bin) alarms are only saved up to the defined number. All entries are also entered in the alarm file (*.aml) in the Runtime folder. Both files are synchronized. At a buffer overflow there can be unacknowledged entries in the alarm file.</p> <p>It corresponds to the Taille de la mémoire circulaire (buffer circulaire) property in the Editor.</p>
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STACK_WARNING_COUNT0=	<p>Number of entries in the AML that are necessary for Message 1 to be displayed in the warning line.</p> <p>Attention: The value must be smaller as the value in property STACK_WARNING_COUNT1=.</p> <p>It corresponds to the Nombre d'alarmes Message 1 property in the Editor.</p>
STACK_WARNING_COUNT1=	<p>Number of entries in the AML that are necessary for Message 2 to be displayed in the warning line.</p> <p>Attention: The value must be smaller as the value in property STACK_WARNING_COUNT2=.</p> <p>It corresponds to the Nombre d'alarmes Message 2 property in the Editor.</p>
STACK_WARNING_COUNT2=	<p>Number of entries in the AML that are necessary for Message 3 to be displayed in the warning line.</p> <p>Attention: The value must be smaller as the value in property STACK_SIZE=.</p> <p>It corresponds to the Nombre d'alarmes Message 3 property in the Editor.</p>
STACK_WARNING_TEXT0=	<p>Text of Message 1 that is to be displayed in the warning line in Runtime. This message overlays the alarm status line.</p> <p>It corresponds to the Texte message 1 property in the Editor.</p>
STACK_WARNING_TEXT1=	<p>Text of Message 2 that is to be displayed in the warning line in Runtime. This message overlays the alarm status line.</p> <p>It corresponds to the Texte message 2 property in the Editor.</p>
STACK_WARNING_TEXT2=	<p>Text of Message 3 that is to be displayed in the warning line in Runtime. This message overlays the alarm status line.</p> <p>It corresponds to the Texte message 3 property in the Editor.</p>
STAT_ANZ=	<p>Width of the variable status column in characters</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.</p>
STATUS=	<p>Display of the alarm status line.</p> <ul style="list-style-type: none"> ▶ 1: Alarm status line is displayed. ▶ 0: Alarm status line is not displayed. <p>Default: 1</p> <p>It corresponds to the property Ligne d'état active in group Ligne d'état des alarmes.</p> <p>Avertissement concernant la gestion multi-projet : la configuration dans le projet d'intégration définit le comportement</p>

	des sous-projets, indépendamment de la configuration des sous-projets. La ligne d'état des alarmes du projet de niveau supérieur est toujours utilisée dans le Runtime.
STATUS_SCHRIFT=	Index of the font selected for the text in the status row. ▶ 0: Standard font (Default) It corresponds to the Police property in the Editor.
TAG_ANZ=	Width of the column Identification in characters. Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.
TIME_LASTING_ANZ	Width of the column Time active in characters. Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.
TITLE_ACT_TEXT=	Description of the column Comment . Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.
TITLE_CLASS=	Description of the column Alarm/Event class . Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.
TITLE_CLASSNR=	Description of the column Alarm/Event class number . Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.
TITLE_CLASSSYMBOL	Description of the column Alarm/Event class symbol . Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.
TITLE_CLASSSYMBOL_STYLE	Display type of alarm/event class column symbol. Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.
TITLE_COMES=	Description of the column Time received . Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.

TITLE_COMP=	<p>Description of the column Computer name.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.</p>
TITLE_GOES=	<p>Description of the column Time cleared.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.</p>
TITLE_GROUP=	<p>Description of the column Alarm/Event group.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.</p>
TITLE_GROUPNR=	<p>Description of the column Alarm/Event group number.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.</p>
TITLE_GROUPSYMBOL	<p>Description of the column Alarm/Event group symbol.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.</p>
TITLE_GROUPSYMBOL_STYLE	<p>Display type of the column Alarm/Event group symbol.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.</p>
TITLE_NAME=	<p>Description of the column Variable name.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.</p>
TITLE_PROJECT=	<p>Description of the column Project name.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.</p>
TITLE_QUIT=	<p>Description of the column Time acknowledged.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.</p>
TITLE_REACT_TIME=	<p>Description of the column Reactivate time.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes</p>

	group or screen switching.
TITLE_REACT_COUNT=	<p>Description of the column Reactivate number.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.</p>
TITLE_REACT_STAT=	<p>Description of the column Reactivate variable status.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.</p>
TITLE_STATUS=	<p>Description of the column Variable status.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.</p>
TITLE_STATUSCAPTION=	<p>Description of the column Alarm status.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.</p>
TITLE_STATUSCAPTION_STYLE=	<p>Display type of the column Alarm status.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.</p>
TITLE_TAGNR=	<p>Description of the column Identification.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.</p>
TITLE_TEXT=	<p>Description of the column Text.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.</p>
TITLE_TIME_LASTING=	<p>Description of the column Time active.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.</p>
TITLE_VALUE=	<p>Description of the column Value.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.</p>
TITLE_USER=	<p>Description of the column User name.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes</p>

	group or screen switching.
TITLE_USERNAME=	<p>Description of the column User - full name.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.</p>
UNIT=	<p>Width of the column Measuring unit in characters</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.</p>
USER_ANZ=	<p>Width of the column User name characters</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.</p>
VAR_ANZ=	<p>Width of the column Variable name in characters</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.</p>
ZEIT_TYP=	<p>Definition of the format in which the time should be output.</p> <ul style="list-style-type: none"> ▶ 1: only milliseconds ▶ 2: only time ▶ 3: Time and milliseconds ▶ 4: only date ▶ 5: Date and millisecond ▶ 6: Date and time ▶ 7: Date, time and milliseconds <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.</p>

4.3 Historian [ARCHIV]

Entry	Function
[ARCHIV]	<p>Properties for archives.</p> <p>Recommendation: Configuration by means of the dialog for archive revision in the Editor.</p>
ARCHDIGITS=	<p>Number of decimal places when exporting archives in TXT, XML or DBF format and for export to an SQL server.</p> <p>Default: ARCHDIGITS=1</p>
CLIENTS_LOAD_LOCAL=	<p>Loading the archive files:</p> <ul style="list-style-type: none"> ▶ 1: Archive files are read locally on the client and not requested from the server. This does not work with lot selection. Only for the archive format *.arx and evacuation to SQL. ▶ 0: Archive files are obtained from the Server. <p>Attention: The setting of an entry does not lead to the data created by Runtime being synchronized with the zenon client. The archive data must be copied to the client manually.</p>
CLOSEDELAY=	<p>Time that is waited for after an RDA scan until the ARV or ARX file is closed. If a another scan occurs within this waiting time, the data is written to the same file.</p> <p>Default: CLOSEDELAY=5</p>
EVAC_ERR_PERIOD=	<p>In the event of an error in the set time period, an entry is created in the CEL. This time period can be set in hour steps.</p> <p>If an ARV or ARX file cannot be read, this is renamed to AR_ and the process continues with the next file.</p> <p>Default: EVAC_ERR_PERIOD=12</p>
EXPORTFORMAT=	<p>Export format with:</p> <ul style="list-style-type: none"> ▶ Date ▶ Time ▶ Variable (variable name) ▶ Value ▶ Status <p>EXPORTFORMAT=DZVWS</p>
MIN_MAX_ENDE_ZEIT=	<p>Choice of time given:</p> <ul style="list-style-type: none"> ▶ 1: Time when the minimum or maximum value occurs ▶ 0: Time of the end of the archive
NUR_HANDWERT=	<p>For archives listed here, only hardware is used for the calculation of aggregated archives. Entry of short descriptions, separated by</p>

	spaces. NUR_HANDWERT =x1 x2
SPEICHER=	<p>Maximum number of values to be read in the memory for:</p> <ul style="list-style-type: none"> ▶ Extended Trend ▶ Archive revision ▶ AML ▶ CEL ▶ Tables <p>Display in kilobytes (e.g. 2000000 for 2 GB).</p> <p>Default: 1000000 (=1 GB)</p> <p>Attention: With archive data, all values of all variables are always read in, even if only one variable is displayed.</p> <p>Note: The space available is checked before archive data (*.arx) is read in. If more than the size defined here is required, the reading in is canceled and an error message is written to the Diagnosis Viewer log.</p>
SQL_MAXROWS=	<p>Maximum number of values to be read from the SQL database (on archive evacuation to SQL).</p> <p>Maximum: 4,294,967,295</p> <p>Note: There is an automatic check that there is always at least 10 % free memory left.</p>
STATUSSPERRBIT=	<p>Defines the bit in the status that is used as an archive block. All values where this bit is set are not archived with their current value but with INVALID as a substitute value.</p> <p>Permitted values:</p> <ul style="list-style-type: none"> ▶ 0 to 31 ▶ -1: inactive <p>Default: 0</p>
TRENNZEICHEN=	<p>Separator for export in ASCII files between the fields.</p> <p>Example: TRENNZEICHEN=;</p>
ZEIT_AUTOMATISCH=	<p>Automatic time correction:</p> <ul style="list-style-type: none"> ▶ 1: For aggregated archives, an automatic time correction of -1 second is carried out. It is thus possible to set, for example, a time stamp of 00:00 (24:00) on the previous day to 23:59. ▶ 0: No correction.

4.4 Automatic Line Coloring [ALC] and [ALC_TOP]

[ALC]

Entry	Description
[ALC]	Properties in the Coloration Automatique de Lignes node of the project properties.
GROUNDFAULTMODE=	<p>Determines at the earth fault search whether the part of the grid in which the earth fault probably occurred or the whole grid in which the earth fault occurred is colored:</p> <ul style="list-style-type: none"> ▶ 0: Color power supply ▶ 1: Color whole grid. <p>It corresponds to the Mode de recherche pour les défauts de terre property in the Editor.</p>
MARKER_BACKGROUNDx=	<p>Background color of the marker. x stands for the number of the marker, starting with 0.</p> <p>Example: MARKER_BACKGROUND3=2124031.</p> <p>The colour will be entered in decimal format. In the editor, it appears in hexadecimal with an # at the beginning. Example: Colour #8000FF in the editor corresponds to 16711808 in the INI file.</p> <p>Recommendation: Configuration in the dialog of the property Configuration CAL.</p>
MARKER_CNT=	<p>Number of configured screen markers.</p> <p>This value is set by the Editor.</p>
MARKER_COLOURx=	<p>Line color of the marker. x stands for the number of the marker, starting with 0.</p> <p>Example: MARKER_COLOUR3=255.</p> <p>The colour will be entered in decimal format. In the editor, it appears in hexadecimal with an # at the beginning. Example: Colour #8000FF in the editor corresponds to 16711808 in the INI file.</p> <p>Recommendation: Configuration in the dialog of the property Configuration CAL.</p>
MARKERLINE=	<p>Line width for screen markers in pixels.</p> <p>It corresponds to the Epaisseur de ligne du marqueur écran property in the Editor.</p>
MARKERSIZE=	Size of the screen markers in pixels.

	It corresponds to the Taille marqueur écran property in the Editor.
MARKERTYPE=	<p>Display types of the screen markers</p> <ul style="list-style-type: none"> ▶ 0: Triangle ▶ 1: Circle ▶ 2: Square ▶ 3: Cross <p>It corresponds to the Affiche le type de marqueur écran property in the Editor.</p>
MAXOVERLOAD=	<p>Maximum permitted current overload in percent.</p> <p>Example: MAXOVERLOAD=1.000000.</p> <p>It corresponds to the Nombre maximum acceptable de surcharge en courant [%] property in the Editor.</p>
SEARCHMODE=	<p>Defines the mode for the coloring of status UNDEFINED:</p> <ul style="list-style-type: none"> ▶ 0 : Standard. The source color is distributed in the grid starting from every switched on source as long as the next switch is closed. ▶ 1 : Input takes priority. Only colors lines which are potentially supplied by at least one source but no explicitly by one source. <p>It corresponds to the Mode pour la coloration property in the Editor.</p>
SOURCE_BACKGROUNDx=	<p>Background color of the source. This is used as the background color for tubes and procedural elements (Combined element). x stands for the number of the source, starting with 0. This number must not be confused with the SOURCE_PRIORITYx= property.</p> <p>Example: SOURCE_BACKGROUND3=2124031.</p> <p>The colour will be entered in decimal format. In the editor, it appears in hexadecimal with an # at the beginning. Example: Colour #8000FF in the editor corresponds to 16711808 in the INI file.</p> <p>Recommendation: Configuration in the dialog of the property Configuration CAL.</p>
SOURCE_CNT=	<p>Number of configured sources.</p> <p>This value is set by the Editor.</p>
SOURCE_COLOURx=	<p>Line color of source. This color is used for coloring lines, polylines and as the outside color of tubes. x stands for the number of the</p>

	<p>marker, starting with 0. This number must not be confused with the SOURCE_PRIORITY_x property.</p> <p>Example: SOURCE_COLOUR3=255.</p> <p>The colour will be entered in decimal format. In the editor, it appears in hexadecimal with an # at the beginning.</p> <p>Example: Colour #8000FF in the editor corresponds to 16711808 in the INI file.</p> <p>Recommendation: Configuration in the dialog of the property Configuration CAL.</p>
SOURCE_NAME0=	<p>Name of the source. This name is also used when selecting the source number for Combined elements. x stands for the number of the marker, starting with 0.</p> <p>Example: SOURCE_NAME3=GROUNDED</p> <p>Recommendation: Configuration in the dialog of the property Configuration CAL.</p>
SOURCE_PRIORITY_x =	<p>Priority when processing. This number is given by the system automatically and should not be changed.</p> <p>Example: SOURCE_PRIORITY0=3</p> <p>The source 0 has priority₃ and is displayed and processed at the third place in the list.</p>

[ALC_TOP]

Entry	Description
[ALC_TOP]	<p>Properties of interlocking.</p> <p>Recommendation: Configuration in the dialog of the property Configuration CAL.</p>
INTER_CNT=5	<p>Number of configured interlockings.</p> <p>This value is set by the Editor.</p>
INTER_NO_x =	<p>Type of interlocking. x stands for the number of the entry, starting with 0. The type is defined by numbers:</p> <ul style="list-style-type: none"> ▶ 900: Voltage towards ground ▶ 903: Switching operation in area with undefined status. ▶ 905: Disconnecter under load ▶ 906: Device would not be supplied. ▶ 907: Area with undefined status would increase

	Example: INTER_NO0=900
INTER_MODE_x=	<p>Status of the interlocking. x stands for the number of the entry, starting with 0. Possible status:</p> <ul style="list-style-type: none"> ▶ 0: do not check ▶ 1: unlockable ▶ 2: not unlockable <p>Example: INTER_MODE0=1</p>

4.5 Screen elements [ELEMENTE]

Entry	Description
[ELEMENTE]	
TREND_ZEIT_FAKTOR=	<p>Multiplication factor for time intervals when drawing in a trend element.</p> <p>A trend curve is only drawn if the distance between two recorded values is x-times the necessary update rate.</p> <ul style="list-style-type: none"> ▶ 0: No check is carried out. <p>Maximum: 65535</p> <p>Default: 20</p>

4.6 CEL [BTB]

Entry	Description
[BTB]	<p>Entries for the Chronological Event List (CEL).</p> <p>These properties should generally be set up in the Editor in the project properties of the Liste chronologique d'événements group.</p>
ARCHIV_WRITE=	<p>Setting for whether a CEL entry is to be generated in the event of changes to archive data:</p> <ul style="list-style-type: none"> ▶ 0: Editing archives is logged in the CEL. ▶ 1: Editing of archives is logged in the CEL: <ul style="list-style-type: none"> • Name of the archive file • New and old value of the variables • New and time stamp of the variables • Name of the variable <p>It corresponds to the Données d'archive property in the Editor.</p>
AREA=	<p>Description of the column Alarm area.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes liste d'événements property in the Liste chronologique d'événements group or screen switching.</p>
AREA_ANZ=	<p>Width of the column Alarm area in characters.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes liste d'événements property in the Liste chronologique d'événements group or screen switching.</p>
AREANR=	<p>Description of the column Alarm area number.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes liste d'événements property in the Liste chronologique d'événements group or screen switching.</p>
AREANR_ANZ=	<p>Width of the column Alarm area number in characters.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes liste d'événements property in the Liste chronologique d'événements group or screen switching.</p>
BTBLISTE=	<p>Desired entries and their sequence in the list</p> <ul style="list-style-type: none"> ▶ 0: Variable name ▶ 1: Identification ▶ 2: Text ▶ 3: Time of occurrence ▶ 6: Status information

- ▶ 7: Value
- ▶ 8: Output to user

Example: **BTBLISTE**=320

Recommendation: Configuration in the Editor using the dialog of the **Paramétrage colonnes liste d'événements** property in the **Liste chronologique d'événements** group or screen switching.

CLASS_ANZ=	<p>Width of the Alarm/event class column in characters.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes liste d'événements property in the Liste chronologique d'événements group or screen switching.</p>
COLOR_BACKGROUND=	<p>Use of the color from alarm class:</p> <ul style="list-style-type: none"> ▶ 1: Class color is interpreted as a background color ▶ 0: Class color defines the text color. <p>Default: 0</p> <p>If no class is linked to a limit, the background or text color is taken from the settings of the list element in the screen.</p> <p>Is used together with the COLOR_CLASS= property.</p> <p>It corresponds to the Couleur de classe d'alarmes/d'événements property in the Editor.</p>
COLOR_CLASS=	<p>Alarm/event class color is:</p> <ul style="list-style-type: none"> ▶ 1: used ▶ 0: not used <p>Default: 1</p> <p>Is used together with the COLOR_BACKGROUND= property.</p> <p>It corresponds to the Couleur de classe d'alarmes/d'événements property in the Editor.</p>
COMPUTER_ANZ=	<p>Width of the column Computer name in characters.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes liste d'événements property in the Liste chronologique d'événements group or screen switching.</p>
DRUCKE_SYSM LDG=	<p>Setting for the printout of system messages with online printing:</p> <ul style="list-style-type: none"> ▶ 0: output in a list only ▶ 1: Printout carried out <p>Default: 1</p> <p>It corresponds to the Imprimer messages système property in the Editor.</p>
DYN_LIMIT_FILE=	<p>Use of the comment field for dynamic limit value text:</p> <ul style="list-style-type: none"> ▶ 0: The comment field is used for dynamic limit texts and is therefore not available for comments. Maximum length: 80 characters. ▶ 1: Dynamic contents will be stored in a file with the file format D*.CEL. It will be stored in addition to the file C*.CEL. The comment filed can therefore been used for comments.

	<p>Maximum length for dynamic limit value texts: 254 characters.</p> <p>Default: 0</p> <p>It corresponds to the Textes de limite dynamiques longs pour les événements property in the Editor.</p>
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EIN=	<p>The Chronological Event List is used.</p> <ul style="list-style-type: none"> ▶ 1 : The Chronological Event List (CEL) is active in the Runtime. Events are recorded and the CEL is available. ▶ 0 : No event are recorded. <p>Default: 1</p> <p>Note: Changes take effect after the Runtime has been restarted.</p> <p>It corresponds to the Gestion des événements active property in the Editor.</p>
FARBE_SORT=	<p>Defines the color of the text for sorted entries in the CEL.</p> <p>Note:</p> <ul style="list-style-type: none"> ▶ If 1 is selected for the COLOR_BACKGROUND= property, this color takes priority before selection in FARBE_SORT. ▶ For SICAM 230: To have the same color everywhere in the list, you must select the same color for the FARBE_UNSORT= property. <p>It corresponds to the texte trié property in the Editor.</p> <p>The colour will be entered in decimal format. In the editor, it appears in hexadecimal with an # at the beginning. Example: Colour #8000FF in the editor corresponds to 16711808 in the INI file.</p>
FARBE_UNSORT=	<p>Defines the color of the text for unsorted entries in the CEL.</p> <p>It corresponds to the texte non trié property in the Editor.</p> <p>The colour will be entered in decimal format. In the editor, it appears in hexadecimal with an # at the beginning. Example: Colour #8000FF in the editor corresponds to 16711808 in the INI file.</p>
FIRST_ENTRY=	<p>Entries to be displayed when calling up the CEL.</p> <ul style="list-style-type: none"> ▶ 0: No existing limit value entries are read in when Runtime is started. New entries are only made if new events occur after starting. ▶ 1: When starting, limit value breaches that already exist are also entered.
GRID_LINES=	<p>Display of the columns and lines in the Alarm Message List with grid lines:</p> <ul style="list-style-type: none"> ▶ 0: on ▶ 1: off <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes liste d'événements property in the Liste chronologique d'événements group or screen switching.</p>

GROUP_ANZ=	<p>Width of the Alarm/event Group column in characters.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes liste d'événements property in the Liste chronologique d'événements group or screen switching.</p>
HEADER=	<p>Show the column headers in the list.</p> <p>Show the column headers in the CEL.</p> <ul style="list-style-type: none"> ▶ 1: Column heading is displayed. ▶ 0: Column heading is not displayed. <p>Is used together with the HEADER_ENABLE= setting.</p> <p>It corresponds to the En-tête liste d'événements property in the Editor.</p>
HEADER_ENABLE=	<p>Use of the column heading:</p> <ul style="list-style-type: none"> ▶ 1: Column heading can be operated. ▶ 0: Column heading is only used for display (fixed). <p>Is used together with the HEADER= setting.</p> <p>It corresponds to the En-tête liste d'événements property in the Editor.</p>
MAXTEXTLEN=	<p>Define how many characters the static limit text in the CEL can have as a maximum. The minimum and maximum values are also true for VBA/VSTA.</p> <ul style="list-style-type: none"> ▶ Minimum: 127 ▶ Maximum: 1023 <p>Restriction: With dBase export the length is restricted to 256 characters.</p> <p>It corresponds to the Longueur texte statique pour les événements property in the Editor.</p>
NAME=	<p>Issue of a short name for the saved text files.</p> <p>Requirement: The entry TXT_FILE=1</p> <p>Default: NAME=BTBTMM.TXT (TT=day, MM=month)</p>
RECIPE_CHANGE=	<p>Entries when changing recipes</p> <ul style="list-style-type: none"> ▶ 0: Changing standard recipes and recipes of the Recipegroup Manager (RGM) is not logged in the CEL. ▶ 1: When changing a recipe, it is logged with the name of the recipe in the CEL. ▶ 2: The following is logged in the CEL when the recipe is

	<p>changed:</p> <ul style="list-style-type: none">• Name of the recipe• New and old values of the variables• Names of the variable <p>Default: 0</p> <p>It corresponds to the Modification de recettes property in the Editor.</p>
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RECIPE_WRITE=	<p>Entries when writing recipes</p> <ul style="list-style-type: none"> ▶ 0: The changing of standard recipes and recipes of the Recipegroup Manager (RGM) is not logged in the CEL. ▶ 1: When sending a recipe, it is logged with the name of the recipe in the CEL. ▶ 2: When writing a recipe, it is logged in the CEL with: <ul style="list-style-type: none"> • Name of the recipe • New and old values of the variables • Names of the variable <p>Default: 0</p> <p>It corresponds to the Envoi de recettes property in the Editor.</p>
RESOURCELABEL=	<p>Describes the column for the resources label.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes liste d'événements property in the Liste chronologique d'événements group or screen switching.</p>
RESOURCELABEL_ANZ=	<p>Width of the column for the resources label in characters.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes liste d'événements property in the Liste chronologique d'événements group or screen switching.</p>
RTEXT_ANZ=	<p>Width of the column Reaction text in characters</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes liste d'événements property in the Liste chronologique d'événements group or screen switching.</p>
SAVE_BIN_ALWAYS=	<p>Setting of whether each change to the data of the CEL also has an effect on the data in cel.bin:</p> <ul style="list-style-type: none"> ▶ 1: Saving active ▶ 0: Saving inactive <p>Default: 0</p> <p>It corresponds to the Sauvegarder buffer circulaire de manière spontanée property in the Editor.</p> <p>Remarque : Si la propriété est définie sur <i>active</i>, ceci peut exercer une charge considérable sur le système, et plus particulièrement sur les lecteurs flash. Si la propriété est défini sur <i>inactive</i>, ceci peut entraîner la perte de données en cas de fermeture inattendue du Runtime. <i>Inactive</i> Cette option est recommandée en cas de baisse des performances.</p>
SAVE_ONLY_STACK=	<p>Data retention for CEL:</p>

- ▶ 0: All CEL entries (*.cel) are saved.
- ▶ 1: Only a defined number of CEL entries (**cel.bin**) is saved.
The number is defined via property **Taille de la mémoire circulaire (buffer circulaire)**.
- ▶ 2: On CE devices only the ring buffer (**cel.bin**) is saved on the hard disk; on PCs the historic entries (*.cel) are also saved.

Default: 0

It corresponds to the **Enregistrer les événements** property in the Editor.

SORTDESCENDING=	<p>Sort direction</p> <ul style="list-style-type: none"> ▶ 0: ascending ▶ 1: descending <p>Default: 0</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes liste d'événements property in the Liste chronologique d'événements group or screen switching.</p>
SPONTAN=	<p>Time point for entry in the list:</p> <ul style="list-style-type: none"> ▶ 1: All new CEL entries are entered immediately. Exceptions: The list has been stopped. ▶ 0: Changes are only loaded after the list is called up again. Advantage: Reduces network traffic. <p>Default: 1</p> <p>It corresponds to the Mettre à jour automatiquement property in the Editor.</p>
STAT_ANZ=	<p>Width of the column Status in characters.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes liste d'événements property in the Liste chronologique d'événements group or screen switching.</p>
TAG_ANZ=	<p>Width of the column Identification in characters.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes liste d'événements property in the Liste chronologique d'événements group or screen switching.</p>
TITLE_NAME=	<p>Identifier for the Variable name column title.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes liste d'événements property in the Liste chronologique d'événements group or screen switching.</p>
TITLE_ACT_TEXT=	<p>Description of the column Comment.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes liste d'événements property in the Liste chronologique d'événements group or screen switching.</p>
TITLE_CLASS=	<p>Description of the column Alarm/Event class.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes liste d'événements property in the Liste chronologique d'événements group or screen switching.</p>
TITLE_CLASSNR=	<p>Description of the column Alarm/Event class number.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes liste d'événements property in the Liste chronologique d'événements group or screen switching.</p>

TITLE_CLASSSYMBOL=	<p>Description of the column Alarm/Event class symbol.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes liste d'événements property in the Liste chronologique d'événements group or screen switching.</p>
TITLE_CLASSSYMBOL_STYLE=	<p>Display type of the column Alarm/Event class symbol.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes liste d'événements property in the Liste chronologique d'événements group or screen switching.</p>
TITLE_COMES=	<p>Description of the column Time received.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes liste d'événements property in the Liste chronologique d'événements group or screen switching.</p>
TITLE_COMP=	<p>Description of the column Computer name.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes liste d'événements property in the Liste chronologique d'événements group or screen switching.</p>
TITLE_GROUP=	<p>Description of the column Alarm/Event group.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes liste d'événements property in the Liste chronologique d'événements group or screen switching.</p>
TITLE_GROUPNR=	<p>Description of the column Alarm/Event group number.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes liste d'événements property in the Liste chronologique d'événements group or screen switching.</p>
TITLE_GROUPSYMBOL=	<p>Description of the column Alarm/Event group symbol.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes liste d'événements property in the Liste chronologique d'événements group or screen switching.</p>
TITLE_GROUPSYMBOL_STYLE=	<p>Display type of the column Alarm/Event group symbol.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes liste d'événements property in the Liste chronologique d'événements group or screen switching.</p>
TITLE_NAME=	<p>Identifier for the Variable name column title.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes liste d'événements property in the Liste chronologique d'événements group or screen switching.</p>
TITLE_PROJECT=	<p>Description of the column Project name.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes liste d'événements property in the Liste chronologique d'événements group or screen switching.</p>

TITLE_TAGNR=	<p>Description of the column Identification.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes liste d'événements property in the Liste chronologique d'événements group or screen switching.</p>
TITLE_TEXT=	<p>Description of the column Text.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes liste d'événements property in the Liste chronologique d'événements group or screen switching.</p>
TITLE_STATUS=	<p>Description of the column Variable status.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes liste d'événements property in the Liste chronologique d'événements group or screen switching.</p>
TITLE_USER=	<p>Description of the column User name.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes liste d'événements property in the Liste chronologique d'événements group or screen switching.</p>
TITLE_USERNAME=	<p>Description of the column User - full name.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes liste d'événements property in the Liste chronologique d'événements group or screen switching.</p>
TITLE_VALUE=	<p>Description of the column Value.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes liste d'événements property in the Liste chronologique d'événements group or screen switching.</p>
TXT_ANZ=	<p>Width of the column Text in characters.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes liste d'événements property in the Liste chronologique d'événements group or screen switching.</p>
TXT_FILE=	<p>Type of saving of the information:</p> <ul style="list-style-type: none"> ▶ 0: its own format in zenon (*.cel) ▶ 1: in ASCII format (*.txt) <p>Default: 0</p> <p>Note: This file can no longer be read for zenon.</p>
UNIT=	<p>Width of the column Measuring unit in characters</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes liste d'événements property in the Liste chronologique d'événements group or screen switching.</p>
USER_ANZ=	<p>Width of the column User name characters.</p> <p>Recommendation: Configuration in the Editor using the dialog of</p>

	the Paramétrage colonnes liste d'événements property in the Liste chronologique d'événements group or screen switching.
VAR_ANZ=	<p>Width of the column variable name in characters.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes liste d'événements property in the Liste chronologique d'événements group or screen switching.</p>
WERT_ANZ=	<p>Width of the column value in characters.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes liste d'événements property in the Liste chronologique d'événements group or screen switching.</p>
ZEIT_TYP=	<p>Definition of the format in which the time should be output.</p> <ul style="list-style-type: none"> ▶ 1: only milliseconds ▶ 2: only time ▶ 3: Time and milliseconds ▶ 4: only date ▶ 5: Date and millisecond ▶ 6: Date and time ▶ 7: Date, time and milliseconds <p>Recommendation: Configuration in the Editor using the dialog of the Paramétrage colonnes alarmes property in the Liste d'alarmes group or screen switching.</p>

4.7 Print [DRUCKER]

Entry	Description
[DRUCKER]	Settings for printout in Runtime.
DRUCKZEIT=	<p>If alarms occur at virtually the same time, several entries can be compiled into one print job.</p> <p>Example: DRUCKZEIT=2 No alarm can occur for at least 2 seconds so that the print job is sent.</p>
MAXNAMEN=	<p>When printing in Runtime, the individual entries are each sent as separate print jobs. A number can be issued to prevent naming conflicts.</p> <p>Example: MAXNAMEN=9 Numbers the files through to 9.</p>
MAXPJ=	<p>Maximum number of the print jobs in the Windows Print Manager. If this entry is exceeded, an entry is made in the Chronological Event List (CEL).</p> <ul style="list-style-type: none"> ▶ Minimum: 0 ▶ Maximum: 65535 <p>Default: 90</p> <p>It corresponds to the property Nombre max de travaux d'impression in group Paramètres du Runtime in the Editor.</p>

4.8 Extended Trend [EW_TREND]

Entry	Description
[EW_TREND]	Settings for the Extended Trend.
ANZEIGE_GWTEXT=0	<p>Display of the limit value text when scanning the curves.</p> <ul style="list-style-type: none"> ▶ 1: on ▶ 0: off

4.9 Export [EXPORT]

Entry	Description
[EXPORT]	
FILEEXIST_MESSAGEBOX=	<p>Notification when overwriting existing data when exporting data in Runtime:</p> <ul style="list-style-type: none"> ▶ 1: The message is displayed: ▶ 0: The message is not shown. <p>Default: 0</p> <p>It corresponds to the property Export de données in group Paramètres du Runtime/Messages runtime pour in the Editor.</p>
FILEEXIST_OVERWR_APP_CAN=	<p>Action if existing files are overwritten during export:</p> <ul style="list-style-type: none"> ▶ 0: The file is overwritten (=OVERWRITE). ▶ 1: Data sets are appended (=APPEND). ▶ 2: export is canceled (=CANCEL).
MAX_LAENGE=	<p>Maximum length of decimal places when archiving to a DBF file.</p> <p>Default=32</p>
OK_MESSAGEBOX=	<p>Notification on successful export of data in Runtime:</p> <ul style="list-style-type: none"> ▶ 1: The message is displayed: ▶ 0: The message is not shown. <p>Default: 0</p> <p>It corresponds to the property Ecrasement de fichiers in group Paramètres du Runtime/Messages runtime pour in the Editor.</p>

4.10 Error logs [ERRORLOG] and [LON_32]

Entry	Description
[ERRORLOG]	Settings for creation and content of error log files.
[LON_32]	Settings for the LON driver.
DIAG_LEVEL=	Actions are logged in the error file depending on the level: <ul style="list-style-type: none">▶ 0: no logging (default)▶ 1: Error▶ 2: Write▶ 3: Read▶ 4: Advise/Unadvise▶ 5: Internal

4.11 Functions [FUNKTIONEN]

Entry	Description
[FUNKTIONEN]	Entries for functions.
EIN=	<p>Automatic function execution for limit value breach, time control etc.</p> <ul style="list-style-type: none"> ▶ 1: active ▶ 2: inactive <p>Default: 2</p> <p>It corresponds to the property Exécution autom. de fonction active in group Fonctions in the Editor.</p>
NAMEN=	<p>Display of the functions according to:</p> <ul style="list-style-type: none"> ▶ 0: Functions ▶ 1: Names
PROJECTONLY=	<p>Effect of the Synoptique : retour au précédent function:</p> <ul style="list-style-type: none"> ▶ 0: throughout the project ▶ 1: only with screens of the project in which the function was created <p>Only for multi-project administration.</p>
SOUND=	<p>Selection of a sound for the Son beep : début function and start of the function.</p> <p>Value: Number between 1 and 255</p> <p>Recommendation: Configuration by means of the function.</p>
ZURUECK_ANZAHL=	<p>Number of screens that are to be entered in the list for the Synoptique : retour au précédent function.</p> <p>Note: Each call of the screen switch function counts, even if the screen switch does not ensue directly but is entered in the screen properties as a start function.</p> <ul style="list-style-type: none"> ▶ Minimum: 0 ▶ Maximum: 65535 ▶ Default: 10 <p>Recommendation: Configuration by means of the Anzahl f. Bild zurück Fkt. function in the Fonctions group.</p>

ZURUECK_SCHABLONEN=	<p>Name of the frame whose screens in the list are to be included for the Synoptique : retour au précédent function.</p> <p>Several frames can be used. These are separated by an underscore in front and a comma.</p> <p>E. g.: ZURUECK_SCHABLONEN=_MAIN,_SUBNAVIGATION,</p> <p>Recommendation: Configuration by means of the Gabarits principaux function in the Apparence graphique/Généralités runtime group.</p>
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4.12 Industrial Maintenance Manager [IMM]

Entry	Description
[IMM]	Entries for the Industrial Maintenance Manager (IMM).
Dns=	ODBC connection to the database of the IMM. It corresponds to the Base de données property in the Editor.
TableDevice=	Name of the table in the database for the devices. Is also used for metering point administration and is fixed. Should not be changed. Default: Devices It corresponds to the Table pour les matériels property in the Editor.
TableMaint=	Name of the table in the database for maintenance works. Is predefined and fixed and should not be changed. Default: MaintenanceWorks It corresponds to the Table pour travaux de maint. property in the Editor.
TableHist=	Name of the table in the database for the histories. Is predefined and fixed and should not be changed. Default: MaintenanceHistory It corresponds to the Table pour l'historique property in the Editor.
TableDoc=	Name of the table in the database for the documents. Is predefined and fixed and should not be changed. Default: Documents It corresponds to the Table pour les documents property in the Editor.
Userlevel=	Authorization group that is needed in order to be able to delete data from the database. Default: 0 It corresponds to the Niveau d'autorisation property in the Editor.

4.13 Network [NETZ] and [TOKEN]

Entry	Description
[NETZ]	<p>Settings for the network.</p> <p>Recommendation: Configuration by means of the properties of the Réseau group.</p>
APP_CLOSE_BOX=	<p>If a server is closed whilst clients are connected, a message can be displayed:</p> <ul style="list-style-type: none"> ▶ 1: At closing the Runtime on a server, a message is displayed on all connected clients that the Runtime is closed. The closing of the Runtime is delayed for 70 seconds. Thus entries can be finished correctly on the clients. ▶ 0: The Runtime on the server is closed without displaying a message on the clients. <p>Default: 0</p> <p>It corresponds to the Message de fin property in the Editor.</p>
DATENSER=	<p>Selection of which server operates as the data server:</p> <ul style="list-style-type: none"> ▶ 0: Serveur 1 ▶ 1: Serveur 2 <p>Default: 0</p> <p>It corresponds to the Serveur 2 en tant que serveur de données property in the Editor.</p>
DetectionOffTime=	<p>Time in seconds for how long is waited to switch to process handling after a regrading.</p> <ul style="list-style-type: none"> ▶ Minimum : 0 ▶ Maximum : 65535 <p>Par défaut : 10</p> <p>It corresponds to the Temps mort après commutation [s] property in the Editor.</p>
eCriteria<Index>=	<p>Checking criteria: A serial index number is used for each entry. For example eCriteria0, eCriteria1 ... Is used together with the WatchedVariableID<Index>, ValueLimit<Index> and Weight<Index> properties. The linking is implemented by means of the index numbers.</p> <p>Values:</p> <ul style="list-style-type: none"> ▶ 0 : No evaluation ▶ 1 : Only for variable status

	<ul style="list-style-type: none">▶ 2: Going below the value▶ 3: Exceeding the value <p>Can be configured via the dialog of property Évaluation in the Editor.</p>
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Hysteresis=	<p>Hysteresis in assessment points that must be exceeded in order to trigger switching delay.</p> <ul style="list-style-type: none"> ▶ Minimum: 0 ▶ Maximum: 4294967296 <p>Default: 0</p> <p>It corresponds to the Hystérésis property in the Editor.</p>
ModifiedCounter=	<p>Counter that is incremented by one each time there is a change to a property in the Paramètres de redondance group. This counter is required for the validation of the evaluation in the network and is set by zenon automatically.</p> <p>Attention: Must not be changed!</p>
RatedEntries=	<p>Number of defined evaluations. Relates to the eCriteria<Index>, WatchedVariableID<Index>, ValueLimit<Index> and Weight<Index> properties used. The linking is implemented by means of the index numbers.</p>
RELOADDELAY_SEC=	<p>Reload delay for clients in seconds with large network projects.</p> <ul style="list-style-type: none"> ▶ 0, no delay
RedundancyMode=	<p>Type of redundancy mode for the evaluation of the network. If configured value has been selected as <i>evaluated</i>, this controls redundancy switching.</p> <ul style="list-style-type: none"> ▶ 0: Dominant. Does not carry out an evaluation. ▶ 1: Non-dominant. Result of the evaluation is always zero. No switching is carried out. ▶ 2: Rated. An evaluation is carried out and switched accordingly. This is implemented by means of the eCriteria<Index>, WatchedVariableID<Index>, ValueLimit<Index> and Weight<Index> properties. <p>Default: 1</p> <p>Note: Only active if Redundanztyp=Software redundancy</p> <p>It corresponds to the Mode de redondance property in the Editor.</p>
Routing=	<p>Settings for routing:</p> <ul style="list-style-type: none"> ▶ 0: No routing. ▶ 1: The computer acts as node computer and can route packets. Thereby all network packets from the outside use this computer.

	<p>This setting can lead to bottlenecks and influences the possible network topology. It is sensible to use it in special network constellations, e.g. for WAN networks or routed networks.</p> <p>Default: 0</p> <p>Recommendation: Deactivate setting.</p> <p>It corresponds to the Routage actif property in the Editor.</p>
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SERVER=	<p>Setting of whether the network is used.</p> <ul style="list-style-type: none"> ▶ -1: Network inactive, standalone computer. ▶ >= 0: Network active <p>Default: 0</p> <p>Example: SERVER=2</p> <p>It corresponds to the Réseau actif property in the Editor.</p>
SERVER1=	<p>Allocation of a computer as Serveur 1.</p> <p>Example: SERVER1=COMPUTER1</p> <p>It corresponds to the Serveur 1 property in the Editor.</p>
SERVER2=	<p>Allocation of a computer as Serveur 2.</p> <p>Example: SERVER2=COMPUTER2</p> <p>It corresponds to the Serveur 2 property in the Editor.</p>
SwitchDelay=	<p>Time that the upgrade to Primary Server is delayed in seconds.</p> <ul style="list-style-type: none"> ▶ Minimum : 0 ▶ Maximum : 65535 <p>Par défaut : 30</p> <p>Only has an effect if 2 was selected for RedundancyMode=.</p> <p>It corresponds to the Délai de commutation [s] property in the Editor.</p>
TYPE=	<p>Selection of the redundancy model.</p> <ul style="list-style-type: none"> ▶ 1: <code>Hardware redundancy</code>. The system consists of two redundant PLCs and two redundant control system computers. Each server communicates bidirectionally with one PLC. Both computers and both PLCs are synchronizing their data. If one component in the first system crashes, the second system takes over. ▶ 0: <code>Software redundancy</code>. The system consists of one PLC and two redundant control system computers. Both computers must have a connection to the PLC. Both computers communicate with the control and at the same time keep the data from the control updated. The communication to the control is managed by the computer which is the server. The server communicates bidirectionally, the standby communicates unidirectionally. If the Server crashes, the Standby Server takes over the bidirectional communication with the PLC. <p>Default: 0</p> <p>It corresponds to the Type de redondance property in the Editor.</p>

ValueLimit<Index>=	<p>Limit value that is checked when the evaluation of a value takes place. A serial index number is used for each entry. For example ValueLimit0, ValueLimit1 ...</p> <p>Is used together with the eCriteria<Index>, WatchedVariableID<Index> and Weight<Index> properties. The linking is implemented by means of the index numbers.</p> <p>Default: 0</p> <p>Can be configured via the dialog of property Évaluation in the Editor.</p>
WatchedVariableID<Index>=	<p>ID of the variables that can be used for the evaluation. A serial index number is used for each entry. For example WatchedVariableID0, WatchedVariableID1 ...</p> <p>Is used together with the eCriteria<Index>, ValueLimit<Index> and Weight<Index> properties. The linking is implemented by means of the index numbers.</p> <p>Default: 0</p> <p>Can be configured via the dialog of property Évaluation in the Editor.</p>
Weight<Index>=	<p>Weighting for evaluation.</p> <p>Value between 0 and 100.</p> <p>A serial index number is used for each entry. For example Weight0, Weight1 ... Is used together with the eCriteria<Index>, WatchedVariableID<Index> and ValueLimit<Index> properties. The linking is implemented by means of the index numbers.</p> <p>Default: 100</p> <p>Can be configured via the dialog of property Évaluation in the Editor.</p>

TOKEN

Entry	Description
[TOKEN]	Administration of the operating authorizations.
ACTIVE=0	<p>The active authorization in the network makes sure that in the network only one station at a time can carry out active operations (e.g. change set values). Passiv, reading access is always possible regardless of the option. Possible values:</p> <ul style="list-style-type: none"> ▶ 1: Only on computer can operate the project at a time (e.g. acknowledge alarms, write set values). ▶ 0: Several computers can operate the project at the same time. <p>Default: 0</p>

	It corresponds to the Autorisation en réseau active property in the Editor.
QUESTION_TIMEOUT=	<p>Time that is available to a computer in order to respond to a query for a token issue. After the time expires without an answer, the requesting station automatically receives the authorization.</p> <p>It corresponds to the Timeout pour requête [s] property in the Editor.</p>
QUIT_TIMEOUT=60	<p>Time period within which a client must confirm its operating authorization cyclically. If no confirmation is sent in this time period, the client automatically loses its token.</p> <p>Attention: This value must be smaller than the time defined in property QUESTION_TIMEOUT= .</p> <p>It corresponds to the Timeout pour autorisation [s] property in the Editor.</p>

4.14 Password administration [PASSWORD]

Entry	Description
[PASSWORD]	<p>Settings for the user administration.</p> <p>Recommendation: Configuration by means of the Gestion des utilisateurs group.</p>
CANAUTOLOGOFF=	<ul style="list-style-type: none"> ▶ Automatic logout: ▶ 1: The user is automatically logged out if there is no operation for the time period defined in the LOGOFF= property. ▶ 0: No automatic logout. <p>Default: 0</p> <p>It corresponds to the Activer déconnexion automatique property in the Editor.</p>
CHANGE_PWD_PIC=	<p>Screen that is used for changing the password instead of the modal dialog.</p> <ul style="list-style-type: none"> ▶ GUID: The screen with this GUID is called up when the password is changed (function call or mandatory change by the user). Only Edit user screens can be linked. ▶ Empty: No screen linked. A modal dialog is called up for the login. <p>Default: Space</p> <p>It corresponds to the Synoptique pour modification mot de passe property in the Editor.</p>
DEL_PIC_BACK_PATH_AT_LOGOUT=	<p>Setting for the automatic deletion of the screen-back path when switching users.</p> <ul style="list-style-type: none"> ▶ 0: Path is not deleted ▶ >0: Path is deleted when a user is changed <p>Default: 0</p> <p>It corresponds to the DelPicBackPathAtLogout property in the Editor.</p>
DELUSER=	<p>Deletion of a user in Runtime:</p> <ul style="list-style-type: none"> ▶ 1: Deletion of a user is permitted. ▶ 0: Users can only be marked as deleted. The users remain in the list of users, but are no longer valid for operation in Runtime (in accordance with FDA guidelines). <p>Default: 1</p> <p>It corresponds to the Supprimer utilisateurs property in the Editor.</p>

DISREAKTION=	<p>Defines the appearance of buttons that are blocked due to the settings of the operating authorizations. Is combined in the Runtime for the operation of keys with property Boutons verrouillés (LOCKED_KEYS=).</p> <p>Possible values:</p> <ul style="list-style-type: none"> ▶ 0: Normal ▶ 1: Grey ▶ 2: Invisible <p>Default: 0</p> <p>Only has an effect if the LOGTEMP = property has the value 0. It corresponds to the Boutons protégés property in the Editor.</p>
EDITSIGNATURE=	<p>Allow changes to the signature text:</p> <ul style="list-style-type: none"> ▶ 0: The signature text cannot be changed in Runtime. ▶ 1: A dialog to edit the signature text is opened in Runtime. <p>Default: 0</p> <p>It corresponds to the Texte de signature éditable property in the Editor.</p>
LOGIN_PIC=	<p>Screen that is used for login instead of the modal dialog. This screen is also used for the execution of the Connexion avec boîte de dialogue function.</p> <ul style="list-style-type: none"> ▶ GUID: The screen with this GUID is called up on login. Only login screens can be linked. ▶ Empty: No screen linked. A modal dialog or the screen defined in LOGINSIGNATURE_PIC= is used for login. <p>Default: Space</p> <p>It corresponds to the Synoptique pour Connexion property in the Editor.</p>
LOGINSIGNATURE_PIC=	<p>Screen that is used for login with signature instead of the modal dialog.</p> <ul style="list-style-type: none"> ▶ GUID: The screen with this GUID is called up on login with signature. Only login screens can be linked. ▶ Empty: No screen linked. A modal dialog is called up for the login with signature. <p>Default: Space</p> <p>It corresponds to the Synoptique pour Connexion avec signature property in the Editor.</p>
LOGOFF=	<p>Time without operation (in minutes) after which a user is</p>

	<p>automatically logged out if the CANAUTOLOGOFF= property has the value 1.</p> <p>It corresponds to the Temps [min] property in the Editor.</p>
LOGTEMP =	<p>Temporary login for the execution of a function:</p> <ul style="list-style-type: none"> ▶ 1: If a user is not logged in and tries to operate an element which needs a user authorization, he must enter his user name and password. The user is automatically logged out again immediately after the operation ▶ 0: If a user is not logged in and tries to operate an element which needs a user authorization, he receives a message that he does not have the necessary authorization. <p>Default: 1</p> <p>Note: You can define position and size of the login mask in file zenon6.ini in section [Befehlsgabe] Position =.</p> <p>It corresponds to the Connexion temporaire active property in the Editor.</p>
MINPWLENGTH=	<p>Minimum length of the password in characters.</p> <ul style="list-style-type: none"> ▶ Minimum: 0 ▶ Maximum: 20 <p>Default: 6</p> <p>It corresponds to the Longueur min. mot de passe property in the Editor.</p>
PWTRIES=	<p>Number of incorrect password entries. The corresponding user is blocked if this number is exceeded. The block can only be lifted by an administrator. A corresponding dialog is created in the Chronological Event List (CEL).</p> <ul style="list-style-type: none"> ▶ Minimum: 0 ▶ Maximum: 65535 <p>Default: 3</p> <p>It corresponds to the Nb max d'erreurs mot de passe property in the Editor.</p>
PWVALIDDAYS=	<p>Enter a time period in days defining how long a password should stay valid. After the time expired, you must enter a new password.</p> <ul style="list-style-type: none"> ▶ Minimum: 0 - The password never expires and need not be renewed. For this setting the value 2147483647 is written to system driver variable "Days until password expires".

	<p>► Maximum: 4294967295</p> <p>Default: 0</p> <p>Attention: For productions according to the FDA guidelines entry 0 is not allowed as the rules of the FDA demand a cyclic change of the password.</p> <p>It corresponds to the Mot de passe - période de validité [j] property in the Editor.</p>
RecursiveLogin=	<p>Setting for automatic login/logout in subprojects:</p> <p>► 0: no automatic login/logout (default)</p> <p>► 1: automatic login/logout active</p> <p>Default: 0</p> <p>It corresponds to the Connexion/déconnexion automatiques dans les sous-projets property in the Editor.</p>
USERTRIES=	<p>Number of permitted entries of a non-existent user name. The system is blocked if this number is exceeded. With the exception of administrators, no more users can log on. The system is automatically unlocked after an administrator logs on. A corresponding entry is made in the Chronological Event List (CEL). Changes to this value are only effective in Runtime after restarting.</p> <p>► Minimum: 0</p> <p>► Maximum: 65535</p> <p>Default: 3</p> <p>It corresponds to the Nb max d'erreurs utilisateur property in the Editor.</p>

4.15 Paths [PATH]

Entry	Description
[PATH]	Configuration of the paths.
BACKUP=	Path of the saved archives default = project directory
EXPORTPFAD=	Last set export path for export of data or reports in the Runtime.
LISTEN=	Path for lists in *.txt, *.qrf and *.frm format.
REPORTS=	Path for the export or printing of reports.
VIDEO=	Path for files in *.avi format in Runtime.

4.16 Production and Facility Manager [PFM]

Entry	Description
[PFM]	Settings for the Production and Facility Manager
AnzeigenMitStrg=	Controls display of the dialog when pasting copied schedules. Possible values: <ul style="list-style-type: none"> ▶ 1: The dialog is only shown if the <code>Ctrl</code> button is pressed whilst the schedule is inserted. ▶ 0: The dialog is always displayed.

4.17 Project linking [PROJEKTLINKS]

Entry	Description
[PROJEKTLINKS]	Parameters for linked projects for integration projects. Linked subprojects are numbered throughout, for example: LINK1=, LINK2=, ...
GLINK=	Name of the global project. If this is changed, the linked project references must be amended accordingly.
GLINKPATH=	Path of the global project for Runtime files. If this is changed, files that already exist must be copied manually into the new folder.
LINK1=	Project name of the first subproject.
LINKGUID1=	Unique GUID of the first subproject.
LINKMULTI1=	Identifier for multi-user projects <ul style="list-style-type: none"> ▶ 1: Multi-user projects. ▶ 0: Standalone project.
LINKPATH1=	Project path of the first subproject.

4.18 Remote Transport [ED_REMOTE], [DIRLIST] and [TRANSPASS]

[ED_REMOTE]

Entry	Description
[ED_REMOTE]	Administration of the Remote Transport parameters in the network for the Editor. Recommendation: Configuration in the dialog of the property Transport à distance in the group Général .
COM=	Definition of the COM port with serial connection (DEVICE=0).
CONFIG=	Configuration of the connection by means of serial connection or TCP/IP. For example: CONFIG=HOST=RECHNER-XY048;
DEVICE=	Type of connection: <ul style="list-style-type: none"> ▶ 0: Serial ▶ 1: TCP/IP Default: 1
EXTRA=	Settings for Windows CE. Use of the local card reading device: <ul style="list-style-type: none"> ▶ 0: No ▶ 1: yes Only has an effect if Windows CE has been activated in the project settings.
EXTRAEINTRAG=	Runtime folder on the target device when the local card reading device (EXTRA=1) for Windows CE is used.
IP_NAME=	Computer name or the IP address for the TCP/IP connection (DEVICE=1).
RECENT_x=	Last-used computer name. x stands for the number of the entry, starting with 0 for the last-used name. Example: RECENT_0=ATSGA-XY007
SERVER_DOWNLOAD	Settings for the download: <ul style="list-style-type: none"> ▶ 1: Download active. The download is also being carried out on Server 1 and Server 2. ▶ 0: Download inactive. The download only takes place on the computer that has been entered. Only has an effect if the network has been activated in the

	project settings and the transport medium TCP/IP has been selected.
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[DIRLIST]

Entry	Description
[DIRLIST]	Settings for the folder for Remote Transport
ADD_AKTIV=	<p>Transfer of files from the <code>Other</code> file folder:</p> <ul style="list-style-type: none"> ▶ 0: inactive ▶ 1: active <p>Recommendation: Configuration in the dialog of the property Transport à distance in the group Général.</p>
BITMAP=	Save path for Graphics file folder.
BITMAP_AKTIV=	<p>Transfer of files in the Graphics file folder:</p> <ul style="list-style-type: none"> ▶ 0: Files are not transferred. ▶ 1: Files are transferred. <p>Recommendation: Configuration in the dialog of the property Transport à distance in the group Général.</p>
COMMENT_x=	<p>Comments on individual entries in the source/target list. x stands for the number of the entry, starting with 0.</p> <p>Recommendation: Configuration in the dialog of the property Transport à distance in the group Général.</p>
COUNT=	Number of configured lines in the source/target list in the Transport à distance dialog. Is entered by the Editor.
DRV_AKTIV=	<p>Transfer of the files from the <code>Driver</code> file folder:</p> <ul style="list-style-type: none"> ▶ 0: inactive ▶ 1: active <p>Recommendation: Configuration in the dialog of the property Transport à distance in the group Général.</p>
HELP_AKTIV=	<p>Transfer of the files from the <code>Help</code> file folder:</p> <ul style="list-style-type: none"> ▶ 0: inactive ▶ 1: active <p>Recommendation: Configuration in the dialog of the property Transport à distance in the group Général.</p>
LISTEN=	Save path for the Texts and formats file folder.
LISTEN_AKTIV=	<p>Transfer of files in the file folder for Texts and formats:</p> <ul style="list-style-type: none"> ▶ 0: Files are not transferred.

	<p>► 1: Files are transferred.</p> <p>Recommendation: Configuration in the dialog of the property Transport à distance in the group Général.</p>
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PROJECTBASE=	<p>Target path for Runtime folder on the remote device.</p> <p>Recommendation: Configuration in the dialog of the property Transport à distance in the group Général.</p>
RDLC_AKTIV=	<p>Transfer of the files from the Report Viewer file folder:</p> <ul style="list-style-type: none"> ▶ 0: inactive ▶ 1: active <p>Recommendation: Configuration in the dialog of the property Transport à distance in the group Général.</p>
REPORTS=	<p>Save path for Tables file folder.</p>
REPORTS_AKTIV=	<p>Transfer of files in the Tables file folder:</p> <ul style="list-style-type: none"> ▶ 0: Files are not transferred. ▶ 1: Files are transferred. <p>Recommendation: Configuration in the dialog of the property Transport à distance in the group Général.</p>
SOURCE_x=	<p>Source path for individually-defined file or folder for the transfer. x stands for the number of the entry, starting with 0.</p> <p>Recommendation: Configuration in the dialog of the property Transport à distance in the group Général.</p>
SPALTENBREITE_0=	<p>Width of the column active in characters</p> <p>Recommendation: Configuration in the dialog of the property Transport à distance in the group Général.</p>
SPALTENBREITE_1=	<p>Width of the column Source in characters</p> <p>Recommendation: Configuration in the dialog of the property Transport à distance in the group Général.</p>
SPALTENBREITE_2=	<p>Width of the column Target in characters</p> <p>Recommendation: Configuration in the dialog of the property Transport à distance in the group Général.</p>
SPALTENBREITE_3=	<p>Width of the column Editing in characters</p> <p>Recommendation: Configuration in the dialog of the property Transport à distance in the group Général.</p>
SPALTENBREITE_4=	<p>Width of the column Description in characters</p> <p>Recommendation: Configuration in the dialog of the property Transport à distance in the group Général.</p>
STRAT_AKTIV=	<p>Transferring the zenon Logic files</p> <ul style="list-style-type: none"> ▶ 0: inactive ▶ 1: active <p>Recommendation: Configuration in the dialog of the property</p>

	Transport à distance in the group Général .
TARGET_x=	Target path for individually-defined file or folder for the transfer. x stands for the number of the entry, starting with 0. Recommendation: Configuration in the dialog of the property Transport à distance in the group Général .
TYPE_x=	Type of transfer for individually-defined files or folder. x stands for the number of the entry, starting with 0. Transfer types: <ul style="list-style-type: none"> ▶ 0: Copy ▶ 1: Copy and register data ▶ 2: Copy and execute data Recommendation: Configuration in the dialog of the property Transport à distance in the group Général .
VIDEO=	Save path for the Multimedia file folder.
VIDEO_AKTIV=	Transfer of files in the Multimedia file folder: <ul style="list-style-type: none"> ▶ 0: Files are not transferred. ▶ 1: Files are transferred. Recommendation: Configuration in the dialog of the property Transport à distance in the group Général .

[TRANSPASS]

Entry	Description
[TRANSPASS]	Remote Transport password on the development computer. Note: Configuration for Remote in zenon6.ini in the Remote Transport password [TRANSPASS] (à la page 139) section.
FIX=	Password is: <ul style="list-style-type: none"> ▶ 1: saved ▶ 0: not saved
KEY=	Password for Remote Transport. Is entered by the Editor.
KEYCRYPT=	Encrypted stored password for remote transport. Is only used if KEY= is empty. Default from version 7.20. The switch is carried out automatically for the conversion of a project to version 7.20. The switch must be carried out manually on the target system.

NET=	<p>Data query for the configuration of the encryption:</p> <ul style="list-style-type: none"> ▶ Not 0: After a Remote Transport connection has been established, the Editor sends a query to the remote device, requesting the data for the configuration of the encryption. The entry is set by the Make connection dialog and reset to 0 straight after the request is sent.
SER=	<p>Status of the Configure serial number and activation number in the dialog to establish a connection.</p> <ul style="list-style-type: none"> ▶ 0: inactive ▶ 1: active

4.19 Recipegroup Manager [RGM]

Entry	Description
[RGM]	Entries for the Recipegroup Manager.
REPORTFONT=	<p>Font for tables:</p> <ul style="list-style-type: none"> ▶ 1 The font can be set with Recipe Group Manager screens. The font which was specified in the settings of Police is used. ▶ 0: Standard font is used. <p>Default: 0</p> <p>If a user-defined table (created with the Report Generator) is used, the fonts set in the report are used.</p> <p>It corresponds to the Police de caractères pour la table de recette property in the Editor.</p>

4.20 Runtime [RT]

Entry	Description
[RT]	Settings for the Runtime.
ERSTE_TASTE=	<p>Execution of functions that are linked to a button:</p> <ul style="list-style-type: none"> ▶ 0: all linked functions are executed ▶ 1: only the first function found is executed
GFX_LIST_SEL_CLR_0=	<p>Color for the text of a list entry if the focus is on the element.</p> <p>The colour will be entered in decimal format. In the editor, it appears in hexadecimal with an # at the beginning. Example: Colour #8000FF in the editor corresponds to 16711808 in the INI file.</p> <p>e.g.: GFX_LIST_SEL_CLR_0=16777215</p> <p>Default: Value of the operating system</p> <p>It corresponds to the property Couleur du texte avec le focus in group Apparence graphique/Sélection couleurs pour les listes d'objets in the Editor.</p>
GFX_LIST_SEL_CLR_1=	<p>Color for the text of a list entry if the focus is not on the element.</p> <p>The colour will be entered in decimal format. In the editor, it appears in hexadecimal with an # at the beginning. Example: Colour #8000FF in the editor corresponds to 16711808 in the INI file.</p> <p>e.g.: LIST_SEL_CLR_2=0</p> <p>Default: Value of the operating system</p> <p>It corresponds to the property Couleur de texte sans le focus in group Apparence graphique/Sélection couleurs pour les listes d'objets in the Editor.</p>
GFX_LIST_SEL_CLR_2=	<p>Background color of a list entry if the focus is on the element.</p> <p>The colour will be entered in decimal format. In the editor, it appears in hexadecimal with an # at the beginning. Example: Colour #8000FF in the editor corresponds to 16711808 in the INI file.</p> <p>e.g.: LIST_SEL_CLR_2=16750899</p> <p>Default: Value of the operating system</p> <p>It corresponds to the property Couleur de fond avec le focus in group Apparence graphique/Sélection couleurs pour les listes d'objets in the Editor.</p>
GFX_LIST_SEL_CLR_3=	<p>Background color of a list entry if the focus is not on the element.</p> <p>The colour will be entered in decimal format. In the editor, it appears</p>

	<p>in hexadecimal with an # at the beginning. Example: Colour #8000FF in the editor corresponds to 16711808 in the INI file.</p> <p>e.g.: LIST_SEL_CLR_2=15790320</p> <p>Default: Value of the operating system</p> <p>It corresponds to the property Couleur de fond sans le focus in group Apparence graphique/Sélection couleurs pour les listes d'objets in the Editor.</p>
LOCKED_KEYS=	<p>Defines the look of buttons in the Runtime which are locked due to an interlocking.</p> <p>Possible formats:</p> <ul style="list-style-type: none"> ▶ 0: normal ▶ 1: gray ▶ 2: invisible <p>This property acts independent of property Identification graphique active. A gray button can for example also display a lock symbol</p> <p>Is combined with the DISREAKTION= property in Runtime ([PASSWORD] group)</p> <p>It corresponds to the property Boutons verrouillés in group Apparence graphique/Éléments verrouillés in the Editor.</p>
NOT_WORKING_AKTIV=	<p>Setting for the automatic execution of a function after a set time without operation:</p> <ul style="list-style-type: none"> ▶ 1: automatic execution active ▶ 0: automatic execution inactive. The execution is activated (=1) or deactivated (=0) with this entry. <p>Default: 0</p> <p>The function to be executed is defined with NOT_WORKING_FUNC=. The time period with NOT_WORKING_TIME=.</p> <p>It corresponds to the property Exécution autom. de fonction active in group Fonctions in the Editor.</p>
NOT_WORKING_FUNC=	<p>Number of the function that is to be executed after the time defined in NOT_WORKING_TIME=.</p> <p>It corresponds to the property Fonction in group Fonctions in the Editor.</p>
NOT_WORKING_TIME=	<p>Time in minutes after which the function stated in NOT_WORKING_FUNC= is to be executed.</p>

	It corresponds to the property Période sans action (en minutes) in group Fonctions in the Editor.
SELECTION_NORMAL=	<p>Identification of a selected entry in a list (alarm or CEL) with:</p> <ul style="list-style-type: none"> ▶ 0: Border. Recommended for better readability at high screen resolutions. ▶ 1: Bar. The background color of the selected lines is inverted. Recommended for better readability at low screen resolutions. <p>Default: 0</p> <p>It corresponds to the property Sélection encadrée in group Alarmes et événements in the Editor.</p>
TOUCHSCREEN=	<p>Automatic keyboard for touch screens:</p> <ul style="list-style-type: none"> ▶ 1: display if the input is necessary ▶ 0: do not display <p>Default: 0</p> <p>It corresponds to the property Clavier automatique in group Interaction/Clavier in the Editor.</p>
WIN_CE=	<p>Settings for use under Windows CE:</p> <ul style="list-style-type: none"> ▶ 1: Functionalities which are not supported under Windows CE are hidden in the Editor (grayed out or invisible). ▶ 0: The complete licensed functionality of the Editor is available. <p>Default: 0</p> <p>It corresponds to the property Projet Windows CE in group Général in the Editor.</p>
WITH_ACTION=1	<p>Operation of the elements:</p> <ul style="list-style-type: none"> ▶ 0: The first element under the mouse pointer is used. ▶ 1: The first element under the mouse pointer that is linked to an action is used.

4.21 Data that can be changed in Runtime [RTDATEN]

Entry	Description
[RTDATEN]	Settings for generating RT changeable data.
NOOVERWRITE_REZEPTE=	<p>Transfer of recipe groups.</p> <ul style="list-style-type: none"> ▶ 0: Recipe groups are created and transferred. Recipe groups present in Runtime are overwritten. ▶ 1: Recipe groups are not transferred. <p>Recommendation: Configuration in the editor in the dialog of the property Données modifiables dans le Runtime.</p>
NOOVERWRITE_REZEPTUREN=	<p>Transfer of recipes.</p> <ul style="list-style-type: none"> ▶ 0: Recipes are created and transferred. Recipes present in Runtime are overwritten. ▶ 1: Recipes are not transferred. <p>Recommendation: Configuration in the editor in the dialog of the property Données modifiables dans le Runtime.</p>
NOOVERWRITE_PASSWORT=	<p>Transfer of passwords.</p> <ul style="list-style-type: none"> ▶ 0: Passwords are created and transferred. Recipes present in Runtime are overwritten. ▶ 1: Passwords are not transferred. <p>Recommendation: Configuration in the editor in the dialog of the property Données modifiables dans le Runtime.</p>
NOOVERWRITE_FPM=	<p>Transfer of scheduler data.</p> <ul style="list-style-type: none"> ▶ 0: Scheduler data is created and transferred. Scheduler data present in Runtime is overwritten. ▶ 1: Scheduler data is not transferred. <p>Recommendation: Configuration in the editor in the dialog of the property Données modifiables dans le Runtime.</p>

4.22 Status [STATUS]

Entry	Description
[STATUS]	
STATUS0=	Text for the status information if bit 0 is set. A short and a long text may be entered, separated by ;.
STATUSx=	As for STATUS0 with numbers x = 1 to 63.

4.23 Reports [TABELLE]

[TABELLE]	Properties for tables.
TRENNZEICHEN=	<p>Separator for individual cells when exporting reports in Runtime to a file in *.TXT format.</p> <p>For example, only printable characters such as – or tabulator (TAB).</p> <p>Example: TRENNZEICHEN=TAB</p>

4.24 Drivers

Properties for Drivers.

4.24.1 S7TCP32 [S7TCP32]

Entry	Description
[S7TCP32]	Settings for the driver S7TCP32
FS=	<p>Defines whether the object types F&S DB Bit, F&S DB Byte, F&S Bit and F&S Byte are displayed:</p> <ul style="list-style-type: none"> ▶ 1: Display ▶ 0: No display (Default)

4.24.2 Simotion [SIMOTION]

Entry	Description
[SIMOTION]	Settings for the driver Simotion.
BLOCKWRITE=	<p>Activation of blockwrite.</p> <ul style="list-style-type: none"> ▶ 0: Blockwrite is turned off. ▶ 1: Blockwrite is turned on. Several values per TCP request are written for both global variables and axis variables. In doing so, an unbroken save block is written for global variables and a list of variable values is sent for axis variables.

4.24.3 System driver [SYSTEMTREIBER]

Entry	Description
[SYSTEMTREIBER]	Properties for system driver.
UPDATE_SEK=	Cycle time of the system driver in seconds.
WISCHER_BOXEN=	<ul style="list-style-type: none"> ▶ 0: Messages are suppressed. In this case, bit variables are available in the system driver, with which it is also possible to react to false inputs by linking a function to a limit value. ▶ 1: For wrong user input (write set value, log in, etc.) corresponding messages are displayed in the Runtime. <p>It corresponds to the Entrée incorrecte property in the Editor.</p>
WISCHER_BOXEN_USERLEVEL=	<p>Only active if WISCHER_BOXEN=1</p> <ul style="list-style-type: none"> ▶ 0: No error message is shown if the user is not authorized for this operation. The system driver variable no authorization to execute function is set nevertheless and can be evaluated via limit or reaction matrix. ▶ 1: If a user carries out a function in the Runtime which requires an authorization level which the logged in user does not fulfill, a window with an error message is displayed. <p>It corresponds to the Droits insuffisants property in the Editor.</p>

4.25 Worldview [WORLDVIEW]

Entry	Description
[WORLDVIEW]	Worldview display.
MarkCenter=	<ul style="list-style-type: none">▶ 0: no indication of a selected station▶ 1: indicates a selected station in the screen for a short while after switching to it

4.26 zenon versions and project versioning [VERSION]

Entry	Description
[VERSION]	Information on the zenon version that was last used to edit the project and information on project versioning. These are set by the Editor and must not be changed!
BETA=	Reference to the release status of the last zenon version used. <ul style="list-style-type: none"> ▶ 0: released version ▶ 1: beta version
GUID=	GUID of the project.
PROJECT_VERSION_ACTIVE =	Versioning of the project: <ul style="list-style-type: none"> ▶ 1: Project versioning is used. Every project backup is saved with an own version number. ▶ 0: No project versioning. <p>Default: 0</p> <p>It corresponds to the property Gestion de version active in group Général/Gestion de version in the Editor.</p>
PROJ_MAJOR=	Number of the main version. This can be freely issued. <p>Attention: Arbitrary changes of that number influence the consistency of the versioning.</p> <p>Configuration by means of the Version principale property in the Général/Gestion de version group.</p>
PROJ_MINOR=	Detail number for the main version. Is issued automatically. <p>It corresponds to the property Version du projet in group Général/Gestion de version in the Editor.</p>
PROJ_TIMESTAMP=	The time of the last project backup to the UTC in seconds.
SP=	Number of the service pack of the zenon version that was last used to edit the project. <p>For example: 0 for zenon 7.20 SP0.</p>
VERSION1=	Number of the main version of zenon that was last used to edit the project. <p>For example: 7 for zenon 7.20 SP0.</p>
VERSION2=	Number of the subversion of zenon that was last used to edit the project. <p>For example: 20 for zenon 7.20 SP0.</p>
XML_EXPORT_ACTIVE=	XML export of versions:

	<ul style="list-style-type: none"> ▶ 1: At each project backup an zip file (version.zip) is inserted. It includes 24 XML files with the backups of the individual modules. Note: For multi-user projects only for local backups. ▶ 0: No XML export. <p>Default: 0</p> <p>It corresponds to the property Export XML actif in group Général/Gestion de version in the Editor.</p>
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5. startup.ini

Note: Settings should be set up in the Startup Tool. Changes to `startup.ini` are only to be made by experts.

Only the settings for encrypting communication in the network are currently documented.

Entry	Description
[Settings]	
USE_ENCRYPTION=	<p>Activate or deactivate encryption:</p> <p>0: inactive</p> <p>1: active</p> <p>Entry will be applied in the Startup Tool after setting and saving.</p>
ENCRYPTION_PWD	<p>Here, the password is entered after it has been created; it is encrypted automatically. The password is encrypted by the computer, thus an identical password on different computers leads to different content for this entry.</p> <p>Entry will be applied in the Startup Tool after setting and saving.</p>
PWD_VALIDATION=	<p>Hash to check to see if the data used that is to be encrypted has changed.</p>

6. zenDB.ini:

Entries in the zenDB.ini define the connection to the SQL server. These are set up with the Startup Tool.

ENTRIES IN ZENDB.INI

FROM VERSION 7.10 SP0

Entry	Default value	Description
[PATH]	none	Path
DB60_SQL2012=	none	<p>Defines the path where the SQL databases for the zenon Editor projects are stored.</p> <p>Example:</p> <p>DB60_SQL2012=C:\ProgramData\COPA-DATA\SQL2012\</p>
[CONNECTION_SQL2012]		Connection settings for SQL Server 2012
USER=	Startup Tool: none Else: zenOnSrv	Defines the user name the zenDBSrv uses to log in to the SQL Server.
PW=	Startup Tool: none Else: srv_710	<p>Defines the password that the zenDBSrv uses with the SQL server for authentication. The password is stored in zenDB.ini in encrypted form. However, the non-encrypted default value can be used to make a connection, because encryption attempts fail due to its lengths and the default value is used directly to make a connection.</p> <p>Attention: The encryption is done via the Startup Tool. Therefore you must carry out the database setting via the Startup Tool.</p> <p>Note: Each component writes this value in encrypted form to the INI file.</p>
SQLINSTANCE=	Startup Tool: none Else: localhost	<p>Defines the SQL server instance to which zenDBSrv connects. A connection cannot be created with the default value, because it does not have an instance name. "localhost" in the instance names is replaced by the current computer name before the connection is made.</p> <p>Example:</p> <p>SQLINSTANCE=localhost\ZENON_2012</p>
SQLPROVIDER=	Startup Tool: none Else: SQLNCLI10.1	<p>Optional entry for the provider, which zenDBSrv uses to make the database connection. The default value corresponds to the SQL Server 2008 R2 native client.</p> <p>Example:</p> <p>SQLPROVIDER=SQLNCLI10.1</p>

VERSION 7.00 SP0

Entry	Default value	Description
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[PATH]	none	Path
DB60_SQL2008=	none	<p>Defines the path where the SQL databases for the zenon Editor projects are stored.</p> <p>Example:</p> <p>DB60_SQL2008=C:\ProgramData\COPA-DATA\SQL2008R2\</p>
[CONNECTION_SQL2008]		Connection settings for SQL Server 2008R2
USER=	Startup Tool: none Else: zenOnSrv	Defines the user name the zenDBSrv uses to log in to the SQL Server.
PW=	Startup Tool: none Else: srv_700	<p>Defines the password that the zenDBSrv uses with the SQL server for authentication. The password is stored in zenDB.ini in encrypted form. However, the non-encrypted default value can be used to make a connection, because encryption attempts fail due to its lengths and the default value is used directly to make a connection.</p> <p>Note: Each component writes this value in encrypted form to the INI file.</p>
SQLINSTANCE=	Startup Tool: none Else: localhost	<p>Defines the SQL server instance to which zenDBSrv connects. A connection cannot be created with the default value, because it does not have an instance name. "localhost" in the instance names is replaced by the current computer name before the connection is made.</p> <p>Example:</p> <p>SQLINSTANCE=localhost\ZENON_2008R2</p>
SQLPROVIDER=	Startup Tool: none Else: SQLNCLI10.1	<p>Optional entry for the provider, which zenDBSrv uses to make the database connection. The default value corresponds to the SQL Server 2008 R2 native client.</p> <p>Example:</p> <p>SQLPROVIDER=SQLNCLI10.1</p>

VERSION 6.51 SP0

Entry	Default value	Description
[PATH]		Path
DB60_SQL2008=	none	<p>Path definition.</p> <p>Example:</p> <p>DB60_SQL2005=C:\ProgramData\COPA-DATA\SQL\</p>
[CONNECTION_SQL2005]		
SQLSERVICE_SQL2005=	localhost\ZENON_DEV	<p>Name of the service that starts the SQL server instance. Must correspond to the PROVIDER_SQL2005= entry in</p>

		the Data Source section. Example: SQLSERVICE_SQL2005=MSSQL\$ZENON_DEV
USER=	none	User. Example: USER=zenOnSrv
PW=	none	Password. Is issued in the Startup Tool and stored in encrypted form. Example: PW=0x9C 0x94 0xC6 0x50 0x15 0x80 0x79 0x06 0x32 0xED 0x4E 0xE1 0x15 0xDD 0x7C 0x90
SQLINSTANCE=	none	SQL Instant. Example: SQLINSTANCE=localhost\ZENON_DEV

FROM VERSION 6.21 SP0 TO VERSION 6.50 SP0

Entry	Default value	Description
[PATH]		Path
DB60_SQL2008=	None	Path definition. Example: DB60_SQL2005=C:\ProgramData\COPA-DATA\SQL\
[CONFIG]		
SQLSERVICE_SQL2005=	localhost\ZENON_DEV	Name of the service that starts the SQL server instance. Must correspond to the PROVIDER_SQL2005= entry in the Data Source section. Example: SQLSERVICE_SQL2005=MSSQL\$ZENON_DEV
PROVIDER_SQL2005=		Entry for the provider, which zenDBSrv uses to make the database connection. Example PROVIDER_SQL2005=Provider=SQLNCLI.1;Password=srv_601;Persist Security Info=True;User ID=zenOnSrv;Initial Catalog=%s;Data Source=localhost\ZENON_DEV;

UP TO VERSION 6.20 SP4

Entry	Default value	Description
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[PATH]		Path
DB60=		Example: DB60=C:\SQL\
[CONFIG]		
SQLSERVICE=	MSSQL\$ZENON	Defines the path where the SQL databases for the zenon Editor projects are stored.
Provider=		Entry for the provider, which zenDBSrv uses to make the database connection. Example: Provider=Provider=SQLOLEDB.1;Password=zenon;Persist Security Info=False;User ID=sa;Initial Catalog=%s;Data Source=localhost\ZENON

7. zenon6.ini

Settings should be set up in the Editor. Changes to `zenon6.ini` are only to be made by experts.



Informations

Le fichier **zenon6.ini** se trouve dans le chemin suivant :

Windows 7 / 8 / NT4.0 %ProgramData%\COPA-DATA\System\

7.1 General settings [DEFAULT]

Entry	Description
[DEFAULT]	General settings.
ACTIVATIONKEY7=	<p>Encrypted activation for dongle and software licensing</p> <p>The entry is as follows for versions before zenon 7.0: ACTIVATIONKEY=</p> <p>Recommendation: Configuration by means of the File -> General settings -> License product dialog.</p>
ACTIVATIONKEY7_n=	<p>Alternative activation key for dongle. This enables the Editor and Runtime to be started with different licenses and dongles.</p> <p>► n: number between 1 and 9.</p> <p>When the Editor or Runtime is started, existing license numbers and activation keys are checked in the order of their entries. If one is found, a check is made to see if the dongle for this is present. If both events are applicable, the Editor or Runtime is started; otherwise the next entry is checked.</p> <p>This procedure is executed along the same lines for the SERIAL7_n= entry.</p> <p>Example: Only Runtime is activated in the main ACTIVATIONKEY7= entry. There is no second entry with an activation for the Editor. A service technician who wants to put the Editor into operation only needs to insert their dongle without having to change the activation key.</p>
AUTOEXCEPTIME=	<p>Time for the display of the exception box in seconds.</p> <p>If this entry is missing or it is set to 0, then the box is displayed until it is confirmed with OK.</p>
DEFANWENDUNG30=	Currently selected project
DEFWORKSPACE=	<p>Name of the active workspace that is loaded when the program is started.</p> <p>Recommendation: Selection via the General tab in the Startup Tool.</p>
LANGUAGE=	<p>Pre-set language:</p> <ul style="list-style-type: none"> ► ENGLISH ► ENGLISH ► ITALIAN ► FRENCH ► ...

	Note: This INI entry is also valid for the zenon Web Client.
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LASTPROJEKT=	<p>Last project called up in the Editor. Is set by the Editor on ending.</p> <p>Entry is ignored if, in the Startup Tool, the Overwrite INI settings option is activated.</p>
RT_CXMAINFRAME=	<p>Width of the resolution of all monitors minus 1 pixel.</p> <p>Saves together with RT_CYMAINFRAME= the position and size of the Runtime window.</p>
RT_CXRESOLUTION=	<p>Width of the resolution of the target computer in Runtime in pixels, depending on the value of the RT_CXMAINFRAME property. It is not necessary to subtract a pixel from this.</p>
RT_CYMAINFRAME=	<p>Height of the resolution of all monitors minus 1 pixel.</p> <p>Saves together with RT_CXMAINFRAME= the position and size of the Runtime window.</p> <p>Attention: If the toolbar is embedded, its height must be considered and more pixels must be subtracted.</p>
RT_CYRESOLUTION=	<p>Height of the resolution of the target computer in Runtime in pixels, depending on the value of the RT_CYMAINFRAME property. It is not necessary to subtract a pixel from this.</p>
RTENDDELAY=	<p>Delay when ending Runtime in milliseconds (ms), if this is recursive in calls on ending.</p> <p>Example: RTENDDELAY=30000</p>
SCREENPROFILE=	<p>Selected monitor profile for current computer. This is true for all projects.</p> <p>Recommendation: Configuration by means of the dialog of the Gestion de moniteur property in the project properties of the Apparence graphique/Généralités runtime group.</p>
SERIAL7=	<p>Serial number for dongle and software licensing</p> <p>The entry is as follows for versions before zenon 7.0: SERIAL=</p> <p>Recommendation: Configuration by means of the File -> General settings -> License product dialog.</p>
SERIAL7_n=	<p>Alternative serial number for dongle. This enables the Editor and Runtime to be started with different licenses and dongles.</p> <p>► n: number between 1 and 9.</p> <p>When the Editor or Runtime is started, existing license numbers and activation keys are checked in the order of their entries. If one is found, a check is made to see if the dongle for this is present. If both events are applicable, the Editor or Runtime is started; otherwise the next entry is checked.</p> <p>This procedure is executed along the same lines for the ACTIVATIONKEY7_n= entry.</p>

	<p>Example: Only Runtime is licensed in the main SERIAL= entry. There is a second entry with license for the Editor. A service technician who wants to put the Editor into operation only needs to insert their dongle without having to change the serial number.</p>
SICAM230KEY7	Additional activation key for SICAM 230.
STARTDELAY=	<p>Delay of Runtime start when booting up start in milliseconds (ms).</p> <p>In the event of problems with the automatic start of Runtime with the operating system, Runtime can be started after a delay with this setting. The operating system therefore has more time to start all required services.</p>
STRING=	<p>Name of the project that is to be reloaded if reloading is triggered at the Server.</p> <p>Entry is made in the zenOn6.ini of the server.</p>

7.2 AML and CEL filtering for name and identification [AlarmFilterDialog]

Entry	Description
[AlarmFilterDialog]	<p>Saves historical entries in the filter for Variable name and identification in the General tab when configuring screen switching to AML, CEL and filter screen type screens.</p> <p>The list is supplemented in the event of new entries in the combo box after the filter dialog of screen switching is closed. The entry that is currently set in the combo box is not saved. The historical entries are applicable for all projects on the local computer and are available for selection in the drop-down list.</p>
History1_COUNT=	Number of entries in the drop-down list for variable name .
History1_x=	<p>Entry in the drop-down list for variable name. x stands for serial numbering that starts with 0.</p> <p>Example: History1_2=*top</p>
History2_COUNT=	Number of entries in the drop-down list for identification .
History2_x=	<p>Entry in the drop-down list for identification. x stands for serial numbering that starts with 0.</p> <p>Example: History2_2=*filler</p>

7.3 Workspaces [RECENTWORKSPACES]

Shows the five workspaces that were loaded last including the path. These settings are written to zenon6.ini by the Editor on closing. These five workspaces are displayed in the **File** menu.

Entry	Description
[RECENTWORKSPACES]	Section for the five workspaces that were loaded last.
WORKSPACE0= WORKSPACE1= WORKSPACE2= WORKSPACE3= WORKSPACE4=	<p>Workspace that was loaded last. The more recent, the lower the sequence number.</p> <ul style="list-style-type: none">▶ WORKSPACE0: workspace that was loaded last▶ WORKSPACE4: Workspace with the time of last use that is the longest. <p>The complete path to the workspace is shown. For example: WORKSPACE0=C:\Users\Public\Documents\zenon_Projects\Demo711.wsp6</p>

7.4 Archive revision [ARCHEDIT]

Entry	Description
[ARCHEDIT]	Properties for archive editing.
ARCHEDITFONT=	Selection of the font. Recommendation: Can be configured in the Runtime in the dialog diagramm window.
DATUMBREITE=	Width of the column Date/Time in characters. Recommendation: Can be configured in the Runtime in the dialog diagramm window.
EINHEITBREITE=	Width of the column Measuring unit in characters Recommendation: Can be configured in the Runtime in the dialog diagramm window.
KENNUNGBREITE=	Width of the column Identification in characters. Recommendation: Can be configured in the Runtime in the dialog diagramm window.
KURZBEZEICHNUNG=	Display of the archive editing in the table: <ul style="list-style-type: none"> ▶ 1: yes ▶ 0: No
STATUSBREITE=	Width of the column Status in characters. Recommendation: Can be configured in the Runtime in the dialog diagramm window.
VARIABLEBREITE=	Width of the column Variable in characters Recommendation: Can be configured in the Runtime in the dialog diagramm window.
WERTBREITE=	Width of the column Value in characters. Recommendation: Can be configured in the Runtime in the dialog diagramm window.
ZUSTANDBREITE=	Width of the column Text in characters. Recommendation: Can be configured in the Runtime in the dialog diagramm window.
ZWANGSSPEICHERN=	Correction of entries in aggregated archives: <ul style="list-style-type: none"> ▶ 1: all entries ▶ 0: only amended entries

7.5 Command Processing [Befehlsgabe]

Entry	Description
[Befehlsgabe]	Attention: Only for SICAM 230 .
Befehlsstring=	Logging of command in the CEL for command processing: <ul style="list-style-type: none"> ▸ 0: inactive ▸ 1: active
CODE=	Code number query: <ul style="list-style-type: none"> ▸ 0: off ▸ 1: on
CodeKontrolle=	Feasibility check when querying the code numbers: <ul style="list-style-type: none"> ▸ 0: off ▸ 1: on
POSITION=	Defines position and size of the login/logout mask. Value range from 0 to 1. The values are entered in the following syntax, separated by a comma: xleft, xright, yup, ydown Default: 0.001, 0.999, 0.835, 0.964
TASTE=	Key assignment for two-hand operation. Possible entries: <ul style="list-style-type: none"> ▸ No entry: One-hand operation ▸ RETURN: Enter key ▸ SPACE: Space key ▸ F2 to F12: One of the F keys (except F1) ▸ A to Z and 0 to 9: One alphanumeric character Default: no entry

7.6 Operating authorization in Everywhere Server by zenon [password]

Entry	Description
[PASSWORD]	Configuration of the access authorization for Everywhere Server.
EVWH_ACCESS=	Authorization level that has access to the Everywhere Server. Value: Number of the configured authorization level Default: 0 (= everyone has access)

7.7 Diagnosis Server [SYS_REMOTE] and [LOGGING_SYSTEM]

From version 7, Remote and diagnosis are carried out by means of two different services. If there are both old and new Diagnosis Clients and/or Diagnosis Servers on a device, these can be configured independently of each other by means of INI entries. For example, the LOG entries of old Diagnosis Clients are diverted, without the LOG entries of new clients being affected.

DIAGNOSIS SERVER BEFORE VERSION 7.00 SP0

INI entry	Description
[SYS_REMOTE]	Section in zenon6.ini. Contains parameters for zenSysSrv (Remote Transport and Diagnosis Server).
LOGDirectory=	Defines folder for the LOG files. If there is no entry, the LOG folder in the %ProgramData% folder is used as a default value. Example: LOGDirectory= %ProgramData%\COPA-DATA\zenon651\LOG
CONFIG=	Configuration string for the Diagnosis Server and zenSysSrv . Remote Transport and the diagnosis system use the same server configuration up to and including version 6.51 SP0. The string consists of the following parts: DEVICE = [Device] ; HOST = [Hostname] ; PORT = [Port] ; TIMEOUT = [Timeout] <ul style="list-style-type: none"> ▶ DEVICE: Sets the communication type used. TCP/IP and serial are available. ▶ HOST: Is set to the computer name of the Diagnosis Server. ▶ PORT: states the port to be used. ▶ TIMEOUT: Provides the time-out time for the connection in seconds. ▶ BAUD: Provides the connection speed of a serial connection. <u>PC configuration:</u> <ul style="list-style-type: none"> ▶ DEVICE=TCP/IP ▶ HOST=localhost ▶ PORT=1101 ▶ TIMEOUT=10 <u>CE configuration:</u> <ul style="list-style-type: none"> ▶ DEVICE=COM1 ▶ BAUD=115200
LOGMinFreeDiskSpace=	Defines minimum memory (in MB) that must be available on the hard drive. LOG files are deleted before this value is gone below. Default: 1024
LOGMaxUsedDiskSpace=	Defines the maximum memory on the hard drive in MB used for LOG files. LOG files are deleted if this value is exceeded. Default: 1024
LOGMinUsedDiskSpace=	Defines memory on the hard drive (in MB) that is used even if there are no LOG files. Default: 5

LOGLogLifeTime=	Defines the lifecycle of the LOG files in seconds. Older LOG files are deleted. Default: 1209600 (corresponds to 14 days)
LOGImageCnt=	Defines the number of LOG entries, after which all incremental LOG files are written. ‣ 0: inactive (default)
LOGLogUpdateTime=	Number of milliseconds, after which the LOG entries received are written to a LOG file. Default: 2000
LOGMaxBufferedRecs=	Defines the number of LOG entries that are buffered if they cannot be written to files. Default: 10240
LOGMaxLogFileSize=	Maximal size of a log file in bytes. If a log file reaches this size, it is closed and a new log file is created. Default: 5242880 (corresponds to 5 MB)
LOGCheckDiskTime=	Defines the interval in seconds, in which the memory occupied by LOG files is checked. Default: 60
INIT=	Action when starting the application with Windows CE: ‣ 0: end immediately ‣ 1 (or other value greater than 2): Open listening port in minimize to system tray ‣ 2: only display surface Default: 1 Note: As part of the separation of zenSysSrv and zenLogSrv for zenon 7.00, this default value was also changed for other versions. The default value was previously 2.

DIAGNOSIS SERVER FROM VERSION 7.00 SP0

INI entry	Description
[LOGGING_SYSTEM]	Section in zenon6.ini. Contains parameters for the Diagnosis Server. Only affects zenLogSrv and has no effect on zenSysSrv .
LOGDirectory=	Defines the folder for the LOG files. If there is no entry, the following is used as a standard value: ‣ The path extracted from the Registry, for example: %ProgramData%\COPA-DATA\LOG ‣ the LOG folder in the ProgramData folder of the zenLogSrv, if no path is

	defined in the registry, e. g. %ProgramData%\COPA-DATA\zenon700\LOG
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CONFIG=	<p>Configuration string for the Diagnosis Server. The string consists of the following parts:</p> <p>DEVICE=TCP/IP;HOST=[Hostname];PORT=[Port];TIMEOUT=[Timeout]</p> <ul style="list-style-type: none"> ▶ DEVICE: Sets the communication type used and must always be set to TCP/IP ▶ HOST: Is set to the computer name of the Diagnosis Server. ▶ PORT: states the port to be used. ▶ TIMEOUT: Provides the time-out time for the connection in seconds. <p><u>Configuration:</u></p> <ul style="list-style-type: none"> ▶ DEVICE=TCP/IP ▶ HOST=localhost ▶ PORT=50780 ▶ TIMEOUT=10
LOGMinFreeDiskSpace=	<p>Defines minimum memory (in MB) that must be available on the hard drive. LOG files are deleted before this value is gone below.</p> <p>Default: 1024</p>
LOGMaxUsedDiskSpace=	<p>Defines the maximum memory on the hard drive in MB used for LOG files. LOG files are deleted if this value is exceeded.</p> <p>Default: 1024</p>
LOGMinUsedDiskSpace=	<p>Defines memory on the hard drive (in MB) that is used even if there are no LOG files.</p> <p>Default: 5</p>
LOGLogLifeTime=	<p>Defines the lifecycle of the LOG files in seconds. Older LOG files are deleted.</p> <p>Default: 1209600 (corresponds to 14 days)</p>
LOGImageCnt=	<p>Defines the number of LOG entries, after which all incremental LOG files are written.</p> <p>Default: 0</p>
LOGLogUpdateTime=	<p>Number of milliseconds, after which the LOG entries received are written to a LOG file.</p> <p>Default: 2000</p>
LOGMaxBufferedRecs=	<p>Defines the number of LOG entries that are buffered if they cannot be written to files.</p> <p>Default: 10240</p>
LOGMaxLogFileSize=	<p>Maximal size of a log file in bytes. If a log file reaches this size, it is closed and a new log file is created.</p> <p>Default: 5242880 (corresponds to 5 MB)</p>

LOGCheckDiskTime=	<p>Defines the interval in seconds, in which the memory occupied by LOG files is checked.</p> <p>Default: 60</p>
INIT=	<p>Action when starting the application with Windows CE:</p> <ul style="list-style-type: none"> ▶ 0: end immediately ▶ 1 (or other value greater than 2): Open listening port in minimize to system tray ▶ 2: only display surface <p>Default: 1</p>

DIAGNOSIS CLIENT BEFORE VERSION 7.00 SP0:

INI entry	Description
[SYS_REMOTE]	<p>Section in zenon6.ini.</p> <p>Contains parameters for the Diagnosis Client.</p>
LOG_CONFIG=	<p>A configuration string for the Diagnosis Client is stored here. The string consists of the following parts:</p> <p>DEVICE=TCP/IP; HOST= [Hostname] ; PORT= [Port] ; TIMEOUT= [Timeout]</p> <ul style="list-style-type: none"> ▶ DEVICE: Sets the communication type used and must always be set to TCP/IP ▶ HOST: Is set to the computer name of the Diagnosis Server. ▶ PORT: states the port to be used. ▶ TIMEOUT: Provides the time-out time for the connection in seconds. <p><u>Configuration:</u></p> <ul style="list-style-type: none"> ▶ DEVICE=TCP/IP ▶ HOST=localhost ▶ PORT=1101 ▶ TIMEOUT=10

DIAGNOSIS CLIENT FROM VERSION 7.00 SP0

INI entry	Description
[LOGGING_SYSTEM]	<p>Section in zenon6.ini.</p> <p>Contains parameters for the Diagnosis Client.</p>
LOG_CONFIG=	<p>A configuration string for the Diagnosis Client is stored here. The string consists of the following parts:</p>

	<p>DEVICE=TCP/IP;HOST=[Hostname];PORT=[Port];TIMEOUT=[Timeout]</p> <ul style="list-style-type: none"> ▶ DEVICE: Sets the communication type used and must always be set to TCP/IP ▶ HOST: Is set to the computer name of the Diagnosis Server. ▶ PORT: states the port to be used. ▶ TIMEOUT: Provides the time-out time for the connection in seconds. <p><u>Configuration:</u></p> <ul style="list-style-type: none"> ▶ DEVICE=TCP/IP ▶ HOST=localhost ▶ PORT=50780 ▶ TIMEOUT=10
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NOTE:

INIT UNDER CE

Under Windows CE we urgently recommend to not set entry **INIT**= (in section [LOGGING_SYSTEM] or [SYS_REMOTE]) to value 2.

Reason: The value 2 means that both **sysSrvCE** and **LogSrvCE** only display the user interface and do not open the listening port.

If now a Diagnosis Client wants to establish a connection, it will fail. As in this case the Diagnosis Clients start process **LogSrvCE** and the process does not open the port, each Diagnosis Client starts such a process. This leads to several parallel LogSrvCE processes and to a delay in starting the Diagnosis Clients as it waits for the timeout of the connection while establishing the diagnosis connection.

ZENLOGSRV ON A SYSTEM WITH DIFFERENT VERSIONS

If **zenLogSrv** is used on a system with different versions as a central local diagnosis server, the entry **LOG_CONFIG** in the [SYS_REMOTE] such must be as follows:

DEVICE=TCP/IP;HOST=localhost;PORT=5780;TIMEOUT=10

Reason: Older clients then use **zenLogSrv** as the Diagnosis Server. New clients do this automatically. This service is switched on automatically on the PC when the system is started; it must be started manually with CE.

Attention: If the port cannot be reached, older clients start **zenSysSrv** and retry connecting to it.

7.8 Printer general [DRUCKER] and [FRM_PRNT]

Entry	Description
[DRUCKER]	Printer assignment. These settings are configured in the Editor in the following menu: File -> General configuration -> Default -> Printer.
ALARM=	Online printer for Alarm Message List or Chronological Event List in the runtime. Selection if AML or CEL in the project properties in the group Alarmes et événements or over the files ALAR . FRM and/or BTB . FRM.
ALARM_OFFL=	Offline printer for Alarm Message List or Chronological Event List by clicking the button print in the respective screen. Format configuration in the files ALARM_G . FRM or BTB_G . FRM. The printer defined in the ALARM= entry is used if no entry is present.
WERTE=	Printer for reports and if the function print the current value (output of the current values and tables) was selected.
HDDRUCKER=	Printer for screenshots
LISTDRUCKER=	Printer for general lists.
[FRM_PRNT]	Configuration of the formatted output of the AML/CEL with FRM_PRNT.DLL.
LINES=	Entry of the number of lines per page. Default: 0

7.9 Editor [EDITOR] and [Editor/CustomMenu]

Entry	Description
[EDITOR]	Settings in the Editor. Recommendation: Configuration in the options -> settings.
CASESENSITIVEFILTER=	Filter in detail view is case sensitive <ul style="list-style-type: none"> ▶ 0: No ▶ 1: yes
DIRECTX_TYPE=	Decides whether hardware acceleration is used: <ul style="list-style-type: none"> ▶ 1: active ▶ 0: inactive Default: 1
DYNRAHMEN=	Display frames around dynamic elements in the Editor: <ul style="list-style-type: none"> ▶ 0 not active ▶ 1: active (default)
EINGABE_SOFOORT=	Immediate call up of an element's input field on creation: <ul style="list-style-type: none"> ▶ 0: No ▶ 1: yes
FANGPUNKTE=	Use of magic points: <ul style="list-style-type: none"> ▶ 0: off ▶ 1: on
FANGPUNKTESIZE=	Size of magic points for screens, in pixels.
FANGPUNKTESIZE_TEMPL=	Size of magic points for frames, in pixels.
KOORD_GLOBAL=	Display of the coordinates: <ul style="list-style-type: none"> ▶ 0: Client coordinates of the window ▶ 1: screen-independent (global) pixel coordinates
LASTWORKSPACE=	Automatic loading of the last-used workspace when the Editor is started. <ul style="list-style-type: none"> ▶ 1: last workspace is loaded automatically ▶ 0: Editor starts without loading workspace
RASTER=	Position in grid: <ul style="list-style-type: none"> ▶ 0 not active ▶ 1: active
RASTER_ABSTAND_X=	Horizontal grid distance in pixels.

	Default = 5
RASTER_ABSTAND_Y=	Vertical grid distance in pixels. Default = 5
RASTER_COLOR=	Color of the grid points. The colour will be entered in decimal format. In the editor, it appears in hexadecimal with an # at the beginning. Example: Colour #8000FF in the editor corresponds to 16711808 in the INI file.
RASTER_GRID=	Display grid: <ul style="list-style-type: none"> ▶ 0: off (default) ▶ 1: on
RASTER_TYPE=	Tye of grid: <ul style="list-style-type: none"> ▶ 0: full ▶ 1: dotted (is no longer supported from version 7.20 and is replaced with 0 on project conversion.) ▶ 2: Intersections
RUECK_ANZ=	Number of actions that can be undone. For example: RUECK_ANZ=10
SORTLOGICAL=	Logical sorting of texts in the detail view: <ul style="list-style-type: none"> ▶ 0: off ▶ 1: on
SPOT=	Size of the corner points of the elements Default = 5
SUCHE=	Pixel distance up to position change to establish the same point on moving. Default = 5
SYMBOL_COLOR=	Background color of the symbol in the symbol editor, in order to easier recognize the drawing area. Default: White Entry for white: SYMBOL_COLOR=16777215
USE_WIZARDS=	Use of assistants when configuring: <ul style="list-style-type: none"> ▶ 0: off ▶ 1: on <p>Note: Only affects assistants for configuration (e.g. archiving), but not wizards (e.g. project wizard).</p>
WINDOW=	The Editor stores its screen position in this entry in the file <code>zenon6.ini</code> when it is closed. It is started at the saved position next time it is started.

	<ul style="list-style-type: none"> ▶ First number: Defines if the window is minimized (1), maximized (2) or displayed normally (3). ▶ Other numbers: Position from the upper left corner. <p>Example: WINDOW=3,109,181,589,661</p>
WORKSPACEVIEW=	<p>Display of the workspace in the Editor:</p> <ul style="list-style-type: none"> ▶ 1: Display of workspace active ▶ 0: display of workspace inactive

USER-DEFINED MENU

Entry	Description
[Editor/CustomMenu]	<p>Settings for the user-defined menu in the editor.</p> <p>Recommendation: Configuration by means of options -> Settings -> Tools menu.</p>
Arguments#0=	Parameter for the program execution.
File#0=	Name of the file to execute for menu entry 0.
Name#0=	Entry in the menu for program 0.

7.10 Everywhere Server [EVERYWHERE]

Entry	Description
[EVERYWHERE]	Configuration of the global properties for Everywhere Server.
CERTIFICATE=	<p>Server certificate subject for HTTPS</p> <p>Subject of the certificate. The certificate must be saved in the Machine Store in the MY node (your own certificates).</p> <p>e.g.: CERTIFICATE=CN=MyComputerName</p>
ENABLE=	<ul style="list-style-type: none"> ▶ 1: Everywhere Server is started with zenon Runtime. ▶ 0: Everywhere Server is not started. <p>Default: 0</p>
PORT=	<p>HTTPS port for communication with the Everywhere Server</p> <p>Default: 8050</p>
WRITE_ACCESS=	<ul style="list-style-type: none"> ▶ 0: Only read access via Everywhere Server is possible. ▶ 1: Allows the writing of variables and the acknowledgment of alarms. <p>Default: 0</p>

Find out more information in the chapter <Driver variables>.

7.11 Extended Trend [EW-TREND]

Entry	Description
[EW_TREND]	Configuration of Extended Trend
AUTOSKALIERUNG=	<p>Defines if autoscaling by default is active or not.</p> <ul style="list-style-type: none"> ▶ 0: active ▶ 1: inactive

7.12 Export [EXPORT]

Entry	Description
[EXPORT]	Export configuration.
AML_CEL_NEU=	Export to dBase file: <ul style="list-style-type: none">▶ 0: in default format▶ 1: in the columns as configured for the corresponding lists

7.13 Window settings [PROPERTY]

Entry	Description
[PROPERTY]	Settings for properties window and output window.
OUTPUTHIDEERRORS=	Suppress display of errors in the output window: <ul style="list-style-type: none"> ▶ 0: Displayed ▶ 1: No display
OUTPUTHIDEMESSAGES=	Suppress display of messages in the output window: <ul style="list-style-type: none"> ▶ 0: Displayed ▶ 1: No display
OUTPUTHIDEWARNINGS=	Suppress display of warnings in the output window: <ul style="list-style-type: none"> ▶ 0: Displayed ▶ 1: No display
SHOWALL=	Display of the properties in the properties window: <ul style="list-style-type: none"> ▶ 0: off ▶ 1: on
SHOWFAVORITES=	Display of the favorites in the properties window: <ul style="list-style-type: none"> ▶ 0: off ▶ 1: on If the VIEW= property has the value 2, favorites are always shown.
SORT=	Sorting in the properties window: <ul style="list-style-type: none"> ▶ 0: ascending ▶ 1: descending ▶ 2: logical
VIEW=	View of the properties in the properties window: <ul style="list-style-type: none"> ▶ 0: grouped ▶ 1: all ▶ 2: Dialog view

7.14 IP address under Windows CE [IPADDR]

Entry	Description
[IPADDR]	<p>Only under Windows CE.</p> <p>Because HOSTS files are not supported under CE, computer names are assigned using an IP address assignment list.</p> <p>This list is only necessary in networks without DNS. If a DNS server exists, Windows CE resolves the names by itself.</p> <p>The list can only be edited by hand with a text editor. Usually only the address of the defined server has to be entered.</p>
COMPUTERNAME1=	<p>Allocates an IP address to a computer COMPUTERNAME1.</p> <p>Example: MAIN=10.20.10.01 allocates the computer name MAIN to the corresponding IP address.</p> <p>Attention: All entries (computer names) must be in capitals, otherwise they are not recognized</p>

7.15 Message Control [MESSAGE CONTROL]

Entry	Description
[MESSAGE CONTROL]	<p>Settings for the module Message Control.</p> <p>Recommendation: Configuration via the properties of the Module Message Control group in the workspace including subgroups and the properties of the Paramètres spécifiques au projet group in the Message Control node in the project tree.</p>
GSM_SMS=	<p>Activation of SMS via GMS as sending type.</p> <ul style="list-style-type: none"> ▶ 0: active ▶ not 0: inactive <p>Default: 0</p> <p>The entry equals entry [GSM] à On in file Message32.ini and is considered at the import/export of the INI setting.</p>
GSM_SMS_COM=	<p>COM port that is used for the connection to the modem.</p> <p>Default: empty</p>
GSM_SMS_PIN=	<p>PIN code which is used for authentication towards the modem.</p> <p>Default: empty</p>
GSM_SMS_SMSC=	<p>Telephone number of the message center of the GSM provider.</p> <p>Default: empty</p>
GSM_BULK_DELETE=	<p>0: all SMSs that have been read are deleted individually</p> <p>1: all SMSs that been read are deleted at the same time</p> <p>Default: 0</p>
Outlook=	<p>Email notification via Outlook:</p> <ul style="list-style-type: none"> ▶ 0: inactive ▶ 1: active <p>Default: 0</p>
Outlook_Profile=	<p>Name of the Outlook profile which should be used for sending.</p> <p>Default: empty</p>
POP_APOP=	<p>Defines whether the APOP command should be used.</p> <ul style="list-style-type: none"> ▶ 1: active ▶ 0: inactive <p>Default: 0</p>
POP_KEEP_MAILS=	<p>Defines whether read e-mails remain on the server.</p> <ul style="list-style-type: none"> ▶ 1: E-mails are not deleted after they were fetched from the

	<p>server</p> <ul style="list-style-type: none">▶ 0: E-mails are deleted after they were fetched from the server <p>Default: 0</p>
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POP_PASSWORD=	Hex dump of the encrypted password for authentication at the incoming server. Default: empty
POP_POLL_INTERVALL=	Minimum period between two POP3 requests in seconds. Minimal: 10 Default: 60
POP_PORT=	Defines the used port at the POP3 Server. Default: 110
POP_SECURITY=	Type of connection protection to the POP3 Server. <ul style="list-style-type: none"> ▶ 0, no security ▶ 1: SSLv2 and SSLv3 ▶ 2: TLSv1 Default: 0
POP_SERVER=	POP3 Server saved. Default: empty
POP_USER=	User name for the incoming server. Default: empty
SMSGateway=	SMS notification via SMS gateway: <ul style="list-style-type: none"> ▶ 0: inactive ▶ 1: active Default: 0
SMSGateway_Inbox=	Income folder for sending SMS. Default: empty
SMSGateway_OriginId=	Sender identification for sending SMS. Default: empty
SMSGateway_Outbox=	Outgoing folder for sending SMS. Default: empty
SMSGateway_Prefix=	First letter of the SMS files. Length: 1 character Default: F
SMSGateway_SemaphorPrefix=	First letter of the lock file. Length: 1 character Default: S

MSGateway_SmartAlarm=	Smart alarming is used. Default: 0
MSGateway_Statusbox=	Folder for the status message at SMS sending. Default: empty
MSGateway_TimeOut=	Timeout for outgoing messages in minutes. Defines after what period of time a message is interpreted as "not send successfully". Default: 60
SMTP_AUTH=	Authentication at the outgoing server. <ul style="list-style-type: none"> ▶ 0, no security ▶ 1: log in to the POP3 Server before sending ▶ 2: SMTP AUTH Default: 0
SMTP_OTHER_CREDS=	Defines whether the outgoing server uses different log in data than the incoming server. <ul style="list-style-type: none"> ▶ 0: inactive ▶ 1: active Default: 0
SMTP_PASSWORD=	Hex dump of the encrypted password for authentication at the outgoing server. Default: empty
SMTP_OUT_ADDR=	Address for outgoing e-mails. Default: empty
SMTP_POP_MAIL=	Email notification via OP: <ul style="list-style-type: none"> ▶ 1: active ▶ 0: inactive Default: 0
SMTP_PORT=	Defines the used port at the SMTP Server. Default: 25
SMTP_SECURITY=	Type of connection protection to the SMTP Server. <ul style="list-style-type: none"> ▶ 0, no security ▶ 1: SSLv2 and SSLv3 ▶ 2: TLSv1 Default: 0

SMTP_SERVER=	The SMTP Server entered by the user. Default: empty
SMTP_SRV_IS_POP=	This entry defines whether the POP3 Server is used as SMTP Server. <ul style="list-style-type: none"> ▶ 1: POP 3 is SMTP ▶ 0: POP3 and SMTP are different Servers Default: 0
SMTP_SUBJECT=	Subject for outgoing e-mails and for detecting whether an incoming e-mail at the server is relevant for the sending type. Default: MsgCtrl_Alert
SMTP_USER=	User name saved for the outgoing server. Default: empty
SMTP_USER_IS_ADDR=	Defines whether the user name for authentication towards the outgoing server is used as sender address for outgoing mails. <ul style="list-style-type: none"> ▶ 1: active ▶ 0: inactive Default: 0
Speech=	Notification by text to speech: <ul style="list-style-type: none"> ▶ 0: inactive ▶ 1: active Default: 0
Speech_Name=	Selection of speech and language Default: empty
Speech_Rate=	Speech speed. <ul style="list-style-type: none"> ▶ Minimum: -10 ▶ Maximum: 10 Default: 0
Speech_Volume=	Speech volume. Number equals the percent value of the maximum value of the selected speech. <ul style="list-style-type: none"> ▶ Maximum: 100 ▶ Minimum: 1 ▶ 0: Number of the operating system is take over without change. Default: 0
Subject=	Unique ID which incoming e-mails must contain in order to be

	<p>processed in Message Control.</p> <p>Default: empty</p>
Telephone=	<p>Notification by audio file:</p> <ul style="list-style-type: none"> ▶ 0: inactive ▶ 1: active <p>Default: 0</p>
Telephone_IgnoreDisconnect=	<p>Behavior in the event of a loss of connection::</p> <ul style="list-style-type: none"> ▶ 1: A disconnection (e.g. recipient ends call) is ignored and the message is played back completely before the line is closed. ▶ 0: Message is aborted when the connection breaks. <p>Default: 0</p>
Telephone_Timeout=	<p>Time in minutes after which a standing condition should be canceled and closed. Time interval must be longer as the time needed for playing back and confirming the message.</p> <p>Default: 1</p>
Telephone_WelcomeMessageCount=	<p>Number of repetitions for the welcome text.</p> <p>Default: 5</p>



Informations

As some properties can take over the values of other properties and they remember the values entered last, the values in the INI entry must not always concur with the values of the properties displayed in the Editor. The following entries are concerned if they are displayed as not available:

SMTP_SERVER -> Adresse du serveur

SMTP_USER -> Identifiant utilisateur

SMTP_PASSWORD -> Mot de passe

SMTP_OUT_ADDR -> Adresse pour les e-mails sortants

7.16 Network [NETZ]

Entry	Description
[NETZ]	Parameters of the network operation
ENCRYPTION_PWD	<p>Here, the password is entered after it has been created; it is encrypted automatically. The password is encrypted by the computer, thus an identical password on different computers leads to different content for this entry.</p> <p>Note: This INI entry is also valid for the zenon Web Client.</p>
NET_CONNECTCOUNT=	<p>Number of times a TCP/IP connect is retried on the client.</p> <p>► 0:</p> <p>Default = 0 (immediate retry)</p>
NET_CONNECTWAIT_MSEC=30000	<p>Waiting time after an unsuccessful TCP/IP connect on the client in milliseconds.</p> <p>Default = 30000</p>
NET_PROXYPORT=	<p>Port for the connection from the web client to the web server: The Web Server eavesdrops on the port, the Web Client connects to the port.</p> <p>Default:</p> <p>► TCP: 1102</p> <p>► HTTP: 8080</p>
NET_TIMEOUT_MSEC=	<p>Timeout for network communication in milliseconds.</p> <p>Default = 30000</p>
NET_NETMODULE_TIMEOUT_MSEC=	<p>Timeout for module communication in milliseconds. Is not used for spontaneous module request on the client or standby. If no response comes from the server in the set time, the action is canceled.</p> <p>Default = 30000</p> <p>Timeout module in milliseconds</p>
POLLING_INTERVALL=	<p>Waiting time in milliseconds until the Web Client sends another HTTP GET request to the Web Derver if the buffer for a connection is empty.</p> <p>Default: 2000</p>
PWD_VALIDATION=	<p>Hash to check to see if the data used that is to be encrypted has changed.</p> <p>Note: This INI entry is also valid for the zenon Web Client.</p>
QUESIZE=	<p>Maximum number of objects in the queue in the network.</p> <p>Default: 5000</p>

TIMESYNCH=	<p>Time synchronization:</p> <ul style="list-style-type: none"> ▶ 1: = Time is compared with a server project (default). ▶ 0: = Time is not compared (for circular redundancy, for example)
USE_ENCRYPTION=	<p>Activate or deactivate encryption:</p> <p>0: inactive</p> <p>1: active</p> <p>Note: This INI entry is also valid for the zenon Web Client.</p>
USEIPv6=	<p>Regulates the use of IPv6.</p> <p>1: Active, all TCP connections are only created via IPv6.</p> <p>0: Inactive, all TCP connections are only created via IPv4.</p> <p>Dual operation is not possible.</p> <p>Note: If this option is changed, all ongoing zenon processes must be restarted. This concerns zenAdminSrv, zenSysSrv, zenLogSrv and zenDBSrv in particular.</p> <p>The following components are not affected by the setting:</p> <ul style="list-style-type: none"> ▶ Driver communication with the PLCs ▶ Protocol communication in the Process Gateway plug-ins ▶ Workbench and Runtime communication in zenon Logic <p>Attention: Only works with version 7 onwards. No versions prior to version 7 can be started if this is active.</p>
WAN=	<p>Client's connection to the server:</p> <ul style="list-style-type: none"> ▶ 0: LAN (default) ▶ 1: WAN
WAN_IDLETIME=	<p>WAN idle time.</p> <p>The connection to the server or client is closed after this time.</p> <p>Default = 30000 ms</p>

7.17 Path settings [PATH]

Entry	Description
[PATH]	Path settings.
BILDER=	Path of the BLD files.
BITMAP=	Permitted graphics files. The following formats are possible: <ul style="list-style-type: none"> ▶ *.bmp ▶ *.wmf ▶ *.jpg ▶ *.png
DLL=	Path of the DLL files (program directory).
EDOC_PATH =	Path to the EPLAN document (electronic documentation program). For example: EDOC_PATH=C:\\Programs\\EPLAN\\View\\1.7.1 1\\BIN\\W3u.exe
EXPORTARV=	Path for archives evacuated by user (*.arv).
GRAPHIK=	Path of the graphics files for graphics import.
ONLINE_HELP=	Path for CHM files in Runtime.
VBF30=	Path of the current project database.
WEB_PROJECT_PATH=	Folder for the Runtime files of the Web Client. The %temp%\zenWebCli folder is used if this entry is not available.

7.18 Port configuration [LISTENING_SOCKETS]

Entry	Description
[LISTENING_SOCKETS]	<p>Configuration of the listening ports for applications. Changes in zenon6.ini must be transferred to all other computers included in the communication.</p> <p>Attention:</p> <ul style="list-style-type: none"> ▶ Changes can trigger a restart of the computer. ▶ All computers with which communication takes place must have the same settings. ▶ These settings are not available under Windows CE. ▶ The settings that were saved in the respective zenon6.ini file are used in Runtime. <p>Recommendation: Configure these settings using the Startup Tool.</p>
XXX_CUST_PORT=	<p>XXX Stands for the corresponding application.</p> <p>Alternative port number. Only effective if XXX_PORT_CASE=1.</p>
XXX_BIND_ADDRESS=	<p>XXX Stands for the corresponding application.</p> <p>Fixed IP address. Only effective if XXX_BIND_CASE=1.</p>
XXX_BIND_ADAPTER=	<p>XXX Stands for the corresponding application.</p> <p>Name of the network parameter. Only effective if XXX_BIND_CASE=2.</p>
XXX_BIND_CASE=	<p>XXX Stands for the corresponding application.</p> <p>Type of connection:</p> <ul style="list-style-type: none"> ▶ 0: All adapters (Any) ▶ 1: by means of address ▶ 2: by means of adapter <p>Note: For 1 and 2, the respective address must be configured using the corresponding entry.</p>
XXX_PORT_CASE=	<p>XXX Stands for the corresponding application.</p> <p>Type of port assignment:</p> <ul style="list-style-type: none"> ▶ 0: Default port. Standard port number. ▶ 1: Custom Port. Individual port number. <p>Note: For 1, the respective address must be configured using the corresponding entry.</p>

APPLICATIONS AND THEIR DEFAULT SETTINGS

ADMINISTRATION SERVICE

ADMINSRV_CUST_PORT=	Alternative port number for Administrator Service . Only effective if ADMINSRV_PORT_CASE=1 . Default: 50777
ADMINSRV_BIND_ADDRESS=	Fixed IP address for Administrator Service . Only effective if ADMINSRV_BIND_CASE=1 . Default: 0.0.0.0
ADMINSRV_BIND_ADAPTER=	Name of the network adapter for Administrator Service . Only effective if ADMINSRV_BIND_CASE=2 . Default: No entry (empty).
ADMINSRV_BIND_CASE=	Type of connection for Administrator Service . <ul style="list-style-type: none"> ▶ 0: All adapters (Any) ▶ 1: by means of address ▶ 2: by means of adapter Default: 0 Note: For 1 and 2, the respective address must be configured using the corresponding entry.
ADMINSRV_PORT_CASE=	Type of port assignment for Administrator Service . <ul style="list-style-type: none"> ▶ 0: Default port. Standard port number. ▶ 1: Custom Port. Individual port number. Default: 0 Note: For 1, the respective address must be configured using the corresponding entry.

ANALYZER CONNECTOR SERVICE

ANACONSRV_CUST_PORT=	Alternative port number for Analyzer Connector Service . Only effective if ANACONSRV_PORT_CASE=1 . Default: 50778
ANACONSRV_BIND_ADDRESS=	Fixed IP address for Analyzer Connector Service . Only effective if ANACONSRV_BIND_CASE=1 . Default: 0.0.0.0
ANACONSRV_BIND_ADAPTER=	Name of the network adapter for Analyzer Connector Service . Only effective if ANACONSRV_BIND_CASE=2 . Default: No entry (empty).

ANACONSRV_BIND_CASE=	<p>Type of connection for Analyzer Connector Service.</p> <ul style="list-style-type: none"> ▶ 0: All adapters (Any) ▶ 1: by means of address ▶ 2: by means of adapter <p>Default: 0</p> <p>Note: For 1 and 2, the respective address must be configured using the corresponding entry.</p>
ANACONSRV_PORT_CASE=	<p>Type of port assignment for Analyzer Connector Service.</p> <ul style="list-style-type: none"> ▶ 0: Default port. Standard port number. ▶ 1: Custom Port. Individual port number. <p>Default: 0</p> <p>Note: For 1, the respective address must be configured using the corresponding entry.</p>

ANALYZER LICENSE SERVICE

ANALICSRV_CUST_PORT	<p>Alternative port number for Analyzer License Service. Only effective if ANALICSRV_PORT_CASE=1.</p> <p>Default: 50779</p>
ANALICSRV_BIND_ADDRESS=	<p>Fixed IP address for Analyzer License Service. Only effective if ANALICSRV_BIND_CASE=1.</p> <p>Default: 0.0.0.0</p>
ANALICSRV_BIND_ADAPTER=	<p>Name of the network adapter for Analyzer License Service. Only effective if ANALICSRV_BIND_CASE=2.</p> <p>Default: No entry (empty).</p>
ANALICSRV_BIND_CASE=	<p>Type of connection for Analyzer License Service.</p> <ul style="list-style-type: none"> ▶ 0: All adapters (Any) ▶ 1: by means of address ▶ 2: by means of adapter <p>Default: 0</p> <p>Note: For 1 and 2, the respective address must be configured using the corresponding entry.</p>
ANALICSRV_PORT_CASE=	<p>Type of port assignment for Analyzer License Service.</p> <ul style="list-style-type: none"> ▶ 0: Default port. Standard port number. ▶ 1: Custom Port. Individual port number. <p>Default: 0</p>

	Note: For 1, the respective address must be configured using the corresponding entry.
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DB SERVICE

DBSRV_CUST_PORT=	Alternative port number for DB Service . Only effective if DBSRV_PORT_CASE=1 . Default: 1103
DBSRV_BIND_ADDRESS=	Fixed IP address for DB Service . Only effective if DBSRV_BIND_CASE=1 . Default: 0.0.0.0 Default: 0.0.0.0
DBSRV_BIND_ADAPTER=	Name of the network adapter for DB Service . Only effective if DBSRV_BIND_CASE=2 . Default: No entry (empty).
DBSRV_BIND_CASE=	Type of connection for DB Service . <ul style="list-style-type: none"> ▶ 0: All adapters (Any) ▶ 1: by means of address ▶ 2: by means of adapter Default: 0 Note: For 1 and 2, the respective address must be configured using the corresponding entry.
DBSRV_PORT_CASE=	Type of port assignment for DB Service . <ul style="list-style-type: none"> ▶ 0: Default port. Standard port number. ▶ 1: Custom Port. Individual port number. Default: 0 Note: For 1, the respective address must be configured using the corresponding entry.

LOGGING SERVICE

LOGSRV_CUST_PORT=	Alternative port number for Logging Service . Only effective if LOGSRV_PORT_CASE=1 . Default: 50780
LOGSRV_BIND_ADDRESS=	Fixed IP address for Logging Service . Only effective if LOGSRV_BIND_CASE=1 . Default: 0.0.0.0
LOGSRV_BIND_ADAPTER=	Name of the network adapter for Logging Service . Only

	<p>effective if LOGSRV_BIND_CASE=2.</p> <p>Default: No entry (empty).</p>
LOGSRV_BIND_CASE=	<p>Type of connection for Logging Service.</p> <ul style="list-style-type: none"> ▸ 0: All adapters (Any) ▸ 1: by means of address ▸ 2: by means of adapter <p>Default: 0</p> <p>Note: For 1 and 2, the respective address must be configured using the corresponding entry.</p>
LOGSRV_PORT_CASE=	<p>Type of port assignment for Logging Service.</p> <ul style="list-style-type: none"> ▸ 0: Default port. Standard port number. ▸ 1: Custom Port. Individual port number. <p>Default: 0</p> <p>Note: For 1, the respective address must be configured using the corresponding entry.</p>

NETWORK SERVICE

NETSRV_CUST_PORT=	<p>Alternative port number for Network Service. Only effective if NETSRV_PORT_CASE=1.</p> <p>Default: 1100</p>
NETSRV_BIND_ADDRESS=	<p>Fixed IP address for Network Service. Only effective if NETSRV_BIND_CASE=1.</p> <p>Default: 0.0.0.0</p>
NETSRV_BIND_ADAPTER=	<p>Name of the network adapter for Network Service. Only effective if NETSRV_BIND_CASE=2.</p> <p>Default: No entry (empty).</p>
NETSRV_BIND_CASE=	<p>Type of connection for Network Service.</p> <ul style="list-style-type: none"> ▸ 0: All adapters (Any) ▸ 1: by means of address ▸ 2: by means of adapter <p>Default: 0</p> <p>Note: For 1 and 2, the respective address must be configured using the corresponding entry.</p>
NETSRV_PORT_CASE=	<p>Type of port assignment for Network Service.</p> <ul style="list-style-type: none"> ▸ 0: Default port. Standard port number.

	<ul style="list-style-type: none"> ▶ 1: Custom Port. Individual port number. <p>Default: 0</p> <p>Note: For 1, the respective address must be configured using the corresponding entry.</p>
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SNMP TRAP SERVICE

SNMPTRAPSRV_CUST_PORT=	<p>Alternative port number for SNMP Trap Service. Only effective if SNMPTRAPSRV_PORT_CASE=1.</p> <p>Default: 50782</p>
SNMPTRAPSRV_BIND_ADDRESS=	<p>Fixed IP address for SNMP Trap Service. Only effective if SNMPTRAPSRV_BIND_CASE=1.</p> <p>Default: 0.0.0.0</p>
SNMPTRAPSRV_BIND_ADAPTER=	<p>Name of the network adapter for SNMP Trap Service. Only effective if SNMPTRAPSRV_BIND_CASE=2.</p> <p>Default: No entry (empty).</p>
SNMPTRAPSRV_BIND_CASE=	<p>Type of connection for SNMP Trap Service.</p> <ul style="list-style-type: none"> ▶ 0: All adapters (Any) ▶ 1: by means of address ▶ 2: by means of adapter <p>Default: 0</p> <p>Note: For 1 and 2, the respective address must be configured using the corresponding entry.</p>
SNMPTRAPSRV_PORT_CASE=	<p>Type of port assignment for SNMP Trap Service.</p> <ul style="list-style-type: none"> ▶ 0: Default port. Standard port number. ▶ 1: Custom Port. Individual port number. <p>Default: 0</p> <p>Note: For 1, the respective address must be configured using the corresponding entry.</p>

TRANSPORT SERVICE

SYSSRV_CUST_PORT=	<p>Alternative port number for Transport Service. Only effective if SYSSRV_PORT_CASE=1.</p> <p>Default: 1101</p>
SYSSRV_BIND_ADDRESS=	<p>Fixed IP address for Transport Service. Only effective if SYSSRV_BIND_CASE=1.</p> <p>Default: 0.0.0.0</p>

SYSSRV_BIND_ADAPTER=	<p>Name of the network adapter for Transport Service. Only effective if SYSSRV_BIND_CASE=2.</p> <p>Default: No entry (empty).</p>
SYSSRV_BIND_CASE=	<p>Type of connection for Transport Service.</p> <ul style="list-style-type: none"> ▶ 0: All adapters (Any) ▶ 1: by means of address ▶ 2: by means of adapter <p>Default: 0</p> <p>Note: For 1 and 2, the respective address must be configured using the corresponding entry.</p>
SYSSRV_PORT_CASE=	<p>Type of port assignment for Transport Service.</p> <ul style="list-style-type: none"> ▶ 0: Default port. Standard port number. ▶ 1: Custom Port. Individual port number. <p>Default: 0</p> <p>Note: For 1, the respective address must be configured using the corresponding entry.</p>

WEB SERVICE CLASSIC

WEBSRV_CUST_PORT=	<p>Alternative port number for WEB Service Classic. Only effective if WEBSRV_PORT_CASE=1.</p> <p>Default: 1102</p>
WEBSRV_BIND_ADDRESS=	<p>Fixed IP address for WEB Service Classic. Only effective if WEBSRV_BIND_CASE=1.</p> <p>Default: 0.0.0.0</p>
WEBSRV_BIND_ADAPTER=	<p>Name of the network adapter for WEB Service Classic. Only effective if WEBSRV_BIND_CASE=2.</p> <p>Default: No entry (empty).</p>
WEBSRV_BIND_CASE=	<p>Type of connection for WEB Service Classic.</p> <ul style="list-style-type: none"> ▶ 0: All adapters (Any) ▶ 1: by means of address ▶ 2: by means of adapter <p>Default: 0</p> <p>Note: For 1 and 2, the respective address must be configured using the corresponding entry.</p>
WEBSRV_PORT_CASE=	<p>Type of port assignment for WEB Service Classic.</p>

	<ul style="list-style-type: none"> ▶ 0: Default port. Standard port number. ▶ 1: Custom Port. Individual port number. <p>Default: 0</p> <p>Note: For 1, the respective address must be configured using the corresponding entry.</p>
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WEB SERVICE TUNNELING

WEBSRVTLN_CUST_PORT=	<p>Alternative port number for WEB Service Tunneling. Only effective if WEBSRVTLN_PORT_CASE=1.</p> <p>Default: 8080</p>
WEBSRVTLN_BIND_ADDRESS=	<p>Fixed IP address for WEB Service Tunneling. Only effective if WEBSRVTLN_BIND_CASE=1.</p> <p>Default: 0.0.0.0</p>
WEBSRVTLN_BIND_ADAPTER=	<p>Name of the network adapter for WEB Service Tunneling. Only effective if WEBSRVTLN_BIND_CASE=2.</p> <p>Default: No entry (empty).</p>
WEBSRVTLN_BIND_CASE=	<p>Type of connection for WEB Service Tunneling.</p> <ul style="list-style-type: none"> ▶ 0: All adapters (Any) ▶ 1: by means of address ▶ 2: by means of adapter <p>Default: 0</p> <p>Note: For 1 and 2, the respective address must be configured using the corresponding entry.</p>
WEBSRVTLN_PORT_CASE=	<p>Type of port assignment for WEB Service Tunneling.</p> <ul style="list-style-type: none"> ▶ 0: Default port. Standard port number. ▶ 1: Custom Port. Individual port number. <p>Default: 0</p> <p>Note: For 1, the respective address must be configured using the corresponding entry.</p>

OVERVIEW OF STANDARD PORTS

Application	Standard port
Administration Service	50777
Analyzer Connector Service	50778
Analyzer License Service	50779

DB Service	1103
Logging Service	50780
Network Service	1100
SNMP Trap Service	50782
Transport Service	1101
WEB Service Classic	1102
WEB Service Tunneling	8080

7.19 Programming interface [PCE], [VBA], [VBA_TOOLBAR] und [VSTA]

PCE

Note: Starting from version 7.20, PCE will not be supported anymore and it will not be shown in the module tree of zenon anymore. While converting projects from versions lower than 7.20, which contain PCE tasks, the node PCE will be shown for these projects again. PCE will not further be developed and documented.

The INI settings can still be used.

*Recommendation: Please use **zenon Logic** instead of PCE.*

Entry	Description
[PCE]	Settings for the Process Control Engine.
ON=	Activate PCE: <ul style="list-style-type: none"> ▶ 0: off ▶ 1: on ▶ Requirements: VBA must be activated.

VBA

Entry	Description
[VBA]	Parameters for Visual Basic for Applications
BREAK=	Activate VBA message box for errors, asking whether to debug during Runtime. <ul style="list-style-type: none"> ▶ 1: on (default) ▶ 0: off
EIN=	Activate VBA: <ul style="list-style-type: none"> ▶ 0: off VBA is not initialized and not loaded. Therefore no IDE can be displayed and no wizards can be executed. VSTA is thus also deactivated. The COM interface can be initialized however. ▶ 1: on VBA is initialized and loaded.
EVENT=	Activate VBA events: <ul style="list-style-type: none"> ▶ 0: off Linked VBA macros are not executed. COM are not triggered. ▶ 1: on VBA macros are executed and COM events are triggered.
UPDATE=	The dialog to update the wizard is called up each time the Editor is started: <ul style="list-style-type: none"> ▶ 0: off ▶ 1: on
[VBA_TOOLBAR]	Allocation of the symbols in the macro tool bar with VBA macros.
VBABUTTON_x=	Assignment of macros to symbols of the macro list. x stands for a number between 0 and 4. Up to five macros can be linked to symbols: VBABUTTON_0 to VBABUTTON_4.

	<p>For example: VBAButton_2=ActivateStartupScreen</p> <p>Recommendation: Configuration by means of the macro list tool bar.</p>
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VSTA

Entry	Description
[VSTA]	Parameters for VSTA
CSHARP=	<p>Selection of the VSTA programming language for the Editor:</p> <ul style="list-style-type: none"> ▶ 1 : C# (Default) ▶ 0 : VB.NET
LOADED=	<p>Loading the VSTA add-in:</p> <ul style="list-style-type: none"> ▶ 1: VSTA add-in for the Editor is loaded on start up ▶ 0: When the Editor is started, a dialog asks if the VSTA add-in is to be loaded. <p>Note: If a defective add-in leads to the Editor crashing, the entry is automatically set to 0.</p>
ON=	<p>Activate VSTA:</p> <ul style="list-style-type: none"> ▶ 1: VSTA activated (default) ▶ 0: VSTA deactivated

7.20 Remote-Transport Parameter [SYS_REMOTE]

Entry	Description
[SYS_REMOTE]	<p>Administration of the Remote Transport parameters in the network.</p> <p>For configuration of the Diagnosis Server, see the chapter: Diagnosis Server [SYS_REMOTE] and [LOGGING_SYSTEM] (à la page 103).</p>
AUTORUN=	Name and path of the program that is started with zenSysSrv .
BROWSE=	<p>Display of the browser window in the CE zenSysSrv:</p> <ul style="list-style-type: none"> ▶ 0: No display ▶ 1: Display <p>Note: The window is also not displayed if the screen is too small.</p>
CONFIG=	<p>Configuration string for zenSysSrv. Remote Transport and the diagnosis system use the same server configuration up to and including version 6.51 SP0. For configuration details, in particular for versions before version 7, see chapter: Diagnosis Server [SYS_REMOTE] and [LOGGING_SYSTEM] (à la page 103).</p> <p>The string consists of the following parts: DEVICE=[Device];HOST=[Hostname];PORT=[Port];TIMEOUT=[Timeout].</p> <ul style="list-style-type: none"> ▶ DEVICE: Sets the communication type used. TCP/IP and serial are available. ▶ HOST: Is set to the computer name of the Diagnosis Server. ▶ PORT: states the port to be used. ▶ TIMEOUT: Provides the connection time-out time in seconds. ▶ BAUD: Provides the connection speed of a serial connection. <p><u>PC configuration:</u></p> <ul style="list-style-type: none"> ▶ DEVICE=TCP/IP ▶ HOST=localhost ▶ PORT=1101 ▶ TIMEOUT=10 <p><u>CE configuration:</u></p> <ul style="list-style-type: none"> ▶ DEVICE=COM1 ▶ BAUD=115200

INIT=	<p>Determines, with CE, what happens when the zeSysSrv user interface is started:</p> <ul style="list-style-type: none"> ▶ 0: end ▶ 1: start ▶ [anything else]: only show user interface
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7.21 Remote Transport password [TRANSPASS]

Entry	Description
[TRANSPASS]	<p>Remote Transport Password (on remote station).</p> <p>Note: Configuration for development computer in project.ini in the Remote Transport [ED_REMOTE], [DIRLIST] and [TRANSPASS] (à la page 77) section.</p>
FIX=	<p>Password is:</p> <ul style="list-style-type: none"> ▶ 1: saved ▶ 0: not saved
KEY=	Password for Remote Transport.
KEYCRYPT=	<p>Encrypted stored password for remote transport.</p> <p>Is only used if KEY= is empty.</p> <p>Default from version 7.20. The switch is carried out automatically for the conversion of a project to version 7.20. The switch must be carried out manually on the target system.</p>

7.22 Runtime [RT]

Entry	Description
[RT]	Settings for the Runtime.
DRIVER_QUE=	Size of sending queue to Runtime. <ul style="list-style-type: none"> ▶ 0: unlimited
DRIVER_COUNT=	TMP-entry for driver and Runtime. Cycle time of the thread in the driver that sends data to zenon Runtime. For example: DRIVER_COUNT=100
DYNRAHMEN=	Defines whether borders are shown around dynamic elements in Runtime. <ul style="list-style-type: none"> ▶ 0: Do not display ▶ 1: Display
RECT_ANZ=	Setting for optimization measures. The parts of the screens to be displayed anew are collected in rectangles and then drawn. After the defined value has been reached, the new character ranges are added to the first rectangle. For example: RECT_ANZ=50

7.23 SYMBOL [SYMBOL]

Entry	Description
[SYMBOL]	
SUBSTITUTE=	Substitution when inserting a symbol into a screen: <ul style="list-style-type: none"> ▶ 1: The substitution function is applied. ▶ 0: No substitution. Default: 1 Note: Only has an effect on elements that are linked to at least one variable.

7.24 Simulation [SIMULATOR]

Entry	Description
[SIMULATOR]	
BACKUP=	Backup of the HD values to a hard drive: <ul style="list-style-type: none"> ▶ 0: no backup ▶ 1: Backup to hard drive (default)
DIAG_LEVEL=	Definition of which actions are logged in the error file: <ul style="list-style-type: none"> ▶ 0: no logging (default) ▶ 1: Write error (write set value)
DWBEGIN=	Start of variable addresses for DWORD.
DWEND=	End of variable addresses for DWORD.
FLOATBEGIN=	Start of variable addresses for FLOAT.
FLOATEND=	End of variable addresses for FLOAT.
MAXHDVALS=	Sets the largest offset area minus 1 for HD data. For HD-string, the offset has to stay 4 under this value. Default: 1024
OFFSET=	Offset for control variables in the simulator. Default: 0

7.25 Terminalserver [TERMINAL]

Entry	Description
[TERMINAL]	Settings for terminal server
CLIENT=	<p>Runtime on a terminal server.</p> <p>Possible values:</p> <ul style="list-style-type: none"> ▶ 0: The Runtime can only be started once. Operation on the terminal server is not possible. ▶ 1: Terminal server is used. The Runtime can be started several times, all settings for the terminal server operation are automatically set by the Runtime. <p>Default: 0</p>
CLIENT_NO_FILE_ALIGN=	<p>Parameters for synchronization of the client with the server:</p> <ul style="list-style-type: none"> ▶ 0: Projects are always reloaded by all clients. ▶ 1: selective synchronization active. Only the zenon client which is started in the console session of the terminal server synchronizes the Runtime files with the zenon server
SERIALIZE=	<p>Definition of the screen resolution:</p> <ul style="list-style-type: none"> ▶ 0: Screen resolution individual, all screens are recalculated for each client ▶ 1: The first client started sets the screen resolution.

7.26 Drivers

Settings for Drivers.

7.26.1 BrTcp32 [BrTcp32]

Entry	Description
[BrTcp32]	Settings for the driver S7TCP32
LOGFILE=	<p>Extended logging for the driver:</p> <ul style="list-style-type: none"> ▶ 1: Activates the special extended logging of the driver. View of the entries via the Diagnosis Viewer. ▶ 0: No

7.26.2 Sipa_32 [SIPA_32]

Entry	Description
[SIPA_32]	Settings for the driver Sipa_32.
NOT_USED=	<p>List of hardware addresses that should not be used in the project.</p> <p>Example: NOT_USED=1, 2, 3, 4</p>
SIMUL=	<p>Setting for hardware simulation mode. In this mode, the hardware will be simulated in the memory instead of treating every variable separately (like in simulation mode).</p> <ul style="list-style-type: none"> ▶ 1: activated ▶ 0: deactivated

7.26.3 BrTcp32 [BrTcp32]

Entry	Description
[SNMP_NG_TRAP_SERVICE]	Settings for the driver SNMPNG32
PollingInterval=	Polling interval of the trap receipt service in milliseconds. Default: 5000
PollingRetries=	Number of retries if polling from the trap receipt service is unsuccessful. Default: 2
PollingRetryTimeout=	Waiting time between the retries of the trap receipt service polling in milliseconds. Default: 1000

7.26.4 System driver [SYSTEMTREIBER], [DEFAULT] and [LOCAL_VAR]

Entry	Description
[DEFAULT]	Default settings.
UPDATE_SEK =	Cycle time of the system driver in seconds
[LOCAL_VAR]	Entries for the system driver variables.
ID_DWORD_1 = <Wert> ID_DWORD_2 = <Wert> ID_DWORD_3 = <Wert> ID_DWORD_4 = <Wert>	<p>These entries deliver the values for the system driver variables System info -> Local system variable: DWORD1-4. These variables are intended for the identification of a single computer in the network. This means the values are always managed locally in the zenon.ini file. By default, limits can be defined for each of these variables. If there are no entries in the zenon.ini file, the values of these variables will be set to 0 in zenon in Runtime.</p>

8. zenProcGateway.ini

[GENERAL]

Entry	Description
[GENERAL]	General setting for Process Gateway, regardless of the modules selected.
DLL=	<p>Selection of the DLL file that is to be used for Process Gateway. The selected DLL file determines the module selection</p> <ul style="list-style-type: none"> ▶ AccessDEC.dll ▶ AccessSQL.dll ▶ AccessMODBUS.dll ▶ AccessDNP3.dll ▶ AccessIEC870SI.dll ▶ AccessSNMP.dll ▶ AccessOPCUA.dll ▶ AccessICCP.dll ▶ AccessAzure.dll

8.1 AccessDEC [DEC]

Note: The configuration file must be in the system folder.

[DEC]

Entry	Description
LOGFILE	Name of the log file (if desired, e.g. zenProcGateway.log)
PORT	Port number, where the Process Gateway waits for connection attempts
TCPTIMEOUT	timeout interval, after which the connection is closed
REFRESHRATE	time interval in milliseconds, in which the process image of zenon is checked on changes.

8.2 DNP3 Slave [DNP3]

[DNP3]

Entry	Description
SERIAL=	serial communication (1) or communication via TCP/IP (0)
COMPORT=	serial interface (COM1 = 0, COM2 = 1,...)
BAUD=	baud rate of the serial interface
BYTESIZE=	number of data bits of the serial interface
PARITY=	Parity settings of the serial interface: (0=none,1=odd,2=even)
STOPBITS=	number of stop bits of the serial interface (0=1, 1=1.5, 2=2)
LINKADDRLOC=	local session link address
LINKADDRREM=	remote session link address
PORT=	Communication port of communication via TCP/IP Default: 20000
TIME_USE_UTC=	Format of the time stamp: <ul style="list-style-type: none"> ▶ 0= Local time ▶ 1 = UTC Default: 0
Obj1BinInput=	Drop-down list with the supported Variations for the object group 1: packet format 2: with flags Default: 1: packet format
Obj2BinInputEvent=	Drop-down list with the supported Variations for the object group 1: without time 2: with absolute time 3: with relative time Default: 3: with relative time
Obj10BinOutput=	Drop-down list with the supported Variations for the object group 1: packet format 2: with flags Default: 1: with flags
Obj11BinOutputEvent=	Drop-down list with the supported Variations for the object group 1: status without time 2: status with time Default: 1: status without time
Obj20Counter=	Drop-down list with the supported Variations for the object group 1: 32 bit with flag

	2: 16 bit with flag 5: 32 bit without flag 6: 16 bit without flag Default: 5: 32 bit without flag
Obj22CounterEvent=	Drop-down list with the supported Variations for the object group 1: 32 bit with flag 2: 16 bit with flag 5: 32 bit flag and time 6: 16 bit flag and time Default: 1: 32 bit with flag
Obj30AnalogInp=	Drop-down list with the supported Variations for the object group 1: 32 bit with flag 2: 16 bit with flag 3: 32 bit without flag 4: 16 bit without flag 5: single precision, floating-point with flag 6: double precision, floating-point with flag Default: 6: double precision, floating-point with flag
Obj32AnalogInpEvent=	Drop-down list with the supported Variations for the object group 1: 32 bit without time 2: 16 bit without time 3: 32 bit with time 4: 16 bit with time 5: single precision, floating-point without time 6: double precision, floating-point without time 7: single precision, floating-point with time 8: double precision, floating-point with time Default: 6: double precision, floating-point without time
Obj40AnalogOutStatus=	Drop-down list with the supported Variations for the object group 1: 32 bit with flag 2: 16 bit with flag 3: single precision, floating-point with flags 4: double precision, floating-point with flags Default: 2: 16 bit with flag
Obj41AnalogOutput=	Drop-down list with the supported Variations for the object group 1: 32 bit without time 2: 16 bit without time 3: 32 bit with time 4: 16 bit with time 5: single precision, floating-point without time 6: double precision, floating-point without time 7: single precision, floating-point with time 8: double precision, floating-point with time

	Default: 2: 16 bit without time
UNSOLICITED_RESPONSES_ENABLED=	<p>Activated or deactivated Unsolicited Responses:</p> <ul style="list-style-type: none"> ▶ 0 = not active ▶ 1 = active <p>Default: Inactive (0)</p>
UNSOLICITED_RESPONSES_CONFIRMATION_TIMEOUT=	<p>Time in seconds for communication to the master. A time exceedance is triggered once this time has expired.</p> <p>Entry range: 1 to 60 s</p> <p>Default: 5 s</p>
UNSOLICITED_RESPONSES_RETRY_COUNTER=	<p>Number of retries for communication to the master.</p> <p>Entry range: 0 - 65535 (0 = an infinite amount of attempts)</p> <p>Default: 3</p>
UNSOLICITED_RESPONSES_MAXIMUM_EVENTS_CLASS_1=	<p>Maximum number of events (per event class) that can be buffered before an unsolicited response is sent.</p> <p>Entry range: 0 - 255</p> <p>Default: 5</p>
UNSOLICITED_RESPONSES_MAXIMUM_EVENTS_CLASS_2=	<p>Maximum number of events (per event class) that can be buffered before an unsolicited response is sent.</p> <p>Entry range: 0 - 255</p> <p>Default: 5</p>
UNSOLICITED_RESPONSES_MAXIMUM_EVENTS_CLASS_3=	<p>Maximum number of events (per event class) that can be buffered before an unsolicited response is sent.</p> <p>Entry range: 0 - 255</p> <p>Default: 5</p>
UNSOLICITED_RESPONSES_MAXIMUM_DELAY_CLASS_1=	<p>Maximum delay per event class that is waited until a new entry is written after writing an unsolicited response.</p> <p>Entry range: 0 - 65535 seconds (0 = no delay, i.e. on value change)</p> <p>Default: 5</p>
UNSOLICITED_RESPONSES_MAXIMUM_DELAY_CLASS_2=	<p>Maximum delay per event class that is waited until a new entry is written after writing an unsolicited response.</p> <p>Entry range: 0 - 65535 seconds (0 = no delay, i.e. on value change)</p> <p>Default: 5</p>
UNSOLICITED_RESPONSES_MAXIMUM_DELAY_CLASS_3=	<p>Maximum delay per event class that is waited until a new entry is</p>

S_3=	<p>written after writing an unsolicited response.</p> <p>Entry range: 0 - 65535 seconds (0 = no delay, i.e. on value change)</p> <p>Default: 5</p>
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[VARIABLES]

Entry	Description
COUNT	number of variables to be exported
EVENT_%d	<p>Event handling: Handling of the events per variable. Always belonging to a variable: e.g. EVENT_0 belongs to NAME_0</p> <p>Values:</p> <ul style="list-style-type: none"> ▶ DEFAULT Handling of events is the same as in the object group ▶ MOST_RECENT Only includes the last change of a binary change event ▶ SOE Creates a series of events <p>Default: Default</p>
NAME_n	name of the variable with the number n ($0 \leq n < \text{COUNT}$)
OBJECT_n	DNP3 object type of variable number n ($0 \leq n < \text{COUNT}$)
POINT_n	DNP3 point number of variable number n ($0 \leq n < \text{COUNT}$)

8.3 ICCP-TASE.2 [ICCP]

8.4 IEC870 Slave []

8.5 MODBUS Slave [MODBUS]

[MODBUS]

Entry	Description
COMPORT	serial interface (COM1 = 0, COM2 = 1,...). Can be set using the configuration dialog.
BAUD	Baud rate of the serial interface. Can be set using the configuration dialog.
BYTESIZE	number of data bits of the serial interface
PARITY	Parity settings of the serial interface: 0=No 1=Odd 2=Even Can be set using the configuration dialog.
STOPBITS	Number of stop bits of the serial interface 0=1 1=1.5 2=2 Can be set using the configuration dialog.
TIMEOUT	timeout interval for serial communication in milliseconds
HWADDRESS	Hardware address of the MODBUS system. Default: 1 Can be set using the configuration dialog.
REFRESHRATE	Update time in milliseconds
SERIELL	Serial or TCP/IP communication: 1 = serial

	0 = TCP/IP Can be set using the configuration dialog.
PORT	TCP/IP port
TCPTIMEOUT	TCP/IP timeout interval in seconds

[MODBUS VARIABLES]

Variables that are to be replaced in AccessMODBUS.

Note: This entry replaces the original **[VARIABLES]** entry from zenon 7.11 onwards. This prevents unnecessary replacement using shared memory for variables from the standard project.

Entry	Description
COUNT	number of variables to be exported
OFFSET_n	Modbus address that is allocated to the corresponding number (n). Numbering starts with 0.
NAME_n	Name of the variable that is allocated to the corresponding number (n). Numbering starts with 0. Examples: <ul style="list-style-type: none"> ▶ OFFSET_0=0 NAME_0=EMS_Supply area 1_forecast_final_consumption Variable from start project ▶ OFFSET_1=2 NAME_1=BASISTUTORIAL#Temperaturfühler Variable from projekt "BASISTUTORIAL"

▶

8.6 OPC UA Server [OPCUA], [DATABASE] und [VARIABLES]

Entry	Description
[OPCUA]	Settings for the OPC UA server.
SERVER_NAME=	Name of the server.
SERVER_PORT=	Port number for the connection. Default: 4840
CERTIFICATES_PATH=	Path to the certificate files. Note: Entry must be deleted if a new certificate is to be created when Process Gateway is started.
SERVER_CERTIFICATE_LOCATION=	File with the public key of the server. Used by the client for encrypting messages. <ul style="list-style-type: none"> ▶ Format: DER ▶ Suffix: .der Default: %ProgramData%\COPA-DATA\System\PKI\CA\certs\zenopcua.der Note: Entry must be deleted if a new certificate is to be created when Process Gateway is started.
SERVER_PRIVATE_KEY_LOCATION=	File with the private key of the server. Is used by the server to decrypt the messages from the client. <ul style="list-style-type: none"> ▶ Format: PEM ▶ No password. Default: %ProgramData%\COPA-DATA\System\PKI\CA\private\zenopcua.pem Note: Entry must be deleted if a new certificate is to be created when Process Gateway is started.
ARCHIVE_NAME=	Name of the selected archive.
ONLY_SECURE_CONNECTIONS=	Selection of the connection security. <ul style="list-style-type: none"> ▶ TRUE: Only secure connections are accepted for establishing a connection, with the signature or with signature and encryption. ▶ FALSE: Non-secure connections are also permitted. Default: FALSE
TRUST_ALL_CLIENT_CERTIFICATES=	Trust in client certificates: <ul style="list-style-type: none"> ▶ TRUE: All client certificates are accepted and the connection is

	<p>made.</p> <ul style="list-style-type: none"> ▶ FALSE: All clients that want to connect with the server must send a valid certificate. This certificate is also checked to see if it is in the list of known client certificates Certificate trust list path. <p>Default: TRUE</p>
USE_USER_AUTHENTICATION=	<ul style="list-style-type: none"> ▶ TRUE: Clients can only log on to the server with a valid user ID and password. Note: The user administration must be active. ▶ FALSE: Anonymous login is possible. <p>Default: FALSE</p> <p>Attention: The user name and password are not transferred in encrypted form in the OPCUA telegram. If necessary, use your own users in the project without assigned authorization levels.</p>
[DATABASE]	Configuration of the data.
PROJECT=	Project
[VARIABLES]	Configuration of the variables
PROJECT_x=	<p>Name of the project from which the variables come. x stands for the numbering of the project, starting with 0.</p> <p>Example: PROJECT_0=TEST</p>
PARAM_x=	<p>Parameters for project x. Numbering is from 0 upwards.</p> <p>Example: PARAM_0=80:INI.Driverforinternalvariables_ModemHwAdrSet</p>
COUNT=	Number of configured variables.
NAME_x=	<p>Name of the variable. x stands for the numbering of the project, starting with 0.</p> <p>Example: NAME_0=Driverforinternalvariables_ModemHwAdrSet</p>

8.7 Access SNMP [SNMP]

8.8 AccessSQL [DATABASE]

8.9 AccessAzure [Azure]

[AZURE]

Entry	Description
INTEGRITYPERIOD=	Interval of the write cycle in seconds.

[VARIABLES]

Entry	Description
Name_n=	<p>Name of the variable for Process Gateway. Format: SOURCEPROJECT#SOURCEVARIABLE.</p> <p>Numbering (n): n Stands for the serial number of the connection configuration. This numbering starts with 0.</p> <p>Example:</p> <ul style="list-style-type: none"> ▶ 1 variable results in n = 0 ▶ 3 variables result in, for the third entry n = 2
Count=	<p>Number of variables.</p> <p>Note: The numbering starts with 1 here. Eight connections result in Count=8.</p>

[CONNECTIONS]

Entry	Description
CONN_n=	<p>Name of the MS Azure connection.</p> <p>Numbering (n):</p> <p>n Stands for the serial number of the connection configuration.</p> <p>This numbering starts with 0.</p> <p>Example:</p> <ul style="list-style-type: none"> ▶ 1 connection results in n = 0 ▶ 3 connections result in, for the third entry n = 2
QUEUE_n=	<p>Name of the MS Azure queue.</p> <p>For the numbering (_n) the same rules apply as for CONN</p>
COUNT=	<p>Number of the configured MS Azure connections.</p> <p>Note: The numbering starts with 1 here. Two connections result in Count=2.</p>

9. zenWebSrv.ini

Settings for zenon Web Server.

Parameters	Description
[DEFAULT]	Basic settings.
INIT=	Settings for activation of the zenon Web Server. Different setting to 0: Web Server was started by system control.
USE_HTTP_PROXY=	Defines if the connection is made via TCP or via HTTP. <ul style="list-style-type: none"> ▶ 0: TCP is used. ▶ Not 0: HTTP tunneling is used. Value can be set directly via the Web Server configuration dialog
[PROXY]	Exchange of data between zenon Web Server and system control.
REMOVE_CLIENT	This entry reports when a logged-in client is removed in the system control to the zenon Web Server.
MAX_CLIENT	Maximum number of clients. (depends on the license.)
AKT_CLIENT	Current number of logged-in clients.
SERIAL7=	Serial number for zenon Web Server:
ACTIVATIONKEY7=	Encrypted activation number for zenon Web Server.
LICENCEINFO	License information, as it is displayed in the system control: <ul style="list-style-type: none"> ▶ Demo Web Server Pro ▶ Demo Web Server ▶ Runtime Web Server Pro ▶ Runtime Web Server
[CLIENTLIST]	List of logged-in clients.
NAME_[Index 00 upwards]	Name of logged-in client.

Note: The entries in [PROXY] and [CLIENTLIST] are deleted when the zenon Web Server is started. If the service receives a control command from the system control, the entries are written or read as required.



Informations

You can find the **zenWebSrv.ini** in the %cd_system% path.