



COPADATA
do it your way

zenon manual

Configuration files

v.7.60





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1. Welcome to COPA-DATA help

ZENON VIDEO-TUTORIALS

You can find practical examples for project configuration with zenon in our YouTube channel (https://www.copadata.com/tutorial_menu). The tutorials are grouped according to topics and give an initial insight into working with different zenon modules. All tutorials are available in English.

GENERAL HELP

If you cannot find any information you require in this help chapter or can think of anything that you would like added, please send an email to documentation@copadata.com (<mailto:documentation@copadata.com>).

PROJECT SUPPORT

You can receive support for any real project you may have from our Support Team, who you can contact via email at support@copadata.com (<mailto:support@copadata.com>).

LICENSES AND MODULES

If you find that you need other modules or licenses, our staff will be happy to help you. Email sales@copadata.com (<mailto:sales@copadata.com>).

2. Configuration files

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

**Information**

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 (on page 9)	The dBase IV import file settings.
project.ini (on page 14)	<p>Settings for the project.</p> <p>You can find project.ini in the Runtime path of the respective project. To open the path:</p> <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 (on page 95)	<i>zenon Startup Tool settings.</i>
wizards.ini (on page 95)	<i>Creation of the INI file for administering the wizard in VSTA and VBA.</i>
zenDB.ini (on page 101)	SQL database settings
zenon6.ini (on page 106)	<p>General settings for zenon</p> <p><i>You can find zenon6.ini in the following path:</i></p> <p><i>C:\ProgramData\COPA-DATA\System\</i></p>
zenWebSrv.ini (on page 175)	<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 their 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

Identification	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	Net address
BAUSTEIN	N	3	Datablock address (only for variables from the data area of the PLC)
ADRESSE	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 Recipegroup Manager

LES_SCHR	L	1	Write-Read-Authorization 0: Not allowed to set value. 1: Allowed to set value.
MIT_ZEIT	R	1	time stamp in 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 VALUE DEFINITION

Limit definition for limit values 1 to 4, or status 1 to 4:

Identification	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 value (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 value
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)
QUITTIER1	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 value 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 **project.ini** are overwritten when reading back projects from Runtime and when starting Runtime from the Editor.

To apply entries in **project.ini** permanently, the following procedure is recommended:

1. Identify the project.
To do this, note the **GUID** of the project in the Editor. The first 4-6 digits are sufficient.
Hint: Highlight the project in the project manager and press `Ctrl+Alt+E`.
Explorer opens the folder `...\<GUID>\Project_SQL_directory\FILES\`
You need this path in the next step.
Then close the workspace or end the Editor.
2. Go to **project.ini**: This is in the following folder:
`...\<GUID>\Project_SQL_directory\FILES\zenon\system.`
3. Edit the **project.ini**: Make the desired changes in **project.ini**. Save and close the file.
4. Transfer Runtime files: Open the Editor again or load the project. Create the amended Runtime files and transfer the Runtime files.



Information

project.ini is always saved as **project.ini** in this path regardless of the project name:
`Project_SQL_Ordner\FILES\zenon\system\project.ini`
to navigate to the folder, highlight the project in the Editor and press the keyboard shortcut `Ctrl+A`. The higher-level path
`...\<GUID>\Project_SQL_directory\FILES\` is then opened in the file explorer.

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>Calculation: every k^{th} cycle time is saved. k is the largest integer divider of the HD values which should be saved which is smaller than 84. Example: Number of values 300 -> Saves every 75 . value.</p> <p>It corresponds to the property Data buffering in group Runtime settings 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 Flash freq. [tenth sec] in group Graphical design/Runtime general 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 Printing for in group AML and CEL 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 an 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 Cursor visible in group Graphical design/Runtime general 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 Adjustable dialog font in group Graphical design/Runtime general in the Editor.</p>
ExternalReference_Writeable=	<p>Defines whether the External reference can be amended by means of the Editor user interface.</p> <ul style="list-style-type: none"> ▶ 0: Change only possible by means of the zenon API. ▶ 1: Change possible by means of the user interface of the Editor. <p>Default: 0</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 Focus line color in group Graphical design 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 Focus line width in group Graphical design/Screens 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 violation pending.</p> <ul style="list-style-type: none"> ▶ 0: No ▶ 1: yes <p>Default: 1</p> <p>Attention: This property only concerns limit values that are not alarms.</p> <p>In the Editor, it corresponds to the setting for the Execute limit value function at RT start variable property in the Functions 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 HD data active 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 Operation lock 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 Main menus active in group Graphical design/Runtime general 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 Trend and HD values in milliseconds in group Runtime settings 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 Printing active in group AML and CEL 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 Write set value function.</p> <p>It corresponds to the property Function Write set value in group Chronological Event List/Logging 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.

	<ul style="list-style-type: none">▶ 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 closed and then reopened in order for the main menu to be applied.</p> <p>It corresponds to the property Runtime title in group Graphical design/Runtime general in the Editor.</p>
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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 Dialog font in group Graphical design/Runtime general in the Editor.</p>
RTVERSION=	<p>Version of Runtime for which Editor files are compiled.</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 Create Runtime files for property in the Editor, contained in the General 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 Runtime. A VBA macro can excesses these elements.</p> <p>Default: 0</p> <p>It corresponds to the property Runtime lasso in group Interaction 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 Monitor administration property (General tab, screen switching option) in the Graphical design/Runtime general group.</p>
CS_STEPNAME=	<p>Display type of the action name in the command sequence grid.</p> <ul style="list-style-type: none"> ▶ 1 : The user-defined action name is used. ▶ 0 : The standard text is used. <p>Default: 0</p> <p>It corresponds to the property Step name in the command sequence grid in group Command Sequencer in the Editor.</p>
UseGDILegacyDrawing=	<p>Mode for compatible display of elements in Runtime with Windows Basic set.</p> <ul style="list-style-type: none"> ▶ 0: Buttons and vector elements are shown using the new character routines (corresponds to the display in the Editor). ▶ 1: Buttons and vector elements are shown as in versions < 7.60. <p>Default: 0</p> <p>For project backups that are read back from versions < 7.60, the value is set to 1 when reading back.</p> <p>You can find further information on this in the Character behavior of buttons and vector elements in Windows Basic.</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

	<p>used for OCX.</p> <ul style="list-style-type: none"> ▶ 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 <code>Windows Base</code> for all line types which use Line width [Pixel] > 1, all line types are set to <code>solid line</code>. <p>It corresponds to the property Graphics quality in group Graphics quality/Screens 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 Index Runtime files in group Runtime settings 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 Alarm Message List 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 Display 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 Column settings AML property in the Alarm Message List 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_COLOR=	<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 Background color property in the Editor.</p>
ALARM_STATE_BACK_COLOR1=	<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 Message 1 background color 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 Message 2 background color 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 Message 3 background color 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 Text color 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 Message 1 text color property in the Editor.</p>
ALARM_STATE_TEXT_COLOUR2=	<p>Text color for warning message 2 STACK_WARNING_TEXT1=.</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 Message 2 text color 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 Message 3 text color 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 Column settings AML property in the Alarm Message List 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 Column settings AML property in the Alarm Message List 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 Column settings AML property in the Alarm Message List 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 Column settings AML property in the Alarm Message List 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 Column settings AML property in the Alarm Message List 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 Column settings AML property in the Alarm Message List</p>

	group or screen switching.
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 Unacknowledged alarms flash 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 value, 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 Alarm/Event Class Color 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 Alarm/Event Class Color 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 Column settings AML property in the Alarm Message List 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 Column settings AML property in the Alarm Message List 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 Confirm alarm acknowledgement in group Chronological Event List 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 value 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 file can therefore be used for comments. Maximum length for dynamic limit value text 254 characters. <p>Default: 0</p> <p>It corresponds to the property Long dynamic limit value texts AML in group Alarm Message List.</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 Alarm Message List active in group Alarm Message List.</p>
FARBE_DEL=	<p>Text color for Alarm deleted in the Alarm Message List.</p> <p>It corresponds to the property Color in group Confirm alarm acknowledgement 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 Color property in the Editor in the Alarm cleared 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 Color property in the Editor in the Alarm received 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 Color property in the Editor in the Alarm acknowledged 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 <code>#8000FF</code> in the editor corresponds to <code>16711808</code> 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 Column settings AML property in the Alarm Message List 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 Column settings AML property in the Alarm Message List 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 Column settings AML property in the Alarm Message List 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 Column settings AML property in the Alarm Message List 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 Header AML 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 Header AML property in the Editor.</p>
IMAGE_DEL=	<p>Graphics file for status Alarm deleted.</p> <p>It corresponds to the property Graphics file status in group Confirm alarm acknowledgement in the Editor.</p>
IMAGE_GEHT=	<p>Graphics file for Alarm cleared.</p> <p>It corresponds to the property Graphics file status in group Alarm cleared in the Editor.</p>
IMAGE_KOMMT=	<p>Graphics file for status Alarm received.</p> <p>It corresponds to the property Graphics file status in group Alarm received in the Editor.</p>
IMAGE_QUIT=	<p>Graphics file for status Alarm acknowledged.</p> <p>It corresponds to the property Graphics file status in group Alarm acknowledged 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 Unacknowledged alarms flash property in the</p>

	Editor.
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 display next property in the Editor.</p>
PREF_COMES=	<p>Prefix for Alarm received. Default: TEXT=>></p> <p>It corresponds to the property Prefix in group Alarm received in the Editor.</p>
PREF_GOES=	<p>Prefix for Alarm cleared. Default: TEXT=<<</p> <p>It corresponds to the property Prefix in group Alarm cleared in the Editor.</p>
PREF_IMAGE_COMES=	<p>Graphics file for prefix Alarm received. It corresponds to the property Graphics file prefix in group Alarm received in the Editor.</p>
PREF_IMAGE_GOES=	<p>Graphics file for prefix Alarm cleared. It corresponds to the property Graphics file prefix in group Alarm cleared in the Editor.</p>
PREF_IMAGE_QUIT=	<p>Graphics file for prefix Alarm acknowledged. It corresponds to the property Graphics file prefix in group Alarm acknowledged in the Editor.</p>
PREF_QUIT=	<p>prefix for alarm acknowledged. Default: TEXT=--</p>

	It corresponds to the property Prefix in group Alarm acknowledged in the Editor.
QUIT_ANZ=	Width of the column Time acknowledged in characters. Recommendation: Configuration in the Editor using the dialog of the Column settings AML property in the Alarm Message List group or screen switching.
QUIT_IN_CEL=	Inclusion of the acknowledgment of an alarm into the Chronological Event List: <ul style="list-style-type: none"> ▶ 0: will be included ▶ 1: will not be included Default: 0 Corresponds to the Alarm acknowledgement in the Logging group in the project properties for Chronological Event List .
REACT_TIME_ANZ=	Width of the column Reactivated time in characters. Recommendation: Configuration in the Editor using the dialog of the Column settings AML property in the Alarm Message List group or screen switching.
REACT_COUNT_ANZ=	Width of the column Reactivated number in characters. Recommendation: Configuration in the Editor using the dialog of the Column settings AML property in the Alarm Message List group or screen switching.
REACT_STAT_ANZ=	Width of the column Reactivated variable status in characters. Recommendation: Configuration in the Editor using the dialog of the Column settings AML property in the Alarm Message List group or screen switching.
RESOURCELABEL=	Describes the column for the resources label . Recommendation: Configuration in the Editor using the dialog of the Column settings AML property in the Alarm Message List group or screen switching.
RESOURCELABEL_ANZ=	Width of the column for the resources label in characters. Recommendation: Configuration in the Editor using the dialog of the Column settings AML property in the Alarm Message List group or screen switching.
RTEXT_ANZ=	Width of the column Reaction text in characters Recommendation: Configuration in the Editor using the dialog of the Column settings AML property in the Alarm Message List group or screen switching.
SAVE_BIN_ALWAYS=	Setting of whether each change to the data of the Alarm Message List also has an effect on the data in alarm.bin :

- ▶ 1: Saving active
- ▶ 0: Saving inactive

Default: 0

It corresponds to the **Save ring buffer on change** property in the Editor.

Note: If the property is set to *active*, this can lead to a considerable load being placed on the system - with flash disks most of all. If the property is set to *inactive*, this can lead to data being lost in the event of Runtime closing unexpectedly. *Inactive* Recommended especially for low performance.

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 Save AML data property in the Editor.</p>
STACK_SIZE=	<p>Maximum number of entries for the ring buffer.</p> <p>Minimum: 1 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 entered into the alarm file (*.aml) and the Runtime folder at the same time. Both files are synchronized. At a buffer overflow there can be unacknowledged entries in the alarm file.</p> <p>It corresponds to the Size of the ring buffer property in the Editor.</p>
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 Message 1 number of alarms 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 Message 2 number of alarms 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</p>

	<p>STACK_SIZE=.</p> <p>It corresponds to the Message 3 number of alarms 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 Message 1 text 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 Message 2 text 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 Message 3 text 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 Column settings AML property in the Alarm Message List 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 Status line active in group Alarm status line.</p> <p>Attention multi-project administration: The setting in the integration project defines the behavior for sub projects, regardless of the setting of the sub projects. The alarm status line of the uppermost project is always used in Runtime.</p>
STATUS_SCHRIFT=	<p>Index of the font selected for the text in the status row.</p> <ul style="list-style-type: none"> ▶ 0: Standard font (Default) <p>It corresponds to the Font property in the Editor.</p>
TAG_ANZ=	<p>Width of the column Identification in characters.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Column settings AML property in the Alarm Message List group or screen switching.</p>
TEXTLIST_ENDNODE_SEL=	<p>Defines whether texts from all levels or only texts from end nodes can be selected as alarm causes in Runtime.</p> <ul style="list-style-type: none"> ▶ 1: Only texts from end nodes can be selected as alarm causes.

	<ul style="list-style-type: none">► 0: Texts from all levels can be selected as alarm causes. <p>Default: 0</p>
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TIME_LASTING_ANZ=	Width of the column Time active in characters. Recommendation: Configuration in the Editor using the dialog of the Column settings AML property in the Alarm Message List group or screen switching.
TITLE_ACT_TEXT=	Description of the column Comment . Recommendation: Configuration in the Editor using the dialog of the Column settings AML property in the Alarm Message List group or screen switching.
TITLE_CLASS=	Description of the column Alarm/Event class . Recommendation: Configuration in the Editor using the dialog of the Column settings AML property in the Alarm Message List group or screen switching.
TITLE_CLASSNR=	Description of the column Alarm/Event class number . Recommendation: Configuration in the Editor using the dialog of the Column settings AML property in the Alarm Message List group or screen switching.
TITLE_CLASSSYMBOL=	Description of the column Alarm/Event class symbol . Recommendation: Configuration in the Editor using the dialog of the Column settings AML property in the Alarm Message List 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 Column settings AML property in the Alarm Message List group or screen switching.
TITLE_COMES=	Description of the column Time received . Recommendation: Configuration in the Editor using the dialog of the Column settings AML property in the Alarm Message List group or screen switching.
TITLE_COMP=	Description of the column Computer name . Recommendation: Configuration in the Editor using the dialog of the Column settings AML property in the Alarm Message List group or screen switching.
TITLE_GOES=	Description of the column Time cleared . Recommendation: Configuration in the Editor using the dialog of the Column settings AML property in the Alarm Message List group or screen switching.

TITLE_GROUP=	<p>Description of the column Alarm/Event group.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Column settings AML property in the Alarm Message List 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 Column settings AML property in the Alarm Message List 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 Column settings AML property in the Alarm Message List 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 Column settings AML property in the Alarm Message List 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 Column settings AML property in the Alarm Message List 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 Column settings AML property in the Alarm Message List 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 Column settings AML property in the Alarm Message List 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 Column settings AML property in the Alarm Message List group or screen switching.</p>

TITLE_REACT_COUNT=	<p>Description of the column Reactivate number.</p> <p>Recommendation: Configuration in the Editor using the dialog of the Column settings AML property in the Alarm Message List 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 Column settings AML property in the Alarm Message List 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 Column settings AML property in the Alarm Message List 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 Column settings AML property in the Alarm Message List 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 Column settings AML property in the Alarm Message List 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 Column settings AML property in the Alarm Message List 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 Column settings AML property in the Alarm Message List 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 Column settings AML property in the Alarm Message List 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 Column settings AML property in the Alarm Message List 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 Column settings AML property in the Alarm Message List 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 Column settings AML property in the Alarm Message List 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 Column settings AML property in the Alarm Message List 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 Column settings AML property in the Alarm Message List 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 Column settings AML property in the Alarm Message List 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 Column settings AML property in the Alarm Message List 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 during export of archives in the format TXT, XML and DBF.</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 another scan occurs within this waiting time, the data is written to the same file.</p> <p>Default: CLOSEDELAY=5</p>
CRATE_BLOCKSIZE=	<p>Defines the number of Rows when inserting values. The number of ROWS per INSERT must be given.</p> <p>Default: 10000</p> <p>Note: Can only be used for Crate.IO databases. You can find further information in the Historian chapter, in the CRATE.IO chapter.</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

	EXPORTFORMAT=DZVWS
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 manual values are used for the calculation of aggregated archives. Entry of short descriptions, separated by spaces.</p> <p>NUR_HANDWERT=X1 X2</p>
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>
STATUSPERRBIT=	<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.
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4.4 Automatic Line Coloring [ALC] and [ALC_TOP]

[ALC]

Entry	Description
[ALC]	Properties in the Automatic Line Coloring 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 of the search for ground faults 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 ALC configuration.</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 ALC configuration.</p>
MARKERLINE=	<p>Line width for screen markers in pixels.</p> <p>It corresponds to the Line width of the screen marker property in the Editor.</p>
MARKERSIZE=	Size of the screen markers in pixels.

	It corresponds to the Screen marker size 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 Display type of the screen marker 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 Maximum acceptable current overload [%] 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 for coloring 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 ALC configuration.</p>
SOURCE_CNT=	<p>Number of configured sources.</p> <p>This value is set by the Editor.</p>

SOURCE_COLOUR_x=	<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 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 ALC configuration.</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 ALC configuration.</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 ALC configuration.</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

	<ul style="list-style-type: none"> ▶ 906: Device would not be supplied ▶ 907: Area with undefined status would increase <p>Example: INTER_NO0=900</p>
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 Chronological Event List 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 Archive data 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 Column settings CEL property in the Chronological Event List 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 Column settings CEL property in the Chronological Event List 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 Column settings CEL property in the Chronological Event List 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 Column settings CEL property in the Chronological Event List 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 **Column settings CEL** property in the **Chronological Event List** 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 Column settings CEL property in the Chronological Event List 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 value, 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 Alarm/Event Class Color 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 Alarm/Event Class Color 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 Column settings CEL property in the Chronological Event List group or screen switching.</p>
DRUCKE_SYSMIDG=	<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 Print system messages 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 value 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 field can therefore be used for comments. Maximum length for dynamic limit value texts: 254

	<p>characters.</p> <p>Default: 0</p> <p>It corresponds to the Long dynamic limit value texts CEL 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 CEL 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 sorted text 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 unsorted text 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 violations 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</p>

	the Column settings CEL property in the Chronological Event List group or screen switching.
GROUP_ANZ=	Width of the Alarm/event Group column in characters. Recommendation: Configuration in the Editor using the dialog of the Column settings CEL property in the Chronological Event List group or screen switching.
HEADER=	Show the column headers in the list. Show the column headers in the CEL. <ul style="list-style-type: none"> ▶ 1: Column heading is displayed. ▶ 0: Column heading is not displayed. Is used together with the HEADER_ENABLE= setting. It corresponds to the Header CEL property in the Editor.
HEADER_ENABLE=	Use of the column heading: <ul style="list-style-type: none"> ▶ 1: Column heading can be operated. ▶ 0: Column heading is only used for display (fixed). Is used together with the HEADER= setting. It corresponds to the Header CEL property in the Editor.
MAXTEXTLEN=	Define how many characters the static limit value text in the CEL can have as a maximum. The minimum and maximum values are also true for VBA/VSTA. <ul style="list-style-type: none"> ▶ Minimum: 127 ▶ Maximum: 1023 Limitation: With dBase export the length is restricted to 256 characters. It corresponds to the Length static limit value texts CEL property in the Editor.
NAME=	Issue of a short name for the saved text files. Requirement: The entry TXT_FILE=1 Default: NAME=BTBTMM.TXT (TT=day, MM=month)
RECIPE_CHANGE=	Entries when changing recipes <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

	<p>of the recipe in the CEL.</p> <p>► 2: The following is logged in the CEL when the recipe is 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 Change recipes 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 Send recipes 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 Column settings CEL property in the Chronological Event List 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 Column settings CEL property in the Chronological Event List 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 Column settings CEL property in the Chronological Event List 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 Save ring buffer on change property in the Editor.</p> <p>Note: If the property is set to <i>active</i>, this can lead to a considerable load being placed on the system - with flash disks most of all. If the property is set to <i>inactive</i>, this can lead to data being lost in the event of Runtime closing unexpectedly. Inactive Recommended especially for low performance.</p>

SAVE_ONLY_STACK=	<p>Data retention for CEL:</p> <ul style="list-style-type: none"> ▶ 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 Size of the ring buffer. ▶ 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. <p>Default: 0</p> <p>It corresponds to the Save CEL data property in the Editor.</p>
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 Column settings CEL property in the Chronological Event List 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 Update automatically 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 Column settings CEL property in the Chronological Event List 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 Column settings CEL property in the Chronological Event List 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 Column settings CEL property in the Chronological Event List group or screen switching.</p>

	List group or screen switching.
TITLE_ACT_TEXT=	Description of the column Comment . Recommendation: Configuration in the Editor using the dialog of the Column settings CEL property in the Chronological Event List group or screen switching.
TITLE_CLASS=	Description of the column Alarm/Event class . Recommendation: Configuration in the Editor using the dialog of the Column settings CEL property in the Chronological Event List group or screen switching.
TITLE_CLASSNR=	Description of the column Alarm/Event class number . Recommendation: Configuration in the Editor using the dialog of the Column settings CEL property in the Chronological Event List group or screen switching.
TITLE_CLASSSYMBOL=	Description of the column Alarm/Event class symbol . Recommendation: Configuration in the Editor using the dialog of the Column settings CEL property in the Chronological Event List group or screen switching.
TITLE_CLASSSYMBOL_STYLE=	Display type of the column Alarm/Event class symbol . Recommendation: Configuration in the Editor using the dialog of the Column settings CEL property in the Chronological Event List group or screen switching.
TITLE_COMES=	Description of the column Time received . Recommendation: Configuration in the Editor using the dialog of the Column settings CEL property in the Chronological Event List group or screen switching.
TITLE_COMP=	Description of the column Computer name . Recommendation: Configuration in the Editor using the dialog of the Column settings CEL property in the Chronological Event List group or screen switching.
TITLE_GROUP=	Description of the column Alarm/Event group . Recommendation: Configuration in the Editor using the dialog of the Column settings CEL property in the Chronological Event List group or screen switching.
TITLE_GROUPNR=	Description of the column Alarm/Event group number . Recommendation: Configuration in the Editor using the dialog of the Column settings CEL property in the Chronological Event List group or screen switching.
TITLE_GROUPSYMBOL=	Description of the column Alarm/Event group symbol . Recommendation: Configuration in the Editor using the dialog of the Column settings CEL property in the Chronological Event List group or screen switching.

	List group or screen switching.
TITLE_GROUPS SYMBOL_STYLE=	Display type of the column Alarm/Event group symbol. Recommendation: Configuration in the Editor using the dialog of the Column settings CEL property in the Chronological Event List group or screen switching.
TITLE_NAME=	Identifier for the Variable name column title. Recommendation: Configuration in the Editor using the dialog of the Column settings CEL property in the Chronological Event List group or screen switching.
TITLE_PROJECT=	Description of the column Project name . Recommendation: Configuration in the Editor using the dialog of the Column settings CEL property in the Chronological Event List group or screen switching.
TITLE_TAGNR=	Description of the column Identification . Recommendation: Configuration in the Editor using the dialog of the Column settings CEL property in the Chronological Event List group or screen switching.
TITLE_TEXT=	Description of the column Text . Recommendation: Configuration in the Editor using the dialog of the Column settings CEL property in the Chronological Event List group or screen switching.
TITLE_STATUS=	Description of the column Variable status . Recommendation: Configuration in the Editor using the dialog of the Column settings CEL property in the Chronological Event List group or screen switching.
TITLE_USER=	Description of the column User name . Recommendation: Configuration in the Editor using the dialog of the Column settings CEL property in the Chronological Event List group or screen switching.
TITLE_USERNAME=	Description of the column User - full name . Recommendation: Configuration in the Editor using the dialog of the Column settings CEL property in the Chronological Event List group or screen switching.
TITLE_VALUE=	Description of the column Value . Recommendation: Configuration in the Editor using the dialog of the Column settings CEL property in the Chronological Event List group or screen switching.
TXT_ANZ=	Width of the column Text in characters. Recommendation: Configuration in the Editor using the dialog of the Column settings CEL property in the Chronological Event List group or screen switching.

	List group or screen switching.
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 Column settings CEL property in the Chronological Event List 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 Column settings CEL property in the Chronological Event List 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 Column settings CEL property in the Chronological Event List 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 Column settings CEL property in the Chronological Event List 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 Column settings AML property in the Alarm Message List 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 Max. print jobs in group Runtime settings 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 Data export in group Runtime settings/Runtime messages for in the Editor.</p>
FILEEXIST_OVERWR_APP_C AN=	<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 Replace files in group Runtime settings/Runtime messages for 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 administration, time control etc.</p> <ul style="list-style-type: none"> ▶ 1: active ▶ 2: inactive <p>Default: 2</p> <p>It corresponds to the property Autom. function execution active in group Functions 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 Screen: Return to last 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 Start continuous tone 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 Screen: Return to last 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 Number for function \"Screen: Return to last\" function in the Functions group.</p>

ZURUECK_SCHABLONEN=	<p>Name of the frame whose screens in the list are to be included for the Screen: Return to last 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 Main frames function in the Graphical design/Runtime general 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 Database 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: <code>Devices</code> It corresponds to the Table for devices 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: <code>MaintenanceWorks</code> It corresponds to the Table for maint. works 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: <code>MaintenanceHistory</code> It corresponds to the Table for history 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: <code>Documents</code> It corresponds to the Table for documents property in the Editor.
Userlevel=	Authorization group that is needed in order to be able to delete data from the database. Default: <code>0</code> It corresponds to the Authorization level 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 Network 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 Termination message property in the Editor.</p>
CLIENTx=	<p>Reload delay for the given client in the zenon network. x is a consecutive number per CLIENTx entry. The given clients are reloaded according to this numbering.</p> <p>However, if the given client is the standby server, this is reloaded immediately. The CLIENTx entry for a standby server is ignored.</p> <p>There is no property available in zenon for this project configuration. The reload delay can only be configured with an INI entry.</p> <p><code>CLIENT[consecutive number]=Clientname, [reload delay in seconds]</code></p> <p>The client name is the respective host name of the computer, not the Fully qualified domain name. The reload delay in seconds can be 0 up to 86400 seconds. Entries outside this range of values are replaced by a random reload time.</p> <p>Example:</p> <ul style="list-style-type: none"> ▶ <code>CLIENT0=VM-CDSBG104, 5</code> ▶ <code>CLIENT1=WKS001, 10</code> <p>The computer with the name VM-CDSBG104 (=Client0) reloads with a delay of 5 seconds; the computer with the name WKS001 (= Client 1) with a delay of 10 seconds.</p> <p>Attention: the consecutive numbering of the clients must be continuously consecutive. If there are, for example, entries for <code>CLIENT0</code>, <code>CLIENT1</code>, <code>CLIENT2</code>, <code>CLIENT3</code> and <code>CLIENT5</code>, only the entries of the following clients are taken into account: <code>Client0</code>, <code>Client1</code>, <code>Client2</code> and <code>Client3</code>. The reload delay for <code>Client5</code> is not taken into account.</p>

	<p>Note: For clients that do not have such an entry, the random reload delay, as given in the RELOADDELAY_SEC entry, is applicable. If this entry is also empty, all clients are loaded at the same time.</p>
DATENSERVER=	<p>Selection of which server operates as the data server:</p> <ul style="list-style-type: none"> ▶ 0: Server 1 ▶ 1: Server 2 <p>Default: 0</p> <p>It corresponds to the Server 2 as data server 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>Default: 10</p> <p>It corresponds to the Dead time after switching [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 ▶ 2 : Going below the value ▶ 3 : Exceeding the value <p>Can be configured via the dialog of property Valuations in the Editor.</p>
Hysteresis=	<p>Hysteresis in valuation 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 Hysteresis property in the Editor.</p>
ModifiedCounter=	<p>Counter that is incremented by one each time there is a change to a property in the Redundancy settings group. This counter is required for the validation of the evaluation in the network and is set by zenon automatically.</p>

	Attention: Must not be changed!
RatedEntries=	Number of defined evaluations. Refers to the <code>eCriteria<Index></code> , <code>WatchedVariableID<Index></code> , <code>ValueLimit<Index></code> and <code>Weight<Index></code> properties used. The linking is implemented by means of the index numbers.
RELOADDELAY_SEC=	<p>Reload delay for clients in seconds with large network projects.</p> <ul style="list-style-type: none"> ▶ 0, no delay ▶ >0: Each client selects a random number between 0 and the given reload delay for itself. <p>Note: If there is a <code>CLIENTx</code> entry for a client, the <code>CLIENTx</code> entry has priority for the client when reloading.</p>
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 carried out using the following properties: <code>eCriteria<Index></code>, <code>WatchedVariableID<Index></code>, <code>ValueLimit<Index></code> and <code>Weight<Index></code>. <p>Default: 1</p> <p>Note: Only active if <code>Redundanztyp=software redundancy</code>. It corresponds to the Redundancy mode 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. 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>Default: 0</p> <p>Recommendation: Deactivate setting.</p>

	It corresponds to the Routing active property in the Editor.
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 Network active property in the Editor.</p>
SERVER1=	<p>Allocation of a computer as Server 1.</p> <p>Example: SERVER1=COMPUTER1</p> <p>It corresponds to the Server 1 property in the Editor.</p>
SERVER2=	<p>Allocation of a computer as Server 2.</p> <p>Example: SERVER2=COMPUTER2</p> <p>It corresponds to the Server 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>Default: 30</p> <p>Only has an effect if 2 was selected for RedundancyMode=.</p> <p>It corresponds to the Switching delay [s] property in the Editor.</p>
TYPE=	<p>Selection of the redundancy model.</p> <ul style="list-style-type: none"> ▶ 1: <i>Hardware redundancy.</i> 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: <i>Software redundancy.</i> 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 Redundancy type 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 Valuations 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 Valuations 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 Valuations in the Editor.</p>
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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). Passive, reading access is always possible regardless of the option. Possible values or type of operating authorization:</p> <ul style="list-style-type: none"> ▶ 2: Operating authorization via Equipment model. ▶ 1: Global operating authorization Only on computer can operate the project at a time (e.g. acknowledge alarms, write set values). ▶ 0: No operating authorization. Several computers can operate the project at the same time. <p>Default: 0</p> <p>It corresponds to the Operating authorization in the network property in the Editor.</p>
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 for request [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</p>

	<p>property QUESTION_TIMEOUT=.</p> <p>It corresponds to the Timeout for operating authorization [s] property in the Editor.</p>
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4.14 Password administration [PASSWORD]

Entry	Description
[PASSWORD]	Settings for the user administration. Recommendation: Configuration by means of the User Administration group.
ADDMAIN=	Defines the alternative domains for signing a user in to zenon with a different AD domain than that which is registered in Windows. Only available if UseActiveDirectory= is 1 and the value is not empty. Example: ADDMAIN=AlternateDomain It corresponds to the Active Directory domain property in the Editor.
CANAUTOLOGOFF=	Automatic logout: <ul style="list-style-type: none">▶ 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. Default: 0 It corresponds to the Activate automatical logout property in the Editor.
CHANGE_PWD_PIC=	Screen that is used for changing the password instead of the modal dialog. <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. Default: Space It corresponds to the Screen for password change property in the Editor.
DEL_PIC_BACK_PATH_AT_LOGOUT=	Setting for the automatic deletion of the screen-back path when switching users. <ul style="list-style-type: none">▶ 0: Path is not deleted▶ >0: Path is deleted when a user is changed Default: 0 It corresponds to the Delete "Screen: Return to last" path during userchange property in the Editor.
DELUSER=	Deletion of a user in Runtime:

	<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 Deleting users property in the Editor.</p>
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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 Interlocked buttons (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 Locked buttons 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 Signature text editable property in the Editor.</p>
EXTERNALLOGIN_SYSTEMLOCK=	<p>Behavior of the complete system in the event of incorrect external authentication:</p> <ul style="list-style-type: none"> ▶ 0: No block of the complete system in the event of incorrect external authentication ▶ 1: The system is locked in the event of incorrect external authentication. <p>Default: 1: active</p> <p>It corresponds to the System lock for wrong external authentication property in the Editor.</p>
EXTERNALLOGIN_USERLOCK=	<p>Behavior for the user in the event of external authentication:</p> <ul style="list-style-type: none"> ▶ 0: No block of the corresponding user in the event of incorrect external authentication. ▶ 1: The corresponding user is blocked in the event of external authentication. <p>Default: 1: active</p> <p>It corresponds to the User lock for wrong external authentication property in the Editor.</p> <p>Attention: This setting has no influence on the user block in the Active Directory when using AD users. The domain settings are always applicable here.</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 Login with dialog 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 Screen for Login 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 Screen for Login with signature property in the Editor.</p>
LOGOFF=	<p>Time without operation (in minutes) after which a user is automatically logged out if the CANAUTOLOGOFF= property has the value 1.</p> <p>It corresponds to the Time [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 [Befehlsgebe] Position =.</p> <p>It corresponds to the Temp. login 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 Minimum password length property in the</p>

	Editor.
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 entry is made 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 Max. password error property in the Editor.</p>
PWVALIDDDAYS=	<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". ▶ Maximum: 4294967295 <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 Password - period of validity [d] property in the Editor.</p>
RecursiveLogin=	<p>Setting for automatic login/logout in subprojects:</p> <ul style="list-style-type: none"> ▶ 0: no automatic login/logout (default) ▶ 1: automatic login/logout active <p>Default: 0</p> <p>It corresponds to the Automatic login/logout in subprojects property in the Editor.</p>
UseActiveDirectory=	<p>Setting for whether Active Directory is used.</p> <ul style="list-style-type: none"> ▶ 0: Active Directory is not used. ▶ 1: The use of Active Directory is active. ▶ 2: AD LDS is used. <p>Default: 0</p> <p>It corresponds to the Access to Active Directory property in the Editor.</p>

USRGROUP_AD_CACHED=	<p>Setting for user groups that allow login with saved information. The GUID of the selected user group is saved.</p> <p>Example: USRGROUP_AD_CACHED=4b5199f4-969c-489a-9c60-15194aa3a161</p> <p>The entry is automatically created by the Editor when selecting a user group for the User group for Active Directory login with cached credentials property and must not be changed manually. If the linked user group is deleted, its GUID remains entered until it is replaced by the GUID of a different user group or deleted by configuration with No selection.</p> <p>You can find more information about logging with saved login information in the user administration manual, Login with cached login information.</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> <ul style="list-style-type: none"> ▶ Minimum: 0 ▶ Maximum: 65535 <p>Default: 3</p> <p>It corresponds to the Max. user error 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 & Facility Manager [PFM]

Entry	Description
[PFM]	Settings for the Production & 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 sub projects 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 Process Recorder [PROCESSRECORDER]

Entry	Description
[PROCESSRECORDER]	Entries for the Process Recorder module.
ACTIVE=	Activates or deactivates the Process Recorder module. 0: not activated 1: Activated Default: 0

4.19 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 Remote Transport in the group General .
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 taking place 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 Other file folder:</p> <ul style="list-style-type: none"> ▶ 0: inactive ▶ 1: active <p>Recommendation: Configuration in the dialog of the property Remote Transport in the group General.</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 Remote Transport in the group General.</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 Remote Transport in the group General.</p>
COUNT=	Number of configured lines in the source/target list in the Remote Transport dialog. Is entered by the Editor.
DRV_AKTIV=	<p>Transfer of the files from the Driver file folder:</p> <ul style="list-style-type: none"> ▶ 0: inactive ▶ 1: active <p>Recommendation: Configuration in the dialog of the property Remote Transport in the group General.</p>
HELP_AKTIV=	<p>Transfer of the files from the Help file folder:</p> <ul style="list-style-type: none"> ▶ 0: inactive ▶ 1: active <p>Recommendation: Configuration in the dialog of the property Remote Transport in the group General.</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.

- ▶ 1: Files are transferred.

Recommendation: Configuration in the dialog of the property **Remote Transport** in the group **General**.

PROJECTBASE=	<p>Target path for Runtime folder on the remote device.</p> <p>Recommendation: Configuration in the dialog of the property Remote Transport in the group General.</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 Remote Transport in the group General.</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 Remote Transport in the group General.</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 Remote Transport in the group General.</p>
SPALTENBREITE_0=	<p>Width of the column active in characters</p> <p>Recommendation: Configuration in the dialog of the property Remote Transport in the group General.</p>
SPALTENBREITE_1=	<p>Width of the column Source in characters</p> <p>Recommendation: Configuration in the dialog of the property Remote Transport in the group General.</p>
SPALTENBREITE_2=	<p>Width of the column Target in characters</p> <p>Recommendation: Configuration in the dialog of the property Remote Transport in the group General.</p>
SPALTENBREITE_3=	<p>Width of the column Editing in characters</p> <p>Recommendation: Configuration in the dialog of the property Remote Transport in the group General.</p>
SPALTENBREITE_4=	<p>Width of the column Description in characters</p> <p>Recommendation: Configuration in the dialog of the property Remote Transport in the group General.</p>
STRAT_AKTIV=	<p>Transferring the zenon Logic files</p> <ul style="list-style-type: none"> ▶ 0: inactive ▶ 1: active

	Recommendation: Configuration in the dialog of the property Remote Transport in the group General .
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 Remote Transport in the group General .
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 Remote Transport in the group General .
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 Remote Transport in the group General .

[TRANSPASS]

Entry	Description
[TRANSPASS]	Remote Transport password on the development computer. Note: Configuration for Remote in zenon6.ini in the Remote Transport password [TRANSPASS] (on page 154) 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=	<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>
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 umber in the dialog to establish a connection.</p> <ul style="list-style-type: none"> ▶ 0: inactive ▶ 1: active

4.20 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 <i>Recipegroup Manager</i> screens. The font which was specified in the settings of Font 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 Table font adjustable property in the Editor.</p>

4.21 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 Text color on focus in group Graphical design/Selection colors for the object lists 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 Text color without focus in group Graphical design/Selection colors for the object lists 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 Background color on focus in group Graphical design/Selection colors for the object lists 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 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 Background color without focus in group Graphical design/Selection colors for the object lists 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 Graphical identification 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 Interlocked buttons in group Graphical design/Locked/Interlocked elements 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 Autom. function execution active in group Functions in the Editor.</p>
NOT_WORKING_FUNC=	<p>Number of the function that is executed after the time defined in NOT_WORKING_TIME=.</p> <p>It corresponds to the property Function in group Functions 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> <p>It corresponds to the property Time without operation (in minutes) in group Functions in the Editor.</p>

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 Selection with border in group AML and CEL 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 Automatic keyboard in group Interaction/Keyboard 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 Windows CE project in group General 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.

4.22 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 Runtime changeable data.</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 Runtime changeable data.</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 Runtime changeable data.</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 Runtime changeable data.</p>

4.23 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.

4.24 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>

4.25 Drivers

Properties for Drivers.

4.25.1 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)

4.25.2 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.

4.25.3 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 Incorrect input 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 value 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 Insufficient authorization property in the Editor.</p>

4.26 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

4.27 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 Versioning active in group General/Versioning 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 Main version property in the General/Versioning group.</p>
PROJ_MINOR=	Detail number for the main version. Is issued automatically. <p>It corresponds to the property Project version in group General/Versioning 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 XML export active in group General/Versioning in the Editor.</p>
--	---

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. wizards.ini

Creation of the INI file for administering the wizard in VSTA and VBA.



Information

This documentation is only available in English.

6.1 VSTA wizards.ini

[DEFAULT]: Contains global settings
COUNT: Amount of wizards included in the INI (must be modified when adding/removing a wizard to the ini)
[MYWORKSPACE] Contains settings for the Workspace.cs
VERSION: Current version
[WIZARD_X]: Contains settings of a wizard:
NAME: Name as indicated in the update dialog
CLASSNAME: Name of the form class representing the wizard.
VERSION: Version number
PATH: path-expansion to location of the files.
DELETE: 1 when the wizard is to be removed from the workspace
FILES: The amount of files included in this wizard
FILE_X: The name of a file included in the wizard
TYPE_X: The type of the file (required for the Form.cs and Resx file)
DEP_X: The name of a file on which this file depends

EXAMPLE

```
[DEFAULT]
COUNT=3

[MYWORKSPACE]
VERSION=1

[WIZARD_1]
NAME=Import-Wizard
CLASSNAME=Wizard_Exportxml
VERSION=3
PATH=\Wizard_Exportxml
DELETE=0
FILES=3
```



```
FILE_1=Wizard_Exportxml.cs
TYPE_1=Form
FILE_2=Wizard_Exportxml.Designer.cs
DEP_2=Wizard_Exportxml.cs
FILE_3=Wizard_Exportxml.resx
DEP_3=Wizard_Exportxml.cs
TYPE_3=EmbeddedResource
```

```
[WIZARD_2]
NAME=Wizard_Project
CLASSNAME=Wizard_Project
VERSION=1
PATH=\Wizard_Project
DELETE=0
FILES=3
FILE_1=Wizard_Project.cs
TYPE_1=Form
FILE_2=Wizard_Project.Designer.cs
DEP_2=Wizard_Project.cs
FILE_3=Wizard_Project.resx
DEP_3=Wizard_Project.cs
TYPE_3=EmbeddedResource
```

```
[WIZARD_3]
NAME=Demo Wizard
CLASSNAME=Wizard_Demo
VERSION=1
PATH=\Wizard_Demo
DELETE=0
FILES=3
FILE_1=Wizard_Demo.cs
TYPE_1=Form
FILE_2=Wizard_Demo.Designer.cs
DEP_2=Wizard_Demo.cs
FILE_3=Wizard_Demo.resx
DEP_3=Wizard_Demo.cs
TYPE_3=EmbeddedResource
```

6.2 VBA wizards.ini

[DEFAULT]: Contains global settings
COUNT: Amount of wizards included in the INI (must be modified when adding/removing a wizard to the ini)
[MYWORKSPACE] Contains settings for the Workspace.cs
VERSION: Current version
[WIZARD_X]: Contains settings of a wizard:
NAME: Name as indicated in the update dialog
VERSION: Current version
PATH: path-expansion to location of the files.
VB_NAME: Name of the VBA object representing the wizard.
VB_TYPE: 0=form, 1=class
DELETE: 1 when the wizard is to be removed from the workspace

EXAMPLE

```
[DEFAULT
COUNT=3

[MYWORKSPACE]
VERSION=3

[WIZARD_1]
NAME=Wizard for creating variables
VERSION=8
PATH=\CreateVariables\frmCreateVariables.frm
VB_NAME=frmCreateVariables
VB_TYPE=0
DELETE=0

[WIZARD_2]
NAME=Document Wizard
VERSION=12
PATH=\DocuWizard\frmDocuWizardEx.frm
VB_NAME=frmDocuWizardEx
VB_TYPE=0
DELETE=0
```

```
[WIZARD_3]
NAME=Import-Wizard
VERSION=3
PATH=\ImportWizard\frmImportWizard.frm
VB_NAME=frmImportWizard
VB_TYPE=0
DELETE=1
```

6.3 Required methods for updating

Example of methods that are required for the wizard to be displayed in the update dialog:

VBA

'The following methods define the form as a control system wizard. If IsZenOnWizard is set to false,
'the wizard does not appear in the Wizard dialog and does not influence the wizard update dialog.

```
Public Function GetWizardName() As String
    GetWizardName = "Empty Wizard"
End Function

Public Function GetWizardInfo() As String
    GetWizardInfo = "<TODO: Add description here>"
End Function

Public Function GetWizardCategory() As String
    GetWizardCategory = "<TODO: Add category-information here>"
End Function

Public Function IsZenOnWizard() As Boolean
    IsZenonWizard = False
End Function

Public Function GetWizardVersion() As Integer
    GetWizardVersion = 6
End Function
```

VSTA

```
#region Wizard_Identification
```

```
/// <summary>
/// This Static method returns the name of the wizard,
/// which will be displayed in the wizard-tree.
/// </summary>
/// <returns></returns>
static public string GetWizardName()
{
    string strValue = "Demo Wizard";
    return strValue;
}
/// <summary>
/// This Static method returns the description of the wizard,
/// which will be displayed at the bottom of the wizard-dialog.
</summary>/// <returns></returns>
static public string GetWizardInfo()
{
    string strValue = "This is our Demo Wizard";
    return strValue;
}
/// <summary>
/// This static method returns the category name of the wizard,
/// which will be used as node-name in the wizards-tree.
/// </summary>
/// <returns></returns>
static public string GetWizardCategory()
{
    string strValue = "Wizard VSTA";
    return strValue;
}
/// <summary>
/// This static method returns a bool which can be used to "switch" the wizard
/// on/off in the wizard dialog (false=wizard is not shown in the tree).
/// </summary>
/// <returns></returns>
static public bool IsZenOnWizard()
{
    bool bValue = false;
    return bValue;
}
```

```
/// <summary>
/// This static method returns the version of the wizard.
/// Indicated at the bottom of the wizard-dialog.
/// </summary>
/// <returns>wizard version</returns>
static public int GetWizardVersion()
{
    int nValue = 1;
    return nValue;
}
/// <summary>
/// This method is called when the wizard has been selected in the
/// wizard dialog and confirmed with "OK".
/// </summary>
public void StartWizard()
{
    this.Show();
}

#endregion
```

7. zenDB.ini:

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

ENTRIES IN ZENDB.INI

FROM VERSION 7.11 SP0 ON

Entry	Default value	Description
[CONNECTION_SQL2012]		Connection settings for SQL Server 2012
PW=	Startup Tool: none Else: zen_\$2012	<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. The password must also be amended on the SQL server for the zenOnSrv user.</p> <p>Note: Each component writes this value in encrypted form to the INI file.</p>

All other settings correspond to those of version 7.10.

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>The password must also be amended on the SQL server for the zenOnSrv user.</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
-------	---------------	-------------

[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_SQL2005=	none	<p>Path definition.</p> <p>Example:</p> <p>DB60_SQL2005=C:\ProgramData\COPA-DATA\SQL\</p>
[CONNECTION_SQL2005]		

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
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_SQL2005=	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
[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

8. zenon6.ini

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



Information

You can find **zenon6.ini** in the following path:
`%ProgramData%\COPA-DATA\System\`

8.1 General settings [DEFAULT]

Entry	Description
[DEFAULT]	General settings.
ACTIVATIONKEY76=	<p>Encrypted activation for dongle and soft-licensing for zenon 7.60. Applicable for standalone licenses and network licenses.</p> <p>Recommendation: Configuration by means of the File -> General settings -> License product dialog.</p> <p>Please note that the licensing from version 7.60 depends on the version.</p> <p>Note:</p> <ul style="list-style-type: none"> ▶ The entry is as follows for versions before zenon 7.60: ACTIVATIONKEY7= ▶ The entry is as follows for versions before zenon 7.0: ACTIVATIONKEY=
ACTIVATIONKEY7=	<p>Encrypted activation for dongle and soft-licensing. Applicable for standalone licenses and network licenses.</p> <p>The entry is as follows for versions before zenon 7.0: ACTIVATIONKEY=</p>
ACTIVATIONKEY7n=	<p>Alternative activation key for dongle and soft-licensing. This enables the Editor and Runtime to be started with different licenses and dongles. Applicable for standalone licenses and network licenses.</p> <ul style="list-style-type: none"> ▶ n: number between 1 and 9. <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 the same as that for the SERIAL7n= 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>
AUTOEXCEPTTIME=	<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"> ▸ GERMAN ▸ ENGLISH ▸ ITALIAN ▸ FRENCH ▸ ... <p>Note: This INI entry is also valid for the zenon Web Client.</p>
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> <ul style="list-style-type: none"> ▸ Maximum: $2^{31}-1$ ms ▸ Minimum: 1000 ms Values <1000 ms are automatically corrected to the minimum value. <p>Default: 30000</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 Monitor administration property in the project properties of the Graphical design/Runtime general group.</p>
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.
SERIAL76=	<p>Encrypted serial number for dongle and soft-licensing. Applicable for standalone licenses and network licenses.</p> <p>Please note:</p> <p>License keys for soft licenses depend on the version. They can only be activated for the zenon version for which they have been purchased. The activation number must be renewed when the version is changed.</p> <p>Recommendation: Configuration by means of the File -> General settings -> License product dialog.</p> <ul style="list-style-type: none"> ▶ Note: The entry is as follows for versions before zenon 7.60: SERIAL7= ▶ The entry is as follows for versions before zenon 7.0: SERIAL=
SERIAL7=	<p>Serial number for dongle and soft-licensing Applicable for standalone licenses and network licenses.</p> <p>The entry is as follows for versions before zenon 7.0: SERIAL=</p>
SERIAL7n=	<p>Alternative serial number for dongle. This enables the Editor and Runtime to be started with different licenses and dongles. Applicable for standalone licenses and network licenses.</p> <ul style="list-style-type: none"> ▶ n: number between 1 and 9. <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 the same as that for the ACTIVATIONKEY7n= 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</p>

	serial number.
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>

8.2 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>

8.3 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\Demo 760.wsp6</p>

8.4 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

8.5 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

8.6 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)

8.7 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 or Diagnosis Servers on a device, these can be configured independently for 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]	<p>Section in zenon6.ini.</p> <p>Contains parameters for zenSysSrv (Remote Transport and Diagnosis Server).</p>
LOGDirectory=	<p>Defines folder for the LOG files.</p> <p>If there is no entry, the LOG folder in the %ProgramData% folder is used by default.</p> <p>Example: LOGDirectory= %ProgramData%\COPA-DATA\zenon760\LOG</p>
CONFIG=	<p>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:</p> <p>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 timeout time for the connection 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
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>

	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 zenSysServ and zenLogServ 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 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: ▶ The path extracted from the Registry,

	<p>z. B. %ProgramData%\COPA-DATA\LOG</p> <p>► the LOG folder in the %ProgramData% folder of the zenLogSrv, if no path is defined in the registry,</p> <p>e. g. %ProgramData%\COPA-DATA\zenon760\LOG</p>
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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 timeout 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 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 timeout 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 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 timeout 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 Client 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] 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.

8.8 Printer general [DRUCKER] and [FRM_PRNT]

Entry	Description
[DRUCKER]	Printer assignment. These settings are configured in the Editor in the following menu: <i>File -> General configuration -> Default -> Printer</i> .
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 AML and CEL or over the files <code>ALAR . FRM</code> and/or <code>BTB . FRM</code> .
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 <code>ALARM_G . FRM</code> or <code>BTB_G . FRM</code> . 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 <code>FRM_PRNT.DLL</code> .
LINES=	Entry of the number of lines per page. Default: 0

8.9 Editor [EDITOR] and [Editor/CustomMenu]

Entry	Description
[EDITOR]	Settings in the Editor. Recommendation: Configure via <i>Tools -> Settings</i> .
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_SOFORT=	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=	Type 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

	<ul style="list-style-type: none"> ▶ 1: on <p>Note: Only affects assistants for configuration (e.g. archiving), but not wizards (e.g. project wizard).</p>
WINDOW=	<p>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.</p> <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.

8.10 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. Default: 0
PORT=	HTTPS port for communication with the Everywhere Server Default: 8050
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. Default: 0

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

8.11 Extended Trend [EW-TREND]

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

8.12 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

8.13 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 <p>If the VIEW= property has the value 2, favorites are always shown.</p>
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

8.14 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. 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>

8.15 Message Control [MESSAGE CONTROL]

Entry	Description
[MESSAGE CONTROL]	<p>Settings for the module Message Control.</p> <p>Recommendation: Configuration via the properties of the Message Control group in the workspace including subgroups and the properties of the Project-specific settings 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 in Message32.ini corresponds to the entry [GSM] On</p> <p>This is taken into account when importing/exporting the ini settings.</p> <p>It corresponds to the property Sending mode active in group SMS message (GSM modem) in the Editor.</p>
GSM_SMS_COM=	<p>COM port that is used for the connection to the modem.</p> <p>Default: empty</p> <p>It corresponds to the Modem connection (serial) property in the Editor.</p>
GSM_SMS_PIN=	<p>PIN code which is used for authentication towards the modem.</p> <p>Default: empty</p> <p>It corresponds to the PIN code property in the Editor.</p>
GSM_SMS_SMSC=	<p>Telephone number of the message center of the GSM provider.</p> <p>Default: empty</p> <p>It corresponds to the Number of SMS center property in the Editor.</p>
GSM_BULK_DELETE=	<p>Behavior when deleting an SMS:</p> <ul style="list-style-type: none"> ▶ 0: Messages are deleted with the Index method. SMSs that have been read are deleted individually ▶ 1: Messages are deleted with the Statusflag method. All SMSs that have been read are deleted at the same time. Note: This method is faster and more powerful, but is not supported by all modems. <p>Default: 0</p> <p>It corresponds to the Delete SMS with status flag syntax of</p>

	AT+CMGD command property in the Editor.
Outlook=	<p>Email notification via Outlook:</p> <ul style="list-style-type: none"> ▶ 0: inactive ▶ 1: active <p>Default: 0</p> <p>It corresponds to the property Sending mode active in group Mail message (Outlook) in the Editor.</p>
Outlook_Profile=	<p>Name of the Outlook profile which should be used for sending.</p> <p>Default: empty</p> <p>It corresponds to the Profile property in the Editor.</p>
POP_APOP=	<p>Controls authentication at the incoming mail server with messaging via SMTP/POP.</p> <ul style="list-style-type: none"> ▶ 0: User (USER) and password (PASS) are used for authentication. ▶ 1: The APOP command is used for authentication instead of user and password. <p>Default: 0</p> <p>It corresponds to the property Use APOP for authentication in group Mail message (SMTP) in the Editor.</p>
POP_KEEP_MAILS=	<p>Defines whether e-mails that have been read remain on the server:</p> <ul style="list-style-type: none"> ▶ 0: E-mails are deleted after they have been fetched from the server, ▶ 1: E-mails remain after they have been fetched from the server. <p>Default: 0</p> <p>Note: As POP3 offers no possibility to filter mails when fetching them, always all mails which are in the incoming mail are fetched. If this property is active, the server's memory consumption increases and the performance can decrease when fetching mails.</p> <p>It corresponds to the Keep read mail on server property in the Editor.</p>
POP_PASSWORD=	<p>Password for login at the incoming mail server (POP3). The password is saved encrypted and is only decrypted for authentication purposes.</p> <p>Must only be configured in the Editor.</p> <p>Default: empty</p> <p>It corresponds to the property Password in group Incoming mail server in the Editor.</p>

POP_POLL_INTERVALL=	<p>Minimum period between two POP3 requests in seconds. Value should not be below the POP3 server guideline.</p> <ul style="list-style-type: none"> ▶ Minimum: 10 ▶ Maximum: 4294967295 <p>Default: 60</p> <p>It corresponds to the Minimum time between two requests (s) property in the Editor.</p>
POP_PORT=	<p>Port in which the POP3 server is addressed.</p> <ul style="list-style-type: none"> ▶ Maximum value: 6553 <p>Default for:</p> <ul style="list-style-type: none"> ▶ Insecure connection: 110 ▶ Secure connection: 995 <p>It corresponds to the property Port in group Incoming mail server in the Editor.</p>
POP_SECURITY=	<p>Type of connection protection to the POP3 Server.</p> <ul style="list-style-type: none"> ▶ 0, no security ▶ 1: SSLv2 and SSLv3 ▶ 2: TLSv1 <p>Default: 0</p> <p>It corresponds to the property Encryption in group Incoming mail server in the Editor.</p>
POP_SERVER=	<p>Address of the POP3 server.</p> <p>Default: empty</p> <p>It corresponds to the property Server address in group Incoming mail server in the Editor.</p>
POP_USER=	<p>User name for the incoming server.</p> <p>Default: empty</p> <p>It corresponds to the property User name in group Incoming mail server in the Editor.</p>
SMSGateway=	<p>SMS notification via SMS gateway:</p> <ul style="list-style-type: none"> ▶ 0: inactive ▶ 1: active <p>Default: 0</p> <p>It corresponds to the property Sending mode active in group SMS message (SMS gateway) in the Editor.</p>

SMSTGateway_Inbox=	<p>Incoming folder of the SMS server for sending SMS.</p> <p>Default: empty</p> <p>It corresponds to the Inbox folder property in the Editor.</p>
SMSTGateway_OriginId=	<p>Sender identification for sending SMS.</p> <p>Default: empty</p> <p>It corresponds to the Sender ID property in the Editor.</p>
SMSTGateway_Outbox=	<p>Outgoing folder of the SMS server for sending SMS.</p> <p>Default: empty</p> <p>It corresponds to the Outbox folder property in the Editor.</p>
SMSTGateway_Prefix=	<p>First letter of the SMS files. Must be unique for each project.</p> <p>Length: 1 characters</p> <p>Default: F</p> <p>It corresponds to the First letter of the SMS file property in the Editor.</p>
SMSTGateway_SemaphorPrefix=	<p>First letter of the lock file.</p> <p>Length: 1 characters</p> <p>Default: S</p> <p>It corresponds to the First letter of the lock/semaphore file property in the Editor.</p>
SMSTGateway_SmartAlarm=	<p>Smart alarming is used. Must be unique for each project.</p> <ul style="list-style-type: none"> ▶ 0: inactive ▶ 1: active <p>Default: 0</p> <p>It corresponds to the Smart alarming property in the Editor.</p>
SMSTGateway_Statusbox=	<p>Folder for the status message at SMS sending.</p> <p>Default: empty</p> <p>It corresponds to the Status folder property in the Editor.</p>
SMSTGateway_TimeOut=	<p>Timeout for outgoing messages in minutes. Defines after what period of time a message is interpreted as "not send successfully".</p> <p>Default: 60</p> <p>It corresponds to the Timeout property in the Editor.</p>

SMTP_AUTH=	<p>Authentication at the outgoing server.</p> <ul style="list-style-type: none"> ▶ 0, no security ▶ 1: log in to the POP3 Server before sending ▶ 2: SMTP AUTH with signing in to the SMTP server before dispatch <p>Default: 0</p> <p>It corresponds to the property Authentication at outgoing mail server in group Outgoing mail server in the Editor.</p>
SMTP_OTHER_CREDS=	<p>Defines whether the outgoing server uses different log in data than the incoming server.</p> <ul style="list-style-type: none"> ▶ 0: inactive ▶ 1: active <p>Default: 0</p> <p>Corresponds to the property in the Outgoing mail server group in the Editor.</p>
SMTP_PASSWORD=	<p>Hex dump of the encrypted password for authentication at the outgoing server.</p> <p>Default: empty</p> <p>Corresponds to the property in the Outgoing mail server group in the Editor.</p>
SMTP_OTHER_CREDS=	<p>Sign-in data for SMTP server.</p> <ul style="list-style-type: none"> ▶ 0: Login data for the incoming mail server is also used for the outgoing mail server. ▶ 1 : For the authentication at the outgoing mail server different login data than at the incoming mail server are used. <p>Default: 0</p> <p>It corresponds to the property Use different log in data as at the incoming mail server in group Outgoing mail server in the Editor.</p>
SMTP_OUT_ADDR=	<p>Address for outgoing e-mails.</p> <p>Default: empty</p> <p>It corresponds to the property Address for sent mails in group Outgoing mail server in the Editor.</p>
SMTP_POP_MAIL=	<p>Email notification via SMTP/POP:</p> <ul style="list-style-type: none"> ▶ 1: active ▶ 0: inactive <p>Default: 0</p>

	It corresponds to the property Sending mode active in group Outgoing mail server in the Editor.
SMTP_PORT=	<p>Defines the used port at the SMTP Server.</p> <p>Maximum: 65535</p> <p>Default: 25</p> <p>It corresponds to the property Port in group Outgoing mail server in the Editor.</p>
SMTP_SECURITY=	<p>Type of encryption for connection to the SMTP Server.</p> <ul style="list-style-type: none"> ▶ 0, no security ▶ 1: SSLv2 and SSLv3 ▶ 2: TLSv1 <p>Default: 0</p> <p>It corresponds to the property Encryption in group Outgoing mail server in the Editor.</p>
SMTP_SERVER=	<p>The SMTP Server entered by the user.</p> <p>Default: empty</p> <p>It corresponds to the property Server address in group Outgoing mail server in the Editor.</p>
SMTP_SRV_IS_POP=	<p>This entry defines whether the POP3 Server is used as SMTP Server.</p> <ul style="list-style-type: none"> ▶ 1: POP 3 is SMTP ▶ 0: POP3 and SMTP are different Servers <p>Default: 0</p> <p>It corresponds to the property Use incoming mail server for outgoing mails in group Outgoing mail server in the Editor.</p>
SMTP_SUBJECT=	<p>Subject for outgoing e-mails and for detecting whether an incoming e-mail at the server is relevant for the sending type.</p> <p>Incoming e-mails must have this text as subject in order to be processed by the system. E-mails which do not contain this subject are neither passed on to Message Control nor deleted from the server.</p> <p>Default: MsgCtrl_Alert:</p> <p>It corresponds to the property Mail subject in group Outgoing mail server in the Editor.</p>

SMTP_USER=	<p>User name saved for the outgoing server.</p> <p>Default: empty</p> <p>It corresponds to the property User name in group Outgoing mail server in the Editor.</p>
SMTP_USER_IS_ADDR=	<p>Defines whether the user name for authentication towards the outgoing server is used as sender address for outgoing mails. Is only used if the SMTP_AUTH= entry is not 0.</p> <ul style="list-style-type: none"> ▶ 1: active ▶ 0: inactive <p>Default: 0</p> <p>It corresponds to the property Use user name as address for sent mails in group Outgoing mail server in the Editor.</p>
Speech=	<p>Text-to-Speech notification via modem:</p> <ul style="list-style-type: none"> ▶ 0: inactive ▶ 1: active <p>Default: 0</p> <p>It corresponds to the property Voice modem (Text-to-Speech) in group Voice message in the Editor.</p>
Speech_Name=	<p>Selection of speech and language for text-to-speech.</p> <p>Ensure that the correct voices for the Editor have been selected:</p> <ul style="list-style-type: none"> ▶ 32-bit Editor: C:\Windows\SysWOW64\Speech\SpeechUX\sapi.cpl ▶ 64-bit Editor: C:\Windows\System32\Speech\SpeechUX\sapi.cpl <p>Default: empty</p> <p>It corresponds to the property Voice in group Text-to-Speech in the Editor.</p>
Speech_Rate=	<p>Speech speed.</p> <ul style="list-style-type: none"> ▶ Minimum: -10 ▶ Maximum: 10 <p>Default: 0</p> <p>It corresponds to the property Speech rate in group Text-to-Speech in the Editor.</p>

Speech_Volume=	<p>Speech volume. Number equals the percent value of the maximum value of the selected speech.</p> <ul style="list-style-type: none"> ▶ Maximum: 100 ▶ Minimum: 0 Number taken from the operating system without change. <p>Default: 0</p> <p>It corresponds to the property Volume in group Text-to-Speech in the Editor.</p>
Subject=	<p>Unique ID which incoming e-mails must contain in order to be processed in Message Control.</p> <p>Default: MsgCtrl_Alert:</p> <p>It corresponds to the property Subject (ID) in group Mail message (Outlook) in the Editor.</p>
Telephone=	<p>Notification by means of audio file via modem:</p> <ul style="list-style-type: none"> ▶ 0: inactive ▶ 1: active <p>Default: 0</p> <p>It corresponds to the property Voice modem (audio file) in group Voice message in the Editor.</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> <p>It corresponds to the property Ignore disconnect in group Voice message in the Editor.</p>
Telephone_Line=	<p>Entry of the modem to be used. Must already be configured on the computer.</p> <p>It corresponds to the property Line name in group Phone settings in the Editor.</p>
Telephone_LineId=	<p>Automatically created device ID which identifies the selected modem. Serves - for several modems with the same name - the purpose of distinguishing the devices.</p> <p>Attention: For information only. Must not be changed here.</p> <p>It corresponds to the property Line ID in group Phone settings in the Editor.</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> <p>It corresponds to the property Timeout [min] in group Voice message in the Editor.</p>
Telephone_WelcomeMessageCount=	<p>Number of repetitions for the welcome text.</p> <p>Default: 5</p> <p>It corresponds to the property Repeat welcome text in group Voice message in the Editor.</p>
VOIP_AUDIO=	<p>Voice message as audio file by means of Voice over IP:</p> <ul style="list-style-type: none"> ▶ 0: inactive ▶ 1: Voice over IP (Audio file) <p>Default: 0</p> <p>It corresponds to the property Voice over IP (Audio file) in group Voice message in the Editor.</p> <p>Note:</p> <p>The following conditions must be met in order to use VoIP:</p> <ul style="list-style-type: none"> ▶ The VoIP provider must support the SIP and RTP protocols. ▶ The corresponding ports must be open in the firewall: <ul style="list-style-type: none"> SIP (default: 5060) RTP (default 4000) RTCP (default 4001)
VOIP_DOMAIN=	<p>Server address of the VoIP provider.</p> <p>Default: (empty)</p> <p>It corresponds to the property Server address in group Voice over IP in the Editor.</p>
VOIP_PASSWORD=	<p>Password for VoIP access.</p> <p>Is saved in encrypted form and must only be changed in the user interface.</p> <p>Default: (empty)</p> <p>It corresponds to the property Password in group Voice over IP in the Editor.</p>
VOIP_RTP=	<p>Number of the RTP port for VoIP.</p> <p>Default: 4000</p> <p>It corresponds to the property RTP port in group Voice over IP in the Editor.</p>

VOIP_SIP=	<p>Number of the SIP port for VoIP.</p> <p>Default: 5060</p> <p>It corresponds to the property SIP port in group Voice over IP in the Editor.</p>
VOIP_TTS=	<p>Voice message as text-to-speech by means of voice over IP:</p> <ul style="list-style-type: none"> ▶ 0: inactive ▶ 1: Voice over IP (Text-to-Speech) <p>Default: 0</p> <p>It corresponds to the property Voice over IP (Text-to-Speech) in group Voice message in the Editor.</p> <p>Note:</p> <p>The following conditions must be met in order to use VoIP:</p> <ul style="list-style-type: none"> ▶ The VoIP provider must support the SIP and RTP protocols. ▶ The corresponding ports must be open in the firewall: <ul style="list-style-type: none"> SIP (default: 5060) RTP (default 4000) RTCP (default 4001)
VOIP_USER=	<p>User name for VoIP access.</p> <p>Default: (empty)</p> <p>It corresponds to the property User name in group Voice over IP in the Editor.</p>



Information

Some properties can accept the values of other properties. You always save the value that was entered last. The value of the ini entries therefore does not always need to correspond to the values of the properties displayed in the Editor. The following properties are affected:

- ▶ **SMTP_SERVER=** -> **Server address**
- ▶ **SMTP_USER=** -> **User name**
- ▶ **SMTP_PASSWORD=** -> **Password**
- ▶ **SMTP_OUT_ADDR=** -> **Address for sent mails**

▶

8.16 Network [NETZ]

Entry	Description
[NETZ]	Parameters of the network operation
ANALYZER2_SERVER_TIMEOUT_SECONDS=	<p>Waiting time for connection when executing the Analyzer Report Execution Function.</p> <p>Value in seconds.</p> <ul style="list-style-type: none"> ▶ Minimum: 1 ▶ Maximum: 86400 <p>Default: 100</p> <p>Only valid with a connection to a version 2.XX Analyzer Server. From version 7.50, the timeout is configured using the ZAMS options.</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>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> <ul style="list-style-type: none"> ▶ 0: <p>Default = 0 (immediate retry)</p>
NET_CONNECTWAIT_MSEC=	<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 zenon Web Client to zenon Web Server: zenon Web Server eavesdrops on the port, zenon Web Client connects to the port.</p> <p>Default:</p> <ul style="list-style-type: none"> ▶ TCP: 1102 ▶ HTTP: 8080
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>Examples: Call up of archive data for Extended Trend, recipe</p>

	administration, password list...)
POLLING_INTERVALL=	<p>Waiting time in milliseconds until zenon Web Client sends another HTTP GET request to zenon Web Server 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>
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8.17 Path settings [PATH]

Entry	Description
[PATH]	Path settings.
BILDER=	Path of the BLD files.
BITMAP=	<p>Permitted graphics files. The following formats are possible:</p> <ul style="list-style-type: none"> ▶ *.bmp ▶ *.jpg ▶ *.png ▶ *.tif ▶ *.wmf ▶ *.xaml ▶ *.cdwpg
DLL=	Path of the DLL files (program directory).
EDOC_PATH =	<p>Path to the EPLAN document (electronic documentation program).</p> <p>For example: EDOC_PATH=C:\\Programs\\EPLAN\\View\\1.7.1 1\\BIN\\W3u.exe</p>
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=	<p>Folder for the Runtime files of the Web Client. The %temp%\zenWebCli folder is used if this entry is not available.</p>

8.18 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=	Name of the network adapter for Transport Service . Only effective if SYSSRV_BIND_CASE=2 . Default: No entry (empty).
SYSSRV_BIND_CASE=	Type of connection for Transport 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.
SYSSRV_PORT_CASE=	Type of port assignment for Transport 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.

WEB SERVICE CLASSIC

WEBSRV_CUST_PORT=	Alternative port number for WEB Service Classic . Only effective if WEBSRV_PORT_CASE=1 . Default: 1102
WEBSRV_BIND_ADDRESS=	Fixed IP address for WEB Service Classic . Only effective if WEBSRV_BIND_CASE=1 . Default: 0.0.0.0
WEBSRV_BIND_ADAPTER=	Name of the network adapter for WEB Service Classic . Only effective if WEBSRV_BIND_CASE=2 . Default: No entry (empty).
WEBSRV_BIND_CASE=	Type of connection for WEB Service Classic . <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.
WEBSRV_PORT_CASE=	Type of port assignment for WEB Service Classic .

	<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

WEBSRVTNL_CUST_PORT=	<p>Alternative port number for WEB Service Tunneling. Only effective if WEBSRVTNL_PORT_CASE=1.</p> <p>Default: 8080</p>
WEBSRVTNL_BIND_ADDRESS=	<p>Fixed IP address for WEB Service Tunneling. Only effective if WEBSRVTNL_BIND_CASE=1.</p> <p>Default: 0.0.0.0</p>
WEBSRVTNL_BIND_ADAPTER=	<p>Name of the network adapter for WEB Service Tunneling. Only effective if WEBSRVTNL_BIND_CASE=2.</p> <p>Default: No entry (empty).</p>
WEBSRVTNL_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>
WEBSRVTNL_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
zenon	
Network Service	1100
Transport Service	1101

WEB Service Classic	1102
DB Service	1103
SQL Browser Service, (for distributed engineering in the Editor)	1434
zenAdminSrv.exe	50777
Logging Service	50780
zenVNC.exe	5600 - 5610
SNMP Trap Service	50782
zenLicenseSr	50783
zenLicenseStub	50789
zenLicenseCenter	50689
WEB Service Tunneling	8080
zenon Logic	
Assigned port for zenon Logic or straton depends on the project and service. E.g.: First zenon Logic project occupies 1200 and 9000, second project 1201 and 9001 etc.	1200 - 1210 4500 - 4510 7000 - 7010 9000 - 9010
zenon Analyzer	
Administration Service	50777
Analyzer Connector Service	50778
Analyzer License Service	50779
ZAMS	50781
Drivers	
Driver Simulation	6000 - 6020
Process Gateway OPC Server	135
Process Gateway SNMP	161
Process Gateway Modbus	502
Process Gateway IEC60870-5 104 slave	2402
Process Gateway DEC	5555
Process Gateway DNP3 Slave	20000

8.19 Programming interface [Add-Ins], [PCE], [VBA] and [VSTA]

ADD-INS

Entry	Description
[AddIns]	Settings for the Add-In Framework.
ON=	Activate Add-In Framework: <ul style="list-style-type: none"> ▶ 0: off ▶ 1: on Default: 1 Requirements: VBA must be activated.

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 toolbar with VBA macros.
VBABUTTON_x=	<p>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> <p>For example: VBAButton_2=ActivateStartupScreen</p> <p>Recommendation: Configuration by means of the macro list toolbar.</p>

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

8.20 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 following chapter:</p> <p>Diagnosis Server [SYS_REMOTE] and [LOGGING_SYSTEM] (on page 114).</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] (on page 114).</p> <p>The string consists of the following parts:</p> <p>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 timeout 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

8.21 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] (on page 81) section.</p>
FIX=	<p>Password is:</p> <ul style="list-style-type: none"> ‣ 1: saved ‣ 0: not saved
KEY=	<p>Password for Remote Transport.</p>
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>

8.22 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

8.23 SCADA Runtime connector [ZRSConnector]

Entry	Description
[ZRSConnector]	Settings for the SCADA Runtime connector.
ENCRYPTION_PWD=	Encrypted password for the SCADA Runtime connector. Must not be changed here. Changes are made using the zenon Startup Tool .

8.24 SYMBOL [SYMBOL]

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

8.25 Simulation [SIMULATOR]

Entry	Description
[SIMULATOR]	
BACKUP=	<p>Backup of the HD values to a hard drive:</p> <ul style="list-style-type: none"> ▶ 0: no backup ▶ 1: Backup to hard drive (default)
DIAG_LEVEL=	<p>Definition of which actions are logged in the error file:</p> <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=	<p>Sets the largest offset area minus 1 for HD data. For HD-string, the offset has to stay 4 under this value.</p> <p>Default: 1024</p>
OFFSET=	<p>Offset for control variables in the simulator.</p> <p>Default: 0</p>

8.26 Terminal server [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: Runtime can only be started once per terminal server session. 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

8.27 Drivers

Settings for Drivers.

8.27.1 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 entries via the Diagnosis Viewer. ▶ 0: No

8.27.2 Sipa_32 [SIPA_32]

Entry	Description
[SIPA_32]	Settings for the driver Sipa_32.
NOT_USED=	List of hardware addresses that should not be used in the project. Example: NOT_USED=1, 2, 3, 4
SIMUL=	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). <ul style="list-style-type: none"> ▶ 1: activated ▶ 0: deactivated

8.27.3 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

8.27.4 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</p> <p>System info -> Local system variable: DWORD1-4.</p> <p>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.</p> <p>By default, limit values can be defined for each of these variables.</p> <p>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>

9. 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

▶

9.1 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.

9.2 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.
SELECTTIMEOUT=	Timeout in ms for Select before Operate. If no OPERATE command is received for the respective variable within this timeout, the processing for the variable is automatically ended with a CANCEL command. Default: 50000 ms

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=	Activated or deactivated Unsolicited Responses: ▶ 0 = not active ▶ 1 = active Default: inactive (0)
UNSOLICITED_RESPONSES_CONFIRMATION_TIMEOUT=	Time in seconds for communication to the master. A time exceedance is triggered once this time has expired. Input range: 1 to 60 s Default: 5 s
UNSOLICITED_RESPONSES_RETRY_COUNTER=	Number of retries for communication to the master. Input range: 0 - 65535 (0 = an infinite amount of attempts) Default: 3
UNSOLICITED_RESPONSES_MAXIMUM_EVENTS_CLASS_1=	Maximum number of events (per event class) that can be buffered before an unsolicited response is sent. Entry range: 0 - 255 Default: 5

UNSOLICITED_RESPONSES _MAXIMUM_EVENTS_CLASSES_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 Default: 5</p>
UNSOLICITED_RESPONSES _MAXIMUM_EVENTS_CLASSES_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 Default: 5</p>
UNSOLICITED_RESPONSES _MAXIMUM_DELAY_CLASSES_1=	<p>Maximum delay per event class that is waited until a new entry is written after writing an <code>unsolicited response</code>.</p> <p>Entry range: 0 - 65535 seconds (0 = no delay, i.e. on value change) Default: 5</p>
UNSOLICITED_RESPONSES _MAXIMUM_DELAY_CLASSES_2=	<p>Maximum delay per event class that is waited until a new entry is written after writing an <code>unsolicited response</code>.</p> <p>Entry range: 0 - 65535 seconds (0 = no delay, i.e. on value change) Default: 5</p>
UNSOLICITED_RESPONSES _MAXIMUM_DELAY_CLASSES_3=	<p>Maximum delay per event class that is waited until a new entry is written after writing an <code>unsolicited response</code>.</p> <p>Entry range: 0 - 65535 seconds (0 = no delay, i.e. on value change) Default: 5</p>

[VARIABLES]

Entry	Description
COUNT	number of variables to be exported
EVENT_%d	<p>Event handling: Handling of the events per variable. Always belongs to a variable: for example <code>EVENT_0</code> belongs to <code>NAME_0</code></p> <p>Values:</p> <ul style="list-style-type: none"> ▶ <code>DEFAULT</code> Handling of events is the same as in the object group ▶ <code>MOST_RECENT</code> Only includes the last change of a binary change event ▶ <code>SOE</code> Creates a series of events <p>Default: <code>Default</code></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 ($0 \leq n < \text{COUNT}$)
ROUTING_n	<p>Command routing for binary output variables with the number n ($0 \leq n < \text{COUNT}$)</p> <ul style="list-style-type: none"> ▶ 1: Command routing is activated for variable ▶ 0: Command Routing is inactive for variable.

▶

9.3 ICCP-TASE.2 [ICCP]

[ICCP]

Entry	Description
SERVER_PORT=	<p>Number of the IP port of the server; the port allows the connection of remote clients.</p> <p>The port is opened on startup and remains open.</p> <p>Default: 102</p> <p>Note: This INI entry cannot be configured in the graphical user interface for the ICCP-TASE.2 Process gateway.</p>
MAX_CONNECTIONS=	<p>Maximum number of connections of remote ICCP clients to the server. Is ignored if CLIENT_AUTO_CONNECT=1 has been configured.</p> <p>Default: 0 (= unlimited)</p> <p>Note: This INI entry cannot be configured in the graphical user interface for the ICCP-TASE.2 Process gateway.</p>
MAJOR_VERSION_NUMBER=	<p>Main version number of the ICCP protocol, for example: 1996, 2000.</p> <p>Default: 2000</p> <p>Note: This INI entry cannot be configured in the graphical user interface for the ICCP-TASE.2 Process gateway.</p>
MINOR_VERSION_NUMBER=	<p>Sub-version number of the ICCP protocol.</p> <p>Default: 8</p> <p>Note: This INI entry cannot be configured in the graphical user interface for the ICCP-TASE.2 Process gateway.</p>
BILATERAL_TABLE_ID=	<p>Bilateral table identification. This is synchronized when establishing a connection between all ICCP communication partners.</p> <p>Note: The unique bilateral table ID must be the same on all devices that communicate with the ICCP-TASE.2 Process Gateway.</p>
LOCAL_DOMAIN_NAME=	<p>Local ICCP domain name; setting for server, should be set as mirror-inverted to the communication partner.</p>
REMOTE_DOMAIN_NAME=	<p>Local ICCP domain name; setting for client, should be set as mirror-inverted to the communication partner.</p>

CLIENT_AUTO_CONNECT=	<p>Project configuration of whether the client automatically initiates the establishment of a connection to the remote ICCP server when Process Gateway is started.</p> <p>0: do not initialize - just wait</p> <p>1: initialize</p>
CLIENT_IP_NAME=	IP address or host name of the remote server if this client is to initialize communication.
CLIENT_PORT=	Port number of the remote server if this client is to initialize communication.
CHECK_SERVER_Variables=	<p>Check to see whether all configured variables are available on the remote server.</p> <p>0: no check of configured variable names.</p> <p>1: Check of configured variable names.</p>
CHECK_SERVER_VARIABLES_MARKER_BIT=	<p>Status bit for client variables that are not present on the server if a check of configured variables is activated.</p> <p>0: no status bit for missing client variables</p> <p>1 to 8: User status bit M1 to M8</p>
SERVER_STATE_VARIABLE=	Name of the variable for the display of the connection status between ICCP server and remote client.
CLIENT_STATE_VARIABLE=	Name of the variable for the display of the connection status between ICCP client and remote server.
NOT_AVAILABLE_SERVER_VARIABLES_VARIABLE=	Name of the variable for the display of variable names (in zenon Runtime) that are not available for the current client connection on the remote server.
CALLING_OSI_SESSION_SELECTOR= CALLING_OSI_PRESENTATION_SELECTOR= CALLING_OSI_AE_QUALIFIER= CALLING_OSI_AP_TITLE= CALLED_OSI_SESSION_SELECTOR= CALLED_OSI_PRESENTATION_SELECTOR= CALLED_OSI_AE_QUALIFIER= CALLED_OSI_AP_TITLE=	<p>OSI communication parameters</p> <p>Note: This INI entry cannot be configured in the graphical user interface for the ICCP-TASE.2 Process gateway.</p>

[VARIABLES]

Group for configured references between zenon variables and ICCP variables. The following are listed:

- ▶ Parameters of each ICCP-variable
- ▶ Number of variables
- ▶ Names of the variable

Entry	Description
PARAM_0=	<p>Parameter for ICCP-name.</p> <p>The numbering starts with 0. The counter is increased by 1 with each further parameter. The identifier corresponds to the identifier of the variable name.</p> <p>PARAM_0 corresponds to NAME_0.</p> <p>Example: PARAM_0=1, 0, 0, ICCP_Name</p>
COUNT=	Number of configured references
NAME_0=	<p>Name of the zenon variable.</p> <p>The numbering starts with 0. The counter is increased by 1 with each further parameter. This identifier corresponds to the parameter identifier.</p> <p>PARAM_0 corresponds to NAME_0.</p> <p>Example: NAME_0=MyName</p>

9.4 IEC870 Slave []

9.5 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
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[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 using its **Logic to SCADA connection** 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"

▶

9.6 OPC UA Server [OPCUA]

[OPCUA]

Entry	Description
SERVER_NAME=	Name of the OPC UA server to which the Gateway establishes a connection.
SERVER_PORT=	Port for the communication to the OPC UA server. Default: 4841
CERTIFICATES_PATH=	Path for the root folder with the certificate files and the respective subfolders. Default: %ProgramData%\PKI\CA\ Note: Entry must be deleted if a new certificate is to be created when Process Gateway is started.
SERVER_CERTIFICATE_LOCATION=	URI of the file with the public key of the server. The path is always stated as absolute. This public key is used by the client for the encryption of messages. Default: %ProgramData%\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=	URI of the file with the private key of the server. The path is always stated as absolute. This private key is used by the server to decrypt the messages from the client. Default: %ProgramData%\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 an archive configured in zenon for historical data. Only one individual archive from one of the projects can be selected in Runtime.
ONLY_SECURE_CONNECTIONS=	Selection of which type of connection (secure or not secure) is approved for establishing a connection. <ul style="list-style-type: none"> ▶ TRUE A connection to the server is only possible with a secure connection. ▶ FALSE A connection to the server is also possible with a

	<p>non-secure connection.</p> <p>Default: TRUE</p>
TRUST_ALL_CLIENT_CERTIFICATES=	<p>Selection of which type of certificates (client or server certificates) is approved for establishing a connection.</p> <ul style="list-style-type: none"> ▶ TRUE All client certificates are accepted and the connection is made. ▶ 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=	<p>Selection of whether the user administration of the current zenon project is to be used for identification when logging into the server.</p> <ul style="list-style-type: none"> ▶ TRUE Clients can only log on to the server with a valid user ID and password. Note: To do this, the user administration must be activated and configured in zenon Editor. ▶ FALSE Anonymous login is possible. <p>Default: FALSE</p>
CONFIGURATION_VERSION=2	<p>Versioning notice.</p> <p>Note: This INI entry cannot be configured in the graphical user interface for the OPC UA gateway.</p>
MAX_COUNT_OF_SUBSCRIPTIONS_PER_SESSION=	<p>Number of <code>subscriptions</code> per session. Can be set between a minimum of 1 and a maximum of 100 subscriptions.</p> <p>Default: 10</p>

[VARIABLES]

Entry	Description
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=	Parameters for project x . Numbering is from 0 upwards. Example: PARAM_0=80:INI.Driverforinternalvariables_ModemHwAdrSet
COUNT=	Number of configured variables.
NAME_x=	Name of the variable. x stands for the numbering of the project, starting with 0. Example: NAME_0=Driverforinternalvariables_ModemHwAdrSet

2 = constants for namespace index

is prescribed/issued by the system and must not be changed.

9.7 Access SNMP [SNMP]

9.8 AccessSQL [DATABASE]

9.9 AccessAzure [Azure]

[AZURE]

Entry	Description
INTEGRITYPERIOD=	Interval of the write cycle in seconds.
PROXY_DOMAIN=	Address of the proxy server.
PROXY_USER=	User name for login on the proxy server
PROXY_PWD=	Password for login on the proxy server. Note: The password is also shown in encrypted form in the .INI file.

Note: .NET 4.5 must be installed on the computer in order for the proxy settings to work.

[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): 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 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>

10. 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.



Information

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