

Used for file operations and keeping track of recently loaded files:

File1 Full path and name of most recent file (maintained by Penmap)
File2 Full path and name of 2nd most recent file (maintained by Penmap)
File3 Full path and name of 3rd most recent file (maintained by Penmap)
File4 Full path and name of 4nd most recent file (maintained by Penmap)
Autoload 0 = do not load most recent file upon startup
1 = load most recent file upon startup

Autoload is available from version 2.25 onwards, but in version 3.00 onwards is overridden by the customiser setting for Auto-Resume

Encrypt 0 = do not encrypt compressed survey files
1 = encrypt compressed survey files using EKey

Ekey encryption key, 65 characters max

Compression 0 = low compression
1 = medium compression
2 = high compression

DoubleSave 0 = Standard file saving *default
1 = Backup file saved too

Mode 1 = Use logical AND when rescaling raster background maps
2 = Use logical OR when rescaling raster background maps
3 = Delete surplus lines when rescaling raster background maps *default

Mode 1 = Use logical AND when rescaling bitmap viewer window
2 = Use logical OR when rescaling bitmap viewer window *default
3 = Delete surplus lines when rescaling bitmap viewer window

Palette 0 = Do not use image palette
1 = Use image palette * default

ReductionMode 0 = None
1 = Burkes dithering color reduction
2 = Bayer dithering color reduction
3 = Floyd Steinberg dithering color reduction
4 = Grayscale dithering color reduction

ZoomPercent Initial viewer window scaling (maintained by Penmap)

Simulation 0 = Standard GPS operation *default
 1 = Simulate GPS using GPSTEST.DAT file (debug only)

Logfile 0 = Do not produce GPS logfile *default
 1 = Produce GPS log file GPSTEST.DAT (for diagnostics)

TBarCoords 0 = No GPS coordinates displayed on GPS dialog title bar *default
 1 = Display GPS coordinates on GPS dialog title bar

Passive 0 = Standard GPS error messages displayed *default
 1 = Suppress display of GPS errors

GeoidName Indicates selected Geoid (default EGM96)

GeoidInterpolation 0 = Bilinear (*default)
 1 = BiQuadratic

Hibernate 0 = GPS is halted (not hibernating!) when GPS dialog is Cancelled. This option must be used when the GPS port is shared with another device, for example vector binoculars.
 1 = GPS hibernates (still running in background) when GPS dialog is Cancelled. Useful for quick-resume GPS operations. *default

AreaFillMode 0 = Use standard area filling (old method)
 1 = Use corrected area filling (cures problems of large magnification)

*default

AreaClipLimit 'Pull-in' value for out-of-window corners (default=12000)

SuppressFrozen 0 = Does not suppress newly created graphics on frozen layers
 1 = Suppresses newly created graphics on frozen layers

BlackBack 0 = Use standard white window background
 1 = Use black window background

ScreenWash -1 = Do not wash window background with a colour
 or \$xxxxxx specifies hexadecimal RGB colour for background colour wash

Priority 0 = Normal drawing order *default
 Bit values identify graphics to be drawn AFTER GIS filled areas (values 0 to 127)
 Bit 0 set = draw circles after GIS
 Bit 1 set = draw lines, polylines, curves, and beziers after GIS
 Bit 2 set = draw rectangles after GIS
 Bit 3 set = draw arcs after GIS
 Bit 4 set = draw text after GIS
 Bit 5 set = draw symbols after GIS
 Bit 6 set = draw permanent stations after GIS

SuppressExtents 0 = Draw survey extents box
 1 = Do not draw survey extents box

ClearPaintMessages 0 = Standard operation *default
 1 = Special function (Real-time controllers only)

DRGmaxratio 4 >1000 = Sets threshold for DRG tile rendering

Enable32bitExtensions	0 = No 32 bit code enabled 1 = Enable any 32 bit program extensions (currently debug only)
ForceErrorMode	0 = No forced error *default 1 = Forced floating point divide by zero error (debug only) 2 = Force short integer div error (debug only) 3 = Force long integer div error (debug only) 4 = Force pointer error (debug only)
ProjectDir	Specifies directory for project/survey storage
DispatchDir	Specifies directory for Minelink dispatch files
UserDir	Specifies directory for Minelink dispatch files
Accelerators	0 = Do not enable function keys *default 1 = Enable function keys
AcceleratorTable	1 = Accelerator scheme 1 *default 2 = Accelerator scheme 2 3 = Accelerator scheme 3
ImageNameBase	For captured image file naming 0 = Use Base26 image naming convention 1 = Use Base48 image naming convention *default other = Use Base72 image naming convention
SelectZoomIn	0 = Zooms in immediately on command 1 = Requires mouse click on view center when zooming in *default 2 = Waits for 2 seconds before zooming in if mouse is not clicked first 3 = Waits for 3 seconds before zooming in if mouse is not clicked first 4 = Waits for 4 seconds before zooming in if mouse is not clicked first 5 = Waits for 5 seconds before zooming in if mouse is not clicked first 6 = Waits for 6 seconds before zooming in if mouse is not clicked first
SmallZoomToolBox	0 = Standard zoom tool box *default 1 = Smaller zoom tool box 2 = Orenav zoom tool box 3 = Snownav zoom toolbox 4 = Smaller 'standard' toolbox (Default from 3.60)
HideNewNodes	0 = New created nodes are always drawn *default 1 = New nodes not drawn if nodes are OFF
SilentMode	0 = Standard message boxes *default 1 = Suppressed message boxes (no user input required)
Menu	Forces operation as a specific program variant (for development only)
LibraryLog	0 = No log file of manually loaded DLLs 1 = Produces log file of manually loaded DLLs (debug only)
PrintLimits	0 = When printing use huge area for clip limit (test) 1 = When printing use Surveyrect for clip limit (test) 2 = When printing use GetViewAndPseudoClientRect calculation for clip limit (default)
Old3Dviewer	0 = Use Gordons Delphi 3D viewer 1 = Use good old built-in 3D viewer (default)
CorrectLines	0 = Use standard line drawing 1 = Use enhanced clipping for huge lines (default)
TraceGISStablesearch	0 = No debugging rendering (default) 1 = Draw black rectangles to trace GIS searches (debug only)
DXFAttIncludeRC	0 = Do not include Row/Column codes in DXF header (default) 1 = Include Row/Column codes in DXF header
Interface	Captured image processor (defaults to PICTURE.EXE)
Imagetype	0 = BMP *default 1 = PCX 2 = JPG
Quality	Image quality factor after compression 1 to 100, 1=worst, 100=best

UserID A to Z - User identification code (used in captured image names)

LinkLayers 0=All background map layers use 'Default' layer. (*default)
1=Background map layers mapped to foreground map layers

Use Hectares/Acres 0=Areas measured in survey units squared
1=Areas measured in Hectares/Acres