

# Settings File Management

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## Description

Almost every file that DSix saves for its users, such as their workspace preferences and projects, is stored in a format called DSix Settings. In this section, we will cover the purpose of settings files and delve into the settings file format. We will explore examples of settings file usage within DSix such as DSix user preferences. The Settings File Manager tool will also be presented in this section and we will experiment with the creation, editing and deletion of settings.

## What you will learn

*Upon completion of this section, you will be able to:*

- Describe the format of the DSix settings file.
- Understand what is meant by **tokens** and **sections**.
- Describe the distinction between **settings files** and user **preferences**.
- Use the **Settings File Manager** tool to create, edit and delete settings.

# Settings File Management

- ✈ Types of Settings Files
- ✈ The File Format, Sections and Tokens
- ✈ The File Format, External Sections
- ✈ The Settings File Editor

## Types of Settings Files

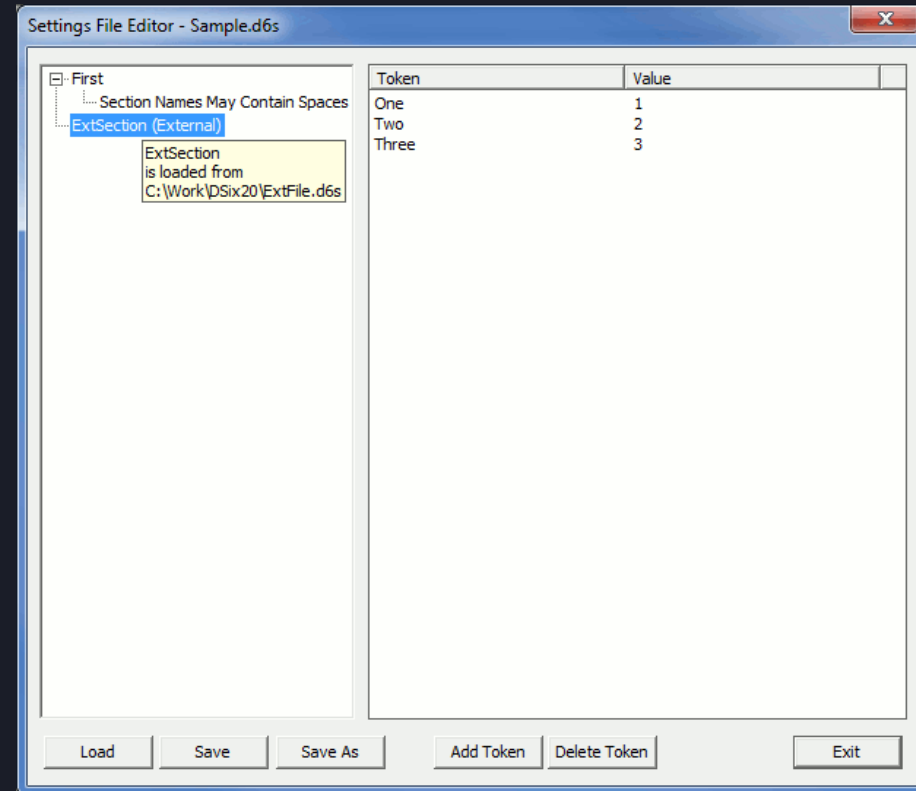
- **Project Files (\*.d6p)**
  - General project information such as variables and tables.
- **Status File (\*.d6s)**
  - Project-specific settings that might vary by user.
  - Saved independently of the project.
  - Saved automatically; no need to save the project itself.
- **User Preferences (\*.pref)**
  - User-specific settings that are unrelated to any project.
- **Module Information (\*.d6s)**
  - Saved by DSix modules. Contents are module-specific.

# The File Format, Sections and Tokens

- Sections
  - Begin with “section” and end with “end\_section.”
  - Section names may contain spaces.
  - Sub-sections are allowed.
  - Qualified section names separate their parts with periods:
    - GrandParent.Parent.Child
- Tokens
  - Token names must not contain spaces.
  - All tokens are plain text. DSix and Modules decide how to interpret them.

# The Settings File Editor

- Use Edit/Preferences to change your user preferences.
- Use Tools/Settings File Manager for all other Settings Files
- The Preferences editor pre-loads your preferences file and cannot be used to load or edit other files.





Flight Simulation Environment