README

void AgentConfigurationEx::initialize(int aArgc, const char \*aArgv[])

{

std::string cfgfile = Globals.inifile; // “Config.ini”

if(GetFileAttributesA(cfgfile.c\_str())!= INVALID\_FILE\_ATTRIBUTES)

{

config.load( cfgfile );

Globals.ServerName=config.GetSymbolValue("GLOBALS.ServiceName", Globals.ServerName).c\_str();

MTConnectService::setName(Globals.ServerName);

\_devices = config.GetTokens("GLOBALS.MTConnectDevice", ",");

}

Most importantly it reads the config.ini file for list of “MTConnectDevice”s under the Globals section.

The configuration file also sets the Global flags: QueryServer, ServerRate, Debug, HttpPort(default 5000), and ResetAtMidnite.