Stellarium
Fichier de configuration

Les configurations au lacement de Stellarium sont initialisées par la lecture du fichier **config.ini** qui se trouve dans le répertoire *utilisateur\user*.
Ce fichier peut être édité (par le Notepad entre autre) et changé. La syntaxe des lignes pour chaque identificateur doit rigoureusement suivre les options du tableau ci-dessous.

Exemple :

Début du fichier

```
[main]                                                    pour avoir au départ un écran non pleine fenêtre, il faut mettre
version                  = 0.9.1

[video]
fullscreen               = true                 fullscreen                 = false
screen_w                 = 1430
screen_h                 = 850                   Bien réécrire le fichier en mode texte.
```

Section	ID	Type	Description
[video]	fullscreen	boolean	if true, Stellarium will start up in full-screen mode. If false, Stellarium will start in windowed mode
[video]	screen_w	integer	sets the display width (value in pixels, e.g. 1024)
[video]	screen_h	integer	sets the display height (value in pixels, e.g.768)
[video]	bbp_mode	integer	Sets the number of bits per pixel. Values: 16(?), 24(?), 32
[video]	horizontal_offset	integer	view-port horizontal offset
[video]	vertical_offset	integer	view-port vertical offset
[video]	distorter	string	This is used when the spheric mirror display mode is activated. Values include none and fisheye_to_spheric_mirror
[video]	minimum_fps	integer	sets the minimum number of frames per second to display at.
[video]	maximum_fps	integer	sets the maximum number of frames per second to display at. This is useful to reduce power consumption in laptops.
[projection]	type	string	sets projection mode. Values: perspective,fisheye, stereographic, fisheye_to_spheric_mirror
[projection]	viewport	string	how the view-port Values: looks.maximized, disk

[spheric_mirror]	distorter_max_fov	float	Set the maximum field of view for the spheric mirror distorter in degrees. Typica value, 180
[spheric_mirror]	flag_use_ext_framebuffer_object	boolean	Some video hardware incorrectly claims to support some GL extension, GL_FRAMEBUFFER_EXT. If, when using the spheric mirror distorter the frame rate drops to a very low value (e.g. 0.1 FPS), set this parameter to false to tell Stellarium ignore the claim of the video driver that it can use this extension
[spheric_mirror]	flip_horz	boolean	Flip the projection horizontally
[spheric_mirror]	flip_vert	boolean	Flip the projection vertically
[spheric_mirror]	projector_gamma	float	This parameter controls the properties of the spheric mirror projection mode
[spheric_mirror]	projector_position_x	float	This parameter controls the properties of the spheric mirror projection mode
[spheric_mirror]	projector_position_y	float	This parameter controls the properties of the spheric mirror projection mode
[spheric_mirror]	projector_position_z	float	This parameter controls the properties of the spheric mirror projection mode
[spheric_mirror]	mirror_position_x	float	This parameter controls the properties of the spheric mirror projection mode
[spheric_mirror]	mirror_position_y	float	This parameter controls the properties of the spheric mirror projection mode
[spheric_mirror]	mirror_position_z	float	This parameter controls the properties of the spheric mirror projection mode
[spheric_mirror]	mirror_radius	float	This parameter controls the properties of the spheric mirror projection mode
[spheric_mirror]	dome_radius	float	This parameter controls the properties of the spheric mirror projection mode
[spheric_mirror]	zenith_y	float	This parameter controls the properties of the spheric mirror projection mode
[spheric_mirror]	scaling_factor	float	This parameter controls the properties of the spheric mirror projection mode
[localization]	sky_culture	string	sets the sky culture to use. Valid val-ues are defined in the second column of data/skycultures.fab. Value western, polynesian, egyptian, chinese, lakota, navajo, inuit, korean, norse, tupi. The sky culture affects the constellations
[localization]	sky_locale	string	Sets langauge used for names of objects in the sky (e.g. planets). The value is a short locale code, e.g. en, de, en_GB
[localization]	app_locale	string	Sets langauge used for Stellarium's user interface. The value is a short locale code, e.g. en, de, en_GB
[stars]	star_scale	float	multiplies the size of the stars. Typical value: 1.1
[stars]	star_mag_scale	float	multiplies the magnitude of the stars (higher values mean stars appear brighter). Typical value: 1.3
[stars]	star_twinkle_amount	float	sets the amount of twinkling. Typical value: 0.3

Section	ID	Type	Description
[stars]	max_mag_star_name	float	sets the magnitude of the stars whose labels will be shown
[stars]	flag_star_twinkle	bool	set to false to turn star twinkling off, true to allow twinkling.
[stars]	flag_point_star	bool	set to false to draw stars at a size that corre-sponds to their brightness. When set to true all stars are drawn at single pixel size
[stars]	mag_converter_mag_shift	float	sets the global limiting magnitude, indepen-dent of the current field of view
Section	ID	Type	Description
[stars]	mag_converter_max_scaled_60deg_mag float	sets the limiting magnitude for field of view = 60 degrees	
[stars]	mag_converter_max_fov	float	sets the maximum field of view for which the magnitude conversion routine is used
[stars]	mag_converter_min_fov	float	sets the maximum field of view for which the
		magnitude conversion routine is used	
[gui]	flag_menu	bool	set to false to hide the menu
[gui]	flag_help	bool	set to true to show help on start-up
[gui]	flag_infos	bool	set to true to show info on start-up
[gui]	flag_show_topbar	bool	set to true to show the info bar at top of the screen
[gui]	flag_show_time	bool	set to false to hide time
[gui]	flag_show_date	bool	set to false to hide date
[gui]	flag_show_appname	bool	set to true to show the application name in the top bar
[gui]	flag_show_selected_object_infobool	set to false if you don't want info about the selected object	

[gui]	base_font_size	int(?)	sets the font size. Typical value: 15
[gui]	base_font_name	string	Selects the font, e.g. DejaVuSans.ttf set to false if you don't want to see at how many frames per second Stellarium is rendering
[gui]	flag_show_fov	bool	set to false if you don't want to see how many degrees your field of view is
[gui]	flag_show_script_bar	bool	set to true if you want to have access to thescript bar
[gui]	mouse_cursor_timeout	float	set to 0 if you want to keep the mouse cursor visible at all times. on-0 values mean the cursor will be hidden after that many seconds of inactivity
[gui]	flag_script_allow_ui	bool	when set to false the normal movement controls will be disabled when a script is playing true enables them
[gui]	flag_show_flip_buttons	bool	enables/disables display of the image flipping buttons in the main toolbar (see section 5.14)
[gui]	day_key_mode	string	Specifies the amount of time which is added and subtracted when the [ ] -and = keys are pressed -calendar days, or sidereal days. This option only makes sense for Digitalis planetariums. Values: calendar or sidereal
[color] [night_color] [chart_color]	azimuthal_color	float R,G,B	sets the colour of the azimuthal grid in RGB values, where 1 is the maximum, e.g. 1.0,1.0,1.0 for white
[color] [night_color] [chart_color]	gui_base_color	float R,G,B	these three numbers determine the colour of the interface in RGB values, where 1 is the maximum, e.g. 1.0,1.0,1.0 for white
[color] [night_color] [chart_color]	gui_text_color	float R,G,B	these three numbers determine the colour of the text in RGB values, where 1 is the maximum, e.g. 1.0,1.0,1.0 for white
[color] [night_color] [chart_color]	equatorial_color	float R,G,B	sets the colour of the equatorial grid in RGB values, where 1 is the maximum, e.g. 1.0,1.0,1.0 for white
[color] [night_color] [chart_color]	equator_color	float R,G,B	sets the colour of the equatorial line in RGB values, where 1 is the maximum, e.g. 1.0,1.0,1.0 for white
[color] [night_color] [chart_color]	ecliptic_color	float R,G,B	sets the colour of the ecliptic line in RGB values, where 1 is the maximum, e.g. 1.0,1.0,1.0 for white

[color] [night_color] [chart_color]	meridian_color	float R,G,B	sets the colour of the meridian line in RGB values, where 1 is the maximum, e.g. 1.0,1.0,1.0 for white
[color] [night_color] [chart_color]	const_lines_color	float R,G,B	sets the colour of the constellation lines in RGB values, where 1 is the maximum, e.g. 1.0,1.0,1.0 for white
[color] [night_color] [chart_color]	const_names_color	float R,G,B	sets the colour of the constellation names in RGB values, where 1 is the maximum, e.g. 1.0,1.0,1.0 for white
[color] [night_color] [chart_color]	const_boundary_color	float R,G,B	sets the colour of the constellation boundaries in RGB values, where 1 is the maximum, e.g. 1.0,1.0,1.0 for white
[color] [night_color] [chart_color]	nebula_label_color	float R,G,B	sets the colour of the nebula labels in RGB values, where "1" is the maximum, e.g. 1.0,1.0,1.0 for white
[color] [night_color] [chart_color]	nebula_circle_color	float R,G,B	sets the colour of the circle of the nebula labels in RGB values, where 1 is the maximum, e.g. 1.0,1.0,1.0 for white
[color] [night_color] [chart_color]	star_label_color	float R,G,B	sets the colour of the star labels in RGB values, where 1 is the maximum, e.g 1.0,1.0,1.0 for white
[color] [night_color] [chart_color]	star_circle_color	float R,G,B	sets the colour of the circle of the star labels in RGB values, where 1 is the 1.0,1.0,1.0 for white maximum, e.g.
[color] [night_color] [chart_color]	cardinal_color	float R,G,B	sets the colour of the cardinal points in RGB values, where 1 is the maximum, e.g. 1.0,1.0,1.0 for white
[color] [night_color] [chart_color]	planet_names_color	float R,G,B	sets the colour of the planet names in RGB values, where 1 is the maximum, e.g. 1.0,1.0,1.0 for white
[color] [night_color] [chart_color]	planet_orbits_color	float R,G,B	sets the colour of the planet orbits in RGB values, where 1 is the maximum, e.g. 1.0,1.0,1.0 for white

[color] [night_color] [chart_color]	object_trails_color	float R,G,B	sets the colour of the planet trails in RGB values, where 1 is the maximum, e.g. 1.0,1.0,1.0 for white
[color] [night_color] [chart_color]	chart_color	float R,G,B	sets the colour of the chart in RGB values, where 1 is the maximum, e.g. 1.0,1.0,1.0 for white
[color]	telescope_circle_color	floar R,G,B	sets the colour of the telescope location indicator. RGB values, where 1 is the maximum, -e.g. 1.0,1.0,1.0 for white sets the colour of the telescope location indicator. RGB values, where 1 is the maximum, -e.g. 1.0,1.0,1.0
[color]	telescope_label_color	floar R,G,B	sets the colour of the telescope location label. RGB values, where 1 is the maximum, e.g. 1.0,1.0,1.0 for white
[tui]	flag_enable_tui_menu	bool	enables or disables the TUI menu
[tui]	flag_show_gravity_ui	bool	[color][night_color][chart_color]
[tui]	flag_show_tui_datetime	bool	set to true if you want to see a date and timelabel suited for dome projections
[tui]	flag_show_tui_short_obj_info	bool	set to true if you want to see object info suited for dome projections
[navigation]	preset_sky_time	float	preset sky time used by the dome version. Unit is Julian Day. Typical value: 2451514.250011573
[navigation]	startup_time_mode	string	set the start-up time mode, can be actual (start with current real world time), or Preset (start at time defined by preset_sky_time)
[navigation]	flag_enable_zoom_keys	bool	set to false if you want to disable the zoom keys
[navigation]	flag_manual_zoom	bool	set to false for normal zoom behaviour as decribed in this guide. When set to true, the auto zoom feature only moves in a small amount and must be pressed many times
[navigation]	flag_enable_move_keys	bool	set to false if you want to disable the arrow keys
[navigation]	flag_enable_move_mouse	bool	doesn't seem to do very much
[navigation]	init_fov	float	initial field of view, in degrees, typical value: 60
[navigation]	init_view_pos	floats	initial viewing direction. This is a vector with x,y,z-coordinates. x being N-S (S +ve), y being E-W (E +ve), z +ve). Thus to look South at the horizon use being up-down (up 1,0,0. To look Northwest and up at 45○, use -1,-1,1 and so on.

[navigation]	auto_move_duration	float	duration for the program to move to point at an object when the space bar is pressed. Typical value: 1.4
[navigation]	mouse_zoom	float	Sets the mouse zoom amount (mouse-wheel)
[navigation]	move_speed	float	Sets the speed of movement
[navigation]	zoom_speed	float	Sets the zoom speed
[navigation]	viewing_mode	string	if set to horizon, the viewing mode simulate an alt/azi mount, if set to equatorial, the viewing mode simulates an equatorial mount
[navigation]	flag_manual_zoom	bool	set to true if you want to auto-zoom in incrementally.
[landscape]	flag_langscape	bool	set to false if you don't want to see the landscape at all
[landscape]	flag_fog	bool	set to false if you don't want to see fog on start-up
[landscape]	flag_atmosphere	bool	set to false if you don't want to see atmosphere on start-up
[landscape]	flag_landscape_sets_location	bool	set to true if you want Stellarium to modify the observer location when a new landscape is selected (changes planet and longitude/latitude/altitude if that data is available in the landscape.ini file)
[viewing]	atmosphere_fade_duration	float	sets the time it takes for the atmosphere to fade when de-selected
[viewing]	flag_constellation_drawing	bool	set to true if you want to see the constellation line drawing on start-up
[viewing]	flag_constellation_name	bool	set to true if you want to see the constellation names on start-up
[viewing]	flag_constellation_art	bool	set to true if you want to see the constellation art on start-up
[viewing]	flag_constellation_boundaries	bool	set to true if you want to see the constellation boundaries on start-up
[viewing]	flag_constellation_isolate_selected	bool	when set to true, constallation lines, boundaries and art will be limited to the constellation of the selected one of the constellation lines. star, if that star is "on"
[viewing]	flag_constellation_pick	bool	set to true if you only want to see the line drawing, art and name of the selected constellation star
[viewing]	flag_azimutal_grid	bool	set to true if you want to see the azimuthal grid on start-up
[viewing]	flag_equatorial_grid	bool	set to true if you want to see the equatorial grid on start-up
[viewing]	flag_equator_line	bool	set to true if you want to see the equator line on start-up

[viewing]	flag_ecliptic_line	bool	set to true if you want to see the ecliptic line on start-up
[viewing]	flag_meridian_line	bool	set to true if you want to see the meridian line on start-up
[viewing]	flag_cardinal_points	bool	set to false if you don't want to see the cardinal points
[viewing]	flag_gravity_labels	bool	set to true if you want labels to undergo gravity (top side of text points toward zenith). Useful with dome projection.
[viewing]	flag_moon_scaled	bool	change to false if you want to see the real moon size on start-up
[viewing]	moon_scale	float	sets the moon scale factor, to correlate to our perception of the moon's size. Typical value: 4
[viewing]	constellation_art_intensity	float	constellation art images. Typical value: 0.5
[viewing]	constellation_art_fade_duration	float	sets the amount of time the constellation art takes to fade in or out, in seconds. Typical value: 1.5
[viewing]	flag_chart	bool	enable chart mode on startup
[viewing]	flag_night	bool	enable night mode on startup
[viewing]	light_pollution_luminance	float	sets the level of the light pollution simulation
[astro]	flag_stars	bool	set to false to hide the stars on start-up
[astro]	flag_star_name	bool	set to false to hide the star labels on start-up
[astro]	flag_planets	bool	set to false to hide the planet labels on start-up
[astro]	flag_planets_hints	bool	set to false to hide the planet hints on start-up (names and circular highlights)
[astro]	flag_planets_orbits	bool	set to true to show the planet orbits on start-up
[astro]	flag_light_travel_time	bool	set to true to improve accuracy in the movement of the planets by compensating for the time it takes for light to travel. This has an impact on performance.
[astro]	flag_object_trails	bool	turns on and off drawing of object trails (which show the movement of the planets over time)
[astro]	flag_nebula	bool	set to false to hide the nebulae on start-up
[astro]	flag_nebula_name	bool	set to true to show the nebula labels on start-up
[astro]	flag_nebula_long_name	bool	start-up set to true to show the nebula long labels on

[astro]	flag_nebula_display_no_texture	bool	set to true to supress displaying of nebula textures
[astro]	flag_milky_way	bool	set to false to hide the Milky Way
[astro]	milky_way_intensity	float	sets the relative brightness with which the milky way is drawn. Typical value: 1 to 10
[astro]	max_mag_nebula_name	float	sets the magnitude of the nebulae whose name is shown. Typical value: 8
[astro]	nebula_scale	float	sets how much to scale nebulae. a setting of 1 will display nebulae at normal size
[astro]	flag_bright_nebulae	bool	set to true to increase nebulae brightness to enhance viewing (less realistic)
[astro]	flag_nebula_ngc	bool	enables/disables display of all NGC objects
[astro]	flag_telescopes	bool	enables telescope control (if set to true stellarium will attempt to connect to a telescope server according to the values in the [telescopes] section of the config file
[astro]	flag_telescopes_name	bool	enables/disables name labels on telescope indicators
[telescopes]	(telescope number)	string	In this section the ID is the number of the telescope and the value is a colon separated list of parameters: name, protocol, host-name, port number, delay
[telescopes]	x_ocular_y	float	Set the size of a field-of-view marker circle for telescope number x. More than one marker can be defined for each telescope by using values 1, 2, ... for y.
[init_location]	name	string	sets your location's name. This is an arbitrary string, For example, Paris
[init_location]	latitude	DMS	sets the latitude coordinate of the observer. Value is in degrees, minutes, seconds. Positive degree values mean North negative South. e.g. +55d14'30.00"
[init_location]	longitude	DMS	sets the longitude coordinate of the observer. Value is in degrees, minutes, seconds. Positive degree values mean East / negative West. e.g. -01d37'6.00"
/[init_location]	altitude	float	observer's altitude above mean sea level in meters, e.g. 53
[init_location]	landscape_name	string	sets the landscape you see. Other options are garching, guereins, trees, moon, ocean, hurricane, hogerielen
[init_location]	time_zone	string	sets the time zone. Valid values: system_default, or some region/location combination, e.g. Pacific/Marquesas
[init_location]	time_display_format	string	set the time display format mode: can be system_default, 24h or 12h.
[init_location]	date_display_format	string	set the date display format mode: can be system_default, mddyyyy, ddmmyyyy or yyyymmdd (ISO8601).
[init_location]	home_planet	string	name of solar system body on which to start stellarium. This may be set at runtime from the TUI menu.

[files]	removable_media_path	string	Path to removable media (CD/DVD). This is usually only used in Digitalis planetarium products.
[files]	scripts_can_write_files	bool	Some scripting commands will cause files to be written. Unless this option is set to true, hese scripting commands will fail.