



StoreLook Keyword

To go to the StoreLook keyword, type **StoreLook** in the command line or use the shortcut **StoreL**.

Description

StoreLook stores all dimmer values from all fixtures in the show.

If the dimmer value is bigger than 0, it stores additional all further attributes.

If the dimmer value is 0, it stores only the dimmer value because there is no further visible output.



Hint:
To exclude channels or fixtures from StoreLook, deactivate **React to Master** in the Patch & Fixtures Schedule.

For more information, see [What are the store options?](#).

StoreLook is a function keyword.

Syntax

StoreLook [object] / [option] = [option value]

Options

To get a list of all available options to the storelook keyword, type in the command line



[Channel]> StoreLook /?

The storelook keyword has the following options.

Option	Option Shortcut	Option Value	Description
append	a	no option value	Adds new cue.
cueonly	co	False, True	Prevents changes to track forward.
effects	ef	False, True	Filters or enables effect layer.
merge	m	no option value	Adds to existing content.
originalcontent	or	False, True	Stores the original content of the preset, effect, or cue. False is the same as addnewcontent.
overwrite	o	no option value	Replace existing content.
release	rea	no option value	Releases content.



Option	Option Shortcut	Option Value	Description
remove	r	no option value	Removes content.
source	so	Prog, Output, Dmx In	Defines data source.
statusmerge	sm	no option value	Adds tracking status to existing cue.
tracking	t	False, True	Stores with tracking. False is the same as cueonly.
trackingshield	ts	no option value	Use tracking shield for storelook.
values	v	False, True	Filters or enables value layer.
valuetimes	vt	False, True	Filters or enables fade and delay layer.

Example

Store all dimmer values from all fixtures in the show as cue 1 on executor 1.

