

# QUIK

QUIK :

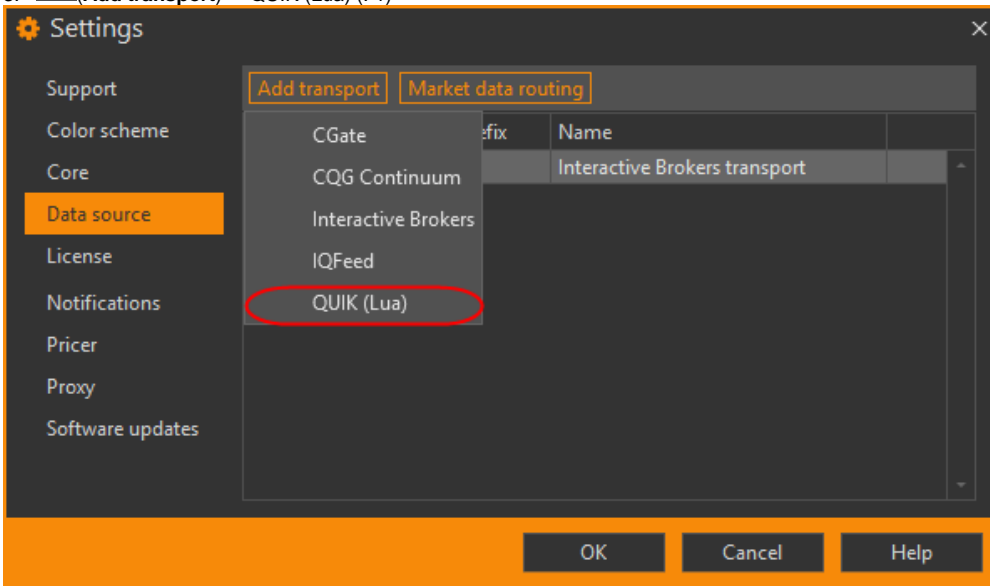
1. OW 

2. **Data source**



QUIK (Lua),

3.  **(Add transport)** QUIK (Lua) (. 1)



1 – Data source

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- QUIK v.8 ( OW 19.4)

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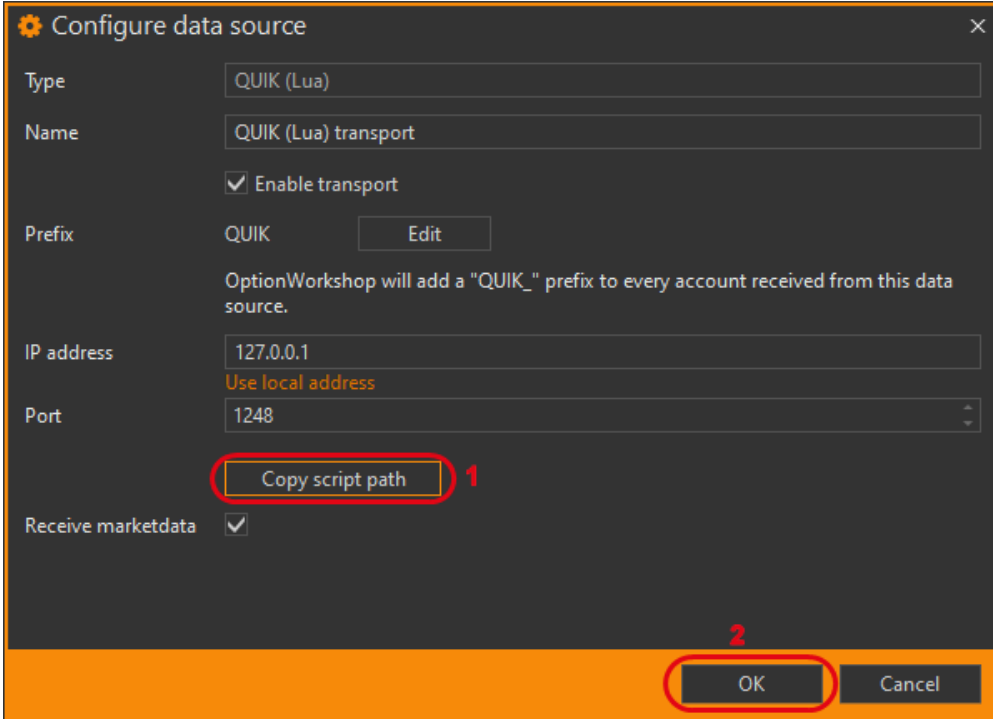
4. (. 1)

1 –

<b>Type</b>	
<b>Name</b>	, (.).
<b>Prefix</b>	, , QUIK. , <b>Edit</b>

<b>Enable transport</b>	, QUIK. , QUIK , ( . )
<b>IP address</b>	IP-, QUIK. OW , localhost 127.0.0.1
<b>Port</b>	QUIK ( 1248).
<b>Receive marketdata</b>	, . , QUIK.

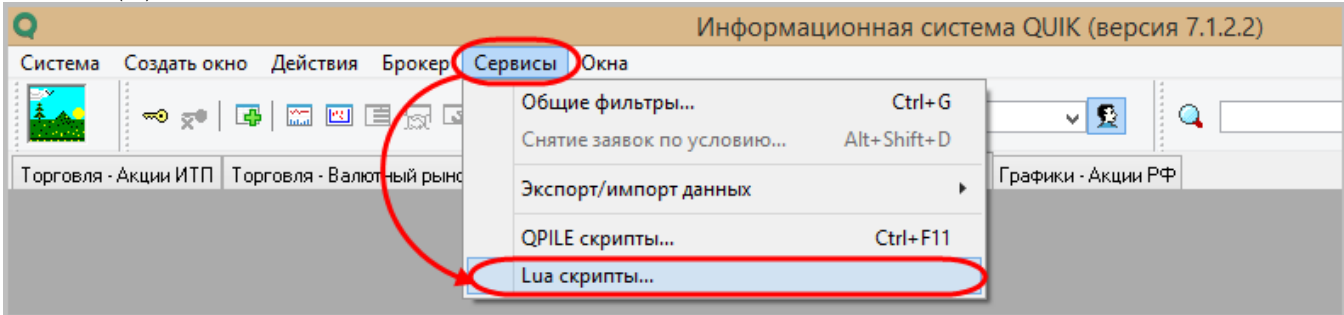
5. Copy script path, (. 2[1]), OK (. 2[2])



2 – QUIK

6. QUIK

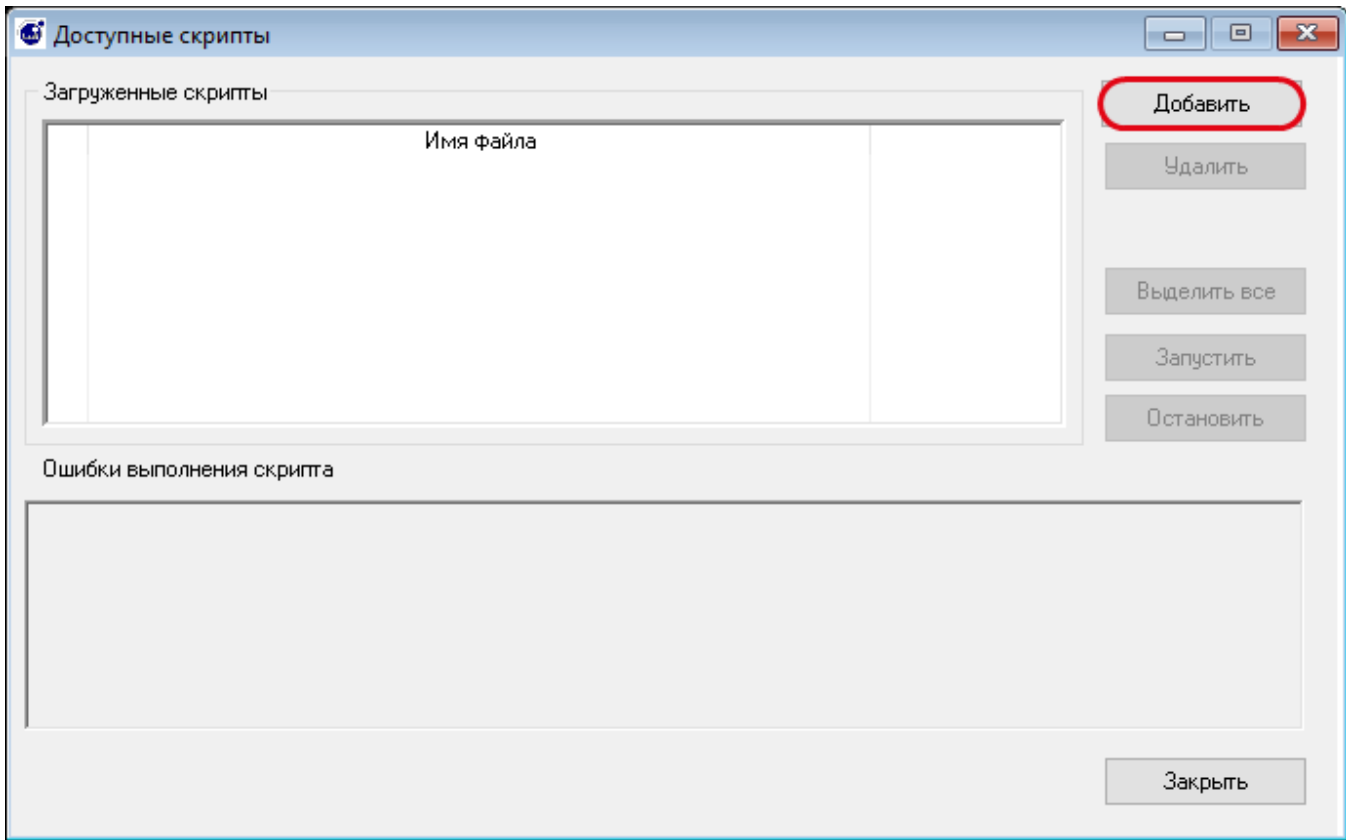
7. Lua ... (. 3)



3 – QUIK v.7

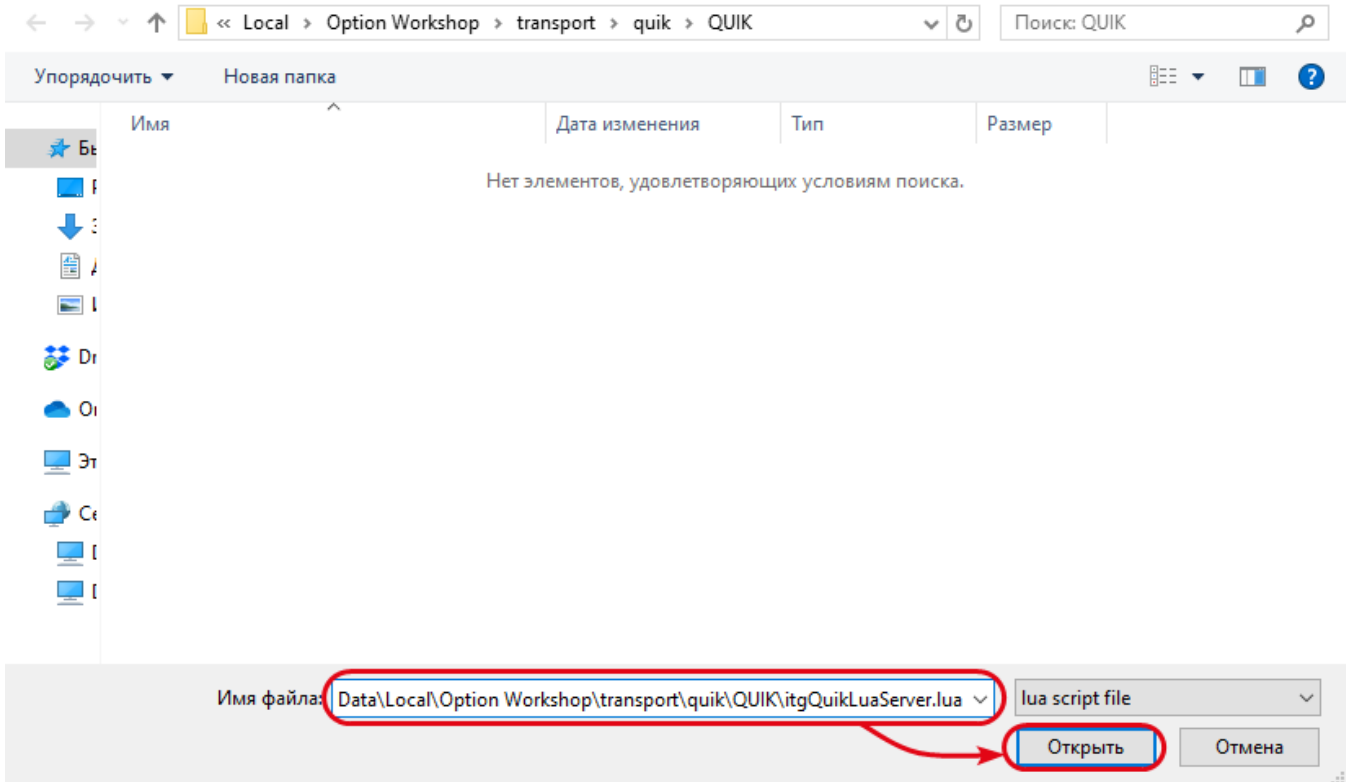
8. (. 4)



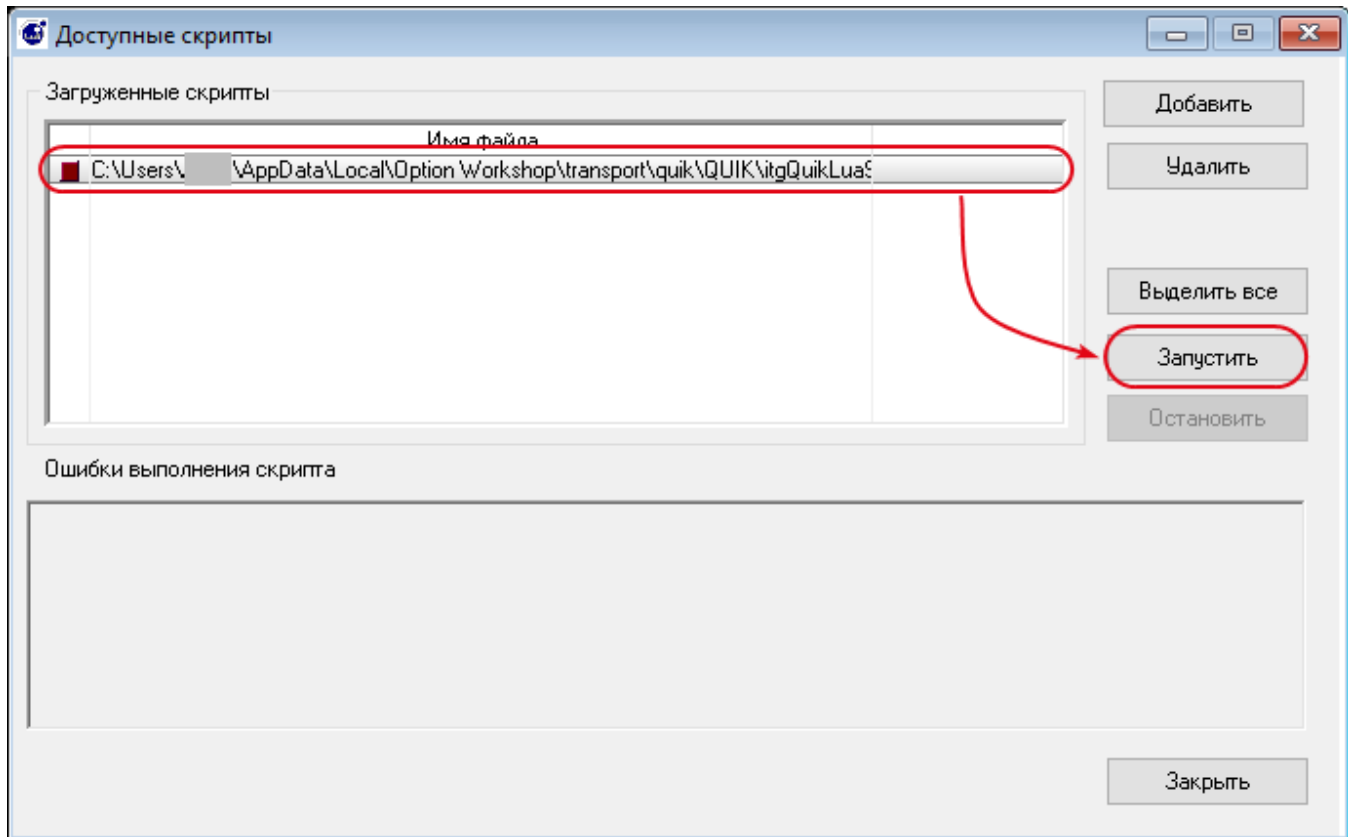


4 –

9. (.5)



5 –



6 -

## QUIK.

### QUIK v.8 ( OW 19.4)

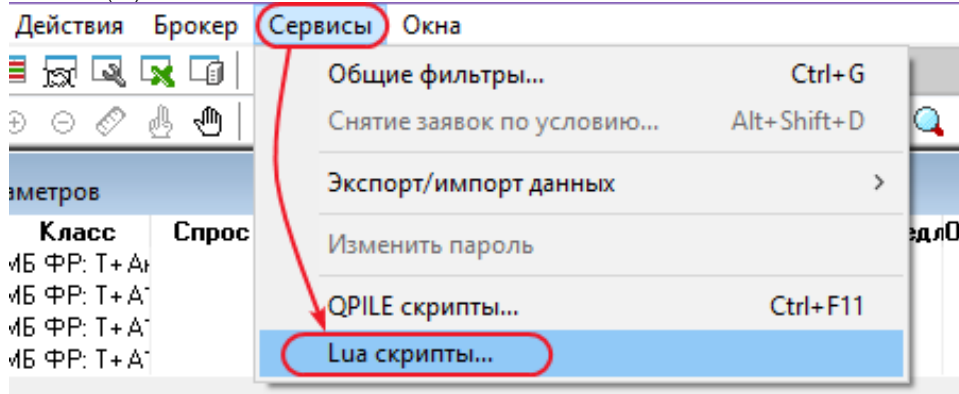
OptionWorkshop QUIK 8 (64- ), 64- LUA- OptionWorkshop, :

1. C %PROGRAMFILES(X86)%OptionWorkshop\LUA LUA- ( ).
2. :
  - a. [ow\\_quik8\\_lua\\_dll.zip](#)
  - b. , LUA-, .- :%PROGRAMFILES(X86)%OptionWorkshop\LUA.
    - 4:
      - ..\lua5.1.dll
      - ..\lua51.dll
      - ..\cjson.dll
      - ..\socket\core.dll

:

1. QUIK .

2. Lua ... (. 5).

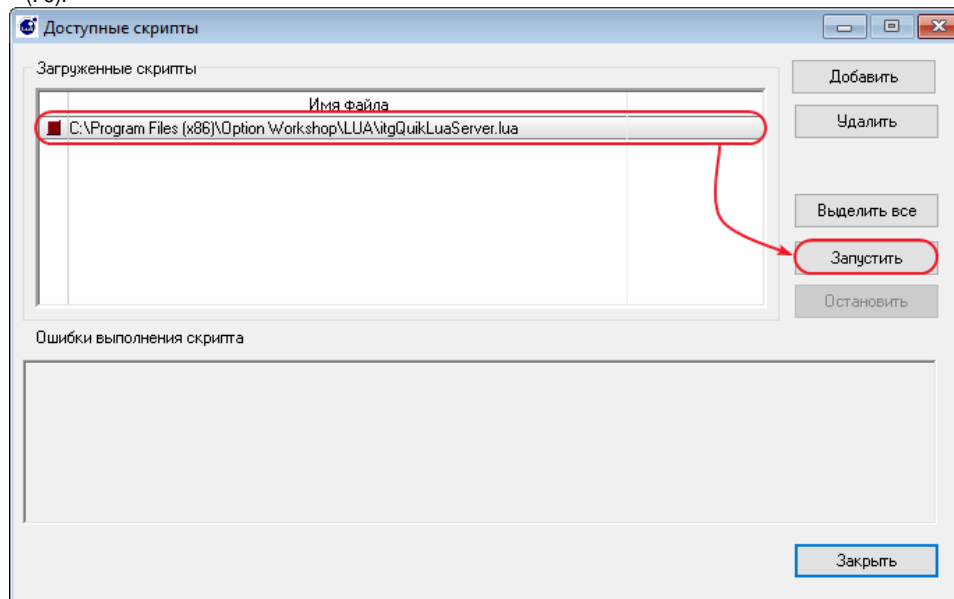


5 – QUIK v.8

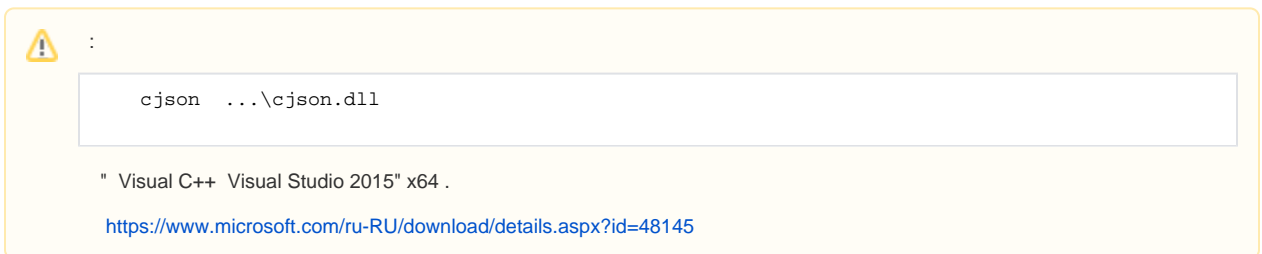
3.

4. `itgQuikLuaServer.lua %PROGRAMFILES(X86)%\OptionWorkshop\LUA` Windows .

5. (. 6).

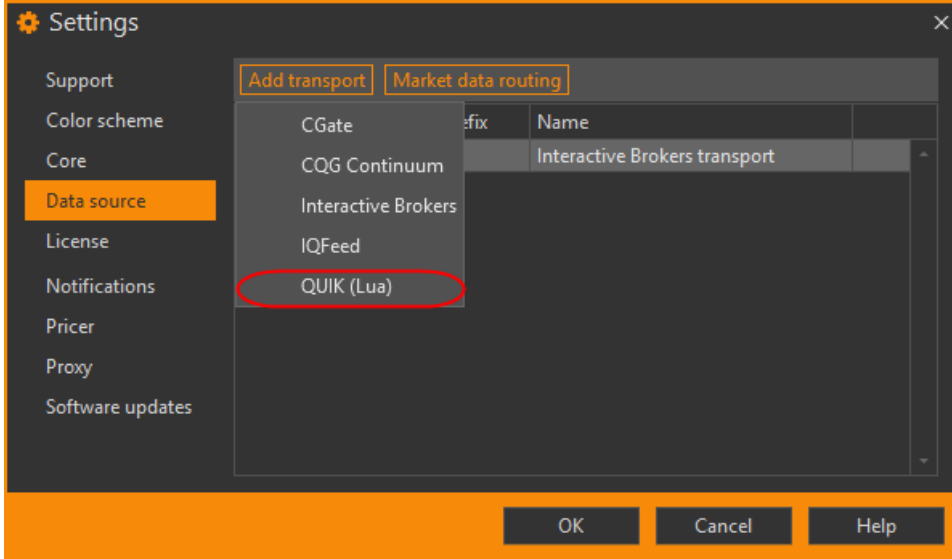


6 –



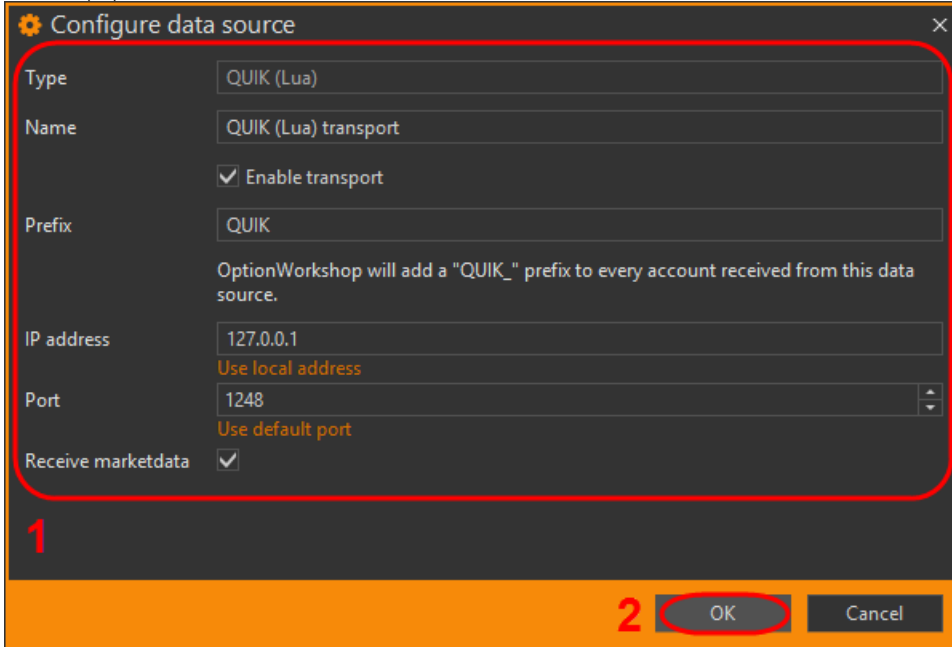
6. OW  .

7. **Data source**,  **(Add transport)** **QUIK (Lua)** (. 7).



7 – Data source

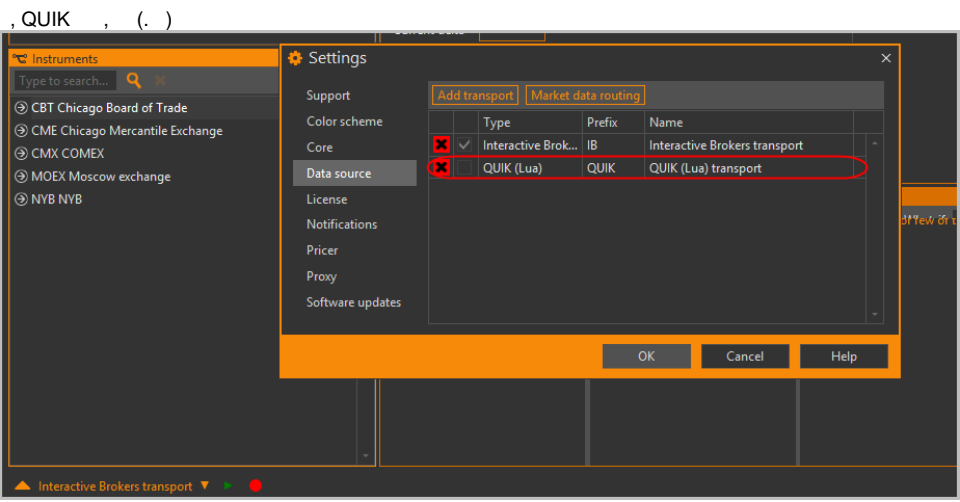
8. **OK** (. 8).



8 – QUIK

1 –

<b>Type</b>	
<b>Name</b>	, (.).
<b>Prefix</b>	, , QUIK
<b>Enable transport</b>	



<b>IP address</b>	IP , QUIK. OW , localhost 127.0.0.1
<b>Port</b>	QUIK ( 1248)
<b>Receive marketdata ( )</b>	, QUIK.

9. Data source.

! OW, \_.