



RSView[®] Machine Edition[™]

ENT E R P R I S E S E R I E S

Machine-Level HMI for Open
and Embedded Solutions

User's Guide
Volume 1

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**Rockwell
Automation**

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Contents

Preface

About the documentation	P-1
Finding the information you need	P-2
Try the User's Guide and Help first.....	P-2
Information on the Internet.....	P-2
Contacting Rockwell Software Technical Support	P-3

Chapter 1

Getting Started

The parts of RSView Machine Edition	1-1
Additional software	1-2
The RSView Machine Edition tools	1-2

Chapter 2

Exploring RSView Studio

Starting and exiting RSView Studio	2-1
Starting RSView Studio.....	2-1
Exiting RSView Studio.....	2-2
Opening sample applications	2-2
Exploring the RSView Studio main window	2-3
The menu bar	2-3
The toolbar	2-4
The Application Explorer.....	2-4
The workspace	2-4
The Diagnostics List.....	2-5
The status bar	2-6

Workbook tabs.....	2-6
Showing and hiding items in the main window	2-7
Using the Application Explorer	2-8
Viewing the Application Explorer	2-10
Moving the Application Explorer	2-10
Working with editors.....	2-11
Locating editors	2-11
Viewing an editor's components	2-11
Opening editors	2-12
Closing editors.....	2-12
Entering information in spreadsheets.....	2-13
Working with components	2-15
Creating components	2-15
Opening components	2-15
Saving components	2-16
Closing components.....	2-16
Adding components into an application.....	2-16
Deleting components.....	2-18
Removing components.....	2-18
Renaming components	2-19
Duplicating components	2-19
Printing.....	2-20
Selecting a printer	2-20
Printing at run time	2-22

Planning applications

Understanding the process	3-1
Collecting data	3-2
Designing an HMI tag database	3-2
Collecting information	3-3
Organizing tags.....	3-3
Planning graphic displays	3-3
Developing a hierarchy of displays	3-4
Creating a template to ensure consistency	3-4
Usability.....	3-6
Planning alarms	3-6
Providing information for the operator	3-6
Local and information messages	3-7
Diagnostics messages	3-7
Using trends	3-7
Designing a secure system	3-8

Working with applications

What is an application?	4-1
Application versus project.....	4-2
HMI project file	4-2
Runtime application file.....	4-2
Component files.....	4-2
External folders.....	4-3
Default log file locations for PanelView Plus or VersaView CE applications	4-4
Naming files.....	4-5

Creating, importing, opening, and closing applications	4-5
Creating applications	4-5
Importing applications	4-7
Opening applications	4-8
Opening multiple applications.....	4-9
Closing applications.....	4-10
Renaming, copying, deleting, backing up, and restoring applications	4-10
About project settings	4-11
Project window size and runtime screen resolution.....	4-11
Title bar	4-14
Specifying project settings	4-16
Viewing application properties	4-16
Viewing HMI server properties	4-17

Chapter 5

Setting up communications

About OPC communications	5-1
Summary of steps	5-2
About data servers	5-3
Creating data servers	5-4
Setting up RSLinx Enterprise data servers	5-4
Setting up an OPC data server	5-4
Updating data server caches.....	5-6

Working with tags

Types of tags	6-1
Data server tags	6-2
HMI tags	6-2
The data source	6-2
Basic steps for using tags	6-3
When to use data server tags	6-4
Eliminating duplication	6-4
Using complex data	6-4
Steps for using data server tags	6-4
When to use HMI tags	6-5
Scaling, offsetting, or providing a range for data	6-5
Storing values in RSView memory	6-6
Steps for using HMI tags	6-7
Browsing for tags	6-7
Using the Tag Browser	6-8
Showing server names	6-9
Browsing for off-line tags	6-10
Using tags and expressions in your application	6-10
Assigning tags	6-11
Assigning tags to graphic objects	6-11
Using expressions to manipulate tag values	6-13
Substituting tag names used in graphic objects	6-14
Logging tag values	6-14
Using macros to assign values to tags	6-15

Using HMI tags

HMI tag types	7-1
Analog tags that use floating-point values	7-2
How values are rounded	7-2
Using the Tags editor	7-4
Updating the contents of the Tags editor	7-5
Searching for HMI tags	7-5
Data sources	7-6
The data source	7-6
Device	7-7
Memory	7-7
Addressing syntax for device tags	7-7
Organizing HMI tags	7-9
Naming tags	7-10
Using folders to group tags	7-10
Viewing tag statistics	7-11
Other methods for creating HMI tags	7-11
Creating tags as needed in other RSVIEW editors	7-12
Creating tags as needed in the Data Log Models editor	7-12
Importing tags from a PLC database	7-13
Using the Tag Import and Export Wizard	7-15

Setting up global connections

About global connections	8-1
Setting up global connections	8-2
Changing displays	8-3
Printing displays	8-3

Updating the date and time	8-4
Setting up backlight intensity remotely	8-5
Running macros	8-6
Controlling display changes remotely	8-7
Remote display changes and security	8-7
Setting up remote display changes	8-8

Chapter 9

Setting up alarms

About alarms	9-1
Summary of steps	9-2
Setting up alarms	9-3
Preparing to set up alarms	9-3
The data source	9-3
Tags and expressions	9-4
Identifying alarm conditions	9-4
Importing and exporting alarm setup files	9-5
How alarms work	9-5
Alarm triggers and trigger values	9-5
Alarm notification methods	9-6
Displaying alarm information	9-6
Interacting with alarms	9-8
The alarm log file	9-11
Alarm trigger data types	9-12
The Value trigger type	9-12
The Bit trigger type	9-14
The Least Significant Bit (LSBit) trigger type	9-15
Tips for using array tags	9-18
Equivalent data types	9-18
RSLinx Enterprise tag syntax	9-19

KEPServerEnterprise tag syntax.....	9-20
Optional alarm controls	9-20
Controls that work with a specific alarm trigger.....	9-21
How the Handshake control works.....	9-22
How the Ack control works.....	9-22
How the Remote Ack control works.....	9-23
How the Remote Ack Handshake control works.....	9-25
How the Message control works.....	9-25
How the Message Notification control works	9-25
How the Message Handshake control works.....	9-26
Controls that apply to all alarms.....	9-26
How the Silence control works	9-27
How the Remote Silence control works	9-27
How the Remote Ack All control works	9-27
How the Status Reset control works	9-28
How the Remote Status Reset control works	9-28
How the Close Display control works	9-28
How the Remote Close Display control works	9-29
The [ALARM] display	9-29
The [ALARM BANNER] display	9-30
The [ALARM MULTI-LINE] display	9-31
The [STATUS] display	9-32
The [HISTORY] display	9-33
Using displays from the library in your application	9-35
Creating your own alarm display	9-36
Opening and closing the alarm display	9-36
Opening the display.....	9-36
Closing the display.....	9-37
How the alarm list graphic object works	9-37

What is displayed	9-38
How the list scrolls	9-39
How the alarm banner graphic object works	9-40
What is displayed	9-40
How the alarm status list graphic object works	9-41
What is displayed	9-41
What happens when the display is opened	9-42
Using buttons with the alarm history and alarm objects ...	9-42
Alarm buttons.....	9-42
Linking buttons to objects.....	9-44
Key buttons	9-45
Using alarm buttons to acknowledge, silence, clear, and delete alarms	9-45
Acknowledging the selected alarm	9-46
Acknowledging all alarms	9-46
Silencing alarms.....	9-47
Clearing and deleting messages.....	9-47
Using alarm buttons to sort alarms and reset alarm status	9-48
Sorting alarms.....	9-48
Resetting alarm status.....	9-48
Retaining alarm status	9-49
Changing the alarm status displayed in the alarm status list	9-49

Chapter 10

Setting up FactoryTalk Diagnostics

About FactoryTalk Diagnostics	10-1
Browsing diagnostics messages	10-2
How to set up FactoryTalk Diagnostics.....	10-2
Destinations	10-2
Message routing	10-4

Categories.....	10-4
Message severities.....	10-5
Audiences.....	10-6
Displaying diagnostics messages during application development	10-6
Viewing FactoryTalk Diagnostics log files	10-7
Using the Diagnostics Setup tool	10-8
Logging to an ODBC database	10-9
Routing messages.....	10-10
Receiving messages from a PanelView Plus or VersaView CE terminal	10-11
Displaying and printing diagnostics messages at run time	10-11
Using the Diagnostics List Setup editor.....	10-12
Setting up how messages are displayed and printed at run time	10-13
The [DIAGNOSTICS] display	10-14
Creating your own diagnostics display	10-15
Opening and closing the diagnostics display	10-15
Opening the display.....	10-15
Closing the display.....	10-15
How the diagnostics list graphic object works	10-16
What is displayed	10-16
Using buttons with the diagnostics list.....	10-16

Chapter 11

Setting up data logging

Summary of steps	11-1
Data log files	11-2
Data Log Models	11-2
Creating Data Log Models	11-3
Data storage locations.....	11-4

Data logging methods	11-4
Tags in the data log model	11-5
Changing the data log model used at run time	11-6
Displaying data logs using the trend graphic object	11-6
Problems with data logging	11-7

Chapter 12

Using information messages

About information messages	12-1
Information messages versus local messages	12-1
Summary of steps	12-2
Using the Information Messages editor	12-3
Setting up how information messages are displayed	12-3
Preparing to set up information messages	12-4
The data source	12-4
Identifying the tags and values to monitor	12-4
How information messages work	12-5
Information messages and trigger values	12-6
The [INFORMATION] display	12-7
Creating your own information message display	12-8
Opening and closing the information message display	12-9
Opening the display	12-9
Closing the display	12-9
How the information message display graphic object works	12-10
What is displayed	12-10
Changing the message file used at run time	12-11

Setting up security

How to use security	13-1
Summary of steps	13-2
Working with the User Accounts editor	13-3
The DEFAULT user.....	13-3
Changing RSVIEW user passwords	13-4
How user accounts and security codes work	13-4
Adding users or groups from a Windows domain	13-7
Removing users or groups.....	13-8
Providing a way for users to log in and log out	13-8
Logging in	13-8
Logging out.....	13-9
Logging out automatically	13-9
Preventing unauthorized users from stopping the application	13-10
Assigning security to graphic displays	13-11
Summary of security features in a sample startup display	13-12

Using graphic displays

About graphic displays and graphic objects	14-1
Before you begin	14-2
Using the Graphic Displays editor	14-3
Creating and opening graphic displays	14-3
Importing and exporting graphic displays	14-5
Tools and tips for working in the Graphic Displays editor	14-6
Using context menus.....	14-6

Using the toolbars.....	14-7
Showing displays in grayscale.....	14-9
Using the grid.....	14-9
Zooming in and out.....	14-11
Correcting mistakes.....	14-11
Testing your displays as you work.....	14-12
Setting up graphic displays.....	14-13
Specifying display settings.....	14-14
About display types.....	14-14
Resizing displays.....	14-16
Creating a background for your display.....	14-17
Using graphic libraries.....	14-18
Creating graphic libraries.....	14-19
Using libraries as displays in your application.....	14-20
Location of library components.....	14-21
Importing images into your application.....	14-22
Bitmap images that come with RSView Studio.....	14-23
Importing bitmap and JPEG images.....	14-24
Using the Image Browser to import images.....	14-25
Tips for using images.....	14-27
Using parameter files.....	14-28
About tag placeholders.....	14-29
Summary of steps.....	14-29
Using the Parameters editor.....	14-30
Assigning parameter files to graphic displays.....	14-30
Using local messages.....	14-33
Local messages versus information messages.....	14-33
Summary of steps.....	14-33
Using the Local Messages editor.....	14-34
Preparing to set up local messages.....	14-34

How local messages work	14-35
Local messages and trigger values.....	14-37
How the local message display graphic object works	14-37
Printing displays	14-38
Printing displays at run time	14-38

Chapter 15

Using graphic objects

Types of graphic objects	15-2
About controls	15-2
Illustrating your displays	15-3
Controlling the application	15-4
Starting and controlling processes	15-5
Displaying processes and values graphically	15-6
Working with lists, trends, alarm banners, and numeric input objects	15-8
Entering and displaying numeric and string values	15-11
Displaying alarms and messages	15-12
Selecting tools for creating graphic objects	15-13
Before you begin creating objects	15-14
Creating graphic objects	15-14
Creating drawing objects	15-15
Creating text	15-15
Creating images.....	15-17
Creating panels.....	15-18
Creating arcs and wedges.....	15-19
Creating ellipses and circles.....	15-20
Creating freehand shapes.....	15-21
Creating lines	15-21

Creating polygons and polylines	15-22
Creating rectangles and squares	15-23
Creating rounded rectangles and squares	15-24
Using .wmf and .dxf files	15-25
Using ActiveX objects	15-25
Tools and tips for working with objects	15-27
Selecting and deselecting objects	15-28
Using the Object Explorer	15-29
Highlighting objects in the Object Explorer	15-30
Using the Properties dialog box	15-32
Using the Property Panel	15-34
Setting up properties	15-35
Assigning tags and expressions to an object's controls	15-36
Coloring objects using the color toolbars	15-37
Naming objects	15-40
Testing how objects look in different states	15-41
Assigning tags and expressions to graphic objects	15-42
Assigning tags	15-42
Using expressions to manipulate tag values	15-44
Replacing tags using tag substitution	15-44
Using tag placeholders	15-46
Performing basic operations on objects	15-47
Moving objects	15-47
Copying objects	15-49
Duplicating objects	15-51
Resizing objects	15-52
Reshaping drawing objects	15-54
Deleting objects	15-55
Working with groups of objects	15-56
Grouping and ungrouping objects	15-56

Editing groups of objects	15-58
Editing objects within a group.....	15-58
Arranging objects	15-59
Layering objects	15-60
Aligning objects	15-61
Spacing objects.....	15-63
Flipping drawing objects	15-65
Rotating drawing objects	15-66
Locking objects into position	15-67

Chapter 16

Setting up graphic objects

Setting up objects' spatial properties, names, and visibility	16-2
Tips for setting up objects with states	16-3
Copying and pasting properties from one state to another	16-3
Adding and removing states.....	16-4
Setting up how objects are used at run time	16-4
Positioning objects for touch screens	16-5
Using touch margins	16-5
Assigning function keys to buttons	16-6
Function key equivalents	16-7
Using the keyboard to navigate to and select objects	16-9
What input focus looks like	16-9
Using the keys on the keyboard or keypad.....	16-10
Removing objects from and adding objects to the tab sequence.....	16-10
Linking buttons to trends, lists, and alarm banners	16-11
Repeating a button's action by holding down the button	16-14

Ensuring values are read by the data source before sending new values	16-15
Methods of Enter key handshaking.....	16-16
Holding the value for a specific period of time.....	16-16
Holding the value until the data source acknowledges that it has read the value.....	16-18
Time, date, and number formats for graphic objects	16-20
Setting up buttons	16-21
Buttons described later in the chapter.....	16-23
How to use push buttons	16-23
Setting up momentary push buttons	16-24
Setting up maintained push buttons	16-27
Setting up latched push buttons	16-29
Setting up multistate push buttons	16-31
Setting up interlocked push buttons	16-33
Setting up ramp buttons	16-35
Setting up numeric displays	16-36
How values are displayed.....	16-36
Problems with displaying values.....	16-37
Setting up numeric input enable buttons	16-38
Setting up numeric input cursor points	16-40
Setting up string displays	16-42
How values are displayed.....	16-42
Setting up string input enable buttons	16-44
Setting up goto display buttons	16-45
Setting up close display buttons	16-47
Setting up display list selectors	16-48
How to use indicators	16-49
Setting up multistate indicators	16-50

Setting up symbols	16-52
Setting up list indicators	16-54
How to use bar graphs, gauges, and scales	16-55
Bar graphs make it easy to compare values	16-55
Thresholds change a bar graph's fill color	16-56
Use bar graphs with scales to show limits	16-56
Gauges make it easy to see limits	16-57
Thresholds change a gauge's fill color.....	16-57
Setting up bar graphs	16-58
Setting up gauges	16-59
Setting up scales	16-60
Setting up control list selectors	16-61
Using buttons with the control list selector.....	16-61
How Enter key handshaking works.....	16-62
Setting up piloted control list selectors	16-64
Choosing between piloted control list selectors and control list selectors	16-64
How piloted control list selectors work at run time.....	16-65
Setting up local message displays	16-68
Setting up macro buttons	16-70
Setting up time and date displays	16-71
Setting up print alarm history buttons	16-72
Setting up print alarm status buttons	16-73
Setting up alarm lists	16-74
Setting up alarm banners	16-76
Setting up alarm status lists	16-77
Setting up diagnostics lists	16-79
Setting up information message displays	16-81

Animating graphic objects

Types of animation	17-1
Which objects can have which types of animation?	17-2
Using the Animation dialog box	17-3
About the Animation dialog box.....	17-5
Using Object Smart Path to visually set animation	17-5
Testing animation	17-6
Using tag names and tag placeholders	17-6
Tag names	17-6
Tag placeholders	17-6
Using expressions	17-7
Setting minimum and maximum values	17-7
Defining a range of motion	17-8
Animation that does not use a range of motion	17-9
Using Object Smart Path	17-9
Setting up the different types of animation	17-11
Setting up visibility animation	17-11
Setting up color animation	17-12
Setting up fill animation.....	17-16
Setting up horizontal position animation.....	17-17
Setting up vertical position animation	17-17
Setting up width animation	17-17
Setting up height animation.....	17-18
Setting up rotation animation	17-18
Setting up horizontal slider animation.....	17-18
Setting up vertical slider animation	17-19
Applying animation to groups	17-20
Checking the animation on objects	17-21

Copying or duplicating objects with animation	17-23
Copying animation without copying objects	17-24

Chapter 18

Setting up trends

About trends	18-1
Current versus historical data	18-3
Time, date, and number formats.....	18-3
Summary of steps	18-3
Creating trend objects	18-4
Setting up trends	18-5
The parts of a trend	18-6
Trend border	18-6
Trend window	18-7
Chart	18-7
Y-axis	18-7
Vertical axis labels.....	18-7
X-axis	18-8
Horizontal axis labels	18-8
Pens.....	18-8
Pen icons.....	18-8
Pen markers	18-9
Chart types	18-9
Standard vs. XY Plots	18-9
Isolated graphing	18-10
Plotting a value across the full width of the chart	18-11
Choosing trend colors, fonts, lines, and markers	18-11
The trend border color	18-12
The trend window color	18-12
Testing the trend.....	18-12

Using the Trends graphic library	18-13
Using buttons to control the trend at run time	18-14
Printing trend data	18-16
Improving clarity of the trend printout.....	18-16
Runtime errors for the trend	18-17

Chapter 19

Using expressions

About expressions	19-1
Expressions that result in floating-point values	19-2
Expression components	19-2
Using the Expression editor	19-3
Using the Expression editor versus typing expressions directly.....	19-3
About the Expression editor.....	19-4
Where you can use expressions	19-5
Formatting expressions	19-5
Using tag names and tag placeholders	19-6
Using tag placeholders instead of tag names	19-7
Constants	19-7
Arithmetic operators	19-8
String operands	19-9
Relational operators	19-9
How string operands are evaluated.....	19-10
Logical operators	19-10
Bitwise operators	19-11
Using the left shift operator.....	19-14
Evaluation order of operators	19-15
Mathematical functions	19-17
Security functions	19-18

If-then-else	19-18
Nested if-then-else.....	19-19
Using write expressions	19-21

Chapter 20

Using embedded variables

About embedded variables	20-1
Where you can create embedded variables	20-2
Creating embedded variables	20-3
Embedded variable syntax	20-4
Numeric embedded variable syntax.....	20-4
String embedded variable syntax.....	20-5
Time and date embedded variable syntax	20-6
How embedded variables are updated at run time	20-7
How embedded variables are displayed at run time	20-8
Numeric embedded variables	20-8
String embedded variables.....	20-9
Time and date embedded variables.....	20-9

Chapter 21

Using macros

Using macros to assign values to tags	21-1
Using the Macros editor	21-2
When to use macros	21-3
Running macros when tags or expressions change value	21-3
Where to assign macros	21-4

Chapter 22

Setting up display navigation

About display navigation	22-1
Developing a hierarchy of displays	22-2
Testing display navigation	22-3
Using graphic objects to navigate	22-4
Display type	22-4
Goto display buttons.....	22-5
Goto configure mode buttons	22-5
Return to display buttons	22-6
Close display buttons	22-7
Display list selectors	22-8
Shutdown buttons.....	22-9
Controlling display changes remotely	22-9

Chapter 23

**Specifying startup settings, testing applications,
and creating runtime applications**

Specifying startup settings	23-1
Testing your application	23-2
Creating runtime application files	23-3

Chapter 24

Running applications in Windows 2000 or Windows XP

Summary of steps	24-2
Moving applications to the runtime computer	24-4
Starting RSVIEW ME Station	24-5
Loading and running applications	24-5
Shutting down applications	24-6
What happens when the application shuts down	24-7

Changing application settings	24-7
Editing device shortcuts	24-7
Looking up contact information for technical support	24-8
Setting up FactoryTalk Diagnostics on the runtime computer	24-9
Setting up serial ports for use with KEPServerEnterprise	24-9
Setting up RSLinx Enterprise communication drivers	24-10
Specifying the printers to use at run time	24-11
Specifying startup options for RSVIEW ME Station	24-13
Deleting log files on the runtime computer	24-17
Running a newer version of the application.....	24-18
Deleting log files manually	24-18
Specifying time, date, and number formats	24-18
Using the DeskLock tool	24-19

Chapter 25

Transferring applications to a PanelView Plus or VersaView CE terminal

Summary of steps	25-2
Starting RSVIEW ME Station	25-4
Specifying the driver to use for the transfer	25-5
Setting up a driver for the transfer on the development computer	25-6
Downloading applications and Windows TrueType fonts ..	25-7
About the download	25-7
Serial downloads	25-8
Uploading applications from the PanelView Plus or VersaView CE terminal	25-9
About the upload.....	25-9

Serial uploads	25-9
Comparing applications	25-9

Chapter 26

Using your application

Logging in to a Windows domain	26-1
Logging in to the application	26-2
What happens when a user logs in	26-4
Problems with logging in	26-4
Logging out	26-5
Entering numeric values	26-5
Activating the cursor point	26-5
Ramping numeric values	26-6
Using the numeric pop-up keypad	26-6
Using the numeric pop-up scratchpad	26-7
Using buttons and keys with the numeric pop-up windows	26-7
How values are ramped	26-8
How values are calculated	26-9
Problems with the numeric pop-up windows	26-10
Entering string values	26-11
Using the string pop-up keyboard	26-11
Using the string pop-up scratchpad	26-12
Using buttons and keys with the string pop-up windows	26-12
What is written to the Value control	26-14
Problems with the string pop-up windows	26-14
Changing tag values	26-15
Viewing tag data	26-18
Viewing alarms and messages	26-21
Viewing information about runtime communication errors	26-22

Converting PanelBuilder 1400e applications

Terminology	A-2
Summary of steps	A-2
Converting PanelBuilder 1400e application files	A-3
Equivalent graphic objects	A-6
Unsupported graphic objects	A-9
Unsupported settings and controls	A-9
Controls for transferring runtime application files.....	A-9
Settings and controls for alarms	A-9
Invalid characters in screen names.....	A-10
Screen security settings	A-10
Block tags.....	A-10
Converting non-RIO communications	A-11
Unsupported communication protocols.....	A-11
Unsupported tag data types.....	A-12
Unsupported initial values.....	A-12
Converting RIO communications	A-12
Unsupported PanelBuilder 1400e RIO tags.....	A-13
Unsupported graphic object features	A-15
Converting expressions	A-17
Equivalent expression syntax.....	A-18
Unsupported expression syntax	A-19
Order of precedence	A-19

Appendix B

Converting PanelBuilder and PanelBuilder32 applications

Terminology	B-2
Summary of steps	B-2
Converting PanelBuilder application files	B-3
Equivalent graphic objects	B-5
Unsupported graphic objects	B-7
Unsupported settings and controls	B-7
Settings and controls for alarms	B-7
Invalid characters in screen names and tag names	B-8
Time and date.....	B-8
External fonts.....	B-8
Screen security settings	B-8
Power-up options	B-8
Converting non-RIO communications	B-9
Unsupported communication protocols	B-9
Bit array tags	B-10
Converting RIO communications	B-10
Unsupported PanelBuilder RIO tags.....	B-11
Unsupported graphic object features	B-12

Appendix C

System tags

Alarms	C-1
Graphics	C-1
Time	C-2
User	C-3

Appendix D

ODBC database schema

FactoryTalk Diagnostics log table D-1

Appendix E

Importing and exporting XML files

About XML E-1

Creating XML files by exporting E-2

Editing XML files E-3

Saving XML files in Notepad E-3

Testing XML files E-4

Importing XML files E-4

Error log file E-4

Importing alarm XML files E-5

Importing graphics XML files E-5

Alarm setup XML file structure E-6

Graphic display XML file structure E-7

Appendix F

Exporting text in your application for translation

About exporting text for translation F-1

Text that you cannot export F-2

Text you add to your application that is not displayed at run time F-3

Exporting text F-3

Importing text F-4

Troubleshooting importing F-5

Common errors and their causes F-5

Information for translators	F-7
File name and format.....	F-7
Opening the text file in Microsoft Excel.....	F-8
Saving the text file in Microsoft Excel.....	F-10
Differences in file format for files saved in Excel.....	F-11
File schema.....	F-11
Working with pairs of double quotes.....	F-13
Working with backslashes and new-line characters.....	F-13
Index	I-1

P

Preface

RSView® Machine Edition™ is a member of the RSView Enterprise Series family of products. It is an integrated package for developing and running automation applications.

Designed for use with Microsoft® Windows® 2000 and Windows XP, PanelView Plus™ terminals, and VersaView® CE terminals running Microsoft Windows CE 4.1, RSView Machine Edition gives you all the tools you need to create effective machine-level monitoring and control applications.

About the documentation

The RSView Machine Edition documentation set includes:

- *Release Notes*: Information to read before you begin installing or working with the software.

The Release Notes are available on the RSView Machine Edition CD, as well as from the Help menu in RSView Studio™.

- *RSView Machine Edition Installation Guide*: A guide to installing and activating the various components of RSView Machine Edition.

The Installation Guide is available on the RSView Machine Edition CD, as well as from the Help menu in RSView Studio.

- *RSView Machine Edition User's Guide, Volume 1* and *RSView Machine Edition User's Guide, Volume 2*: Comprehensive information about RSView Machine Edition, procedures for creating and running an automation application, and reference information.

For ease of printing, the User's Guide is divided into two parts, available from the Help menu in RSView Studio. For detailed

information about the contents of each guide, see the Bookmarks tab in the online guides.

- *Help*: Online procedures and reference information.

Help is available from the Help menu in RSView Studio.

The RSView Machine Edition CD also includes these manuals:

- *PanelView Plus Operator Terminals User Manual*
- *VersaView CE Terminals User Manual*

Finding the information you need

You have many options for finding information about how to use RSView, or how to solve problems with RSView.

Try the User's Guide and Help first

The User's Guide and Help provide comprehensive information about typical uses of RSView. Chances are, your question is answered in the documentation.

To find the answer, use the table of contents and the index in the User's Guide and Help.

You can also perform a full-text search on both the Help and the User's Guide. For information about using Help, see Chapter 6, "Getting the information you need," in the *RSView Machine Edition Installation Guide*.

For information about performing searches on the User's Guide, see Adobe® Reader® Help.

Information on the Internet

If you can't find the answer to your question or problem in the User's Guide or Help, you can find information on the World Wide Web.

You can connect to the Rockwell Software and Rockwell Automation web sites from within RSView Studio. To do so, you must have a web browser installed on your computer, and you must have an active Internet connection.

To connect to web sites from RSView Studio

- ▶ On the Help menu, select Rockwell Software on the Web, and then click the name of the web page you want to view.

For information about the Rockwell Automation Knowledgebase and the Rockwell Software Discussion Forums, see the next sections.

The Rockwell Automation Knowledgebase

The Knowledgebase web page contains a comprehensive, searchable database of support information for all Rockwell Automation and Rockwell Software products.

Rockwell Software Discussion Forums

The Rockwell Software Discussion Forums are web pages for users of Rockwell Software products. The forums offer discussion groups for exchanging tips and questions with other RSView users.

Contacting Rockwell Software Technical Support

If you can't find the answer to your question using any of the resources suggested above, contact Rockwell Software Technical Support at:

Telephone: 440-646-5800

Fax: 440-646-5801

World Wide Web:

<http://www.software.rockwell.com> *or*
<http://support.rockwellautomation.com>

Support staff are available Monday to Friday from 8 AM to 5 PM local time (North America only), except on statutory holidays.

When you call

When you call, be at your computer and be ready to give:

- the product serial number.

You'll find this number on the Activation disk label and in the About RSView Studio dialog box available from the Help menu in RSView.

- the product version number.
- the type of hardware you are using.
- the exact wording of any messages that appeared on your screen.
- a description of what happened and what you were doing when the problem occurred.
- a description of how you tried to solve the problem.

You may also be required to provide information about the RSView add-ons and updates that are installed on your computer.

To view the list of installed add-ons and updates

1. In RSView Studio, click Help, and then click About RSView Studio.
2. To view the list of installed add-ons, click Add-Ons.
3. To view the list of installed updates, click Updates.

Getting Started

RSView® Machine Edition™ is software for developing and running human-machine interface applications. RSView Machine Edition is designed for monitoring and controlling automated processes and machines.

For information about installing RSView Machine Edition, see the *RSView Machine Edition Installation Guide*.

The parts of RSView Machine Edition

RSView Machine Edition includes two products:

RSView Studio™ is configuration software for developing machine-level applications. This software runs on the Windows® 2000 and Windows XP operating systems.

RSView ME Station™ is a stand-alone runtime environment for machine-level applications. Use RSView ME Station to run the applications you develop in RSView Studio.

You can run machine-level applications on PanelView Plus™ terminals and VersaView® CE terminals with the Windows CE 4.1 operating system, and on computers that use the Windows 2000 or Windows XP operating system.

Additional software

The RSView Machine Edition CD also includes three additional software products:

RSLinx® Enterprise™ RSLinx Enterprise is a new communication server built around FactoryTalk™ technology to assist in developing and running your RSView ME applications. It is an OPC® 2.05 compliant server and will run on multiple platforms, ranging from PanelView Plus dedicated terminals to desktop computers.

RSLinx® for RSView is software that provides communications to a wide range of communication drivers. RSLinx for RSView is an OPC-compliant data server. RSLinx for RSView is available for Windows 2000 and Windows XP platforms only.

Adobe® Reader® 6.0 is software for reading the online RSView Machine Edition User's Guide. If desired, you can also use the software to print the User's Guide.

The RSView Machine Edition tools

These tools are installed with RSView Studio:

- **Application Manager** is software for renaming, copying, deleting, backing up, and restoring applications.
- **ME Firmware Upgrade Wizard** is software for upgrading RSView Machine Edition™ firmware on runtime terminals.
- **ME Transfer Utility** is software for moving a runtime machine-level application from the development computer to the PanelView Plus or VersaView CE terminal.
- **Tag Import and Export Wizard** is software for importing or exporting the RSView HMI tag database.

This tool is installed with RSView ME Station:

- **DeskLock** is software that prevents Windows 2000 and Windows XP users from exiting the RSView application at run time. You cannot use DeskLock if you are running your application on a PanelView Plus or VersaView CE terminal.

Exploring RSView Studio

This chapter describes:

- starting and exiting RSView® Studio™.
- opening sample applications.
- exploring the RSView Studio main window.
- using the Application Explorer.
- working with editors.
- entering information in spreadsheets.
- working with components.
- printing information in editors and components.

Starting and exiting RSView Studio

RSView Studio is configuration software for developing machine-level applications. This software runs on the Windows® 2000 and Windows XP operating systems.

Starting RSView Studio

To start RSView Studio

- ▶ On the Windows Start menu, select Programs, and then click RSView Studio.

RSView comes with several sample applications. We suggest you open the Malthouse sample application now to use while you try out the

instructions in the remainder of this chapter. See the instructions on page 2-2.

Exiting RSVIEW Studio

To exit RSVIEW Studio

- ▶ On the File menu, click Exit.

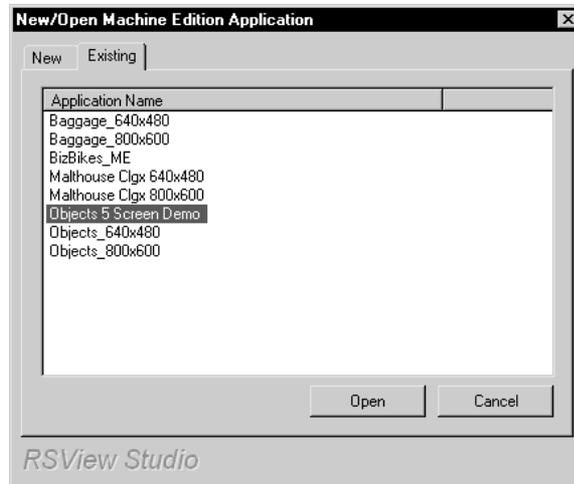
If there are any unsaved changes in open editors, RSVIEW Studio asks you whether to save the changes before exiting the program.

Opening sample applications

The sample applications are designed for two screen resolutions: 640 x 480 and 800 x 600. Select the application that matches the screen resolution of your runtime monitor.

To open the Malthouse sample application

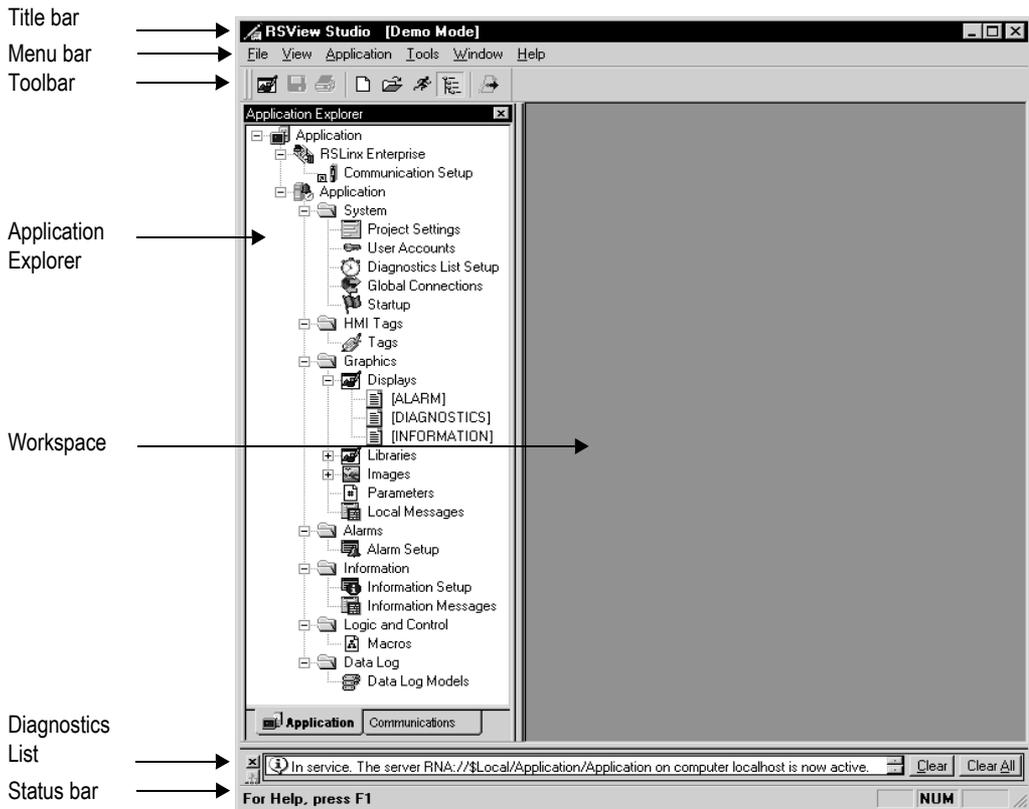
1. Start RSVIEW Studio.
2. Click the Existing tab.



3. Click Malthouse Clgx 640x480 or Malthouse Clgx 800x600.
4. Click Open.

RSView Studio displays the sample application in the Application Explorer.

Exploring the RSView Studio main window



The menu bar

The menu bar contains the menu items for the active window. Each editor has its own set of menus.

The toolbar

The toolbar contains buttons for commonly used menu items so you can have quick access to the items without opening the menu. When you point to a button on the toolbar, the button name is displayed in a tooltip and in the status bar.



All editors use the Standard toolbar. The Graphic Displays, Graphic Libraries, User Accounts, and Tags editors have additional toolbars.

The Application Explorer

The Application Explorer has two tabs: the Application tab, and the Communications tab.

The Application tab contains the editors for creating and editing your application. For more information about the Application Explorer, see page 2-8.

The Communications tab contains the communications tree for the development computer. For more information about using the communications tree, see Help for RSLinx Enterprise.

The workspace

The workspace is the blank area of the RSView Studio window. You can drag icons from the Application Explorer to the workspace to open editors and components. For more information, see page 2-8.

The Diagnostics List

The Diagnostics List shows messages about system activities. You can specify the types of messages to display in the Diagnostics List, move the list, resize it, and clear the messages in it.

For information about testing graphic displays, see page 14-12.

Moving the Diagnostics List

You can detach (undock) the Diagnostics List from the main window, and then move the list anywhere on the screen.

To undock the Diagnostics List, drag the grab bars at the bottom left of the Diagnostics List. If you can't see the grab bars, drag the top edge of the Diagnostics List to make it a bit larger.



To prevent the Diagnostics List from docking automatically while you move it across the screen, hold down the Ctrl key on the keyboard while you move the Diagnostics List.

When the Diagnostics List is undocked, you can make it any size you want, for example to view more than one message at a time. To resize the bar, drag an edge or corner until the bar is the size you want.

To re-attach the Diagnostics List, double-click its title bar.

To clear the selected message in the Diagnostics List, click Clear. To clear all the messages in the Diagnostics List, click Clear All.

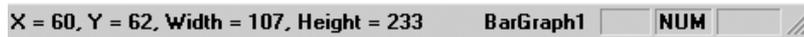
Messages in the Diagnostics List

The types of messages that appear in the Diagnostics List depend on how you set up FactoryTalk™ Diagnostics on the development system. For information about specifying the types of messages to display, see page 10-4.



The status bar

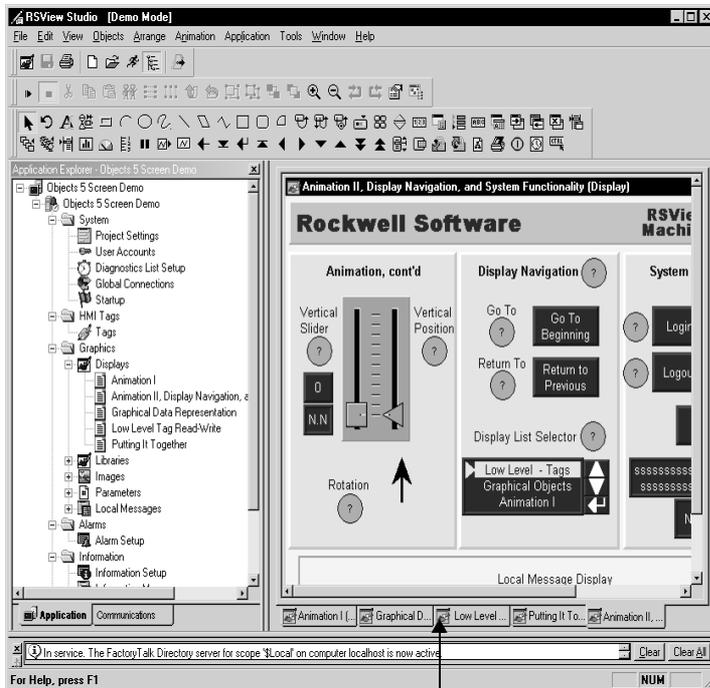
The status bar displays information about the active window or about the selected tool or menu item. The information that is displayed depends on where the mouse pointer is. For example, when you select a graphic object in the Graphic Displays editor, the status bar displays information about the selected object.



Workbook tabs

If you select Workbook Mode on the View menu, the workspace displays tabs at the bottom for each open editor or component.

Workbook Mode allows you to bring forward an open item more quickly than by using the Window menu.



Workbook tabs

Showing and hiding items in the main window

You can display or hide all the items in the main window (except the menu bar) by clicking the items on the View menu.

The status bar, Application Explorer, Diagnostics List, and Standard toolbar are visible. Workbook Mode is turned off.



To hide or display the Application Explorer

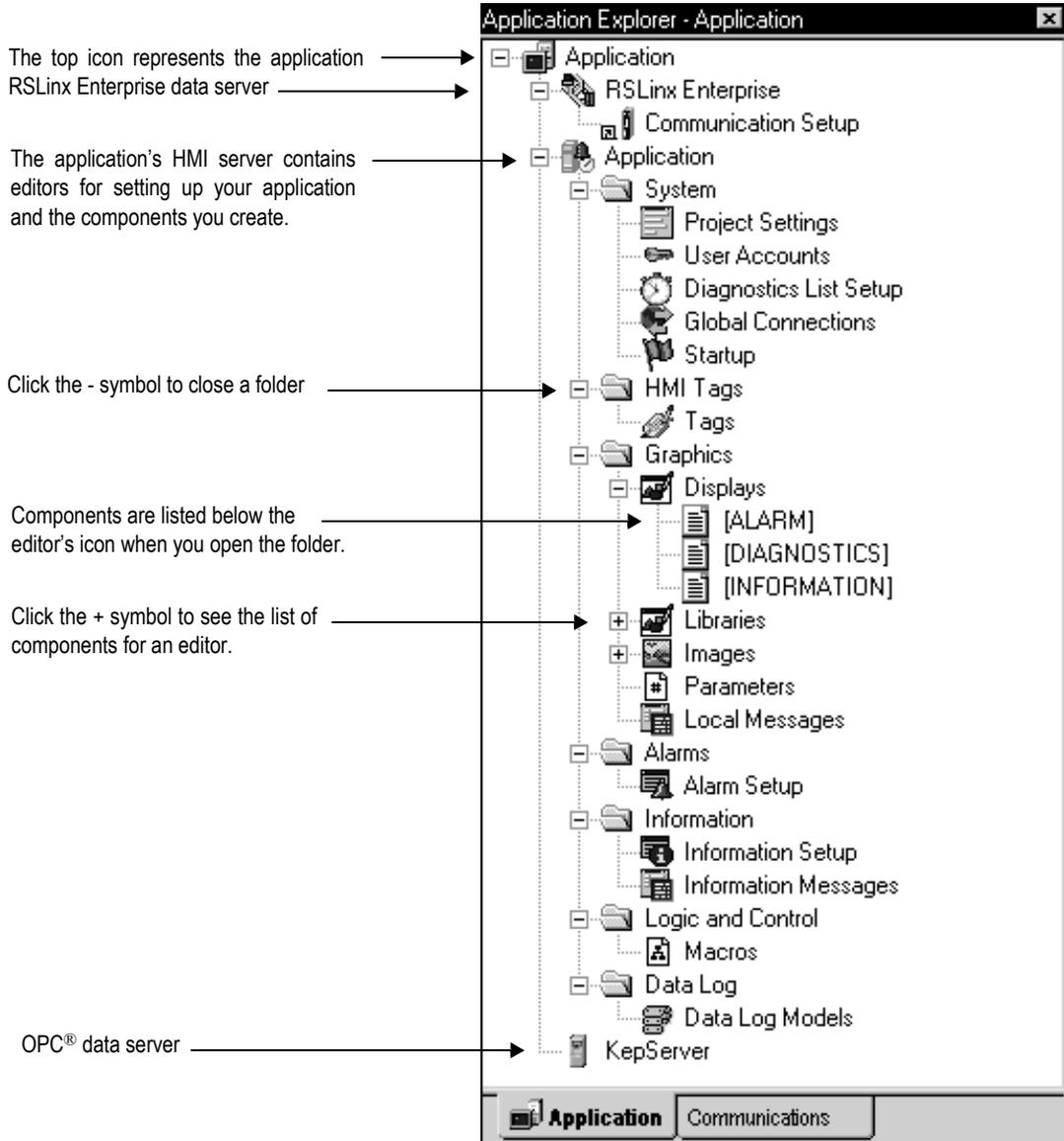
- ▶ On the View menu, click Explorer Window, or click the Explorer Window tool on the toolbar.

Using the Application Explorer

The Application Explorer is the main tool for working with RSVIEW Studio. It lists the editors you use to develop your application, as well as the components, such as graphic displays, you've created. When you create or open an application, the application name appears in the title bar of the Application Explorer.

An application consists of one or more data servers and an HMI project (also known as an HMI server). The data servers provide communications for the project. The project consists of graphic displays, alarm information, user information, and other settings.

This manual generally uses the term application to refer to both application-level and project-level procedures.



When you first create a data server it is added to the Application Explorer tree.

You can resize the Application Explorer by dragging its edges.

Viewing the Application Explorer

You can view the Application Explorer in a number of ways:

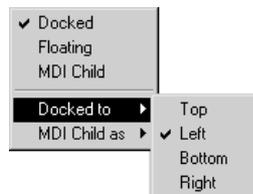
- As a docked window. When docked, the explorer is always on top of other windows that it overlaps. You can dock the explorer to any edge of the main window.
- As a floating window. When floating, the explorer is always on top of other windows that it overlaps, but you can move it to different locations in the middle of the main window.
- As a “child” window. When the explorer is in child mode, you can minimize the explorer or position other windows in front of it. This mode is particularly useful when you are working in multiple editors or working with the Help open.

To put the explorer in child mode, right-click the Application Explorer title bar, and then click MDI Child.

Moving the Application Explorer

You can move the Application Explorer in a number of ways:

- Click the title bar and drag.
- Double-click the title bar to float the explorer in the middle of the main window, then drag it to a new position.
- Right-click the title bar, then select a new docking location, floating, or child mode.



Working with editors

When developing an application, you will use many different editors, but they have many similar features and often require similar information. Knowing how to use these features saves time.

For information on working with particular editors, see the chapters later in this guide.

Locating editors

The editors are grouped in folders in the Application Explorer (see the illustration on page 2-9). Each editor is displayed with an icon to the left of the editor name.

To open a folder in the Application Explorer

- ▶ Click the + symbol to the left of the folder icon, or double-click the folder name.

Viewing an editor's components

With some editors you enter information in a single window or a tabbed dialog box. Other editors allow you to create multiple components, such as graphic displays or message files. Each component is stored in a separate file, with its own name.

You can create components in these editors:

- Graphic Displays
- Graphic Libraries
- Parameters
- Local Messages
- Information Messages

- Data Log Models
- Macros

The Application Explorer lists the components you create under the icon for the editor you used to create the component.

You can use the Images editor to copy bitmap images into your application (but not to create new images). Each image you copy is listed as a component under the editor.

To view a list of components for an editor

- ▶ Click the + symbol to the left of the editor icon, or double-click the editor name.

Opening editors

To open an editor

- ▶ Right-click the editor, and then click Open or New.

If there are no components in the editor, you can double-click the editor to open it.

Closing editors

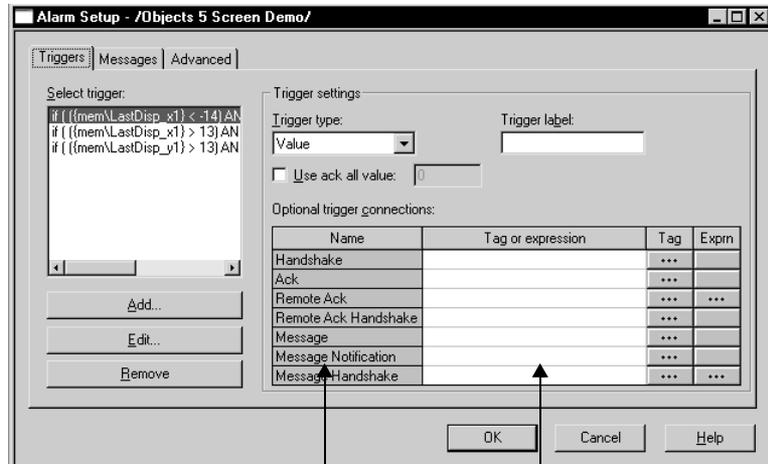
To close an editor

- ▶ Click the close button on the editor's title bar, or on the File menu click Close.

Some editors have an OK, Cancel, or Close button that you can click to close the editor.

Entering information in spreadsheets

Some editors contain spreadsheets for entering information. You can enter information in the white columns. Gray columns display information; you cannot enter information in them.



This column is for display purposes only.

Enter information in this column.

These editors contain spreadsheets:

- Tags*
- User Accounts
- Global Connections
- Local Messages
- Alarm Setup
- Information Setup
- Information Messages
- Macros

* You cannot make changes in the spreadsheet section of the Tags editor. In this editor, you must use the Form section of the editor to create and edit tags.

In the Graphic Displays editor, many of the Properties dialog boxes for setting up graphic objects contain spreadsheets for assigning tags or expressions to the objects.

To enter information in a cell in a spreadsheet

- ▶ Click the cell, and then type the information. If the cell already contains text, the new information is added after the current text.

In the Property Panel, double-click the cell and then type the information. If the cell already contains text, double-clicking highlights the text and typing replaces the highlighted text.

To move to the next cell in the row

- ▶ Press Tab or Enter.

The method to use depends on which editor you're working in.

To move to the first cell in the next row

- ▶ Press Enter or Down Arrow.

The method to use depends on which editor you're working in.

To delete a cell's contents

- ▶ Click the cell, and then press Delete or Backspace. Pressing Backspace removes the characters one by one.

The method to use depends on which editor you're working in.

To delete rows

- ▶ Select one or more rows, right-click the selection, and then click Delete Rows.

Working with components

This section describes how to perform basic operations that are common to all components.

For information on working with components in particular editors, see the chapters later in this guide.

Creating components

To create a new component, do one of the following

- Drag the component icon into the workspace.
- Right-click the editor, and then click New.
- On the File menu, select New, and then click the type of component to create.

Opening components

To open a component, do one of the following

- Double-click the component.
- Right-click the component, and then click Open.
- Drag the component from the Application Explorer to the workspace.

Saving components

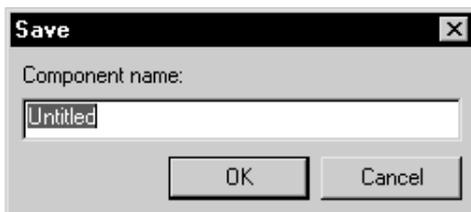


Save tool

The Save tool is available when the active component contains unsaved changes.

To save a component

1. On the File menu, click Save, or click the Save tool.



2. If this is the first time you're saving the component, type a name in the Component name box, and then click OK.

Closing components

To close a component



Close button on the title bar

- ▶ On the File menu, click Close, or click the Close button on the component's title bar.

Some components have a Close button that you can click to close the component.



Close button in component

Before the component closes you are prompted to save unsaved changes, if there are any.

Adding components into an application

You can use the same components in more than one application by adding components into an application.

For example, if you want to use the same graphic display in Application A and Application B, create the display in Application A, then add the graphic display component from Application A to Application B.

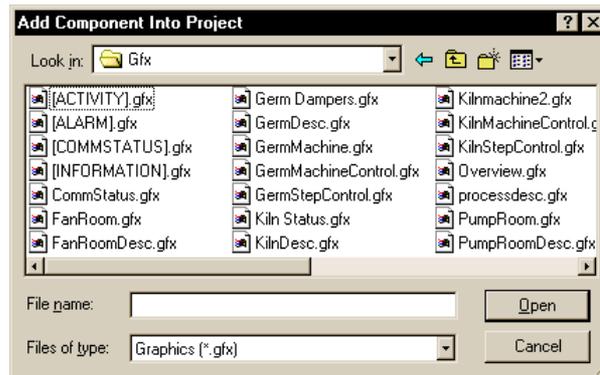
When you add the component into Application B, changes you make to the component in Application B are not reflected in the component in Application A.

To add a component from Application A into Application B

1. In Application B, right-click the type of editor that was used to create the desired component.

For example, to add a graphic display component, right-click the Displays icon in the Graphics folder.

2. Click Add Component Into Application.



3. In the dialog box, navigate to the component to add (in Application A's folder), and then click the component's file name.

Click and Shift-click to select a group of components, or Ctrl-click to select multiple individual components.

For information about application folders and files, see Chapter 4, *Working with applications*.

4. Click Open. The components are listed under the editor in the Application Explorer in Application B.

If you later modify the component in Application A, you can add the component into Application B again using the same steps as described above.

Using Add Component Into Application with graphic displays and graphic libraries

The Add Component Into Application menu command is also useful for:

- adding graphic displays to your application's Libraries folder.
- using libraries as graphic displays in your application.

For information about graphic libraries, see page 14-18.

Deleting components

Deleting a component deletes it from the Application Explorer and from the hard disk.

To delete a component

- ▶ Right-click the component, and then click Delete.

Removing components

You can remove a component from the Application Explorer but leave it on the hard disk, in case you want to use the component in another application.

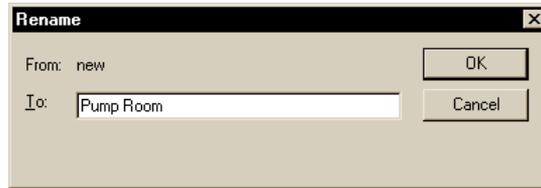
To remove a component

- ▶ Right-click the component, and then click Remove.

Renaming components

To rename a component

1. Right-click the component, and then click Rename.



2. In the To box, type the new name.
3. Click OK.

Duplicating components

The Duplicate option is useful for creating multiple similar components. For example, you could create a graphic display to use as a template, then duplicate the display each time you want to use the template.

To duplicate a component

1. Right-click the component, and then click Duplicate.
2. In the Component name box, type a name for the duplicate component.
3. Click OK.

Printing

Each editor and component has a Print item on its File menu.

To print an editor or component's contents

1. Open the editor or component.
2. On the File menu, click Print.
3. Click OK.

Selecting a printer

You must install a printer before you can select it. For information about installing a printer, see your Windows documentation.

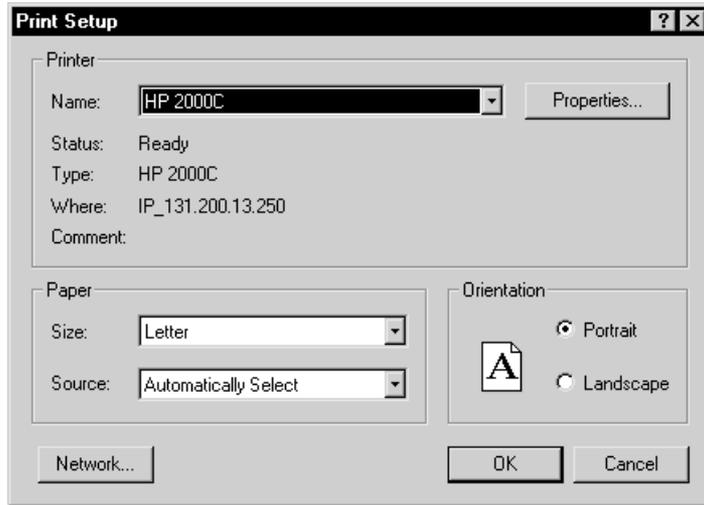
IMPORTANT

The Print Setup menu item in RSVIEW Studio applies to your development computer only.

To print at run time, set up a printer on the computer you'll be using to run your application. For more information about printing at run time, see page 2-22.

To select a printer

1. On the File menu in any editor or component, click Print Setup.



2. If you don't want to use the default printer, specify another printer.
3. Choose the appropriate paper and orientation options.
4. Click OK.

Selecting printer setup options

For detailed information about printer options, refer to your Windows documentation.

Selecting a network printer

RSView Studio can print to a network printer. For detailed information about setting up network printers, refer to your Windows documentation.

Printing at run time

You can print graphic displays at run time using the display print button or using a remote display print. You can also send diagnostics and alarm messages to a printer at run time.

For information about	See
Display print buttons	page 14-39
Printing graphic displays	page 14-38
Printing displays remotely	page 8-3
Printing alarm messages	page 9-11
Printing diagnostics messages	page 10-11
Specifying the printers to use at run time for Windows 2000 or Windows XP applications	page 24-11
The type of printer to use with a PanelView Plus™ or VersaView CE terminal	page 25-2

Planning applications

A well-designed application requires planning. To help you plan, this chapter describes:

- understanding the machines and processes you're automating.
- collecting data.
- designing an HMI tag database.
- planning graphic displays and navigating between them.
- planning alarms.
- providing information for the operator.
- using trends.
- designing a secure system.

RSView® comes with several sample applications that can give you guidance when planning your application. For instructions on opening the sample applications, see page 2-2.

Understanding the process

Gather information from a variety of sources so you have a complete and detailed understanding of the machines and processes you're automating.

To gather information:

- Talk to machine operators and other experts who are going to use the system. Find out what information they need to optimize machine operations and processes.

- Talk to management and management information systems staff to find out what information they need to support planning decisions.
- Break up each section of the process into its constituent parts.
- Determine what type of communications you'll be using—which network types, data servers, and devices.
- Determine which process variables you need to have access to and identify their locations in the programmable controllers.

For information about setting up communications, see Chapter 5.

Collecting data

When planning data collection, design your system so only essential data is collected. Limiting data collection is important because collection activities require substantial processing power and generate a lot of traffic on the network.

Keep data collection requirements in mind when designing the layout of the programmable controller data tables and the HMI tag database. Ideally, tag addresses reference contiguous blocks of programmable controller data tables to reduce highway traffic and optimize system response. If you're going to use data from an OPC® server, read the server documentation to find out how to optimize traffic.

Designing an HMI tag database

Take the time to plan your HMI tag database. A good design helps reduce the time required for maintenance and can improve programmable controller-to-RSView response time.

For information about creating HMI tags, see Chapter 7.

If you are going to use direct referencing for all your tags, you don't need to create HMI tags in RSView. For information about creating direct references to data server tags, see Chapter 6.

Collecting information

Before you begin creating the tag database, collect:

- flowcharts of your processes (or process and instrument diagrams).
- a list of programmable controller data table or register addresses your application will have access to.
- machinery systems documentation.
- alarm requirements (for more information, see page 3-6).

Organizing tags

Before creating tags:

- Develop naming conventions for tags, choosing names that are familiar and logical to everyone. This makes troubleshooting easier.
- Group related tags.

Group tags in the way that makes the most sense for your application. For example, group all similar devices or group related areas of the plant floor.

When creating tags, place related tags into folders. For greater organization, nest folders.

Planning graphic displays

When planning displays, determine the best way for users to navigate through your displays and develop a template to establish a common look and feel for your displays.

Also consider factors about the runtime terminal that affect how the application is displayed and used, such as:

- screen size.

- whether the operator will be using a keyboard, touch screen, mouse, or combination of navigation and data entry methods.

For information about creating graphic displays, see Chapter 14.

Developing a hierarchy of displays

A hierarchy of displays is a series of graphic displays that provide progressively more detail as users move through them. Design your display hierarchy to meet the needs of the various users, including managers, supervisors, and operators.

Well-organized graphic displays present information clearly and consistently and guide users through the system. Before designing individual graphic displays, plan an overall display hierarchy and plan how users will navigate through the hierarchy.

For information about navigation methods and developing a hierarchy of displays, see Chapter 8.

Creating a template to ensure consistency

It is possible to keep a consistent appearance among all the displays in an application by presenting the same pieces of information in the same place on each graphic display. To ensure uniformity, develop a display with common elements that acts as a template. Each time you develop a new display, start with a duplicate of the template.

For example, the template could contain:

- your company logo.
- a title.
- the date and time.
- navigational buttons.

The template does not use a special file format like a Microsoft® Word template does, but is simply a graphic display that you duplicate for each new display.

When designing displays, applying good visual design principles helps users and increases their efficiency. Remember these important design principles:

Consistency

- Be consistent with your use of symbols and color.
- Be consistent with button labels and button placement.

When you design several displays, place the same kinds of buttons in the same positions. For example, if you have a Start button in a certain position in one display, don't put a Stop button in the same position in the next display.

Clarity

- Use symbols that are easily recognizable. For example, use the conventional ISA symbols for tanks and valves.
- Don't overload the screen with information.
- Use standard, clear terminology, and avoid abbreviations or acronyms that the user might not understand.
- Use colors with recognizable meanings. For example, in North America the colors red and green usually mean stop and start. Keep color meanings consistent by assigning red only to Stop buttons, and green only to Start buttons.

Some people are color blind to red and green so don't rely on color alone to establish meaning.

- Use high contrast color combinations, such as yellow on blue.

Usability

- If you're designing for a touch screen, don't place important buttons where they'll be blocked by an On Top display. The user can't press a covered button. Also, ensure the button is large enough for users to touch easily.
- Ensure there is always a clear way to move between displays.
- Keep the intended user in mind and design displays so they are easy to understand and use. Ask the users to test the displays.

Planning alarms

Before setting up alarms, plan:

- what conditions will trigger alarms.
- how operators will be notified of alarms.
- what information you want alarm messages to contain.
- how operators will respond to alarms.

For information about setting up alarms, see Chapter 9.

Providing information for the operator

In addition to notifying the operator of alarm conditions, you can provide information and instructions about plant processes, and inform the operator about system activities.

Before setting up information notification, plan:

- what system activity the operator needs to be informed about.
- what conditions will trigger information messages.
- what information you want the messages to contain.

Local and information messages

Use local messages to give the operator information in a specific graphic display while the display is open. Use information messages to give the operator information no matter which display is open.

For information about setting up local messages, see page 14-33. For information about setting up information messages, see Chapter 12.

Diagnostics messages

Set up diagnostics messages to notify the operator of system activity such as tag reads and writes, running macros, communication problems, or problems opening displays.

For information about setting up diagnostics messages, see Chapter 10.

Using trends

When planning trends, consider how they will be used. For example, will the trend be used to:

- analyze process trends?
- monitor production efficiency?
- archive process variables to ensure compliance with government regulations?

Based on such considerations, you can determine:

- which tags need to be plotted on the same trend.
- which tags need to be logged by using a data log model.

For information about setting up data logging, see Chapter 11. For information about creating trend graphic objects, see Chapter 18.

Designing a secure system

When deciding on your security requirements, consider whether to:

- restrict access to every graphic display to prevent accidental changes.
- restrict access to certain graphic displays.
- have everyone log on.
- allow only authorized users to shut down the application.
- use the DeskLock tool to prevent users from switching to another application at run time (Windows® 2000 and Windows XP runtime applications only).

Based on these considerations, you can set up security for individual users or groups of users. For example, you might want to set up groups of users, such as a manager group and an operator group.

For more information about setting up security, see Chapter 13.

Working with applications

This chapter describes:

- application files.
- creating, importing, opening, and closing applications.
- renaming, copying, deleting, backing up, and restoring applications.
- specifying project settings.
- viewing application properties.
- viewing HMI server properties.

What is an application?

An application is the software application you create in RSVIEW® Studio™ to monitor and control your plant processes. An application consists of one or more data servers and an HMI project (also known as an HMI server). The data servers provide communications for the project. The project or HMI server consists of graphic displays, alarm information, user information, and other settings.

For information about viewing the application properties, see page 4-16. For information about viewing the HMI server properties, see page 4-17.

Application versus project

This manual generally uses the term application to refer to both application-level and project-level procedures. An exception is the section on using the Project Settings editor, which begins on page 4-11. In that section, the term project is used.

When you create an application, RSVIEW creates folders and files in various locations on the development computer. Some of the folders are empty until you start setting up your application. When you finish developing the application, RSVIEW uses the information in the various folders and files to create the runtime application.

HMI project file

The HMI project file has the extension .med. The HMI project file is located in this directory:

C:\Documents and Settings\All Users\Documents\RSVIEW Enterprise\ME\HMI projects (Windows® 2000)

or

C:\Documents and Settings\All Users\Shared Documents\RSVIEW Enterprise\ME\HMI projects (Windows XP)

Runtime application file

The runtime application consists of a file with the extension .mer. For information about creating the runtime application, see Chapter 23.

Component files

Component files are located in folders in the HMI project folder, as described in the following table. For example, graphic display component files (with the extension .gfx) are stored in the Gfx folder. You might need to navigate to the location of these files, for example

if you are adding a component from one application into another application.

This folder	Contains	File extensions
<i>Application name</i>	HMI project file and the folders described below	.med
DLG	Data log models (component files)	.mdf
Gfx	Graphic display component files	.gfx
Images	Image files	.bmp
Information	Information message component files	.ifm
Local	Local message component files	.loc
Macros	Macro component files	.mcr
PAR	Parameter component files	.par

External folders

The following table lists some RSVIEW folders that are external to the HMI project folder, and the types of files they contain.

The folders are located in this directory:

C:\Documents and Settings\All Users\Documents\RSVIEW Enterprise (Windows 2000)

or

C:\Documents and Settings\All Users\Shared Documents\RSVIEW Enterprise (Windows XP)

This folder	Contains	File extensions
Images	Image files for use on graphic objects	.bmp

This folder	Contains	File extensions
ME\Libraries	Graphic library component files and image files used in the library displays	.gfx .bmp
ME\Logs\ <i>Runtime Application Name</i> \ Dlg\ <i>Data Log Model Name</i>	Data log files for applications that have run on the development computer	.log .tag
ME\Logs\ <i>Runtime Application Name</i> \ M_Alarms	Alarm log file for applications that have run on the development computer	.alm
ME\Runtime	Runtime application files	.mer
ME\HMI projects	Sample application folders, including all files and folders needed for the sample	

If desired, you can specify a different directory in which to store graphic library component files. For more information, see page 14-21.

Default log file locations for PanelView Plus or VersaView CE applications

On the PanelView Plus™ or VersaView® CE terminal, alarm and data log folders are located by default in this directory:

```
\\Storage Card\Rockwell Software\RSViewME\Logs\
```

Data log file locations

You can also store data log files in a different location on the runtime computer, on a networked computer, or on a PC card. For more information, see Chapter 11.

Naming files

File names, including the path, can be up to 200 characters long (file names can contain spaces). For example, the following path and file name contains 114 characters:

```
C:\Documents and Settings\All Users\Documents\RSView  
Enterprise\ME\HMI projects\Malthouse Clgx 640x480\  
Gfx\Steeping.gfx
```

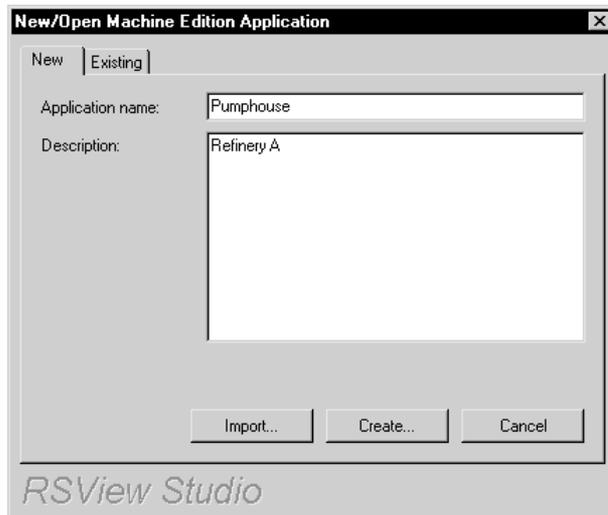
Creating, importing, opening, and closing applications

Creating applications

You can create a new application when you start RSView Studio, or once RSView Studio is already open.

To create a new application when you start RSView Studio

1. Start RSView Studio.



2. In the New tab, in the Application name box, type a name for your application, up to 32 characters long.

If desired, type a description of the application. If you don't type a description now, you can add one later, as described on page 4-17.

3. Click Create.

RSView Studio creates the application's folders and files, and then displays the new application in the Application Explorer.

The application is created in the ME\HMI projects directory, in a folder with the same name as the application name.

This is the path to the ME\HMI projects directory:

C:\Documents and Settings\All Users\Documents\RSView Enterprise\ME\HMI projects (Windows 2000)

or

C:\Documents and Settings\All Users\Shared Documents\RSView Enterprise\ME\HMI projects (Windows XP)

IMPORTANT

Once you create the application, specify the project settings. These settings determine the general appearance of your runtime application, and affect how your graphic displays look. For more information, see page 4-16.

To create a new application when RSView Studio is already open



New Application

1. On the File menu, click New Application, or click the New Application tool.

If an application is already open, RSView Studio asks you whether to close the application that is currently open. Click Yes.

2. Follow steps 2 and 3 in the previous procedure.

Importing applications

You can import RSVIEW Machine Edition, PanelBuilder™, PanelBuilder32, and PanelBuilder 1400e applications into RSVIEW Studio.

If the application you are importing contains any direct driver nodes, the import wizard will create one RSLinx® topic for each direct driver node it finds. All topics are then converted into device shortcuts, to run with RSLinx Enterprise. You must have both RSLinx® for RSVIEW and RSLinx Enterprise installed to make this two-step conversion.

To create topics after import, follow these steps in RSLinx before importing the application.

To validate direct driver nodes in RSLinx

1. Create the appropriate RSLinx for RSVIEW drivers if not already created (for example, AB_ETH-1).

For more information about creating RSLinx for RSVIEW drivers, see the RSLinx for RSVIEW Help.

2. If it is an Ethernet® driver (AB_ETH-1), add the IP address of each direct driver node to the Ethernet driver setup.
3. Start RSWho and select each device associated with each direct driver node (for example, 131.200.13.128).

If these steps are not followed in this order, the topics generated by the import code will be invalid and will need to be fixed using the Topic Editor in RSLinx.

To import an RSVIEW Machine Edition application

1. Start RSVIEW Studio
2. In the New tab, in the Application name box, type a name for your application, up to 32 characters long.

If desired, type a description of the application. If you don't type a description now, you can add one later, as described on page 4-17.

3. Click Import. The Machine Edition Import Wizard opens.

For more information about importing PanelBuilder, PanelBuilder32, and PanelBuilder 1400e applications, see Appendix A and Appendix B.

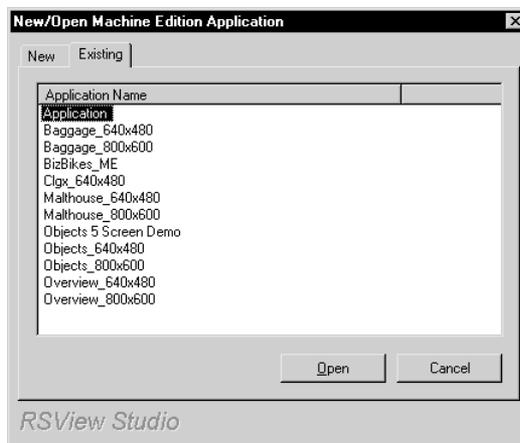
Opening applications

You can open an application when you start RSVIEW Studio, or once RSVIEW Studio is already open.

For information about opening a sample application, see page 2-2.

To open an existing application when you start RSVIEW Studio

1. Start RSVIEW Studio.



2. Click the Existing tab, and then click the application to open.
3. Click Open.

RSView Studio displays the application in the Application Explorer.

To open an existing application when RSView Studio is already open



Open Application

1. On the File menu, click Open Application, or click the Open Application tool.

If an application is already open, RSView Studio asks you whether to close the application that is currently open. Click Yes.

2. Follow steps 2 and 3 in the previous procedure.

To open an application you used recently

- ▶ On the File menu, select Recent Applications, and then click the name of the application to open.

If an application is already open, RSView Studio asks you whether to close the application that is currently open. Click Yes.

Opening multiple applications

To open two applications at the same time, for example to copy images and graphic objects between applications, start two instances of RSView Studio.

Closing applications

To close an application

- ▶ On the File menu, click Close Application.

If there are any unsaved changes in open editors, RSVIEW Studio asks you whether to save the changes before closing the application.

To close an application and exit RSVIEW Studio at the same time



Close button

- ▶ Click the Close button at the right end of the RSVIEW Studio title bar.

If there are any unsaved changes in open editors, RSVIEW Studio asks you whether to save the changes before closing.

Renaming, copying, deleting, backing up, and restoring applications

Use the Application Manager tool to:

- rename applications.
- copy applications.
- delete applications.
- create a compressed backup copy of an application, with the file extension `.apa`.
- restore an application from the backup file, with the file extension `.apa`.
- restore a legacy project backup file (with the file extension `.mea`) from an earlier release of RSVIEW Studio, and convert it to Version 3.1.

To start the tool, do one of the following

- In RSView Studio, on the Tools menu, click Application Manager.
- On the Windows Start menu, select Programs, Rockwell Software, RSView Enterprise, Tools, and then click Application Manager.

For details about using the tool, see the tool's Help.

About project settings

Project settings determine the general appearance of your runtime application, such as the size of the project window and whether a title bar appears in the project window.

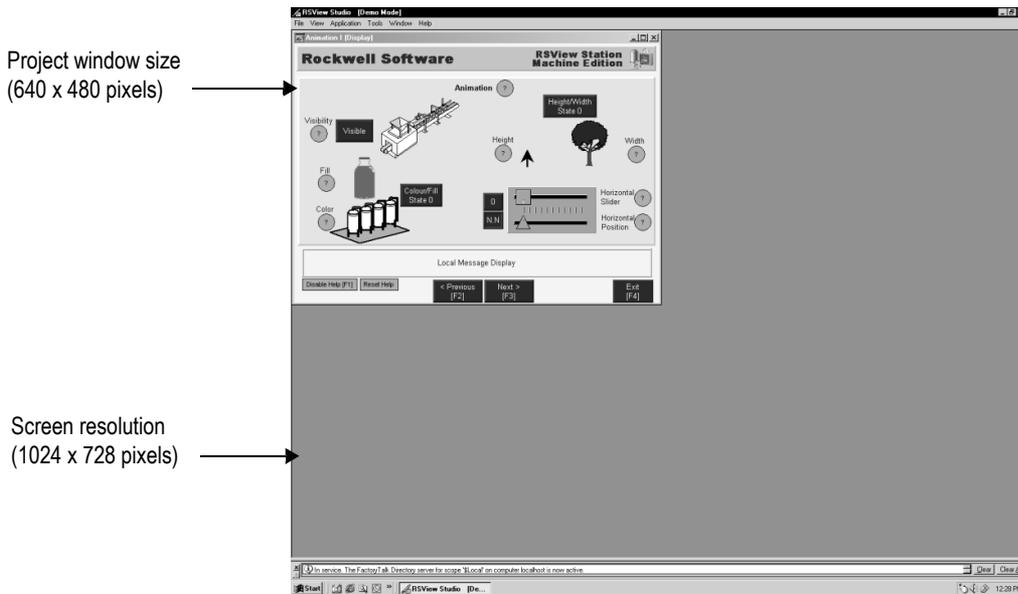
Since project settings affect how your graphic displays look, specify the settings before creating graphic displays.

Project window size and runtime screen resolution

This section describes the difference between project window size and runtime screen resolution, and describes how these two settings can affect the behavior of your application at run time.

The project window size is the amount of room your application occupies on the runtime terminal or computer screen, in pixels. The runtime screen resolution is the actual size of the runtime terminal or

computer screen, in pixels. Therefore, the project window size must be less than or equal to the runtime screen resolution.



Usually, an application is designed to completely fill the runtime terminal or computer screen. If you want your application to do this, set the project window size to the resolution of the screen in pixels. For information on setting the project window size, see page 4-16.

Changing the project window size after creating graphic displays

The project window size is used for all graphic displays of the Replace type. If you change the window size after you have already created graphic displays, you have the option of scaling graphic displays.

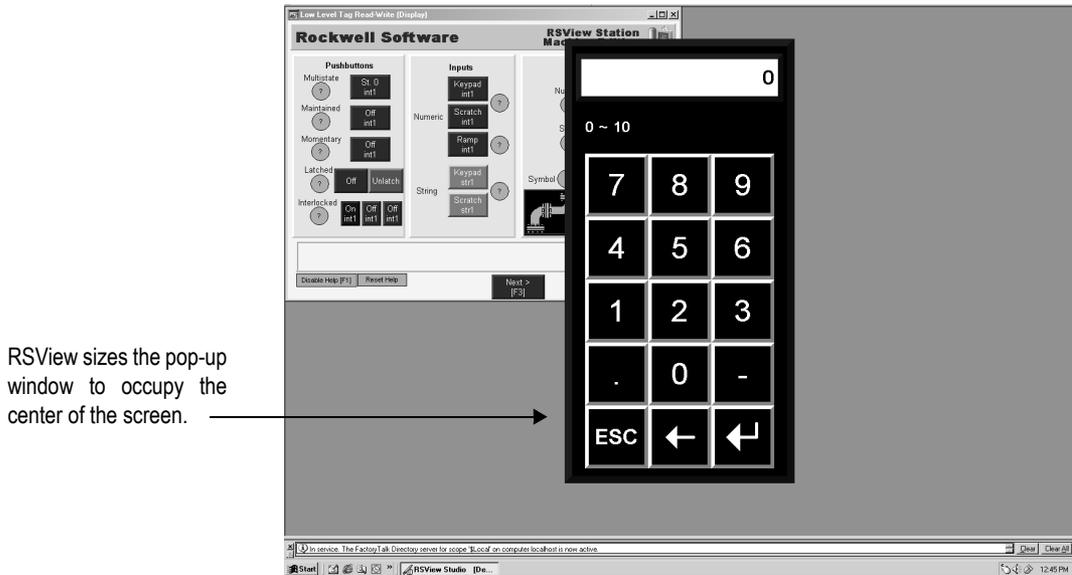
If you choose to scale graphic displays, all Replace and On Top displays are resized and the objects in them are scaled to fit the new size. You can also specify whether to scale the font size and border size of the graphic objects, and the size of graphic images in the Images folder.

If you choose not to scale displays when you change the project window size, Replace displays are resized, but any objects in the displays remain the same size and in the same position as before. On Top displays are not resized.

For more information about Replace and On Top displays, see page 14-14. For more information about scaling displays, see Help.

How the runtime screen resolution affects the pop-up windows

RSView comes with a pop-up Login window, as well as numeric and string pop-up windows for runtime data entry.



How the project window size affects the default message displays

Your application comes with preconfigured, default graphic displays for diagnostics, alarm, and information messages. If the project

window size is smaller than the default displays, the edges of the displays are cut off at run time.

These are the sizes of the default displays:

Graphic Display	Width in pixels	Height in pixels
[DIAGNOSTICS]	640	160
[ALARM]	640	210
[INFORMATION]	640	80

If your project window size is smaller than the default message display sizes, you can resize the default displays, or use your own displays instead.

Title bar

If you select this option, a title bar is used for all Replace graphic displays. For information about graphic display types, see page 14-14.

If desired, you can also use a Control box, Minimize button, and Close button on the title bar. The Close button appears only if you select the Control box in the Project Settings editor.



If you plan to set up security for your application and want to prevent unauthorized users from stopping the application, do not use a title bar.

For information about setting up security, see Chapter 13.

Changing the Title bar or Border setting

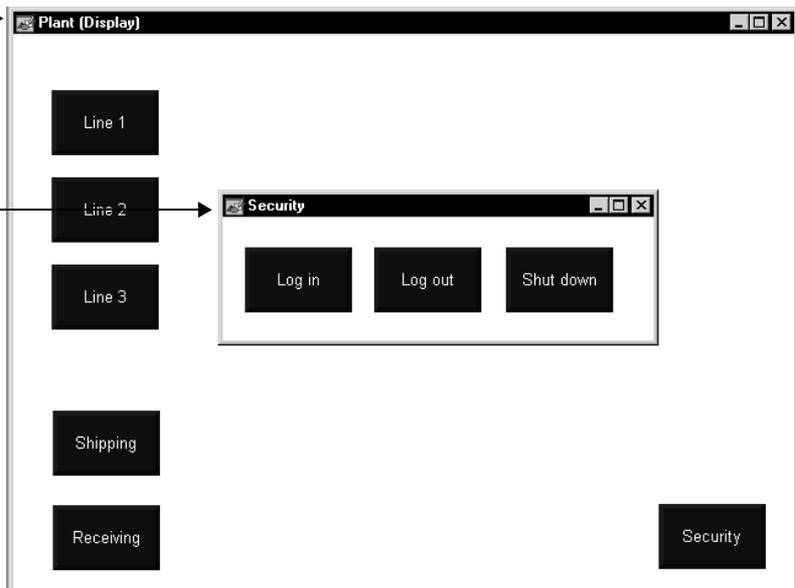
If you change the Title bar or Border setting, you have the option of scaling graphic displays to accommodate the new display size. For details, see Help.

Title bar for On Top displays

For On Top displays, you can specify a different name to use in the title bar. Use the Display Settings dialog box to specify the name (for details, see page 14-14).

The title you specify in the Project Settings editor applies to all replace displays.

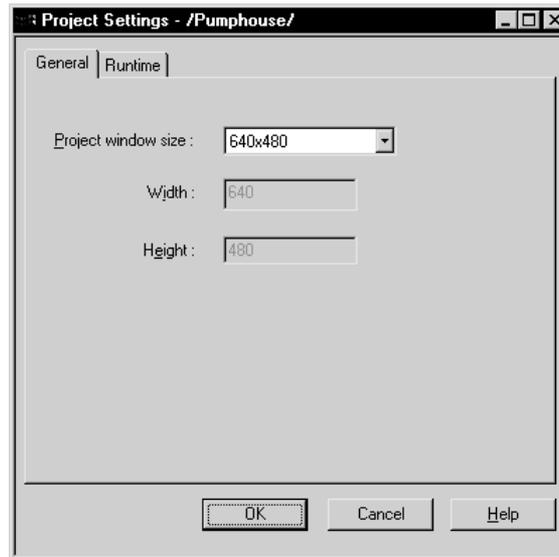
You can specify a different title for each On Top display (using the Display Settings dialog box in the Graphic Displays editor).



Specifying project settings



To specify project settings, use the Project Settings editor. For details about selecting options in the editor, see Help.



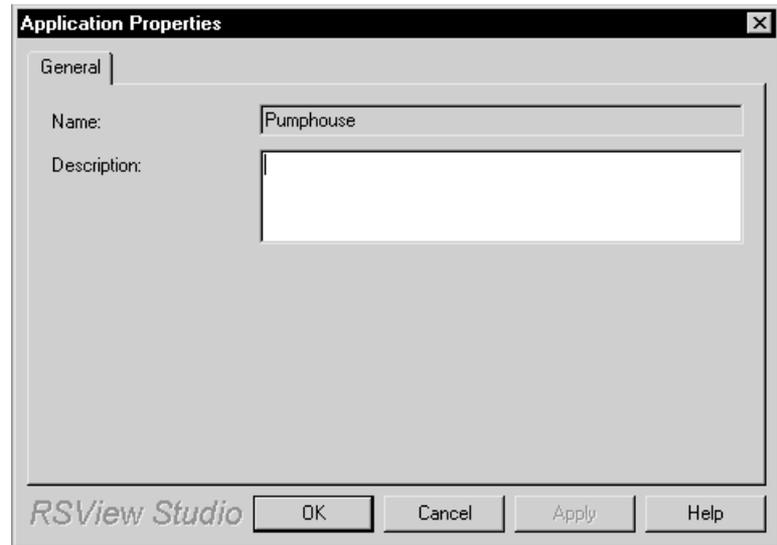
Viewing application properties

You can view this information about your application:

- application name
- application description, if any

To view application properties

- ▶ On the Application menu, click Application Properties.

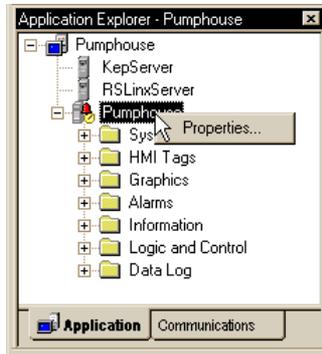


Viewing HMI server properties

You can use the Application Explorer to view this information about your project or HMI server:

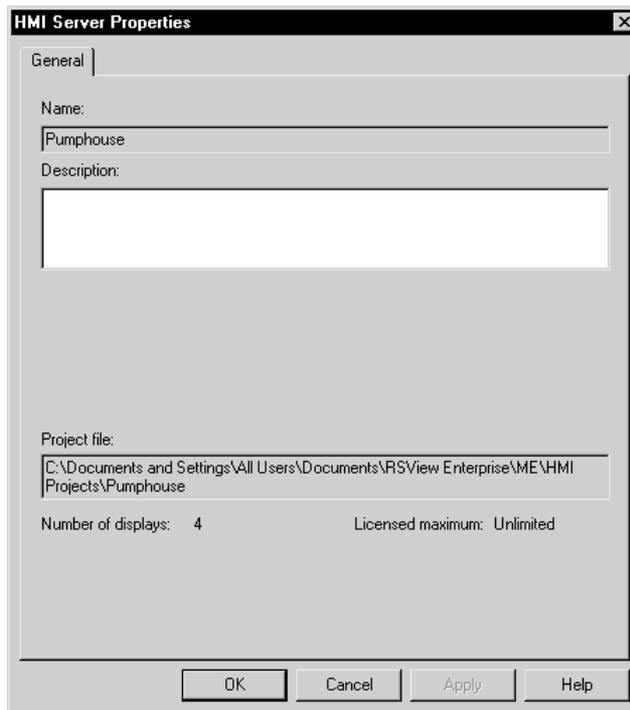
- application name
- application description, if any
- location of the project file
- number of graphic displays in the application

- maximum number of displays you're licensed to use



To view HMI server properties

- ▶ In the Application Explorer, right-click the HMI server name, and then click Properties.



Setting up communications

This chapter describes:

- OPC® communications.
- what data servers are.
- creating data servers in your application.
- updating data server caches.

About OPC communications

OPC® is OLE for Process Control, used to connect RSVIEW® to communication devices via vendor-specific OPC servers. RSVIEW supports the OPC Data Access (DA) 2.0 specification.

OPC servers provide a way for RSVIEW to retrieve tag values from:

- Allen-Bradley® controller devices, using RSLINX® for RSVIEW or RSLINX Enterprise™ as an OPC server.
- third-party controller devices, such as Siemens or Modicon®, using third-party OPC servers such as KEPServerEnterprise™.

Summary of steps

To set up communications, follow these steps:

1. Gather information about your network, and the devices that are connected to it. You will need this information to set up RSLinx Enterprise, RSLinx for RSView, or another OPC server.
2. If you want to use RSLinx Enterprise for communications, install it on the development computer.

For information about installing RSLinx Enterprise, see the *RSView Machine Edition Installation Guide*.

3. If you want to use RSLinx for RSView as the OPC server that enables communications on your network, set up RSLinx for RSView on the development computer. RSLinx for RSView is included on the RSView Machine Edition™ CD-ROM. For details, see *Getting Results with RSLinx*, or see Help for RSLinx.

RSLinx for RSView is available for Windows® 2000 and Windows XP platforms only.

4. If you want to use an OPC server other than RSLinx for RSView for communications on your network, set up the OPC server on the development computer. For details, see the documentation supplied with your OPC server.
5. In RSView Studio™, create a data server that points to the OPC server you set up in step 3 or step 4.

For details, see page 5-4.

If you are using RSLinx Enterprise for communications, you don't need to create a data server because it is created automatically when you create your application.

6. If you want to use HMI tags in your application, open the Tags editor, and then create device tags that point to addresses in devices. For details about creating HMI tags, see Chapter 7.

If you do not want to use HMI tags, but instead want to reference addresses in devices directly, skip this step.

7. In objects in graphic displays, or anywhere else you want access to values in tags, type the tag name using the syntax for your OPC server, or use the Tag Browser to select tags. For details about using tags, see Chapter 6.
8. Create the runtime application file. For details, see Chapter 23.

All the necessary tag information is compiled with the runtime application file.

9. If you are using an OPC server other than RSLinx Enterprise or RSLinx for RSView, install the OPC server software on the runtime computer.

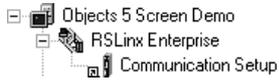
For Windows 2000 and Windows XP applications, the OPC server can be on a different (remote) computer than the runtime computer, but the remote computer must be on the same network as the runtime computer.

About data servers

A data server provides a route to the physical devices on your network, so you can see the values in those devices, for example:

- programmable controller values.
- OPC tags, and their value or status information.
- named variables in a ControlLogix® processor.

Creating data servers



An RSLinx Enterprise data server is created automatically with a new application. It is located under the main application icon in the Application Explorer.

You can create additional OPC data servers for your application. For example, you might want to use an RSLinx Enterprise data server and a KEPServerEnterprise data server.

Setting up RSLinx Enterprise data servers

Use an RSLinx Enterprise data server when you want to use RSLinx Enterprise communications.

You can use the Communication Setup editor to add drivers, add devices, set up driver and device properties, and set up device shortcuts.

To set up communications in RSLinx Enterprise



1. In the Application Explorer, open the RSLinx Enterprise data server.
2. Double-click the Communication Setup editor.
3. In the RSLinx Configuration Wizard, follow the instructions to create a new configuration or use an existing device configuration.

For more information, see Help for RSLinx Enterprise.

4. Click Finish.

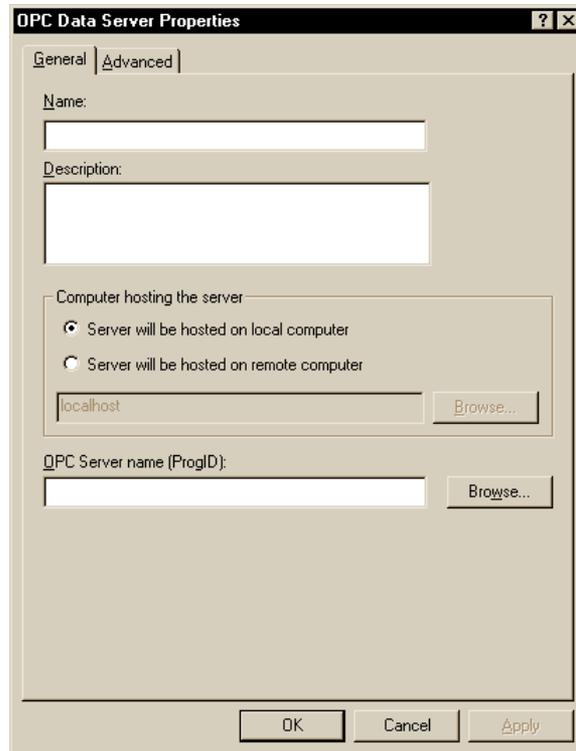
Setting up an OPC data server

Use an OPC data server if you want to use RSLinx for RSView instead of RSLinx Enterprise, or if you want to use a third party OPC data server.

You can set up a cache for tags on the data server. A cache allows you to view tag names when you are not connected to the data server.

To create an OPC data server

- ▶ In the Application Explorer, right-click the application root, select New Data Server, and then click OPC.



For details about selecting options in the OPC Data Server Properties dialog box, see Help.

For information about editing and removing data servers, see Help.

Updating data server caches

If tags are added, modified, or deleted on the data server, you must update (synchronize) the cache manually.

For information about updating the data server cache periodically after you create it, see Help.

Working with tags

This chapter provides general information about working with all kinds of tags. This chapter describes:

- types of tags.
- when to use data server tags.
- steps for using data server tags.
- when to use HMI tags.
- steps for using HMI tags.
- browsing for tags and offline tags.
- using the Tag Browser.
- using tags and expressions in your application.
- logging tag values.
- using macros to assign values to tags.

For information about creating HMI tags, see Chapter 7.

Types of tags

A tag is a logical name for a variable in a device or in local memory (RAM). For example, a tag can represent a process variable in a programmable controller.

Data server tags

RSView® conforms to the OPC® Data Access (DA) 2.0 specification for information exchange among automation or control applications, field systems or devices, and business or office applications.

In RSView, data servers such as RSLinx® Enterprise™, RSLinx® for RSView, and KEPServerEnterprise™ provide access to OPC-DA-compliant tags. In the RSView documentation, the tags you use through a data server are called data server tags. For more information about data servers, see Chapter 5.

Data server tags include tags found in ControlLogix® processors and tags from other OPC-compliant devices. You use data server tags by providing a direct reference to the tag's location, wherever you want your application to use the data.

HMI tags

In addition to direct referencing tags from data servers, RSView allows you to create tags with additional properties such as minimum and maximum values, scale, and offset. These tags can reference values at an external data source, or store values in the runtime computer's memory. Tags you create in RSView are called HMI tags.

The data source

The RSView documentation uses the term data source as a generic term that includes all possible sources of tag data, for both data server tags and HMI tags. The data source can be memory or a device such as a programmable controller or an OPC server. RSView writes values to and reads values from the data source. The data source is set up to exchange information (in the form of numeric or string values) between the RSView value table and the machine that your application is controlling.

Basic steps for using tags

To use tags, follow these basic steps:

1. If the tag does not already exist, create the tag.

To use a data server tag, you can use an existing tag in the processor (for example, a programmable controller), or you can create a new one in the processor or OPC server. For example, in a ControlLogix processor, you could create the tag using your RSLogix™ 5000 programming software.

To use an HMI tag, you must first create it in the Tags editor. For details, see Chapter 7.

2. Browse for, or type, the name of the tag anywhere you want to connect an object to data at run time.

For example, to make a push button change a tag value when it is pressed, connect the push button to a tag by typing the tag name in the Connections tab of the push button's Properties dialog box.

Browsing for tags

If you don't know the names of tags, you can browse for them. You can browse while online and connected to a device, or you can browse for tags from an offline file, for example a ControlLogix program file.

To browse for tags, use the Tag Browser. For details, see page 6-7.

Using tag names that don't exist

You can type the name of a tag that doesn't yet exist. If you do this, ensure that you spell every instance of the tag name consistently, and that when you do create the tag, you spell it the same way you did when you referred to it.

When to use data server tags

For some of the things you might need to do in your application, you might not need to create HMI tags. Use direct references to tags located in devices instead, for example, tags located in an OPC server's database.

Eliminating duplication

Using data server tags allows you to add, modify, or delete tags in a device without having to duplicate the changes in the RSVIEW HMI tag database.

Using complex data

Some devices, for example ControlLogix processors, support complex data types such as arrays and structures. Your controller might have structures that contain hundreds of member elements.

Referencing tag values directly eliminates the need for creating an HMI tag for each member.

Steps for using data server tags

To use data server tags, complete three basic steps:

1. Create the tag in the OPC server or processor, or use an existing tag in the processor.

The server must understand the syntax of the device it's connected to. You need only create a tag if you want to browse the server.

Examples of OPC servers include RSLinx Enterprise, RSLinx for RSVIEW, and KEPServerEnterprise. For information about

creating tags in OPC servers that have their own tag database, see the documentation provided with the server.

For information about creating tags in a ControlLogix processor, see the documentation for your device programming software.

2. Create a data server in RSView, if your application doesn't already have one.

For more information, see Chapter 5.

3. In graphic displays, data log models, or anywhere else you want to use a tag's value, create a direct reference to the tag. At run time, the tag's value is passed to the graphic display or data log model.

When to use HMI tags

Use HMI tags to manipulate tag data and to store tag values in the runtime computer's memory.

Scaling, offsetting, or providing a range for data

Use HMI tags if the data server you are using does not provide for:

- scaling or offsetting a value.
- setting minimum or maximum limits on a value (that is, providing a range of values).

Scale and offset

The scale and offset modify the “raw data” that comes from and goes to the programmable controller before the data is saved in the computer's memory (called the value table). The scale and offset also modify the value specified in RSView before it is written to the programmable controller.

The scale is a multiplication factor—the value from the programmable controller is multiplied by the scale.

The offset is a fixed value—after the value from the programmable controller is multiplied by the scale, the offset amount is added.

Minimum and maximum

HMI tags allow you to set a minimum and maximum value that can be written to the programmable controller or server.

These values do not affect what is read from the programmable controller or server.

For example, if you specify a minimum of 0 and a maximum of 100, RSView would be able to read a value of 200 from a programmable controller and store it in the value table, but would not be able to write this value to the programmable controller.

For more information about minimum and maximum, and scale and offset, see Help.

Storing values in RSView memory

A memory tag can be used to store values without the need for an attached or accessible device.

For example, you might need to store a value in memory:

- to store the result of a calculation.
- temporarily, for example, a counter or index.
- to maintain information about the system's current state, for example which graphic display was last displayed.

For information about creating HMI memory tags, see Chapter 7.

Steps for using HMI tags

To use HMI tags, complete two basic steps:

1. In the Tags editor in RSView, create a tag and map the tag name to an OPC tag or device address.

For more information, see Chapter 7.

2. In graphic displays, alarm triggers, or anywhere else you want to use a tag's value, assign the tag. At run time, the tag's value is passed to the graphic display or alarm system.

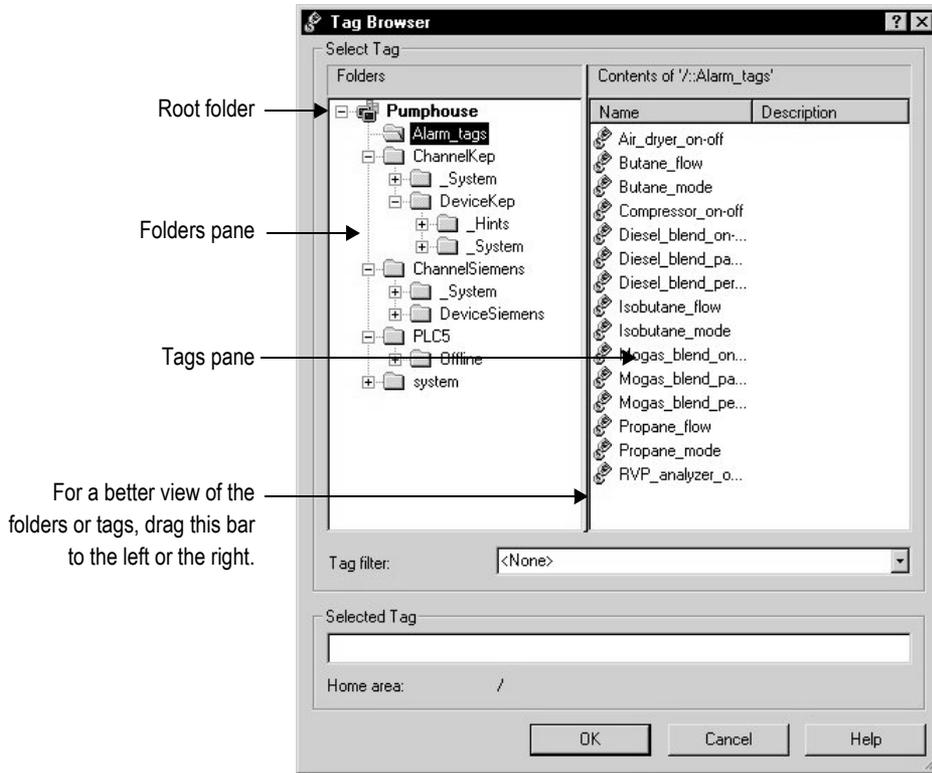
Browsing for tags

You don't have to remember the path and name of a tag to use it in your application. Whenever you need to use a tag, you can open the Tag Browser and select the tag to use.

To open the Tag Browser

- In most editors, click the Browse button in the Tags column.
- In the Expression editor, position the cursor where you want to insert a tag name, and then click Tags.
- In the Parameters editor, double-click where you want to insert a tag name.

Using the Tag Browser



In the Tag Browser, you can:

- select a single tag or multiple tags. The ability to select multiple tags depends on which Tag Browser you have opened. In the figure above, only a single tag could be selected.
- select data server tags and HMI tags.
- create and edit HMI tags.
- create new folders for HMI tags.
- import tags from a PLC or SLC™ database.

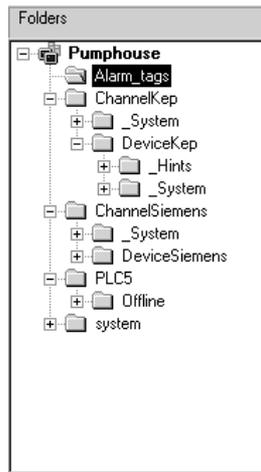
For more information about using the Tag Browser, see Help.

Showing server names

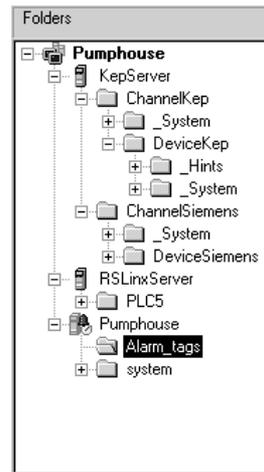
By default, the folder pane in the Tag Browser shows folders, but not the servers they belong to. You can show the names of servers that have been set up in the application.

To display server names

- ▶ Right-click a blank area of the folders pane and then click Show Server Names.



The folders list with server names hidden.



The folders list with server names shown.

In the example on the left, folders are listed alphabetically by name.

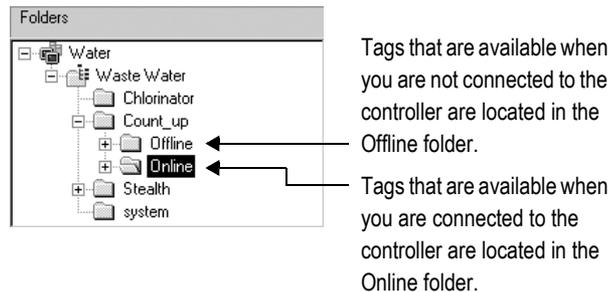
In the example on the right, there are two data servers, named KepServer and RSLinxServer. Folders of data server tags are listed under the data server to which they belong. Below the data servers, the application is listed as an HMI server, with folders of HMI tags under the application name.

Browsing for off-line tags

For each RSLinx Enterprise device shortcut, or each RSLinx for RSView OPC topic in your application, an Offline and an Online folder is displayed in the Tag Browser.

In RSLinx Enterprise, you can use the Offline folder to browse tags in an RSLogix.acd file. For details about making the .acd file available to browse offline, see RSLinx Enterprise Help.

In RSLinx for RSView, you can use the Offline folder to browse tags in a PLC program stored on disk. If the OPC topic in RSLinx for RSView has access to symbols, you can browse for them in the Offline folder. For details about adding symbols to the OPC topic in RSLinx for RSView, see RSLinx for RSView Help.



Using tags and expressions in your application

Once you've created tags (either in data servers or in RSView), assign them to controls in your application to allow the application to interact with the data source and perform actions based on the tag values.

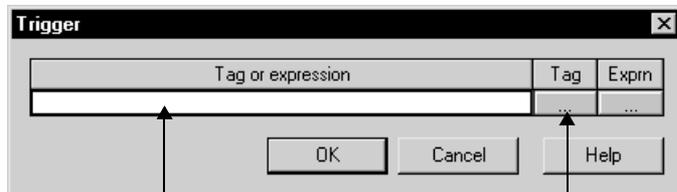
You can assign tags in these editors:

- Expressions
- Global Connections
- Graphic Displays
- Parameters

- Alarm Setup
- Information Setup
- Macros
- Data Log Models

Assigning tags

This example shows the Trigger dialog box that opens when you click the Add button in the Triggers tab of the Alarm Setup editor:



Type the tag name here...

..or click the Browse button to open the Tag Browser.



To assign a tag, do one of the following

- In the “Tag or expression” column, type the tag name.
- In the Tag column, click the Browse button and then select a tag from the Tag Browser.

For information about using the Tag Browser, see Help.

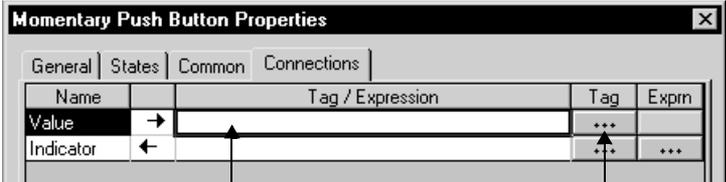
Assigning tags to graphic objects

In the Graphic Displays editor, you can assign tags to many of the graphic objects you create.

You can use up to 1,000 tags per graphic display. This limit includes the tags contained in embedded variables.

Use one of these methods to assign tags to a graphic object:

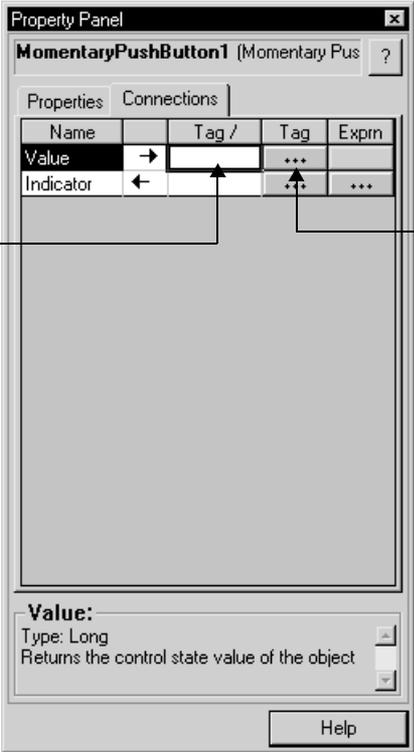
- Double-click the object to open the object’s Properties dialog box, and then click the Connections tab.



Type the tag name here...

...or click the Browse button to open the Tag Browser.

- Select the object, and then assign tags in the Connections tab of the Property Panel.



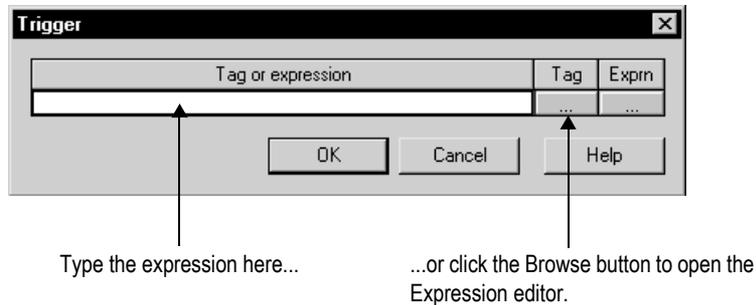
Type the tag name here...

...or click the Browse button to open the Tag Browser.

Using expressions to manipulate tag values

Many of the controls to which you can assign a tag also permit the use of expressions to perform logical or mathematical calculations on tag values. If you assign an expression, RSView monitors the expression value rather than the original tag value. For example, your machine might send values to the data source in the form of temperature in degrees Celsius. You could use an expression to convert the value to degrees Fahrenheit, and then monitor the expression result rather than the original tag value.

If you can assign an expression, a Browse button is present in the Exprn column in the editor or Connections tab.



To assign an expression, do one of the following

- In the Exprn column, click the Browse button, and then create an expression in the Expression editor. Use this method if you want to check the expression syntax.
- In the “Tag or expression” column, type the expression. The expression syntax is not checked if you use this method.

For more information about expressions, see Chapter 19.

Substituting tag names used in graphic objects

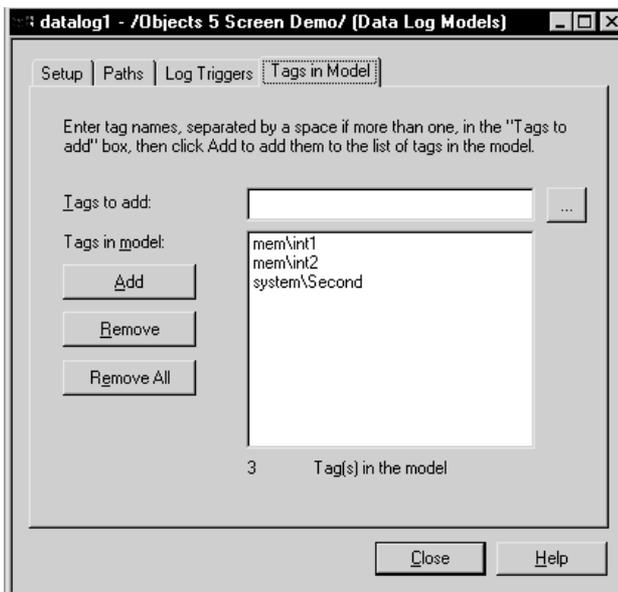
You can use tag substitution to replace tag names assigned to the controls for graphic objects. For example, if you assign a tag to multiple objects in a graphic display, and then decide to use a different name for the tag, you can create a new tag and then use tag substitution to search for all tag references with the old name, and replace them with the new tag name.

You can also use tag substitution to replace the tags contained in embedded variables.

For more information about tag substitution, see page 15-44.

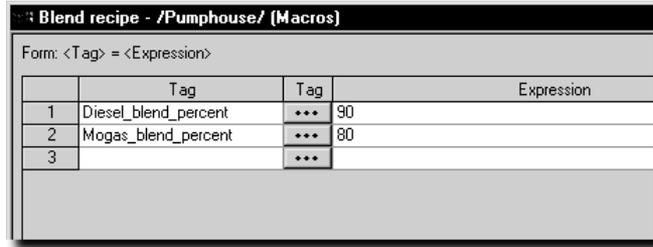
Logging tag values

Any analog or digital tag value can be logged, including both HMI and data server tags. To set up data logging, use the Data Log Models editor. For more information, see Chapter 11.



Using macros to assign values to tags

A macro is a list of tag assignments stored in a text file. Whenever you run the macro, the specified values are written to the tags. For more information about macros, see Chapter 21.



Form: <Tag> = <Expression>

	Tag	Tag	Expression
1	Diesel_blend_percent	***	90
2	Mogas_blend_percent	***	80
3		***	

Using HMI tags

This chapter describes:

- HMI tag types.
- using the Tags editor.
- data sources.
- addressing syntax for device tags.
- organizing HMI tags.
- viewing tag statistics.
- other methods for creating HMI tags.
- importing HMI tags.

HMI tag types

HMI tags are tags you create in RSView®. For information about when to use HMI tags versus when to use data server tags, see Chapter 6.

You can create and use these types of HMI tags in RSView:

This tag type	Stores this type of data
Analog	Range of values. Use analog tags to represent variable states such as temperature or the position of rotary controls.
Digital	0 or 1. Use digital tags to represent devices that can only be on or off, such as switches, contacts, and relays.

This tag type	Stores this type of data
String	<p>ASCII string, series of characters, or whole words (maximum of 82 characters).</p> <p>Use string tags to represent devices that use text, such as a bar code scanner that uses an alphanumeric product code.</p>
System	<p>Information generated while the system is running, such as the name of the logged-in user, system time and date, and so on.</p> <p>RSView creates system tags when you create an application. The system tags are stored in the folder called “system” in the HMI tag database. You cannot edit system tags. You can use system tags anywhere you would use any other type of tag. For a list of system tags, see Appendix C.</p>

Analog tags that use floating-point values

You can assign analog tags to most of the controls in RSView, including both HMI and data server tags. If the analog tag uses a floating-point data type but an integer value is required, the floating-point value is rounded.

For information about the data types available for analog tags, see Help.

How values are rounded

When a floating-point value must be rounded to an integer, this is how the value is rounded:

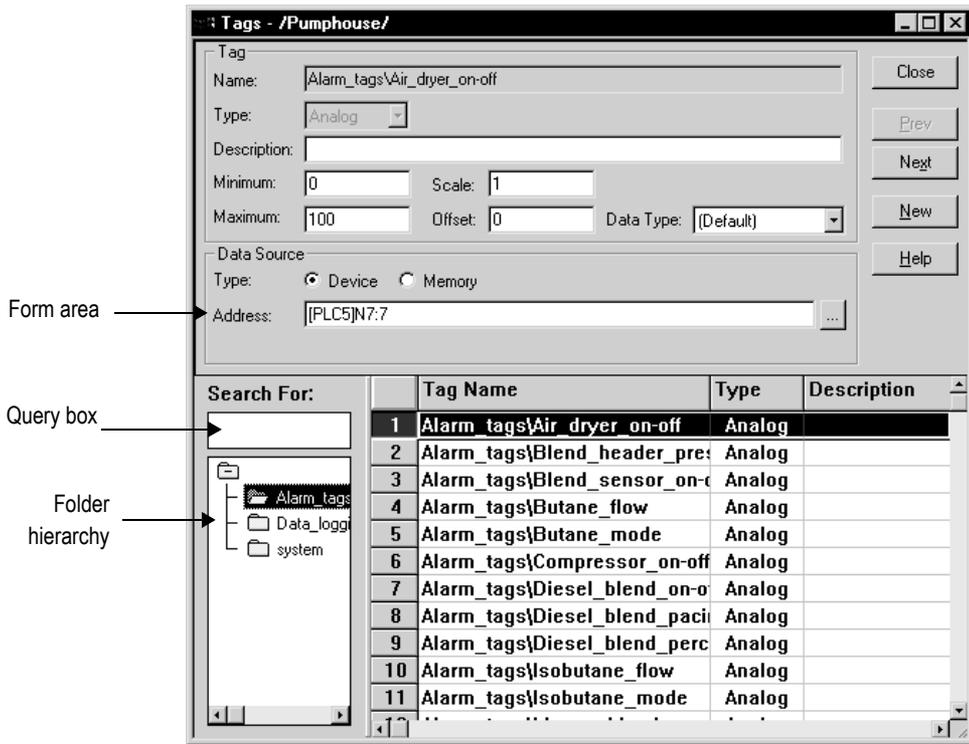
- If the number after the decimal is 4 or less, the value is rounded down. For example, 8.495 is rounded to 8.
- If the number after the decimal is 6 or more, the value is rounded up. For example, 8.6 is rounded to 9.

- If the number after the decimal is 5, the value is rounded using a “banker’s algorithm,” to average out the rounding over time:
 - If the number before the decimal is 0, the value is rounded down. For example, 10.5 is rounded to 10.
 - If the number before the decimal is an odd number, the value is rounded up. For example, 11.5 is rounded to 12.
 - If the number before the decimal is an even number, the value is rounded down. For example, 12.5 is rounded to 12.
 - Floating point values are rounded to a maximum of six digits. Therefore, using a floating-point data type and adding to it a value that exceeds the six significant digits will result in a rounding error. For example, adding any number to 999,999 will result in a rounding error.

This rounding method is also used for numeric input enable buttons that use the implicit decimal position, if an integer tag is assigned to the button’s Value control. For more information about the numeric input enable button, see page 16-38.

Using the Tags editor

The Tags editor has these parts: form area, query box, folder hierarchy, and spreadsheet area.



The information you enter in the form area is displayed in the spreadsheet area. The folder hierarchy displays all the folders that you and RSVIEW create.

The Tags editor has special items on the View menu to control the appearance of the editor, and extra tools on the toolbar.

Use the Tags editor to:

- create folders
- duplicate, nest, and delete folders

- create and view tags
- edit, duplicate, and delete tags

For details about using the Tags editor, see Help.

Updating the contents of the Tags editor

You can create tags in the Tags editor, but you can also create them as you work in other editors, and you can import them from an existing tag database. To see the result of changes to the database you make in other editors while the Tags editor is open, update the contents.

To update the contents of the editor



Refresh tool

- ▶ On the View menu, click Refresh, or click the Refresh tool.

When you click Refresh, the undo buffer is cleared and recent changes can't be automatically reversed.

Refresh is not available if you haven't accepted the current tag.

For information about creating tags in other editors, see page 7-12.

Searching for HMI tags

Use the Tags editor's query box to select the tags you want to display in the spreadsheet. This allows you to edit tags in different folders without browsing the folder hierarchy. You can:

- select a single tag by typing the tag name.
- select multiple tags by typing wildcard characters.

These are the wildcard characters:

This character	Does this
?	Matches any single character.
*	Matches any number of characters, including the backslash (\) character. Use this wildcard character by itself to display all the tags in the HMI tag database.

For example, to search for all the tags that contain the string “pump” in their name, type *pump* in the Search For box. When you press Enter, a list of tags containing the string “pump” appears in the spreadsheet.

When you do searches, remember that the backslash in a folder name counts as a character in the tag name.

Data sources

When creating an HMI tag, you must specify a data source. The data source determines whether the tag receives its values externally or internally.

The data source

The RSView documentation uses the term data source as a generic term that includes all possible sources of tag data, for both data server tags and HMI tags. The data source can be memory or a device such as a programmable controller or an OPC® server. RSView writes values to and reads values from the data source. The data source is set up to exchange information (in the form of numeric or string values) between the RSView value table and the machine that your application is controlling.

Device

A tag with device as its data source receives its data from a source external to RSVIEW. The data can come from a programmable controller or other device via RSLinx Enterprise, or from another OPC server. You can use up to 5,000 device tags.

For analog tags with Device as the data source, the data type determines the format used when reading and writing tag data to the data server.

Memory

A tag with memory as its data source receives its data from (and stores values in) the RSVIEW internal value table. Tags with memory as the data source do not count toward the total tag limit.

For analog tags with Memory as the data source, select the data type that matches the format of the data you will store in the tag. Choosing Default is the same as choosing Floating Point.

Addressing syntax for device tags

For device tags, you must provide the address and path to the OPC server that is connected to the data source. For example, the OPC server could be connected to a device such as a programmable controller.

The syntax for OPC tag addresses is:

[AccessPath]Address

or

::[AccessPath]Address

where :: indicates that the address resides in a data server in the application. (The two colons are necessary when the address contains a colon, for example, N7:0.)

IMPORTANT The square brackets are part of the syntax. They do not indicate optional parameters.

The access path is one of the following:

- For communications with an RSLinx Enterprise data server, the access path is the name of the device shortcut in RSLinx Enterprise.
- For communications with an RSLinx® for RSView OPC server, the access path is the name of an OPC topic in RSLinx for RSView.
- For communications with other OPC servers, the access path might be optional. For information about the syntax for the access path, see your OPC server documentation.

Example: ControlLogix addressing

We recommend that you use the Tag Browser to select OPC items. When you use the Tag Browser the correct syntax and data types are selected automatically.

However, if you want to define tags before setting up communications, you can type the address manually, as shown in this example. If you type the address manually, be sure to select the data type for the tag that matches the data type used by the ControlLogix® processor. If you use the Default data type, values are treated as floating-point values.

This example shows you how to specify the OPC topic, item name, and bit level of an item that uses the integer data type in a ControlLogix processor.

OPC topic and item addressing

ControlLogix uses this addressing syntax:

[*Device shortcut*]*item name* for RSLinx Enterprise.

[*OPC topic name*]*item name* for RSLinx for RSView.

In this example, the RSLinx Enterprise device shortcut name for the ControlLogix processor is CLGX. To connect to an OPC item called Motor, type this address:

[CLGX]Motor

Bit level addressing

You can gain access to the bit level of an item that uses the integer data type by appending *.#* to the end of the tag address, where *#* is the number of the bit you want access to.

For example, to gain access to the first bit of the integer item Motor, type this address:

[CLGX]Motor.0

Organizing HMI tags

Organizing tags makes finding and using tags faster and simpler. To organize your tags, try these tips:

- Establish naming conventions.

Naming conventions enable you to use wildcard characters most effectively when searching for and displaying tags during development.

- Use folders to group related tags.

Naming tags

Tag names can be up to 255 characters long including folder name. If you create a folder, the folder name becomes part of the tag name. The backslash (\) after a folder name counts as a character.

The tag name can contain these characters:

- A to Z
- 0 to 9
- underscore (_) and dash (-)

Tag names cannot contain spaces. The tag name can be mixed case. Tag names preserve upper and lower case for readability but are not case sensitive. For example, the tag name MixerValve1 is the same as mixervalve1.

When a tag name starts with a number or contains a dash, enclose the name in curly brackets { } when you use it in an expression, for example, {N33-0}. For more information about using tags in expressions, see Chapter 19.

Using folders to group tags

To organize tags, create a folder to store tags that are related to one another. To separate the folder name from the rest of the tag name, use a backslash (\). For example, tags in the folder called Pump would start with Pump\.

For greater organization, you can nest folders. For example, you can organize the HMI tag database first by area, then by machines in the area, and finally by devices in each machine. The result might be Area1\Machine1\Pump.

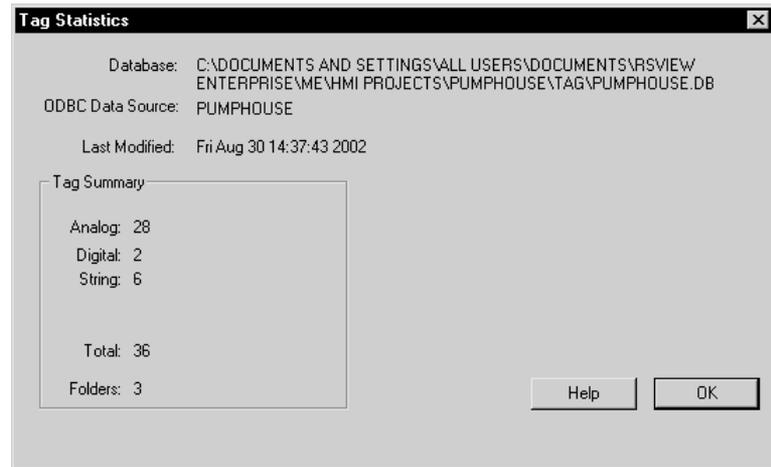
To create similar groups of tags quickly, create one folder with its tags and then duplicate the folder.

Viewing tag statistics

The Tag Statistics dialog box provides a summary of how many tags your application uses, as well as other tag information such as the date the HMI tag database was last modified. To view tag statistics, the Tags editor must be open and have focus.

To view tag statistics

- ▶ On the View menu, click Tag Statistics.



Other methods for creating HMI tags

In addition to creating tags in the Tags editor, you can:

- create tags as needed in other editors (using the Tag Browser).
- import tags from a PLC or SLC™ database. For details see page 7-13.

Creating tags as needed in other RSVIEW editors

You can create tags as needed in any editor or dialog box that uses tags. You can add a tag to the database by doing one of the following:



Browse button in the Tag column

- Click the Browse button in the Tag column to open the Tag Browser and create the tag. For information about using the Tag Browser, see page 6-7.
- Type a new tag name in the “Tag or expression” column. Keep track of the tag name, and add the tag in the Tags editor when convenient.

Creating tags as needed in the Data Log Models editor

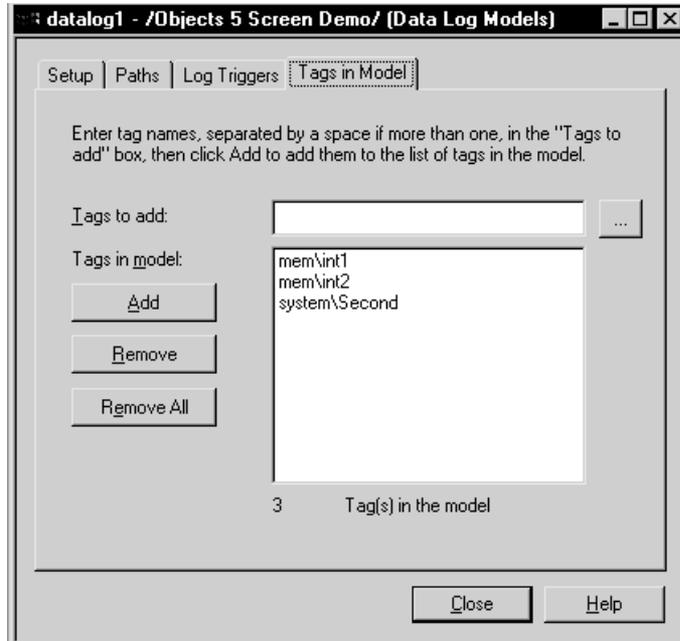
In the Data Log Models editor, in the Tags in Model tab, you can add a tag to the database by doing one of the following:



Browse button in the Data Log Models editor

- Click the Browse button beside the “Tags to add” box to open the Tag Browser and create the tag. For information about using the Tag Browser, see page 6-7.
- Type a new tag name in the “Tags to add” box, and then click Add. You are warned that the tag does not exist. Click Yes to add the tag to the list of tags in the datalog model. Keep track of the tag name, and add the tag in the Tags editor when convenient.

For more information about the Data Log Models editor, see Chapter 11.



Importing tags from a PLC database

Use the Import PLC Tags dialog box to selectively import tags from a PLC or other database into your application's HMI tag database. Tags imported in this way are copied into the database—they are not shared with the source database. This means changes to tags in your application do not affect the database from which they have been imported, and vice versa.

You can import tags from any of these databases:

- legacy PLC databases, created using WINtelligent™ LOGIC 5 or A.I.™ 5, with file extension .dsc
- RSLogix™ 5 or RSLogix 500, saved as an external database, with file extension .ctd (before importing, explicitly export to the .ctd format to be sure of including the latest changes)

- RSLogix 5 internal database, with file extension .rsp
- RSLogix 500 internal database, with file extension .rss

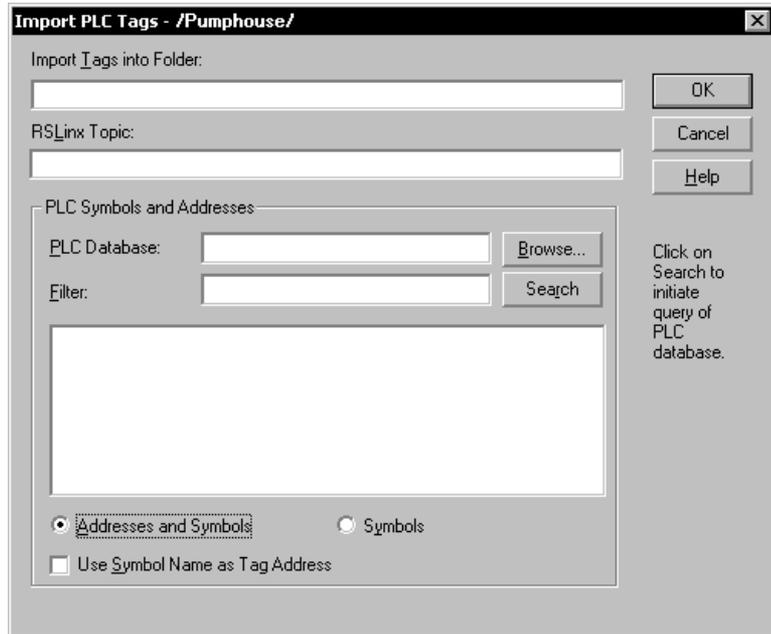
For PLC and SLC addresses, the Import PLC Tags dialog box shows only addresses that are used in the symbol or address list of the PLC programming software.

To open the Import PLC Tags dialog box, do one of the following

- In the Tag Browser, right-click the right pane, and then click Import PLC Tags. For information about using the Tag Browser, see page 6-7.
- In the Tags editor, on the Edit menu click Other Databases, or click the DB Browser tool.



DB Browser tool in the Tags editor



For more information about using the Import PLC Tags dialog box, see Help.

Using the Tag Import and Export Wizard

You can also import PLC or SLC databases into RSView using the Tag Import and Export Wizard.

You can use the wizard to:

- import tags from legacy PLC databases, created using WINtelligent LOGIC 5 or A.I. 5, with file extension .dsc.
- import tags from RSLogix 5 or RSLogix 500, saved as an external database, with file extension .ctd (before importing, explicitly export to the .ctd format to be sure of including the latest changes).
- export your application's tags to a .csv file.
- import tags from another RSView application's tag .csv file.
- merge tags from another RSView application (that is, import them directly from the application, without first creating a tag .csv file).
- import RIO configurations.

To start the wizard, do one of the following

- In RSView Studio™, on the Tools menu, click Tag Import and Export Wizard.
- On the Windows® Start menu, select Programs, Rockwell Software, RSView Enterprise, Tools, and then click Tag Import and Export Wizard.

For details about using the wizard, see the wizard's Help.

Setting up global connections

This chapter describes:

- what global connections are.
- changing displays.
- printing displays.
- updating the date and time.
- setting up the backlight intensity remotely.
- running macros.
- controlling display changes remotely.
- setting up remote display changes.

About global connections

Global connections are controls that apply to your entire runtime application. Global connections allow the data source to control or interact with your application at run time.

You can use global connections to:

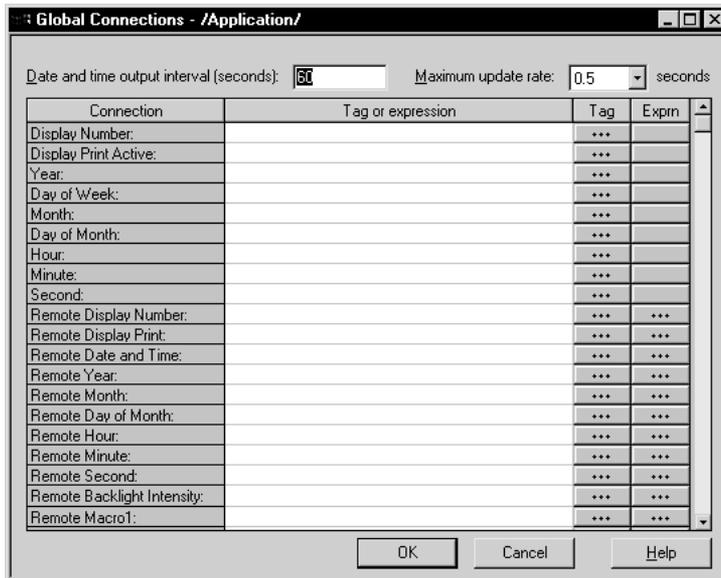
- notify the data source of the current display number.
- notify the data source when a display is printed.
- update the date and time at the data source using the runtime terminal's date and time.

- change the display on the runtime terminal remotely (from the data source).
- print the current display from the data source.
- update the date and time on the runtime terminal using the data source date and time.
- set the intensity of the backlight on a PanelView Plus™ terminal.
- run up to five macros from the data source, when a tag or expression result changes.

The use of each global connection is optional.

Setting up global connections

Use the Global Connections editor to set up global connections.



For detailed information about the options in the Global Connections editor, see Help.

Changing displays

Use these global connections to monitor and control display changes:

- Display Number—notifies the data source of the number of the display that's currently open.
- Remote Display Number—allows the data source to change the display on the runtime computer.

For detailed information about using the data source to control display changes, see page 8-7.

Printing displays

Use these global connections to monitor and control display printing:

- Display Print Active—notifies the data source that a display print is in progress.
- Remote Display Print—allows the data source to trigger a display print.

The operator can also print the current display by pressing the display print button. For information about setting up this button, see Help.

When the data source or the operator prints a display, everything on the screen is printed, including the current display, pop-up windows, and any visible background applications.

IMPORTANT

If you plan to print graphic displays remotely, turn off the screen saver. If the screen saver is on when a remote display print is triggered, only the screen saver image is printed.

For information about turning off the screen saver, see your Windows® documentation.

Updating the date and time

Use the date and time controls to update the date and time. You can assign any or all of the date and time controls, or leave them unassigned.

Normally you would assign only one set of date and time controls, either to update the date and time at the data source from the terminal, or to update the terminal's internal clock from the data source.

The values of assigned date and time controls are updated in the order in which the controls are listed in the Global Connections editor.

Updating the date and time at the data source from the terminal

To update the date or time at the data source from the terminal's internal clock, assign a tag to one or more of these controls:

This control	Contains this range of values
Year	00-99
Day of Week	1-7, with 1 being Sunday
Month	1-12
Day of Month	1-31
Hour	0-23
Minute	0-59
Second	0-59

Specify how frequently to update the values of the assigned controls at the data source (from the terminal's internal clock) by typing a time in the "Date and time output interval" box.

Updating the date and time at the terminal from the data source

This option is especially useful if you have several terminals connected to the same data source. Instead of the operator resetting the date and time manually on each terminal, the data source can reset all internal clocks at once.

To update the date or time in the terminal's internal clock from the data source, assign a tag or an expression to the Remote Date and Time control. Also assign a tag or an expression to one or more of these controls:

This control	Contains this range of values
Remote Year	00-99 or 0000-9999
Remote Month	1-12
Remote Day of Month	1-31
Remote Hour	0-23
Remote Minute	0-59
Remote Second	0-59

When the Remote Date and Time control value changes from 0 to a non-zero value, the terminal resets its internal time and date to the time and date read from the individual remote date and time controls.

The date and time are updated at the rate specified in the “Maximum update rate” box.

Setting up backlight intensity remotely

Use the Remote Backlight Intensity control to set the backlight intensity of a runtime terminal remotely from a data source.

To update the backlight intensity of the runtime terminal from the data source, assign a tag or an expression to this read-only control.

This control	Contains this range of values
Remote Backlight Intensity	0-100

At run time, the application reads the value at the data source and sets the backlight to the percentage of its maximum intensity corresponding to the value. For instance, if the value of the connection is 25, the backlight will be set to 25% of its maximum intensity. This value will override the terminal's own backlight intensity setting.

If the value of the connection is greater than 100, the backlight will be set to its maximum intensity. If the value is less than 0, the backlight is set to its minimum value, that is, it will be turned off.

Running macros

Use these global connections to run macros:

This control	Runs this macro
Remote Macro1	Macro1
Remote Macro2	Macro2
Remote Macro3	Macro3
Remote Macro4	Macro4
Remote Macro5	Macro5

Create the macros in the Macros editor. Make sure you name them exactly as shown in the table above (with no space in the name).

When the tag or expression assigned to one of these controls changes to a new non-zero value, RSVIEW® runs the associated macro.

For information about creating macros, see Chapter 21.

Controlling display changes remotely

To control display changes remotely, you can set up the data source to open graphic displays.

The data source can control display changes for Replace displays only. You can set up the data source to control all Replace display changes, or to open displays under set conditions, allowing the operator to change displays the rest of the time.

To use remote display changes, assign a unique display number to each Replace display, and assign a tag or expression to the Remote Display Number control. When the data source sends a display's number to the control, the specified display opens. When the control's value is 0, the operator has control of display changes (using display navigation objects).

For information about assigning numbers to displays, see Help.

Remote display changes and security

If you set up the data source to open graphic displays remotely, remote display changes occur whether or not the logged-in user has security access to a given display.

However, you can set up the Remote Display Number control to prevent access to the application unless an authorized user is logged in. To do this, assign an expression to the control to monitor the ID of the logged-in user, as described in the following example.

For more information about setting up security for your application, see Chapter 13.

Example: Using the Remote Display Number control to prevent unauthorized users from using the application

This example shows how to set up the data source to open a Log In display when a user logs out. The Log In display remains open until an

authorized user logs in. Then control of display changes reverts to the operator.

1. Create a graphic display called Log In, containing a login button. In the Display Settings dialog box, assign the number 3 to the display.
2. In the Global Connections editor, assign this expression to the Remote Display Number control:

```
if CurrentUserName() == "DEFAULT" then 3 else 0
```

If an authorized user is logged in, the value of the expression is 0, and the operator has control of display changes. When the user logs out, the DEFAULT user is logged in, and the Log In display remains open until another authorized user logs in.

This method is useful if you want to allow users to log out from multiple locations (graphic displays) in the application. However, if you use the Remote Display Number control for this purpose, you cannot use it to control other display changes remotely.

If you only permit users to log out from a startup Log In display, you can achieve the same result as in this example, but without using the Remote Display Number control. For more information about creating a startup display, see page 13-12.

Setting up remote display changes

This section outlines the steps for setting up remote display changes. For more information about the Global Connections editor, see Help.

To set up remote display changes

1. In the Graphic Displays editor, in the Display Settings dialog box, assign a unique display number to each Replace display.

By default, every Replace display is assigned the number 1.

Therefore, to use remote display changes you must assign a unique display number to every Replace display, even if you don't plan to open a particular Replace display remotely.

Another option is to avoid using the display number 1 for remote display changes. Then you only need to assign display numbers to the displays you want to change remotely.

For more information about graphic displays, see Chapter 14.

2. In the Global Connections editor, assign a tag or an expression to the Remote Display Number control.
3. If you assign a tag to the Remote Display Number control, set up the data source to send a display's number to the control when you want the display to open.

If you assign an expression to the Remote Display Number control, RSVIEW monitors the values of the tags used in the expression, and uses the expression result to determine which display to open.

Setting up alarms

This chapter describes:

- steps for setting up alarms.
- preparing to set up alarms.
- how alarms work.
- alarm trigger data types.
- tips for using array tags.
- optional alarm controls.
- the [ALARM], [ALARM BANNER], [ALARM MULTI-LINE], [STATUS], and [HISTORY] displays.
- using displays from the library in your application.
- creating your own alarm display.
- opening and closing the alarm display.
- how the alarm list, alarm banner, and alarm status list graphic objects work.
- using buttons to acknowledge, silence, clear, and delete alarms.
- using buttons to sort alarms and reset alarm status.

About alarms

An alarm occurs when something goes wrong or is about to go wrong. Alarms can signal that a device or process has ceased operating within acceptable, predefined limits, and can indicate breakdown, wear, or

process malfunctions. Alarms are also used to indicate the approach of a dangerous condition.

Alarms are an important part of most plant control applications because an operator must know the instant something goes wrong. It is often equally important to have a record of the alarm and whether the alarm was acknowledged.

Summary of steps

Follow these steps to set up alarms:

- 1.** In the Alarm Setup editor, set up alarm triggers (the tags or expressions to monitor), define the alarm messages and their trigger values, and specify the graphic display to open when alarms occur (if any).

Also use this editor to specify trigger types, “Acknowledge all” values, the maximum alarm log file size, the hold time, and optional controls.

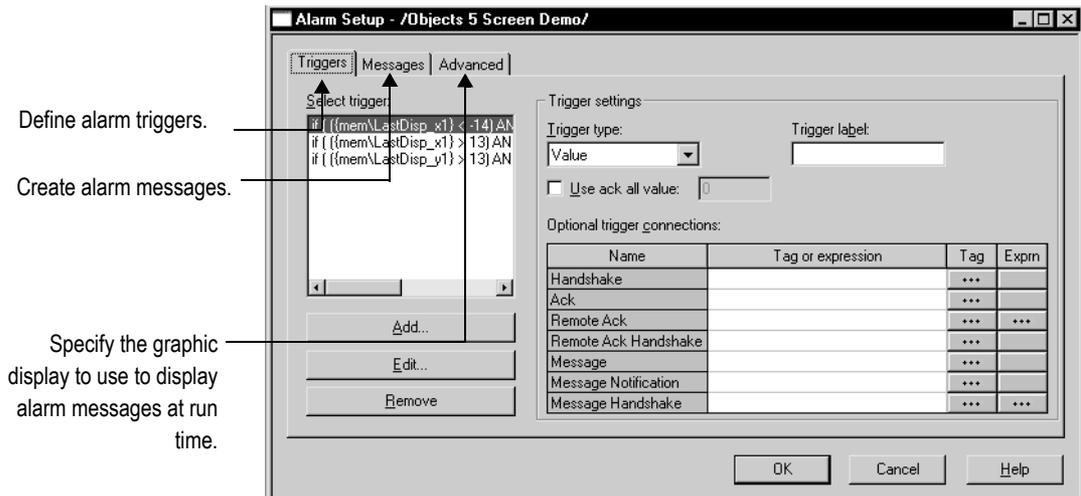
- 2.** In the Startup editor, ensure that the Alarms box is checked (it is checked by default). See Help.
- 3.** If desired, in the Graphic Displays editor modify the default [ALARM] display, or create your own graphic display to use for alarms. For example, if you won't be using audible alarm signals, edit the default display to remove the silence alarms button.

For information about graphic displays, see Chapter 14.

- 4.** Test alarms on the runtime system.

Setting up alarms

Use the Alarm Setup editor to set up alarms.



For detailed information about the options in the Alarm Setup editor, see Help.

Preparing to set up alarms

As your application is running, information is continually sent to the data source about the state of the various processes. For example, your application might be monitoring whether a valve is open or closed, or the temperature in a boiler. Values representing the status of these processes are sent to the data source.

The first step in setting up alarms is determining which processes to monitor for alarm conditions.

The data source

The RSView® documentation uses the term data source as a generic term that includes all possible sources of tag data, for both data server

tags and HMI tags. The data source can be memory or a device such as a programmable controller or an OPC® server. RSView writes values to and reads values from the data source. The data source is set up to exchange information (in the form of numeric or string values) between RSView and the machine that your application is controlling.

Tags and expressions

Before setting up alarms, you must set up data server or HMI tags corresponding to the addresses at the data source that will store the values you want to monitor for alarm conditions. You can monitor analog and digital tags for alarm conditions, including both HMI and data server tags. You cannot monitor string tags.

For information about setting up data server tags, see your OPC data server documentation. For information about creating HMI tags, see Chapter 7.

You can also use expressions to perform logical or mathematical calculations on tag values, and then monitor the expression value rather than the original tag value. For example, you could use an expression to monitor whether a tag value has increased or decreased beyond a threshold value: `If Tag1 > 90 then 1 else 2`.

For information about creating expressions, see Chapter 19.

Identifying alarm conditions

Once you have identified the processes you want to monitor for alarms, and the tags or expressions that will store the values representing the status of the processes, you must determine the acceptable range of values for each tag or expression. Then you can set up alarms to notify the operator when a value is outside the normal operating range.

Importing and exporting alarm setup files

The Alarm Import Export Wizard in RSVIEW Studio™ allows you to export alarm information to an XML file, and to import an alarm setup XML file.

For example, you can export an application's alarm setup information, import the setup to another RSVIEW application, and then modify it in the new application to suit your requirements. Or, you can modify the file before importing it into the new application.

You can use the Alarm Import Export Wizard to import alarm setup information that has been created using an external programming tool or editor, or you can import an RSVIEW XML file.

For more information about importing and exporting alarm setup files, see Appendix E.

How alarms work

This section provides an overview of the key components of your application's alarm system, and describes how the different parts work together.

Alarm triggers and trigger values

You specify the tags and expressions (also known as controls) to monitor for alarm conditions by creating an alarm trigger for each control.

Each alarm trigger can generate one or more alarm messages, associated with different trigger control values. For each alarm trigger, you specify the trigger values that will generate alarm messages, and create the messages to display for the trigger values.

The trigger value can be a non-zero integer value or a bit position, depending on which trigger data type you assign. For more information about trigger data types, see page 9-12.

Alarm notification methods

You can use any combination of these methods to notify the operator that an alarm condition has occurred:

- Open an alarm graphic display containing an appropriate alarm message.
- Set off an audible signal (if the application is running in Windows® 2000 or Windows XP).
- Send a message to a printer.
- Send a message to the data source.

To use these methods, select the Display, Audio, Print, and Message to Tag options when you create your messages.

IMPORTANT

Be sure to select the Print option if you need to keep a permanent record of alarms. You can also print the contents of the alarm log file periodically, as described on page 9-11. (The alarm log file is also referred to as the alarm history.)

Displaying alarm information

RSView comes with these alarm displays:

- [ALARM], in the Displays folder, contains an alarm banner graphic object that is set up to display the newest active alarm in the alarm log file.
- [ALARM BANNER], a display in the Libraries folder, contains an alarm banner graphic object that is set up to display the newest active alarm in the alarm log file.
- [ALARM MULTI-LINE], a display in the Libraries folder, contains an alarm list graphic object that is set up to display all the alarms in

the alarm log file: active, inactive, acknowledged, and unacknowledged.

- [STATUS], a display in the Libraries folder, contains an alarm status list graphic object that is set up to display active alarms. It contains a goto display button for opening the [HISTORY] display. This display is available in two sizes.
- [HISTORY], a display in the Libraries folder, contains an alarm list graphic object and a goto display button for opening the [STATUS] display. The alarm list is set up to display all the alarms in the alarm log file: active, inactive, acknowledged, and unacknowledged. This display is available in two sizes.

By default, the [ALARM] graphic display opens automatically at run time when an alarm is generated.

You can accept the default, edit the [ALARM] display, use one of the other alarm displays, or create your own display. If you elect not to automatically open a graphic display for alarm notification, an alternative is to provide the operator with a way to open an alarm display when desired.

For more information about	See
The [ALARM] display	page 9-29
The [ALARM BANNER] display	page 9-30
The [ALARM MULTI-LINE] display	page 9-31
The [STATUS] display	page 9-32
The [HISTORY] display	page 9-33
Creating your own alarm display	page 9-36
The alarm list graphic object	page 9-37
The alarm banner graphic object	page 9-40
The alarm status list graphic object	page 9-41

Interacting with alarms

Depending on which alarm objects you set up, the operator can:

- acknowledge one or all alarms.
- clear and delete alarms.
- silence alarms (if the application is running in Windows 2000 or Windows XP).
- sort alarms.
- reset the status of all alarms.
- print alarms.

For information about the alarm button graphic objects the operator can use to work with alarms, see page 9-42.

Using the data source to interact with alarms

You can also set up remote acknowledgement, silencing, and resetting of alarms, to allow the data source to perform these functions. And you can set up the data source to determine which types of alarms to display (active, inactive, acknowledged, and unacknowledged), and to close the alarm display. These topics are discussed later in the chapter.

Methods for acknowledging alarms

A single alarm is acknowledged when:

- the operator selects an alarm in the alarm list and presses the acknowledge alarm button, an enter button object, or the Enter key on an external keyboard or keypad.
- the alarm banner has focus and the operator presses the acknowledge alarm button.

A single alarm for a particular trigger is acknowledged when:

- the trigger's Remote Ack control value changes to the alarm's trigger value (or bit position, for bit triggers).

All alarms for a particular trigger are acknowledged when:

- the trigger's Remote Ack control value changes to the "Acknowledge all" value. The "Acknowledge all" value is specified in the "Use ack all value" box in the Alarm Setup editor.

All alarms in the alarm log file are acknowledged when:

- the operator presses the acknowledge all alarms button.
- the Remote Ack All control's value changes to a new non-zero value.

For more information about acknowledging alarms, see page 9-45.

IMPORTANT

The operator can send button presses to objects that do not have focus. For information about linking buttons to objects, see page 16-11.

Methods for clearing and deleting alarms

All alarms are deleted from the alarm log file and cleared from all alarm lists and alarm banners when the operator presses the clear alarm history button.

The alarm in the alarm banner is cleared when the operator presses the clear alarm banner button. It is not deleted from the alarm log file.

For more information about clearing and deleting alarms, see page 9-47.

Methods for silencing alarms

The audio alarm indicator is available for applications running in Windows 2000 or Windows XP only.

All alarms are silenced when:

- the operator presses the silence alarms button.
- an alarm whose Audio property is turned on is acknowledged.
- the Remote Silence control's value changes to a new non-zero value.
- the operator presses the clear alarm history button.

Method for sorting alarms

When the operator presses the sort alarms button, the sort order toggles from time to trigger value or from trigger value to time. The sort order applies to all alarms in all alarm lists and in the alarm log file.

Methods for resetting alarms

Resetting alarms affects how alarms are displayed in the alarm status list. When alarms are reset:

- the accumulated time an alarm has been in alarm is reset to 0. If the alarm is still active, the time begins accumulating again.
- the number of times the alarm has been triggered is reset to 0. If the alarm is still active, the number changes to 1.
- the date and time are sent to the system tag `AlarmResetDateAndTimeString`.

All alarms are reset when:

- the operator presses a reset alarm status button.
- the operator presses a clear alarm history button.

- the Remote Status Reset control's value changes to a new non-zero value.

For more information about resetting alarms, see page 9-48.

Methods for printing alarm information

In addition to automatically printing each alarm message as it occurs, you can keep a printed record of alarms:

- using the print alarm history button. When the operator presses the button, a report is printed of the contents of the alarm log file. The report can include the time alarms occurred and were acknowledged.
- using the print alarm status button. When the operator presses the button, a report is printed of the status of alarms. The report can include active alarms, past alarms, or all alarms that have been set up in the Alarm Setup editor. The report can include how many times each alarm was triggered, and the accumulated time in alarm.

For information about specifying which printer to use at run time for Windows 2000 or Windows XP applications, see page 24-11. For information about the type of printer to use with a PanelView Plus™ or VersaView® CE terminal, see page 25-2.

The alarm log file

As soon as the application starts running, RSView begins monitoring trigger controls for alarm conditions. When an alarm occurs, RSView adds the associated message to the alarm log file. When the file is full, the oldest messages are deleted to make room for new messages. Specify the maximum number of messages to store in the Alarm Setup editor.

For each message, the log file records the time the alarm was triggered and the time the alarm was acknowledged (if it was acknowledged).

The log file is saved every 30 seconds, if there are new alarms. The log file is also saved when the application is shut down.

The alarm log file is also referred to as the alarm history. For example, the operator presses the clear alarm history button to remove all alarms from the log file.

The alarm log file is retained when you restart an application after a shutdown or power loss. You can delete the log file from the runtime computer at application startup.

For information about deleting the log file, see page 24-17.

If you download a newer version of an application to the runtime computer, the alarm log file for the older version is deleted automatically.

Alarm trigger data types

When you create alarm triggers, you must specify the type of data the trigger's tag or expression uses. The type of data affects how alarms are triggered.

The Value trigger type

To trigger alarms based on integer or floating-point values, use the Value trigger type. When the value of the trigger control equals the trigger value of a message, an alarm is generated.

If you use an analog tag (either an HMI tag or a data server tag) or an expression, you can use any non-zero integer or floating-point value to trigger an alarm. Floating-point values are rounded to the nearest integer. For information about how values are rounded, see page 7-2.

Trigger values cannot be 0. Digital tags have two possible values, 0 and 1. Therefore, if you use a digital tag (either an HMI tag or a data server tag) you can only use the value 1 to trigger a message. If you want to use a digital tag to trigger two different messages, create an expression

that adds 1 to the digital tag's value. That way, you can use the trigger values 1 and 2.

Example: Integer trigger values

This example shows how to set up alarms using integer trigger values to monitor the level of acid in a 100-gallon tank. Alarms are generated when the tank is 75% full and 90% full.

1. Create an alarm trigger for the tag `Acid_tank_level`. This tag points to an address in a programmable controller that is linked to a sensor in the tank. The tag's minimum value is 0 and its maximum value is 100.

Use this expression for the alarm trigger:

```
if ((Acid_tank_level > 74) AND (Acid_tank_level < 90))
```

```
then 1
```

```
else if (Acid_tank_level > 89)
```

```
then 2
```

```
else 0
```

2. Use the Value trigger type for the alarm trigger.
3. Specify these trigger values and alarm messages for the alarm trigger:

Trigger Value	Message
1	Warning! The acid tank has exceeded safe fill levels.
2	Danger! The level in the acid tank is too high.

At run time, when the value of `Acid_tank_level` is 75 or greater, RSVIEW generates the first alarm message. The second message is generated when the tag value is 90 or greater.

Using the expression in step 1 allows a range of values to trigger each alarm. This is useful in case the tag is not being read at the exact moment it reaches a threshold level.

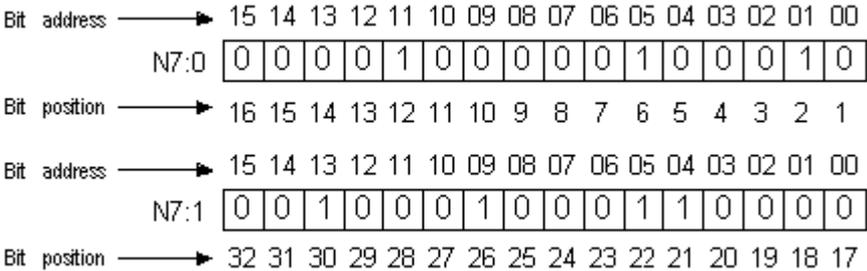
The Bit trigger type

Use the Bit trigger type to generate multiple simultaneous alarm messages. You can assign an array tag (consisting of up to 1,024 bits) to the trigger control. Each bit in the array whose value changes from 0 to 1 triggers an alarm (if a message is set up for the bit position).

Example: Trigger values using bit positions

This example shows how to use bit positions to generate multiple simultaneous alarms. The array tag uses 32 bits, from N7:0/00 to N7:1/15.

This diagram shows the bit addresses and bit positions for the array tag:



The tag is currently generating alarms at bit positions 2, 6, 12, 21, 22, 26, and 30.

To set up alarms for this array tag:

1. Create an alarm trigger for the array tag. Use the Bit trigger type.

You must use a direct reference for the array tag. The tag uses the Integer data type (16 bits per element). Append L2 to the tag's starting address to indicate that the trigger will monitor 2 tag elements (32 bits), as follows:

```
{::[PLC5]N7:0,L2}
```

PLC5 is the RSLinx Enterprise device shortcut name. The two colons at the beginning are necessary when the tag reference contains a colon.

2. Specify trigger values and alarm messages for the alarm trigger. Each trigger value corresponds to a bit position (not a bit address).

Bit in the array (bit address)	Bit position	Trigger value	Message
00	1	1	Line 1: Conveyor has stopped.
01	2	2	Line 1: Power failure.
02	3	3	Line 2: Conveyor has stopped.
03	4	4	Line 2: Power failure.
..
31	32	32	Oven door open.

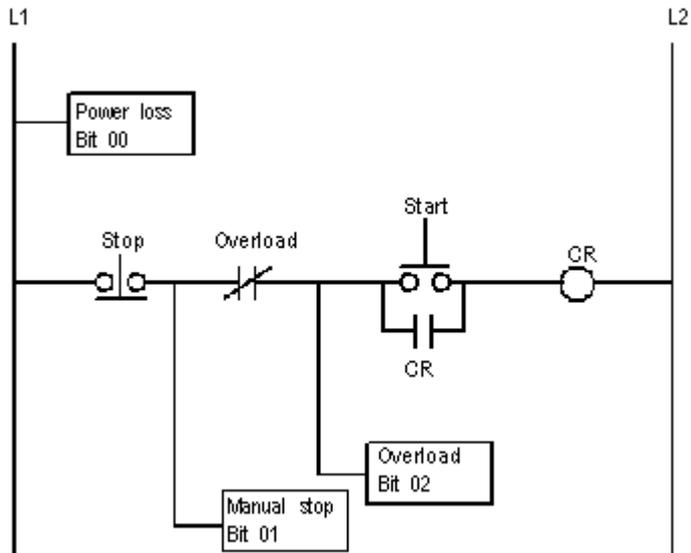
The Least Significant Bit (LSBit) trigger type

Use the Least Significant Bit trigger type to generate alarm messages based on a priority sequence that is determined by bit position. You can assign an array tag (consisting of up to 1,024 bits) to the trigger control. When multiple bits in the array change from 0 to 1, only the alarm with the lowest bit position is generated.

Example: Trigger values using least significant bits

This example shows how to use the Least Significant Bit trigger type to prioritize which alarm is generated when multiple alarm conditions occur.

In this example, a programmable controller monitors a motor's power, manual stop, and overload status. The diagram indicates the location of sensors that are linked to an array in the programmable controller.



If power to the motor is lost, the manual stop and overload switch also lose power, generating alarms for all three motor parts. The only alarm the operator needs to see is the alarm for the motor, since the cause of the alarm is power loss to the motor, not a problem with the other two motor parts.

If someone stops the motor manually, power to the overload switch is lost. Alarms are generated for the manual stop and the overload switch, but the only alarm the operator needs to see is the alarm for the manual stop.

1. Create an alarm trigger for the tag Motor_starter. The tag uses 16 bits, and points to the programmable controller address N7:61, although only the first three bit positions are used in this example. Use the LSBit (Least Significant Bit) trigger type.

Because you are using only the first three bits in a single tag element, there is no need to specify a length for the array tag in this example. You can use a simple tag type.

However, if you were also monitoring bits in N7:62, you would need to add L2 to the address, as follows:

```
{::[PLC5]N7:61,L2}
```

2. Specify these trigger values and alarm messages for the alarm trigger:

Bit in the array (bit address)	Bit position	Trigger value	Message
00	1	1	The motor has lost power.
01	2	2	The motor has stopped.
02	3	3	The overload switch has lost power.

At run time, if power to the motor is lost, the programmable controller changes all three bit values from 0 to 1, but RSView generates the first alarm message only (since bit 00 is the lowest—that is, least significant—bit in alarm). If the operator acknowledges the first alarm and power is not yet restored, the second alarm is generated, and so on.

Tips for using array tags

You can use these tag data types for array tags:

Data type	Number of bits
Byte	8
Integer	16
Word	16
Long Integer	32
Double Word	32

The right column shows the number of bits for each data type. This is useful for helping to determine how many data elements to address to achieve the required number of bits. To create an array tag, specify how many elements to use, beginning with the first element at the tag's address.

For example, if you want to monitor 128 bit positions for an alarm trigger, and you are using the Long Integer data type, you would append the modifier [4] to the tag name (because $4 \times 32 = 128$). For detailed information about tag syntax, see page 9-19.

You cannot use HMI tags for array tags. You must use data server tags for array tags.

Equivalent data types

Different processors and OPC servers use different terminology for tag data types. This section provides information about equivalent data types that you can use for array tags, with the associated number of bits for each.

PLC and SLC tags

When creating array tags, you can use PLC and SLC tags with this data type:

Data type	Number of bits
Short Integer	16

Data server tags with the Short Integer data type are displayed in the Tag Browser with the Item Canonical Data Type of Integer.

To view a tag's Item Canonical Data Type

- In the Tag Browser, right-click the tag, and then click Properties.

ControlLogix tags

When creating array tags, you can use ControlLogix® tags with these data types:

Data type	Number of bits
SINT	8
INT	16
DINT	32

Data server tags with the data types described in the previous table are displayed in the Tag Browser with the Item Canonical Data Types of Character, Short Integer, and Long Integer, respectively.

RSLinx Enterprise tag syntax

To create an RSLinx Enterprise array tag, use this syntax to specify the length of the array:

{tagname,Larraylength}

For example, `{::[PLC5]N7:0,L5}`

The tag N7:0 uses the Short Integer data type (16 bits), so the array tag consists of 80 bits (16 x 5).

When the tag name contains a colon (:), put two colons before the RSLinx Enterprise device shortcut name.

KEPServerEnterprise tag syntax

To create a KEPServerEnterprise array tag, use this syntax to specify the length of the array:

tagname [arraylength]

For example, Chan1.Dev1.Tag1 [3]

The tag Tag1 uses the Long Integer data type (32 bits), so the array tag consists of 96 bits (32 x 3).

Alternatively, you can define the tag length in KEPServerEnterprise when you create the tag, and then just select the tag name in RSView Studio. For more information, see KEPServerEnterprise Help.

Optional alarm controls

When an operator acknowledges an alarm, the acknowledge time is recorded in the alarm log file and the alarm is silenced. This might be all you require of your alarm system.

However, you can use the optional alarm controls in the Alarm Setup editor to set up more sophisticated interactions with the data source when alarms are triggered, acknowledged, silenced, and reset. For example, you can set up the data source to acknowledge, silence, and reset alarms. You can also use optional alarm controls to close the alarm display or to allow the data source to close the alarm display.

There are two sets of optional alarm controls:

- controls that work with a specific alarm trigger. You can assign a different set of controls to each alarm trigger.
- controls that apply to all alarms

You can also assign controls to alarm lists, to allow the data source to determine which types of alarms to display in the lists. For more information, see page 9-37.

Controls that work with a specific alarm trigger

You can assign a different set of these controls to each alarm trigger, or to only one or some alarm triggers:

- Handshake—Assign a tag to this control to notify the data source when the trigger's value changes.
- Ack—Assign a tag to this control to notify the data source when the operator acknowledges an alarm (or all alarms).
- Remote Ack—Assign a tag or an expression to this control to allow the data source to acknowledge alarms.
- Remote Ack Handshake—Assign a tag to this control to notify the data source when a remote acknowledgement occurs.
- Message—Assign a tag to this control to send alarm messages to the control. Make sure the tag supports the type of data sent in the alarm message. For example, if the message is a string of text, assign a string tag to the Message control.
- Message Notification—Assign a tag to this control to notify the operator when an alarm message is sent to the control.
- Message Handshake—Assign a tag to this control to notify the data source when an alarm message has been sent.

Assign tags or expressions to these controls when you create your alarm triggers. For more detailed information about how these controls work, see the next sections.

How the Handshake control works

The Handshake control is useful for triggers that use the Value data type. Program the data source to queue alarm notifications when multiple alarms are generated for the same trigger. Use the Handshake control to notify the data source that RSVIEW has detected the alarm notification. Then the data source can send the next alarm to RSVIEW.

When the application starts, the Handshake control has a value of 1. When the trigger control's value changes, the Handshake control's value toggles from 1 to 0. The next time the trigger value changes, the Handshake control's value toggles from 0 to 1.

A change in the trigger control's value does not necessarily indicate an alarm—the value might still be within acceptable limits.

How the Ack control works

When the application starts, this control has a value of 0.

How the value changes

- When the operator acknowledges an alarm by pressing the acknowledge alarm button, RSVIEW sends the alarm's trigger value (or bit position, for bit triggers) to this control, and holds the value as long as the operator presses the button, or for the duration of the hold time, whichever is longer. Then the control's value is reset to 0.
- When the operator acknowledges all alarms by pressing the acknowledge all alarms button, RSVIEW sends the trigger's "Acknowledge all" value to this control, and holds the value as long as the operator presses the button, or for the duration of the hold time, whichever is longer. Then the control's value is reset to 0.

- When the Remote Ack control changes to a new non-zero value that matches the trigger value of an unacknowledged alarm, RSView sends the trigger's value (or bit position, for bit triggers) to this control, and holds the value for the duration of the hold time. Then the control's value is reset to 0.

To avoid confusion about whether a specific trigger's alarm has been acknowledged or all alarms have been acknowledged, make sure the "Acknowledge all" value is not the same as one of the trigger values.

How the Remote Ack control works

The Remote Ack control allows for the remote acknowledgement of alarms. The data source writes the alarm's trigger value (or bit position, for bit triggers) to this control, and the unacknowledged alarm with this trigger value is acknowledged.

If you assign this control and specify an "Acknowledge all" value for the trigger, when the data source sends the "Acknowledge all" value to this control, all unacknowledged alarms for the trigger are acknowledged.

Make sure that the "Acknowledge all" value is not the same as one of the trigger values.

Set up the data source to send the correct value to the Remote Ack control when you want a remote acknowledgement to take place.

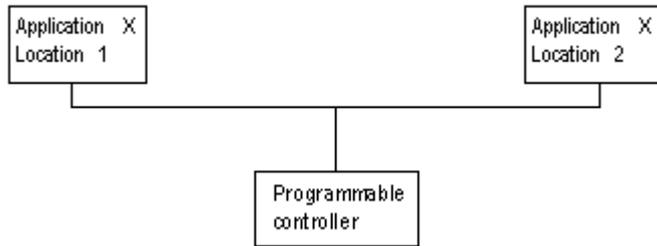
Remote acknowledgement does not take place if the hold time is in effect for the Ack control.

Example: Using the Remote Ack control

This example shows how to use the Remote Ack control to acknowledge an alarm.

In this example, the same application is run at two different locations on the plant floor, and both terminals are connected to the same

programmable controller. All the tags in the example refer to addresses in the programmable controller.



1. Create an alarm trigger for a tag called Alarm. Use the Value trigger type.
2. Assign a tag called Ack to the Ack control.
3. Assign a tag called Remote_ack to the Remote Ack control.
4. Create an alarm message for the alarm trigger, with the trigger value 1.
5. Set up the data source to write the value at the Ack control to the Remote Ack control whenever the value of the Ack control changes from 0 to a non-zero value.

At run time, when an alarm with the trigger value 1 is generated, the alarm message appears at both locations simultaneously. If the operator acknowledges the alarm at Location 1, RSView writes the value 1 to the Ack control.

Since the Ack control is write-only (not read), the acknowledgement doesn't appear at Location 2. However, the programmable controller writes the value from the Ack control (1) to the Remote Ack control, and the alarm at Location 2 is acknowledged.

How the Remote Ack Handshake control works

This control is used to notify the data source that the remote acknowledgement has been detected by RSView.

When the application starts, the Remote Ack Handshake control has a value of 1. When the Remote Ack control value changes, the Remote Ack Handshake control's value toggles from 1 to 0. The next time the Remote Ack value changes, the Remote Ack Handshake value toggles from 0 to 1.

The Remote Ack Handshake value toggles whether or not the new Remote Ack value matches a trigger value.

How the Message control works

This control is used to send the message associated with a trigger value to the data source.

The message is sent only if the alarm message's Message to Tag option is selected.

How the Message Notification control works

This control is used to notify the PLC that a message has been sent to the data source.

When the application starts, the Message Notification control is set to 0. When a message is written to the Message control, the Message Notification control value changes to 1. When the Message Handshake control changes to a new non-zero value, the Message Notification control value changes from 1 to 0.

Messages are queued if the Message Notification for the trigger is set to 1.

How the Message Handshake control works

Use the Message Handshake control to notify the data source that the PLC has detected the message notification. Then the data source can send the next message to the PLC.

Controls that apply to all alarms

These controls apply to all alarms:

- Silence—Assign a tag to this control to notify the data source that all alarms have been silenced (Windows 2000 and Windows XP applications only).
- Remote Silence—Assign a tag or an expression to this control to allow the data source to silence all alarms (Windows 2000 and Windows XP applications only).
- Remote Ack All—Assign a tag to this control to allow the data source to acknowledge all alarms at once.
- Status Reset—Assign a tag to this control to notify the data source that the alarm status has been reset.
- Remote Status Reset—Assign a tag or expression to this control to allow the data source to reset the alarm status.
- Close Display—Assign a tag to this control to notify the data source that the alarm display has closed.
- Remote Close Display—Assign a tag or expression to this control to allow the data source to close the alarm display.

Assign tags or expressions to these controls in the Advanced tab of the Alarm Setup editor. For more detailed information about how these controls work, see the next sections.

How the Silence control works

When the application starts, this control has a value of 0. When alarms are silenced, this control is set to 1 for the hold time and the internal beeper is turned off. At the end of the hold time, the control is reset to 0.

If the silence event is triggered by a button press, this control is set to 1 for the hold time or for the duration of the button press, whichever is longer. At the end of this time, the control is reset to 0.

If subsequent alarms (that have been set up to sound the internal beeper) are generated, the alarms sound the beeper regardless of the Silence control value or hold time status.

While the hold time is in effect, new alarms cannot be silenced.

How the Remote Silence control works

When this control changes to a new non-zero value, all alarms are silenced. Alarms can be silenced using other methods regardless of this control's value.

Set up the data source to send a new non-zero value to the Remote Silence control each time you want a remote silencing of alarms to take place.

How the Remote Ack All control works

When this control changes to a new non-zero value, all unacknowledged alarms are acknowledged.

Set up the data source to send a new non-zero value to the Remote Ack All control each time you want a remote acknowledgement of all alarms to take place.

How the Status Reset control works

When the application starts, this control has a value of 0. If a reset alarm status or clear alarm history button is pressed, this control is set to 1 for the hold time or for the duration of the button press, whichever is longer. At the end of this time, the control is reset to 0.

The Status Reset control is also set to 1 if the Remote Status Reset control changes to a new non-zero value, and remains set for the hold time.

While the hold time is in effect, the alarm status cannot be reset again. The status of alarms keeps updating during the hold time.

How the Remote Status Reset control works

When this control changes to a new non-zero value, the status of all alarms is reset, as described on page 9-10. Alarms can be reset using other methods regardless of this control's value.

Set up the data source to send a new non-zero value to the Remote Status Reset control each time you want a remote resetting of alarm status to take place.

How the Close Display control works

When the application starts, this control has a value of 0. If the alarm display (assigned in the Alarm Setup editor) closes, this control is set to 1 for the hold time. At the end of the hold time, the control is reset to 0.

If subsequent alarms are generated, the alarm display opens again regardless of the Close Display control value or hold time status.

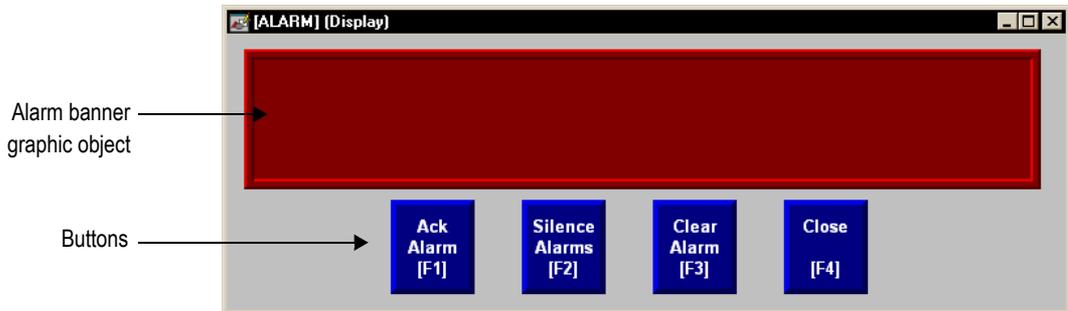
How the Remote Close Display control works

When this control changes to a new non-zero value, the alarm display closes. The alarm display can be closed using other methods regardless of this control's value.

Set up the data source to send a new non-zero value to the Remote Close Display control each time you want a remote closing of the alarm display to take place.

The [ALARM] display

When you create an application, it comes with a graphic display called [ALARM]. The [ALARM] display is the default display for showing alarm messages at run time. It contains an alarm banner graphic object that is set up to display a single active alarm.



You can use the [ALARM] display as is, or modify the display. For example, you can change the color of the objects, or add and remove buttons.

Another option is to create your own graphic display to use when an alarm occurs, as described on page 9-36. Or, you can use one of the alarm displays in the graphic library. These displays are described in the next four sections.

A copy of the [ALARM] display is included in the graphic library, with the name [ALARM BANNER].

The alarm banner graphic object

The [ALARM] display contains an alarm banner graphic object, which lists the most recent alarm message. You can set up the alarm banner to queue new alarms until the displayed alarm has been acknowledged, or to show new alarms as they occur. The alarm banner in the [ALARM] display is set up to display new alarms as they occur and to display active alarms only (but you can edit it, if desired).

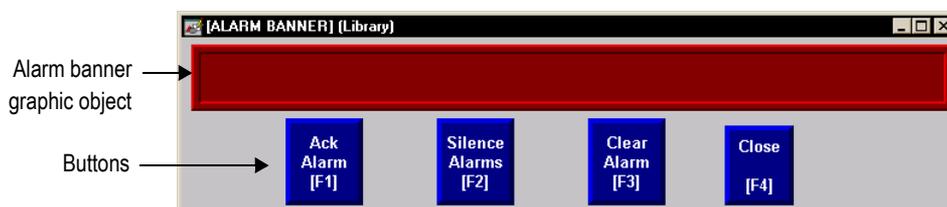
For more information about the alarm banner, see page 9-40.

Buttons in the [ALARM] display

The [ALARM] display contains alarm buttons for acknowledging, silencing, and clearing alarms, as well as a button for closing the display. For information about how the buttons work, see page 9-42.

The [ALARM BANNER] display

The Libraries folder contains a graphic display called [ALARM BANNER]. The [ALARM BANNER] display allows the operator to see a single alarm at a time.



The alarm banner graphic object

The [ALARM BANNER] display contains an alarm banner graphic object, which lists the most recent alarm message. You can set up the alarm banner to queue new alarms until the displayed alarm has been acknowledged, or to show new alarms as they occur. The alarm banner in the [ALARM BANNER] display is set up to display new alarms as

they occur and to display active alarms only (but you can edit it, if desired).

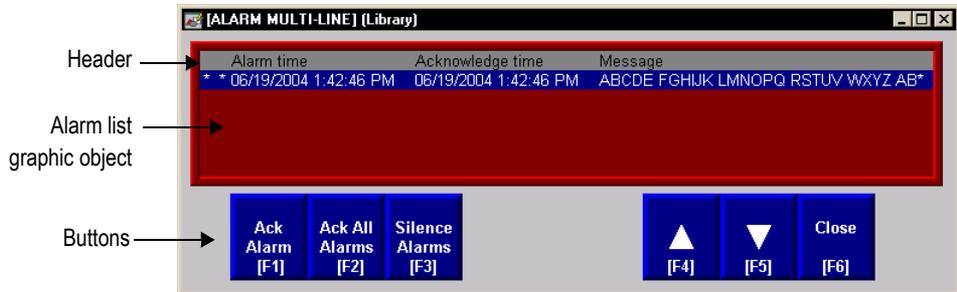
For more information about the alarm banner, see page 9-40.

Buttons in the [ALARM BANNER] display

The [ALARM BANNER] display contains alarm buttons for acknowledging, clearing, and silencing alarms, as well as a button for closing the display. For information about how the buttons work, see page 9-42.

The [ALARM MULTI-LINE] display

The Libraries folder contains a graphic display called [ALARM MULTI-LINE]. The [ALARM MULTI-LINE] display allows the operator to see multiple alarms at once.



You can use the [ALARM MULTI-LINE] display as is, or modify the display. For example, you can select which alarm triggers' alarms to display in the list.

The alarm list graphic object

The [ALARM MULTI-LINE] display contains an alarm list graphic object, which lists the time the alarms occurred and were acknowledged, as well as the alarm messages. You can set up the alarm list to show any combination of active, inactive, acknowledged, and

You can use the [STATUS] display as is, or modify the display. For example, you can select which alarm triggers' alarms to display in the list, or remove buttons that you don't want to use.

The alarm status list graphic object

The [STATUS] display contains an alarm status list graphic object, which lists the alarm messages. You can set up the alarm status list to show the status of all alarms that have been set up, active alarms only, or all alarms that have occurred since the alarm status was last reset. The alarm status list in the [STATUS] display is set up to show the status of active alarms (but you can edit it, if desired).

For more information about the alarm status list, see page 9-41.

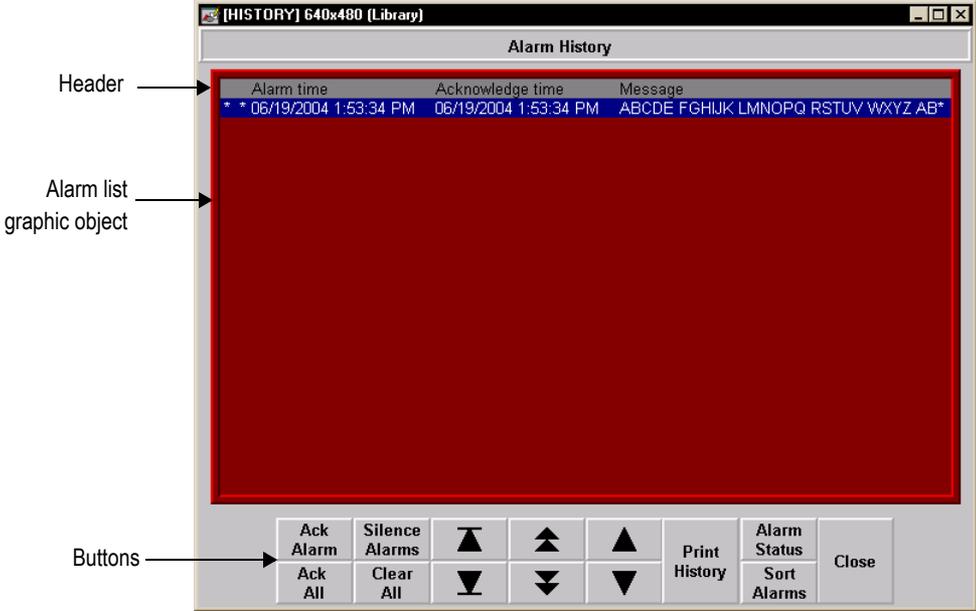
Buttons in the [STATUS] display

The [STATUS] display contains alarm buttons for resetting and silencing alarms, changing the display mode, printing the status of alarms, and opening the [HISTORY] display, as well as buttons for scrolling the list and closing the display. For information about how the buttons work, see page 9-42.

The [HISTORY] display

The Libraries folder contains a graphic display called [HISTORY]. It is similar to the [ALARM MULTI-LINE] display, but the alarm list graphic object is larger (to display more alarm messages at once), and

the [HISTORY] display contains more buttons. The [HISTORY] display comes in two sizes, 640x480 and 800x600.



You can use the [HISTORY] display as is, or modify the display. For example, you can select which alarm triggers' alarms to display in the list, or remove buttons that you don't want to use.

The alarm list graphic object

The [HISTORY] display contains an alarm list graphic object, which lists the time the alarms occurred and were acknowledged, as well as the alarm messages. You can set up the alarm list to show any combination of active, inactive, acknowledged, and unacknowledged alarms. The alarm list in the [HISTORY] display is set up to show all alarms (but you can edit it, if desired).

For more information about the alarm list, see page 9-37.

Buttons in the [HISTORY] display

The [HISTORY] display contains alarm buttons for acknowledging, silencing, and clearing alarms, sorting the list of alarms, printing the alarm history list, and opening the [STATUS] display, as well as buttons for scrolling the list and closing the display. For information about how the buttons work, see page 9-42.

Using displays from the library in your application

The previous four sections described the [ALARM BANNER], [ALARM MULTI-LINE], [STATUS], and [HISTORY] displays that are included in the Libraries folder. You can copy objects from the displays to your own display, or you can copy the entire displays into your application.

For information about copying objects from a library into your graphic display, see page 15-49.

The graphic libraries are available on the development computer, but do not appear at run time. To use a display in the library as a graphic display at run time, you must add the library display into your application's folder of graphic displays. For details, see page 14-20.

Example: Using the [ALARM] and [STATUS] displays together

To use the [ALARM] display to alert the operator about alarms as they occur, and the [STATUS] display to show how many times and for how long alarms have been active:

1. In the Alarm Setup editor, in the Advanced tab, select the [ALARM] display as the display to open when alarms are triggered, if it is not already selected. (It is selected by default.)
2. Add the [STATUS] display from the library.

3. Edit the [ALARM] display by adding a goto display button that opens the [STATUS] display when pressed.
-

Creating your own alarm display

You can create your own graphic display for displaying and responding to alarms. For example, you could create a display with a static text object that notifies the operator that an alarm has occurred, and a goto display button that the operator can press to open a display that lists the actual alarm message.

If you create your own graphic display, use an On Top display and select the Cannot Be Replaced option.

For information about the graphic objects you can use to display alarm information, see the information starting on page 9-37. For information about creating graphic displays and graphic objects, see Chapter 14 and Chapter 15.

Opening and closing the alarm display

Opening the display

The alarm display you specify in the Advanced tab of the Alarm Setup editor (either the default [ALARM] display, a display you copy from the library, or your own display) is automatically opened whenever a trigger control's value matches a trigger value (if you selected the Display option for the trigger value).

You can also create a goto display button that the operator can press to open the alarm display. For information about setting up a goto display button and specifying the display to open, see Help.

Closing the display

The operator can close the display by pressing a close display button.

The display closes automatically under these circumstances:

- when the operator presses an acknowledge all alarms button and causes the newest alarm in the alarm history to be acknowledged.
- when the operator presses a clear alarm history button and causes the newest alarm in the alarm history to be deleted.
- when the Remote Close Display control changes to a new non-zero value.
- when the Remote Ack All control changes to a new non-zero value.
- when the newest alarm is acknowledged.

How the alarm list graphic object works

The alarm list graphic object displays the time an alarm was triggered, and the time it was acknowledged (if you set up the object to display acknowledged alarms).

At run time, when a trigger control at the data source matches a message's trigger value, an alarm appears in the alarm list. The alarm list can be in the [ALARM MULTI-LINE] or [HISTORY] display, in an alarm display you have created, or can be placed on any display in your application.

You can use multiple alarm lists, in the same display or in different displays. Each alarm list displays information from the same alarm log file, although you can set up different lists to display different information.

For information about setting up alarm lists, see Help.

What is displayed

- If you set up the list to show the alarms for specific alarm triggers, only alarms for those triggers are displayed.
- If the list is set up to show unacknowledged alarms only, the alarms displayed in the list are unacknowledged and the acknowledge time column, if any, is always blank.
- If the list is set up to show both acknowledged and unacknowledged alarms, acknowledged alarms can show a symbol (which you can specify) at the left end of the row, and the acknowledge time appears in the acknowledge time column, if displayed.
- If the list is set up to show both active and inactive alarms, active alarms can show a symbol (which you can specify) at the left end of the row. If both the acknowledge symbol and active symbol are displayed, the active symbol column is to the right of the acknowledge symbol column.
- If the message is too long to fit in the object, the last displayed character is replaced with an asterisk. Similarly, if a column heading is too long to fit in the column, the last displayed character is replaced with an asterisk. You can specify how many lines to allow for each alarm message, from 1 to 10.
- The number of alarm messages that fits in the display depends on the height of the alarm list, the list's font size, how many lines you have specified for each alarm message, and whether the column headings are displayed.
- If alarms are currently being sorted by time, alarms are listed with the newest alarms on top.
- If alarms are currently being sorted by trigger value, alarms from the first trigger in the Alarm Setup editor are listed first, with alarms from subsequent triggers listed after. Alarms in the list from the same trigger are grouped together and then sorted by trigger value, from lowest to highest.

- If there are multiple instances of the same alarm, these alarms are sorted by time with the newest on top.
- If you assign a tag or expression to any of the ActiveAcknowledged, ActiveUnacknowledged, InactiveAcknowledged, or InactiveUnacknowledged controls, when a control's value is a non-zero value, the related type of alarm is displayed in the alarm list. The control value overrides the setting for the list in the Alarm List Properties dialog box.

How the list scrolls

- When a display containing an alarm list is opened, the highlight bar or cursor is at the top of the list: on the most recent alarm if sorted by time; or on the first alarm for the first trigger, if sorted by trigger value.
- If alarms are sorted by time, and the top alarm is selected, as new alarms occur, the old alarms scroll down, but the highlight bar or cursor remains at the top.
- If alarms are sorted by time, when the operator selects an alarm other than the top one in the list (by using the move down button), and new alarms occur, they are added above the visible area if the list is full. The currently selected alarm continues to be selected and maintains its position in the displayed portion of the list.
- If alarms are sorted by trigger value, as new alarms occur the currently selected alarm continues to be selected and maintains its position in the list.
- If the sort order changes, the selected alarm continues to be selected, but it might be displayed in a different position in the list.

How the alarm banner graphic object works

The alarm banner graphic object displays a single, unacknowledged alarm.

At run time, when a trigger control at the data source matches a message's trigger value, an alarm appears in the alarm banner. The alarm banner can be in the [ALARM] display or [ALARM BANNER] display, in an alarm display you have created, or can be placed on any display in your application.

You can use multiple alarm banners, in the same display or in different displays. You can set up different banners so that one displays the most recent alarm, and the other queues alarms until the displayed alarm is acknowledged.

For information about setting up alarm banners, see Help.

What is displayed

- If you set up the banner to show the alarms for specific alarm triggers, only alarms for those triggers are displayed.
- You can set up the banner to queue new alarms until the operator clears the current alarm, or to always display the most recent alarm.
- When a display containing an alarm banner is first opened, the alarm banner is blank, unless the display is the alarm display specified in the Alarm Setup editor and it was opened in response to an alarm.
- When the displayed alarm is acknowledged, it is removed from the alarm banner. If there are no newer alarms, the banner is blank.
- If the operator presses a clear alarm banner button, the banner is blank.
- If the operator presses a clear alarm history button or if all alarms are acknowledged, the banner is blank.

- If the banner is set up to show both active and inactive alarms, when an alarm is active, an asterisk (*) appears beside the message.

How the alarm status list graphic object works

The alarm status list graphic object displays the status of alarms, including whether an alarm has been triggered, how many times an alarm has been triggered, and for how long.

The alarm status list can be in the [STATUS] display, in an alarm display you have created, or can be placed on any display in your application.

You can use multiple alarm status lists, in the same display or in different displays. You can set up different lists to display different information.

For information about setting up alarm status lists, see Help.

What is displayed

- If you set up the list to show the alarms for specific alarm triggers, only alarms for those triggers are displayed.
- If an alarm is active, an asterisk (*) appears in the alarm state column, if displayed.
- If the message is too long to fit in the object, the last character that would fit is replaced with an asterisk. Similarly, if a column heading is too long to fit in the column, the last character that would fit is replaced with an asterisk. You can specify how many lines to allow for each alarm message, from 1 to 10.
- The number of alarm messages that fits in the display depends on the height of the alarm status list, the list's font size, how many lines you have specified for each alarm message, and whether the column headings are displayed.
- For value-triggered alarms, the accumulated time column shows how long the alarm has been set to the trigger value.

- For bit-triggered alarms, the accumulated time column shows how long the bit has been set to 1.
- For LSBit-triggered alarms, the accumulated time column shows how long the corresponding alarm's least significant bit has been set to 1.

What happens when the display is opened

- The first time a display containing the alarm status list is opened, the first page of alarms is displayed.
- If the list is set up to display active alarms only, and alarms that were visible when the display was closed are no longer active, the alarms are removed from the list.
- If alarms have been reset since the display was last opened, the first page of alarms is displayed.

Using buttons with the alarm history and alarm objects

Alarm buttons

You can use these alarm buttons to interact with the alarm list, alarm banner, or alarm status list, and to clear and sort the alarm history:

Use this button	With this graphic object	To do this
Acknowledge alarm	Alarm list Alarm banner	Acknowledge and silence the selected alarm.
Acknowledge all alarms		Acknowledge and silence all currently unacknowledged alarms.

Use this button	With this graphic object	To do this
Alarm status mode	Alarm status list	Change the type of alarms displayed in the alarm status list, from all alarms to active alarms to past alarms.
Clear alarm banner	Alarm banner	Clear the alarm in the alarm banner without removing the alarm from the alarm log file and alarm lists.
Clear alarm history		<p>Remove all alarms from the alarm log file and all alarm lists. If the Ack control is assigned for any of the alarm triggers, the operator is prompted to acknowledge all alarms before clearing them.</p> <p>Pressing this button also resets the number of times an alarm has been triggered to 0, and the accumulated time in alarm to 0, for all alarms. If the alarm is still active, the number changes to 1.</p>
Print alarm history		Print a report of all the alarm messages in the alarm log file. The report can include the time alarms occurred and were acknowledged.
Print alarm status		Print a report of the status of alarms. The report can include how many times each alarm was triggered, and the accumulated time in alarm.

Use this button	With this graphic object	To do this
Reset alarm status		Reset the number of times an alarm has been triggered to 0, and the accumulated time in alarm to 0, for all alarms. If the alarm is still active, the number changes to 1.
Silence alarms		Silence the audio indicator for all alarms (Windows 2000 and Windows XP applications only).
Sort alarms		Toggle between sorting alarms in alarm lists and the alarm log file by time and by trigger value.

You can assign any caption you choose to the labels on the alarm buttons.

Linking buttons to objects

You can link the acknowledge alarm button to a specific alarm list or alarm banner, or set up the button to work with whichever alarm list or alarm banner is selected in the graphic display.

Similarly, you can link the clear alarm banner button to a specific alarm banner. This option is useful if you have multiple alarm banners in the same graphic display. And you can link the alarm status mode button to a specific alarm status list.

For more information about linking buttons to objects, see page 16-11.

Key buttons

You can also use these key button graphic objects to interact with the alarm list, alarm status list, or alarm banner:

This button	Does this
Move up	Scrolls up one row in the list.
Move down	Scrolls down one row in the list.
Page up	Moves the highlight bar or cursor up one page in the list.
Page down	Moves the highlight bar or cursor down one page in the list.
Home	Moves the highlight bar or cursor to the top alarm in the list.
End	Moves the highlight bar or cursor to the bottom alarm in the list.
Enter	Acknowledges the currently selected alarm (in alarm lists and alarm banners).

You can link key buttons to a specific alarm object, or set up the buttons to work with whichever object is selected in the graphic display. For more information, see page 16-11.

For information about creating graphic objects, see Chapter 15. For information about setting up key buttons, see Help.

Using alarm buttons to acknowledge, silence, clear, and delete alarms

Acknowledging messages does not remove them from the alarm log file. You can still display acknowledged alarms in an alarm list that is set up to show acknowledged alarms.

Acknowledging the selected alarm

When the operator presses the acknowledge alarm button, an enter button, or the Enter key on an external keyboard or keypad:

- the selected alarm in the alarm list is acknowledged and the audio indicator for the alarm, if any, is silenced.
- the displayed alarm in the alarm banner is acknowledged and the audio indicator for the alarm, if any, is silenced.

This is what happens when the alarm is acknowledged:

- If assigned, the alarm trigger's Ack control is set to the alarm trigger value at the data source. The value is held as long as the operator presses the button, or for the hold time, whichever is longer.

If the hold time is still in effect and the operator acknowledges a new instance of the same alarm, the new acknowledgement is ignored.

- If the alarm list is set up to display unacknowledged alarms only, the alarm is removed from the list. The highlight bar or cursor moves up to the next unacknowledged alarm, unless it is already on the top unacknowledged alarm.
- If the highlight bar or cursor is on an acknowledged alarm when the operator presses the acknowledge alarm button, the button press is ignored.
- The alarm is removed from the alarm banner.

Acknowledging all alarms

When the operator presses the acknowledge all alarms button, all unacknowledged alarms in the system are acknowledged.

This is what happens when all alarms are acknowledged:

- For each alarm trigger to which an “Acknowledge all” value is assigned, the specified “Acknowledge all” value is sent to the

trigger's Ack control. The value is held as long as the operator presses the button, or for the hold time, whichever is longer. Then the control's value is reset to 0.

If the "Acknowledge all" value is not assigned for a trigger, no value is sent to the trigger's Ack control.

If the hold time for any alarm is still in effect and the operator presses acknowledge all alarms, the button press is ignored.

- If the alarm list is set up to display unacknowledged alarms only, all alarms are removed from the list.
- The alarm banner is cleared.

Silencing alarms

When the operator presses the silence alarms button, any audible signal triggered by an alarm is silenced and the Silence control is set to 1 for the hold time or for the duration of the button press, whichever is longer. Then the control's value is reset to 0.

If the hold time for any alarm is still in effect and the operator presses silence alarms, the button press is ignored.

The audio alarm indicator is available for applications running in Windows 2000 and Windows XP only.

Clearing and deleting messages

From the alarm history

When the operator presses the clear alarm history button, all alarms in the system are deleted from the alarm log file and from all alarm lists. For information about the alarm log file, see page 9-11.

If the Ack control is assigned for any of the alarm triggers, the operator is prompted to acknowledge the unacknowledged messages before

deleting them. If the operator chooses to acknowledge the alarms, the “Acknowledge all” value (if any) is sent to the Ack control before deleting the messages. If the Ack control is not assigned, or if the operator chooses not to acknowledge alarms, all messages are deleted immediately.

From the alarm banner

When the operator presses the clear alarm banner button, the displayed alarm is cleared from the banner. The alarm remains in the alarm log file and in all alarm lists it appears in.

Using alarm buttons to sort alarms and reset alarm status

Sorting alarms

When the operator presses the sort alarms button, the sort order toggles from time to trigger value or from trigger value to time. The sort order applies to all alarms in all alarm lists and in the alarm log file.

Resetting alarm status

When the operator presses the reset alarm status button, the alarm status of each alarm is reset as follows:

- The accumulated time an alarm has been in alarm is reset to 0. If the alarm is still active, the time begins accumulating again.
- The number of times the alarm has been triggered is reset to 0. If the alarm is still active, the number changes to 1.

If the Status Reset control is assigned (in the Alarm Setup editor), it is set to 1 for the hold time or for the duration of the button press, whichever is longer. If a hold time from a previous reset alarm status button press is still in effect, the button press is ignored.

Pressing the clear alarm history button also resets the status of all alarms.

Retaining alarm status

The status of alarms is retained when the application is shut down. When the application is restarted:

- if an alarm is still active, the time begins accumulating again.
- if an alarm is still active, the number of times the alarm has been triggered is increased by 1.

Changing the alarm status displayed in the alarm status list

When the operator presses the alarm status mode button, the type of alarms displayed in the alarm status list changes as follows:

- If the current type displayed is all alarms, the list changes to display active alarms only.
- If the current type displayed is active alarms, the list changes to display past alarms only.
- If the current type displayed is past alarms, the list changes to display all alarms.

The change affects the linked or selected alarm status list only, not all alarm status lists.

Setting up FactoryTalk Diagnostics

This chapter describes:

- FactoryTalk™ Diagnostics.
- displaying diagnostics messages during application development.
- viewing FactoryTalk Diagnostics log files.
- using the Diagnostics Setup tool.
- displaying and printing diagnostics messages at run time.
- the [DIAGNOSTICS] display.
- creating your own diagnostics display.
- opening and closing the diagnostics display.
- how the diagnostics list graphic object works.

About FactoryTalk Diagnostics

FactoryTalk Diagnostics replaces RSView® activity logging, and records information about various types of system activity, including:

- macro usage.
- operator comments.
- system messages and errors.
- errors from the communication network.

- tag read and write activity.

Browsing diagnostics messages

You can view diagnostics messages about system activity during application development and at run time. For example, while you develop your application, use diagnostics messages to track what the system is doing and to ensure you've set things up the way you intend. At run time, use diagnostics messages to show the operator messages about system activity. You can also save information in a log file for future processing or analysis.

How to set up FactoryTalk Diagnostics

You must set up FactoryTalk Diagnostics on both the development computer and the runtime computer. The settings for FactoryTalk Diagnostics apply to all Rockwell Software products installed on the computer.

Setting up FactoryTalk Diagnostics involves:

- setting up destinations, where logged information is received for storage or display.
- setting up which destinations receive which categories of messages. This is called message routing.
- setting up how messages are displayed and printed at run time.

This chapter describes how to set up FactoryTalk Diagnostics on computers running Windows® 2000 and Windows XP. For information about setting up FactoryTalk Diagnostics on the PanelView Plus™ or VersaView® CE terminal, see Chapter 25.

Destinations

FactoryTalk Diagnostics allows you to send diagnostics messages to multiple destinations.

During application development

During application development, you can send diagnostics messages to:

- the Diagnostics List at the bottom of the RStudio™ window.
- a local log, which is viewable using the FactoryTalk Diagnostics Viewer tool.
- an ODBC database.

At run time

At run time, you can send diagnostics messages to:

- diagnostics list graphic objects, either in the default [DIAGNOSTICS] display, or in a display you create.
- a printer
- a local log (Windows 2000 and Windows XP applications only), which is viewable using the FactoryTalk Diagnostics Viewer.
- a remote log (PanelView Plus or VersaView CE terminals only).
- an ODBC database.

The FactoryTalk Diagnostics Viewer is available on computers running Windows 2000 and Windows XP only. However, if you send diagnostics messages from a PanelView Plus or VersaView CE terminal to a computer running Windows 2000 or Windows XP, you can view the messages in the FactoryTalk Diagnostics Viewer.

IMPORTANT

The destinations available on your computer might vary, depending on which Rockwell Software products you have installed.

Message routing

You can decide which destinations receive which kinds of messages. This allows you to make the right information available to the right person, in the right place.

For example:

- You can send messages that contain information about what the system is doing to the local log file. You can also send warnings about things that might go wrong if left unattended to the local log file.

This allows a control systems engineer to analyze system activity and performance, and make corrections during scheduled maintenance times.

- You can send errors that require immediate action to the diagnostics list object in the [DIAGNOSTICS] display, as well as the log file.
- You can set up the [DIAGNOSTICS] display to open automatically when system activity occurs, to allow the operator to respond to problems that might stop production if they are not solved immediately.

Categories

FactoryTalk Diagnostics categorizes messages by severity, and by audience. For each destination, you can specify the message severity and audience.

Message categories				
	Error	Warning	Info	Audit
Operator	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Engineer	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Developer	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Secure	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Choosing not to log messages

IMPORTANT

If messages of a particular category are not routed to any destination, the messages for that category are not logged. For example, you might not want to log information messages, or you might not want to send any messages to the Operator.

Message severities

RSView categorizes messages in four severities:

- Errors indicate that a process or action has failed. For example, a tag's value could not be written, or a user typed the wrong password while logging on to the system.
- Warnings indicate that a process or action might not function correctly, or might eventually fail if preventive action isn't taken. For example, if an ActiveX® control used in a graphic display is a different version than the one installed on the runtime computer, a warning is logged to indicate the mismatch. Mismatched ActiveX controls might not behave as expected at run time.
- Information indicates that a process or action has completed successfully. For example, a user logged on to the system or a tag value has been written to the data source.
- Audit indicates that the system configuration has been changed. RSView records the creation, modification, and deletion of components (such as graphic displays) as audit messages. Other Rockwell Software products make more extensive use of audit messages. For example, If you set up an audit log in RSMACC, RSView's audit messages will be sent there, as well as to FactoryTalk Diagnostics.

In the FactoryTalk Diagnostics Viewer, the message severity is shown in the Severity column, indicated by the ! symbol.

The content of the messages is provided by the system—you don't need to do anything to set up message content.

Audiences

FactoryTalk Diagnostics allows messages to be categorized differently for the various people for whom the messages are relevant. You can sort the messages in the FactoryTalk Diagnostics Viewer, so that those relevant to a particular person are grouped together.

Who receives which messages?

You can specify which types of messages are sent to the Operator, Engineer, and Developer audiences.

RSView automatically sends audit messages to the Engineer and Secure audiences. Audit messages allow auditing tools, such as those required for US Government 21CFR Part 11 compliance, to track system activity.

Displaying diagnostics messages during application development

During application development, diagnostics messages are displayed as you create, modify, and delete components, and when you test your graphic displays. The messages are displayed in the Diagnostics List at the bottom of the RSView Studio window. You can also view the messages in the FactoryTalk Diagnostics Viewer, as described in the next section.

By default, all warning and error messages are displayed in the Diagnostics List. To change what is displayed in the Diagnostics List, use the Diagnostics Setup tool, as described on page 10-8.

For information about testing graphic displays, see page 14-12.

To display the Diagnostics List

- ▶ On the View menu, click Diagnostics List. A check mark beside the menu item indicates the Diagnostics List is displayed.

For information about moving, resizing, and clearing messages in the Diagnostics List, see page 2-5.

If you don't want to display diagnostics messages

- ▶ On the View menu, click Diagnostics List. The option is turned off when no check mark appears.

Viewing FactoryTalk Diagnostics log files

Use the FactoryTalk Diagnostics Viewer tool to view the contents of FactoryTalk Diagnostics local log files. You can open the FactoryTalk Diagnostics Viewer from within RSView Studio, or from the Windows Start menu.

The FactoryTalk Diagnostics Viewer is available on computers running Windows 2000 and Windows XP.

You can also set up Windows 2000 or Windows XP computers to accept messages from PanelView Plus or VersaView CE terminals, and then display the messages in the FactoryTalk Diagnostics Viewer or in the Diagnostics List. For information about sending messages from PanelView Plus or VersaView CE terminals to computers running Windows 2000 or Windows XP, see page 10-11.

To open the FactoryTalk Diagnostics Viewer, do one of the following

- In RSView Studio, on the Tools menu, click Diagnostics Viewer.
- On the Windows Start menu, select Programs, Rockwell Software, FactoryTalk Tools, and then click Diagnostics Viewer.

For information about setting up FactoryTalk Diagnostics to send messages to the local log, see Help for the Diagnostics Setup tool. For additional information about setting up and using the FactoryTalk Diagnostics Viewer, see the FactoryTalk Diagnostics Viewer Help.

Using the Diagnostics Setup tool

Use the Diagnostics Setup tool to set up:

- destinations and message routing on the development computer, including logging to the local log or to an ODBC database.
- destinations and message routing on runtime computers that use Windows 2000 or Windows XP, including logging to the local log or to an ODBC database.
- the Windows CE runtime destination to receive logged messages from.

You can also use the Diagnostics Setup tool to clear the local log file.

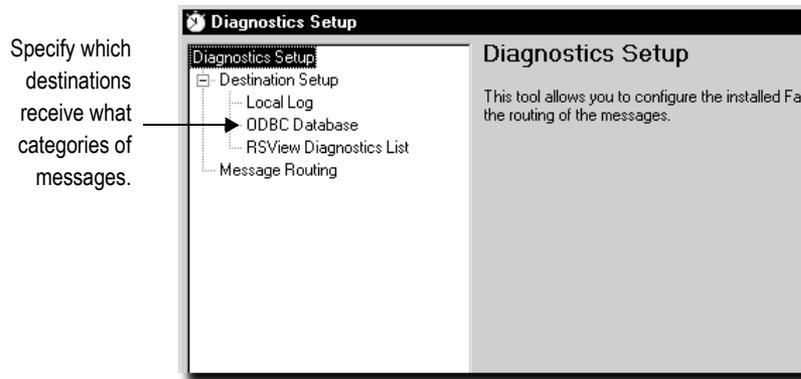
To open the FactoryTalk Diagnostics Setup tool, do one of the following

- In RSView Studio, on the Tools menu, click Diagnostics Setup.
- In the RSView ME Station™ dialog box, click Terminal Settings, and then double-click Diagnostics Setup.

For information about opening the RSView ME Station dialog box:

- in Windows 2000 or Windows XP, see page 24-5.
- on a PanelView Plus or VersaView CE terminal, see page 25-4.

- On the Windows Start menu, select Programs, Rockwell Software, Utilities, and then click Diagnostics Setup.



For details about using the Diagnostics Setup tool, see Help for the tool.

Logging to an ODBC database

The option of logging FactoryTalk Diagnostics messages to an ODBC database is available for computers running Windows 2000 and Windows XP only.

ODBC logging works by periodically exporting the contents of the local log file to an ODBC-compliant database. RSView supports these ODBC-compliant databases:

- Microsoft® Access
- Sybase SQL Server
- Oracle
- Microsoft SQL Server

If you have set up FactoryTalk Diagnostics to overwrite events in the local log file, make sure messages are logged to the ODBC-compliant database before the oldest events are deleted.

For information about the contents of the FactoryTalk Diagnostics ODBC tables, see Appendix D.

Setting up message buffering

FactoryTalk Diagnostics messages are stored in the computer's local log file, and are exported to the ODBC-compliant database at the interval you specify.

You can also specify that messages remain in the local log file for a period of time after they have been exported to the ODBC-compliant database. This is useful in the event of a network failure, or any other reason that causes the database to be unavailable. In this case, the messages remain in the local log file until the buffer time expires. If the ODBC-compliant database becomes available during that time, the buffered messages are then exported to the database.

Routing messages

For each destination you set up, you can specify how messages are routed.

To route messages, specify:

- the types of messages to log.
- the audiences to send the messages to.
- whether to accept messages from Windows CE devices.

For information about who receives which types of messages, see page 10-6.

Receiving messages from a PanelView Plus or VersaView CE terminal

You can set up FactoryTalk Diagnostics to receive messages that are generated on the PanelView Plus or VersaView CE terminal at run time. The terminal must be on the same network as the computer running FactoryTalk Diagnostics.

To receive messages:

- enable the Windows 2000 or Windows XP computer to receive the messages. For details see Help for the Diagnostics Setup tool.
- set up the PanelView Plus or VersaView CE terminal to send the messages.

For information about setting up a PanelView Plus terminal to log to the Windows 2000 or Windows XP computer, see the *PanelView Plus Operator Terminals User Manual*.

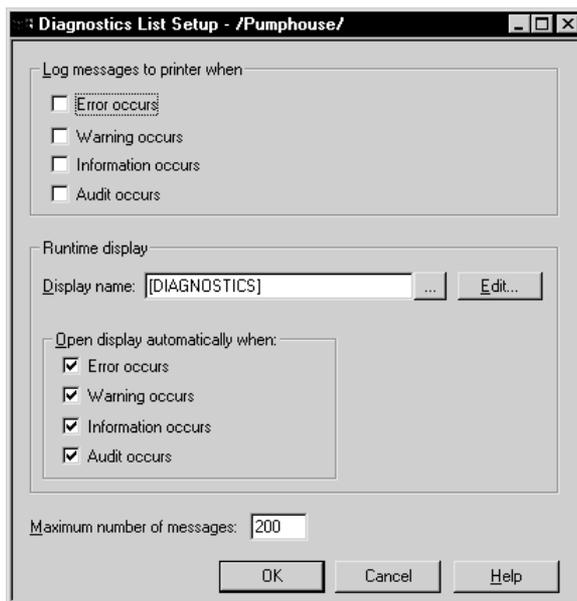
For information about setting up a VersaView CE terminal to log to the Windows 2000 or Windows XP computer, see the *VersaView CE Terminals User Manual*.

Displaying and printing diagnostics messages at run time

At run time, you can display diagnostics messages in a graphic display. You can also print the messages.

Using the Diagnostics List Setup editor

Use the Diagnostics List Setup editor to set up when to print and display messages at run time in RSVIEW ME Station.



For details about using the Diagnostics List Setup editor, see Help.

Printed messages list the date and time, the category of system activity, and the message text. By default, messages are not printed at run time.

By default, your application is set up to display diagnostics messages automatically at run time. If you want to use the default settings, you don't need to do anything further to set up diagnostics messages for print and display in RSVIEW ME Station.

The messages that are printed and displayed depend on how you set up FactoryTalk Diagnostics on the runtime computer:

- For applications running on Windows 2000 or Windows XP, use the Diagnostics Setup tool to set up diagnostics message logging. For information about using the Diagnostics Setup tool, see Help.

- For information about setting up FactoryTalk Diagnostics on the PanelView Plus or VersaView CE terminal, see the *PanelView Plus Operator Terminals User Manual* or the *VersaView CE Terminals User Manual*.

For applications running on Windows 2000 or Windows XP, you can also view the runtime messages in the FactoryTalk Diagnostics Viewer, as described on page 10-7.

If you don't want to display diagnostics messages in RSView ME Station

- ▶ In RSView Studio, in the Diagnostics List Setup editor, clear the Display name box, or clear the four “Open display automatically when” boxes.

Setting up how messages are displayed and printed at run time

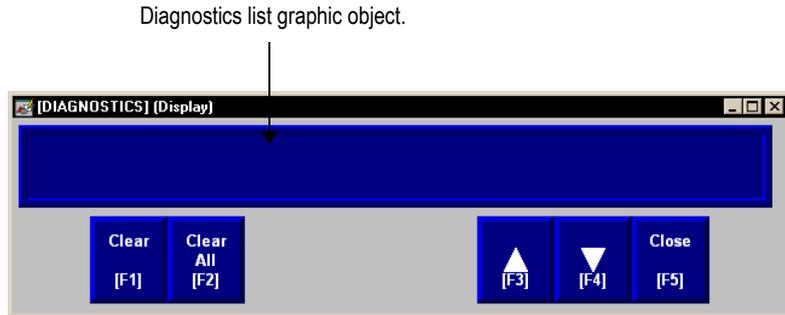
Follow these steps to set up how diagnostics messages are displayed at runtime:

1. In RSView Studio, in the Diagnostics List Setup editor, specify which messages to print, the graphic display to use, when to open the graphic display, and the maximum number of messages to store.
2. If desired, modify the default [DIAGNOSTICS] display, or create your own graphic display to use for diagnostics messages. For example, if you don't want the operator to clear all messages at once, edit the default display to remove the clear all button.

For information about graphic displays, see Chapter 14.

The [DIAGNOSTICS] display

When you create an application, it comes with a graphic display called [DIAGNOSTICS]. The [DIAGNOSTICS] display is the default display for showing diagnostics messages at run time.



You can use the [DIAGNOSTICS] display as is, or modify the display. For example, you can change the color of the objects, or add and remove buttons. Or, you can create your own graphic display to use for displaying diagnostics messages. In the Diagnostics List Setup editor, specify the display to use.

The diagnostics list graphic object

The [DIAGNOSTICS] display contains a diagnostics list graphic object, which lists the diagnostics messages. For more information about the diagnostics list, see page 10-16.

Buttons in the [DIAGNOSTICS] display

The [DIAGNOSTICS] display contains diagnostics list buttons for clearing the messages, as well as buttons for scrolling the list and closing the display. For information about how the buttons work, see page 10-16.

Creating your own diagnostics display

You can create your own graphic display for displaying diagnostics messages, containing a diagnostics list graphic object and the buttons the operator needs for using the display.

If you create your own graphic display, use an On Top display and select the Cannot Be Replaced option.

For more information about the diagnostics list, see page 10-16. For information about the buttons you can use with the list, see page 10-16. For information about creating graphic displays and graphic objects, see Chapter 14 and Chapter 15.

Opening and closing the diagnostics display

Opening the display

The diagnostics display you specify in the Diagnostics List Setup editor (either the default [DIAGNOSTICS] display or a display you create) is automatically opened whenever a diagnostics message of the specified severity occurs.

The display remains open until the operator closes the display.

If you decide not to open the diagnostics display automatically, you can create a goto display button that the operator can press to open the diagnostics display. For information about setting up a goto display button and specifying the display to open, see Help.

Closing the display

The operator can close the display by pressing a close display button.

How the diagnostics list graphic object works

At run time, when a severity of system activity occurs that you've set up to log, a message about the activity is added to the diagnostics list. The diagnostics list can be in the [DIAGNOSTICS] display, in a diagnostics display you have created, or can be placed on any display in your application.

You can use multiple diagnostics lists, in the same display or in different displays. Each diagnostics list displays the same information.

For information about setting up diagnostics lists, see Help.

What is displayed

- If the message is too long to fit in the list, the last displayed character is replaced with an asterisk (*).
- The number of diagnostics messages that is visible at one time depends on the height of the diagnostics list and the list's font size.
- Messages are listed with the newest diagnostics message on top.

Using buttons with the diagnostics list

Diagnostics buttons

You can use these diagnostics buttons to interact with the diagnostics list:

This button	Does this
Diagnostics clear	Clears the selected message from all diagnostics lists in the application.
Diagnostics clear all	Clears all diagnostics messages from all diagnostics lists in the application.

You can assign any captions you choose to the labels on the diagnostics buttons.

You can link the diagnostics clear button to a specific diagnostics list. When the operator presses the button, the selected message is deleted from the linked diagnostics list, and also from any other diagnostics lists in the application. For information about linking buttons to objects, see page 16-11.

Key buttons

You can also use these key button graphic objects to interact with the diagnostics list:

This button	Does this
Move up	Scrolls up one row in the list.
Move down	Scrolls down one row in the list.
Page up	Moves the highlight up one page in the list.
Page down	Moves the highlight down one page in the list.
Home	Moves the highlight to the top message in the list.
End	Moves the highlight to the bottom message in the list.

You can set up the key buttons to work only with the specified diagnostics list, or to work with whichever object is selected in the graphic display. For information about linking buttons to objects, see page 16-11.

For information about creating graphic objects, see Chapter 15. For information about setting up specific buttons, see Help.

Setting up data logging

This chapter describes:

- steps for setting up data logging.
- data log files.
- data log models.
- changing the data log model used at run time.
- displaying data logs using the trend graphic object.
- problems with data logging.

Summary of steps

Follow these steps to set up data logging:

- 1.** In the Data Log Models editor, set up a data log model that specifies how many log values to store, the conditions that trigger data logging, where to log data, and which tags to monitor.
- 2.** In the Startup editor, turn on data logging by selecting the Data logging check box. Also use this editor to specify the data log model to use at run time. See Chapter 23.
- 3.** In the Graphic Displays editor, create a graphic display containing the trend graphic object, and set up how the object looks, which tag values to display, the start time, and the time span for the data. Also specify the name of the data log model to use.

Data log files

As soon as the application starts running, RSView® begins logging tag values to the data log files. When the maximum number of data points have been logged, the oldest data is deleted to make room for the new data. RSView supplies data from the log files to the trend object for the requested tags and time span.

The data log files are retained when you restart an application after a shutdown or power loss. You can delete the log files from the runtime computer at application startup.

Use data logging to keep a permanent record of tag data. You can record tag data as tag values change, or on a periodic basis (for example, every minute).

For information about deleting the log files, see page 24-17.

File names

RSView creates two data log files:

- *Data Log Model Name.log*
- *Data Log Model Name.tag*

You'll need this information if you log to a custom path and want to delete the log files manually.

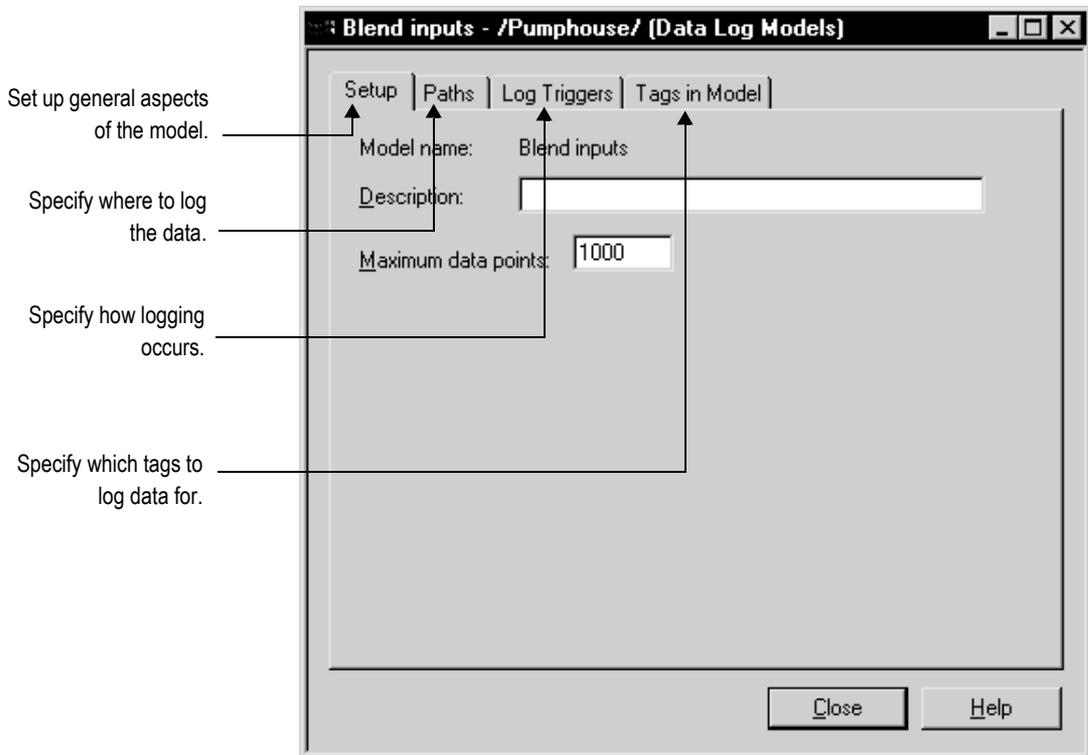
Data Log Models

A data log model defines which tags to log data for, as well as how and where the data is logged.

You can set up multiple data log models, but you can run only one data log model at a time. For information about running a different data log model, see page 11-6.

Creating Data Log Models

Use the Data Log Models editor to create one or more data log models. Each data log model is a file stored in the editor's folder—you can open and work on multiple models at the same time.



For detailed information about the options in the Data Log Models editor, see Help.

Each data log model has a unique name, and an optional description.

You can log a maximum of 300,000 points. When the maximum number of data points have been logged, the oldest data is deleted to make room for the new data.

Data storage locations

You can store data log files in any one of these locations:

- on the runtime computer
- on another computer on the network
- on a compact Flash Card (for PanelView Plus™ or VersaView® CE terminals only)

Logging to a network location

To log data to a network location, the network drive must be shared, and the runtime computer must be logged in to the same domain as the computer on the network. To do this, the user must have access rights for the domain.

The PanelView Plus or VersaView CE terminal cannot be part of a domain. However, you can verify that the user who is logged into the PanelView Plus or VersaView CE terminal is on a user list that is part of a domain.

For more information about logging in to a Windows® domain or authenticating users, see page 26-1.

Data logging methods

There are two methods for triggering data logging. You can set up logging so tag values are logged:

- periodically (periodic logging)
- only when a tag value changes (on-change logging)

Logging periodically

Periodic logging is used to take a snapshot of all tag values at a particular point in time. Tag values are logged even if there has been no change.

You cannot change the periodic log rate at run time.

Logging on change

On-change logging is used to log only tags whose values have changed.

For HMI tags, before logging occurs, the change must equal a specified percentage of change in the tag value. The percentage is based on HMI tags' minimum and maximum values as set up in the Tags editor. Only the tags that change by the specified percentage are logged. If you specify a percentage of 0, all changes are logged.

If a tag does not have a minimum or maximum attribute (for example a data server tag in ControlLogix®), when you specify on-change logging, all changes are logged for that tag. You don't need to specify a percentage.

Using a heartbeat rate

You can also specify a heartbeat rate, to log values at specified times even if no tag value changes have occurred. The heartbeat ensures that the data in the log file is current. The heartbeat is also a good way to ensure that data logging is working and acquiring valid data.

The heartbeat cannot be less than the maximum update rate, which is the rate at which data servers send tag values to RSView.

If you specify a heartbeat of 0, the heartbeat is not used.

Tags in the data log model

The data log model can contain up to 100 analog or digital tags, including both HMI and data server tags.

You cannot use string tags, array tags, tag placeholders, parameters, or expressions in your data log model.

Deleting tags from the model

If you delete a tag from the data log model, previously logged data for the tag is not accessible unless you add the tag back to the model.

Changing the data log model used at run time

Your application can run only one data log model at a time. Follow this procedure to switch data log models.

To run a different data log model

1. Shut down the application.
2. Start RSView Studio™ and open the application.
3. In the Startup editor, specify the new data log model.
4. Create the runtime application. See Chapter 23.
5. Transfer the runtime application to the runtime platform.

For information about transferring applications to:

- a computer running the Windows 2000 or Windows XP operating system, see Chapter 24.
 - a PanelView Plus or VersaView CE terminal, see Chapter 25.
6. Run the new application.

Displaying data logs using the trend graphic object

You can use the trend graphic object to display the data that you've logged. At run time, when the operator opens a graphic display containing a trend, the trend displays values from the data log file for

the data log model that is running. The data log model specifies which data to collect in the data log file.

In addition to displaying historical values from the data log file, trends can display current values for the tags in the model. Trends can also display current values for tags or expressions that are not in a data log model. For more information about trends, see Chapter 18.

Problems with data logging

Problems with data logging occur under these circumstances:

- When your application starts at run time, if any of the tags specified in the current data log model do not exist, an error message is sent to FactoryTalk™ Diagnostics.
- If the data log file is corrupted or invalid, the file is deleted and recreated, and an error message is sent to FactoryTalk Diagnostics.
- If logging to a folder on a networked computer, and the runtime computer is not logged in to the Windows domain of the network computer, the log folder cannot be created. An error message is sent to FactoryTalk Diagnostics.
- If logging to an invalid path, the log folder cannot be created. An error message is sent to FactoryTalk Diagnostics. One of the reasons that the path might be invalid is that the top-level folder of the path is not shared.
- When the application starts, RSVIEW checks whether there is disk space to store the data log model's data. If there is not enough space, an error message is sent to FactoryTalk Diagnostics and data logging does not start.

Using information messages

This chapter describes:

- steps for setting up information messages.
- using the Information Messages and Information Setup editors.
- preparing to set up information messages.
- how information messages work.
- the [INFORMATION] display.
- creating your own information message display.
- opening and closing the information message display.
- how the information message display graphic object works.
- changing the information message file used at run time.

About information messages

Use information messages to give the operator messages about the process, prompts or instructions, and information about current states.

Information messages versus local messages

Use information messages to give the operator information no matter which display is open. To give the operator information in a specific graphic display while the display is open, use local messages.

For details about local messages, see page 14-33.

Summary of steps

Follow these steps to set up information messages:

1. In the Information Messages editor, set up the messages and their trigger values.
2. In the Information Setup editor, specify the graphic display to open when information messages occur, and the file of messages to display.

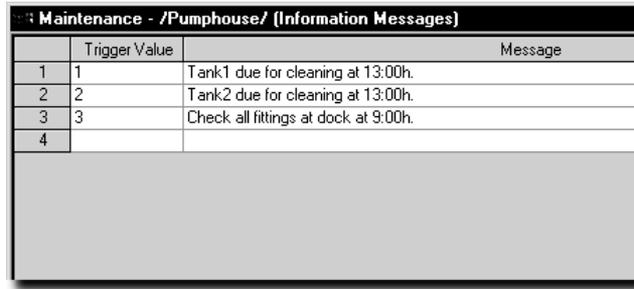
Also use this editor to assign a tag or expression to the Value control. If you want the operator to acknowledge messages, assign the Ack control and specify the acknowledge hold time.

3. In the Startup editor, ensure that the Information messages box is checked (it is checked by default). See Chapter 23.
4. If desired, in the Graphic Displays editor modify the default [INFORMATION] display, or create your own graphic display to use for information messages. For example, if you don't want the operator to acknowledge messages, edit the default display to remove the information acknowledge button.

For information about graphic displays, see Chapter 14.

Using the Information Messages editor

Use the Information Messages editor to create one or more files of information messages. Each file is stored in the editor's folder. You can open and work on multiple message files at the same time.



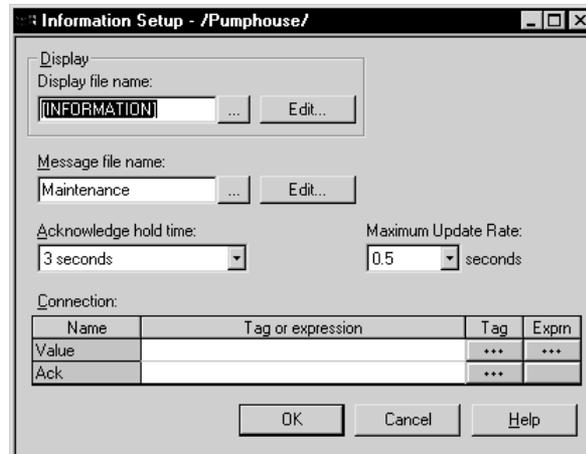
	Trigger Value	Message
1	1	Tank1 due for cleaning at 13:00h.
2	2	Tank2 due for cleaning at 13:00h.
3	3	Check all fittings at dock at 9:00h.
4		

You can define up to 10,000 messages in each message file.

For detailed information about the options in the Information Messages editor, see Help.

Setting up how information messages are displayed

Use the Information Setup editor to set up how information messages are displayed.



Information Setup - /Pumphouse/

Display
Display file name: [(INFORMATION)] ... Edit...

Message file name: Maintenance ... Edit...

Acknowledge hold time: 3 seconds Maximum Update Rate: 0.5 seconds

Connection:

Name	Tag or expression	Tag	Exprn
Value		***	***
Ack		***	

OK Cancel Help

For detailed information about the options in the Information Setup editor, see Help.

Preparing to set up information messages

As your application is running, information is continually sent to the data source about the state of various processes. For example, your application might be monitoring whether a valve is open or closed, or the temperature in a boiler. Values representing the status of these processes are sent to the data source.

The data source

The RSVIEW® documentation uses the term data source as a generic term that includes all possible sources of tag data, for both data server tags and HMI tags. The data source can be memory or a device such as a programmable controller or an OPC® server. RSVIEW writes values to and reads values from the data source. The data source is set up to exchange information (in the form of numeric or string values) between RSVIEW and the machine that your application is controlling.

Identifying the tags and values to monitor

To set up information messages, determine which tags associated with machine processes to monitor, and identify the values for those tags that will trigger information messages.

For information about creating tags, see Chapter 7.

How information messages work

These are the key parts of the information message system:

- Information message file—a text file containing a list of messages, with a numeric trigger value for each message
- Information message display—a graphic display that opens at run time and displays information messages
- Value control—a tag or expression. When the value of this control matches a message's trigger value, the information message display opens with the associated message displayed.

The following example shows how the key parts of the information message system work together.

Example: Setting up the data source to display information messages

This example shows how to set up the data source to notify the operator that a conveyor belt has stopped. In this example, the status of two conveyor belts is being monitored. You can use both HMI and data server tags.

1. Create a digital tag called `Conveyor_1_status`. This tag points to an address in a programmable controller that is linked to a sensor on the first conveyor belt. When the belt is running, the tag's value is 0. When the belt stops running, the value changes to 1.
2. Create a second digital tag called `Conveyor_2_status`. This tag points to an address in a programmable controller that is linked to a sensor on the second conveyor belt. When the belt is running, the tag's value is 0. When the belt stops running, the value changes to 1.

3. Create an analog tag called `Information_messages`. Set up the data source to send a value of 1 to this tag when `Conveyor_1_status` has a value of 1, and to send a value of 2 to this tag when the `Conveyor_2_status` tag has a value of 1.
4. In the Information Messages editor, create these messages with trigger values matching the values that will be sent to the `Information_messages` tag:

Trigger value	Message
1	Conveyor belt 1 has stopped.
2	Conveyor belt 2 has stopped.

Save the message file with the name “Conveyor belts.”

5. In the Information Setup editor, assign the `Information_messages` tag to the Value control, and select the Conveyor belts message file.

At run time, when the value of `Conveyor_1_status` changes to 1, the first message is displayed (in the default information message display). When the value of `Conveyor_2_status` changes to 1, the second message is displayed.

Information messages and trigger values

Create messages associated with each tag value change that you want to inform the operator about. Assign each message a trigger value, and set up the data source to send the trigger value to the Value control. You can use both HMI and data server tags.

The trigger value can be any non-zero integer value (positive or negative). Trigger values do not need to be contiguous, but they must be unique for each message. For example, you could use trigger values of 1, 2, and 3, or values of 10, 20, and 30.

Trigger values cannot be 0. Digital tags have two possible values, 0 and 1. Therefore, if you use a digital tag you can only use the value 1 to

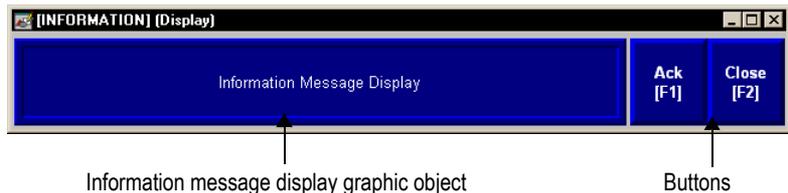
trigger a message. If you want to use a digital tag to trigger two different messages, create an expression that adds 1 to the digital tag's value. That way, you can use the trigger values 1 and 2.

If you use an analog tag or an expression, you can use any non-zero integer or floating-point value to trigger an alarm. Floating-point values are rounded to the nearest integer. For information about how values are rounded, see page 7-2.

You can create multiple information message files, but you can use only one message file at run time. For information about using a different message file, see page 12-11.

The [INFORMATION] display

RSView comes with an information message graphic display called [INFORMATION]. It contains an information message display graphic object and buttons for acknowledging the displayed message and closing the display. By default, the [INFORMATION] graphic display opens automatically at run time when an information message is generated.



You can use the [INFORMATION] display as is, or modify the display. For example, you can change the color of the objects, or add and remove buttons. Or, you can create your own graphic display to use for displaying information messages. In the Information Setup editor, specify the display to use.

Another option is to place the information message display object in a graphic display that doesn't open automatically when a message is generated.

For information about creating your own information message display, see page 12-8.

The information message display graphic object

The [INFORMATION] display contains an information message display graphic object, which lists one information message at a time.

For information about how the information message display object works at run time, see page 12-10.

Buttons in the [INFORMATION] display

The [INFORMATION] display contains these buttons:

This button	Does this
Ack (information acknowledge)	Acknowledges the information message
Close (close display)	Closes the information message graphic display.

You can assign any caption you choose to the labels on the buttons.

Using the information acknowledge button

When the operator presses the information acknowledge button, if the Ack control is assigned, the control value is set to 1 at the data source. The value is held as long as the operator presses the button, or for the acknowledge hold time, whichever is longer. Then the control is reset to 0.

Creating your own information message display

You can create your own graphic display for displaying information messages, containing an information message display graphic object and the buttons you want to use in the display.

If you create your own graphic display, use an On Top display and select the Cannot Be Replaced option.

For more information about the information message display graphic object, see page 12-10. For information about creating graphic displays and graphic objects, see Chapter 14 and Chapter 15.

Opening and closing the information message display

Opening the display

The information message display you specify in the Information Setup editor (either the default [INFORMATION] display or your own display) is automatically opened whenever the Value control's value matches a trigger value.

You can also create a goto display button that the operator can press to open the information message display. For information about setting up a goto display button and specifying the display to open, see Help.

Closing the display

The information message display closes when the Value control's value changes to 0.

To automatically close the display when the operator acknowledges a message, set up the data source to set the Value control to 0 when the Ack control is set to 1.

The operator can also close the display by pressing a close display button.

How the information message display graphic object works

At run time, when the Value control at the data source changes from 0 to a non-zero value, the assigned information message display opens. If the value matches a message's trigger value, the associated information message appears in the information message display graphic object. The object can be in the default [INFORMATION] display, in an information message display you have created, or can be placed in any display in your application.

For information about setting up the information message display graphic object, see page 16-81.

What is displayed

- If the Value control is unassigned, the information message graphic display never opens automatically. If the operator opens a graphic display containing an information message display object, the object is blank.
- The Value control is rounded up to the nearest integer. If the value does not match any of the trigger values in the specified message file, the display is filled with question marks (?).

For information about how values are rounded, see page 7-2.

- If the message is too long to fit in the information message display object, the last displayed character is replaced with an asterisk (*).
- When the Value control's value is 0, the information message graphic display is closed.

Changing the message file used at run time

Your application can use only one message file at a time. Follow this procedure to switch message files.

To use a different message file

1. Shut down the application.
2. Start RSVIEW Studio™ and open the application.
3. In the Information Setup editor, specify the new information message file.
4. Create the runtime application. See Chapter 23.
5. Transfer the runtime application to the runtime platform.

For information about transferring applications to:

- a computer running the Windows® 2000 or Windows XP operating system, see Chapter 24.
 - a PanelView Plus™ or VersaView® CE terminal, see Chapter 25.
6. Run the new application.

Setting up security

This chapter describes:

- steps for setting up security.
- using the User Accounts editor.
- how user accounts and security codes work.
- adding users or groups from a Windows® domain.
- providing a way for users to log in and log out.
- preventing unauthorized users from stopping the application.
- assigning security to graphic displays.
- a sample startup display that uses all the RSVIEW® security features.

How to use security

If you don't set up security, anyone can use the application without logging in, and view all the graphic displays.

You can use security features to:

- prevent users from opening graphic displays to which you don't want them to have access.
- prevent unauthorized users from running the application.
- prevent unauthorized users from stopping the application.
- prevent users from seeing and using certain parts of a graphic display.

- prevent users from switching to other applications or having access to the desktop on the runtime computer. This feature uses the DeskLock tool, and is available for Windows 2000 and Windows XP runtime applications only. For more information about the DeskLock tool, see Chapter 24.

To limit the users who have access to the application or parts of the application, you must set up user accounts and passwords.

IMPORTANT

If you set up the data source to open graphic displays remotely (using global connections), remote display changes occur whether or not the logged-in user has security access to a given display.

For details about controlling display changes remotely, see page 8-7.

Summary of steps

Follow these steps to set up security:

1. In the User Accounts editor, set up users and passwords, and assign security codes to users.

You can add users or groups from a Windows network domain, a Windows local domain, or you can add RSView users. You cannot use both Windows users or groups and RSView users at the same time.

2. Provide users with a method for logging in and out.
3. In the Graphic Displays editor, assign security codes to graphic displays that will have limited access.
4. If desired, prevent unauthorized users from stopping the application.
5. If desired, assign visibility animation to graphic objects that only certain users are authorized to view or use.

Working with the User Accounts editor

In the User Accounts editor, set up accounts for each user or group of users that will have access to the application at run time.

The screenshot shows the 'User Accounts - /Objects 5 Screen Demo/' window. It is divided into two main sections: a 'Form Area' at the top and a 'Spreadsheet area' at the bottom. The Form Area contains fields for 'Account ID' (DEFAULT), 'Login Macro' (LOGIN), 'Logout Macro' (LOGOUT), and 'Password' (masked with 'xxxx'). To the right is a 'Security Codes' section with checkboxes for letters A through P. Below the form area is a spreadsheet with columns for security codes (A-P) and a 'Login' column. The spreadsheet contains data for five accounts: DEFAULT, ADMIN, OPERATOR, SUPERVISOR, and an empty row. Annotations with arrows point to the scroll bar and a double-click in the security code columns.

Form Area

Spreadsheet area

Use the scroll bar or drag the border of the editor to see more columns.

Double-click in the security code columns to toggle between Yes and No.

	Account	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Logi
1	DEFAULT	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	LOGI
2	ADMIN	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	
3	OPERATOR	Y	Y	N	N	N	N	N	N	N	N	N	N	N	N	N	N	
4	SUPERVISOR	Y	Y	Y	N	N	N	N	N	N	N	N	N	N	N	N	N	
5																		

The User Accounts editor has special items on the View menu to control the appearance of the editor, and extra tools on the toolbar.

For details about using the User Accounts editor, see Help.

The DEFAULT user

The first account in the editor is the DEFAULT user account. The DEFAULT account is used when no one is logged in. The DEFAULT user initially has access to each security code. Unless you want everyone to have access to all parts of the application without logging in, turn off the DEFAULT user's access to the security codes you plan to use.

You cannot delete the DEFAULT user account.

Changing RSVIEW user passwords

Users cannot change passwords at run time. You can change passwords in the User Accounts editor. For details, see Help.

How user accounts and security codes work

There are two types of user accounts:

- users or groups from a Windows domain
- users from the RSVIEW domain.

You cannot use both user account types in the application at the same time.

By default, all users have unrestricted access to all graphic displays. When you assign a security code to a graphic display, only the users who are assigned that security code have access to the display.

There are 16 security codes, A through P, and the asterisk symbol (*). The * represents unlimited access. You can assign combinations of security codes to users, to allow each user access to a different set of displays or graphic objects.

Example: Assigning security codes to prevent access to graphic displays

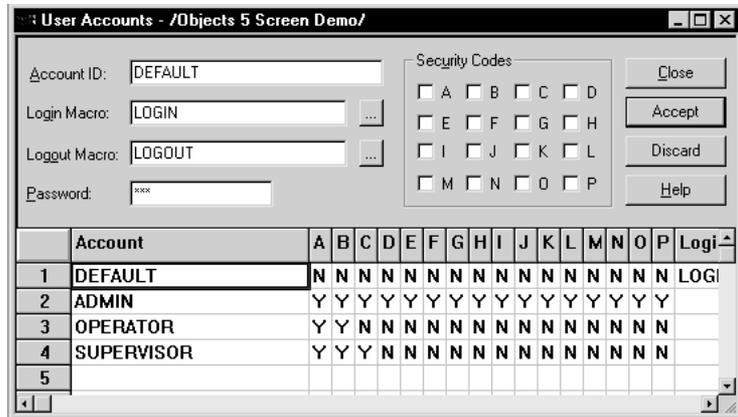
This example shows how to set up users with access to different graphic displays.

1. Assign security codes to graphic displays as follows:

To this display	Assign this security code
Alarm History	A
Boiler	B
Furnace	C
Top Secret	D

2. In the User Accounts editor, assign security codes to users:

To this user	Assign these security codes
SUPERVISOR	A, B, C
OPERATOR	A, B
ADMIN	All
DEFAULT	None



The users have access to these graphic displays:

- SUPERVISOR has access to the first three graphic displays.
- OPERATOR has access to the Alarm History and Boiler displays, but not to the Furnace or Top Secret displays.
- The ADMIN user has access to every graphic display.

- The DEFAULT user has access only to graphic displays to which no security has been assigned (that is, graphic displays with the security code *). In this example, the DEFAULT user does not have access to any of the four graphic displays.

In this example, you could have assigned the same security code to the Alarm History and Boiler displays, since all users except the DEFAULT user have access to these displays.

Example: Using security codes to control the visibility of input objects

This example shows how to set up users so that only authorized users can use input objects to enter data.

This example uses the CurrentUserHasCode security function to determine whether a user is authorized to input data using a numeric input enable button.

The security code E is assigned to users who are authorized to enter data.

1. In the User Accounts editor, assign security codes to users.

To this user	Assign these security codes
OPERATOR	A, B
SUPERVISOR	A, B, C, E
ADMIN	All
DEFAULT	None

2. Create a numeric input enable button.
3. Assign visibility animation to the button using this expression:

`CurrentUserHasCode(E)`

For the Expression True State, click Visible.

When the graphic display containing the numeric input enable button is open, the SUPERVISOR and ADMIN user can see the button. If the OPERATOR or DEFAULT user is logged in, the button is not visible.

Adding users or groups from a Windows domain

Before you can make use of user accounts in RSVIEW, you must first create the user accounts in your Windows domain. To do this in a Windows network domain, your network must have at least one Windows server acting as a domain controller. You cannot use Windows Workgroups.

The user password is the Windows domain password.

To add users from a Windows domain to RSVIEW

- 1.** With the User Accounts editor open and on top, import the users or groups of users by using the Windows Security Options item on the Setup menu. For details see Help.
- 2.** In the User Accounts editor, edit the information for the users or groups of users. For example, specify login and logout macros.

You can specify all options except the user or group name (Account ID) and password.

You cannot assign or modify a password for a Windows domain account from RSVIEW. To change the password, use the Windows Control Panel.

Removing users or groups

When you remove a user or group from the RSVIEW user list (using the Windows Security Options item on the Setup menu), the following items are deleted:

- The user or group's name is deleted from the RSVIEW User Accounts list. The user or group is not deleted from the Windows domain.
- The user or group's security codes are deleted from the User Accounts editor.

If you remove users from the Windows domain, they are not removed automatically from the RSVIEW user list. You must remove the users from the RSVIEW user list manually. For details, see Help.

Providing a way for users to log in and log out

Use login and logout buttons to provide a way for users to log in and log out. Make sure you place these buttons in graphic displays that all users have access to.

Logging in

When the application starts, the DEFAULT user is automatically logged in until a new user logs in.

To provide a way for users to log in

- Specify the startup display in the Startup editor, in the Initial graphic box. The startup display is the graphic display that opens when your application starts running.

For information about the Startup editor, see Chapter 23.

- Create a login button in the startup display.

For information about creating graphic objects, see Chapter 15. For information about setting up login buttons, see Help.

For more information about logging in, see Chapter 26.

Logging out

To best maintain your security system, users who log in must also log out.

When a user logs out, the DEFAULT user is automatically logged in until a new user logs in. Turn off the DEFAULT user's access to the security codes you plan to use.

To provide a way for users to log out

- ▶ Create a logout button in a graphic display that all logged-in users have access to.

For more information about logging out, see Chapter 26.

Logging out automatically

You can set up your runtime terminal so that the current user will be logged out automatically after the terminal has been inactive for a specified period of time. The automatic logout is independent of security for RSView user accounts or Windows account security.

To set up automatic logout

1. In the Application Explorer, double-click Project Settings, and then click the Runtime tab.
2. Check Enable auto logout.

3. Specify how long the terminal must be inactive before the automatic logout occurs.
4. Click OK.

At run time, when the inactivity period expires, the current user is logged out, and the DEFAULT user is logged in. Any macros set up to run at user logout will run.

Preventing unauthorized users from stopping the application

To prevent unauthorized users from stopping the application

- Do not use a title bar on the application window. To turn off the title bar for the application window, in the Project Settings editor, in the Runtime tab, clear the Title bar check box.

For more information about using the Project Settings editor, see Chapter 4.

- Assign visibility animation to the shutdown button, so that the button is only visible when a user who is authorized to stop the application is logged in. For an example, see page 13-15.

Or, set up security for the graphic display in which the shutdown button is located, so only users who are authorized to stop the application can open the display.

Additional step for Windows 2000 and Windows XP applications

- Use the DeskLock tool to prevent users from having access to the desktop, to prevent access to operating system functions such as restarting Windows or shutting down tasks. For more information, see page 24-19.

Additional step for VersaView® CE applications

- Hide the Windows Taskbar to make it inaccessible.

To hide the Windows Taskbar

1. On the Windows Start menu select Settings, and then select Taskbar.
2. Clear the “Always on top” check box.
3. Select Auto hide.
4. When you are finished, click OK.
5. At the Command prompt or in the Run box, run Regflush.exe to save your changes to persistent internal flash memory. Otherwise, the changes will be lost when you reboot.

Assigning security to graphic displays

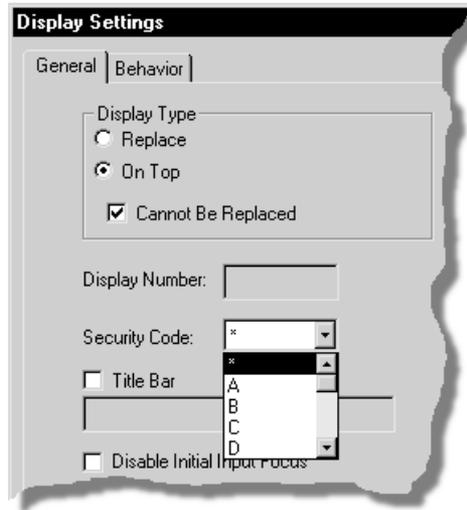
Assign security to graphic displays in the Graphic Displays editor. You can:

- assign security when you create the graphic display, or at any time after creating the display.
- assign the same security code to more than one display.
- assign whichever codes you want, in any order. For example, you can choose to use only the codes D and P and you can assign P before you assign D.

For more information about graphic displays, see Chapter 14.

To assign security to a graphic display

1. In the Graphic Displays editor, right-click an empty area of the display, and then click Display Settings.



2. In the General tab, select a security code.

To allow unlimited access to the display, select the asterisk (*). The * is selected by default.

3. Click OK to close the dialog box.

Summary of security features in a sample startup display

This section provides an example of how to use all the security features in a startup graphic display called Log In.

To create a startup display that uses all the security features in RSVIEW

1. Set up user accounts and passwords.
2. In the Project Settings editor, clear the Title bar check box.

3. Create a graphic display called Main Menu that contains navigation buttons that give the operator access to the different displays in the application. Assign a security code to the display so that only authorized users can open it.
4. Create a graphic display called Log In containing these button objects:

This button	Does this
Login	Opens the Login dialog box.
Logout	Logs the current user out and logs in the DEFAULT user.
Goto display	Opens the Main Menu graphic display.
Shutdown	Shuts down the application.

5. Set up the goto display button in the Log In display to open the Main Menu display. If desired, attach visibility animation to the goto display button, so that only authorized users can see the button.

For more information, see Example 1 on page 13-14.

6. Attach visibility animation to the shutdown button, so that only authorized users can see (and therefore use) the button.

For more information, see Example 2 on page 13-15.

7. Specify captions for the buttons, and add explanatory text to the graphic display. If desired, attach visibility animation to the text as well.
8. In the Display Settings dialog box, assign the security code * to the Log In display, so that all users have access to it.
9. In the Startup editor, in the Initial graphic box, select the Log In display.

Until an authorized user is logged in, further access to the application is denied. In addition, only authorized users can stop the application.

Users who have access to the application can use the application and log out. Make sure you provide a way for users to navigate back to the Log In display to log out.

IMPORTANT When a user logs out, the DEFAULT user is automatically logged in. Do not give the DEFAULT user access to the goto display button or shutdown button.

To see what the startup Log In display looks like when different users are logged in, see Example 3 on page 13-16.

You can also use the Remote Display Number control to open the startup Log In display when a user logs out. This might be useful if users can log out from various locations (graphic displays) within the application. For an example, see page 8-7.

For more information about	See
Using the Project Settings editor	Chapter 4
Attaching animation to graphic objects	Chapter 17
Setting up display navigation	Chapter 22
Using the Startup editor	Chapter 23
Logging in, logging out, and stopping applications	Chapter 26

Example 1: Assigning visibility animation to the goto display button

This example shows how to assign visibility animation to the goto display button so that a user must log in before seeing the button.

This example uses the security function `CurrentUserName()`. The function returns the string value of the Account ID (user name) for the user who is currently logged in.

The `CurrentUserName()` function is case sensitive. All user names use uppercase letters, so make sure that you use uppercase letters in your expression.

The `DEFAULT` user is the current user when the application starts, and when a user logs out.

To assign visibility animation to the goto display button

1. Right-click the goto display button, select Animation, and then click Visibility.
2. In the Animation dialog box, in the Expression box, type this:

```
CurrentUserName() <> "DEFAULT"
```

3. For the Expression True State, click Visible.
 4. Click Apply.
-

Example 2: Assigning visibility animation to the shutdown button

This example shows how to assign visibility animation to the shutdown button so that only the `ADMIN` user can stop the application.

To assign visibility animation to the shutdown button

1. Right-click the shutdown button, select Animation, and then click Visibility.
2. In the Animation dialog box, in the Expression box, type this:

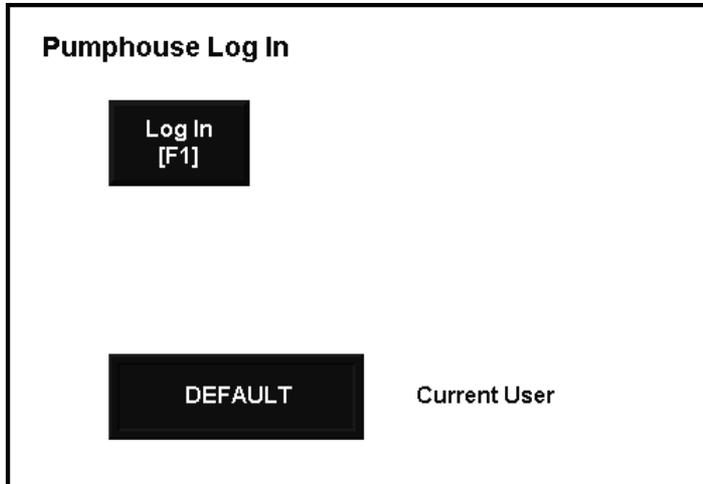
```
CurrentUserName() == "ADMIN"
```

3. For the Expression True State, click Visible.

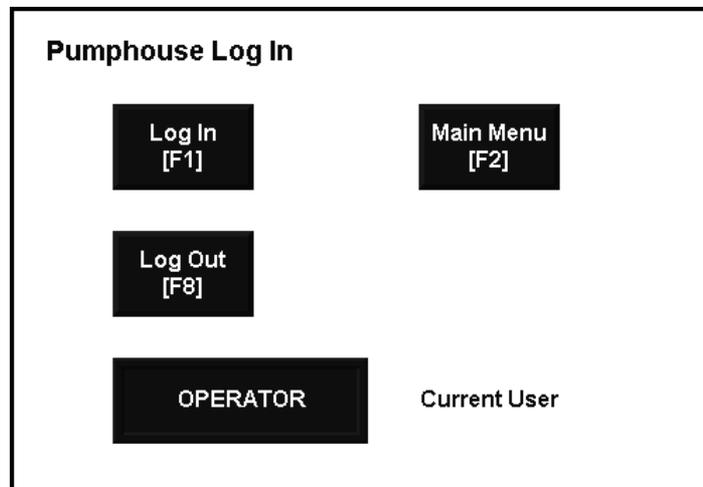
4. Click Apply.

Example 3: The sample Log In startup display

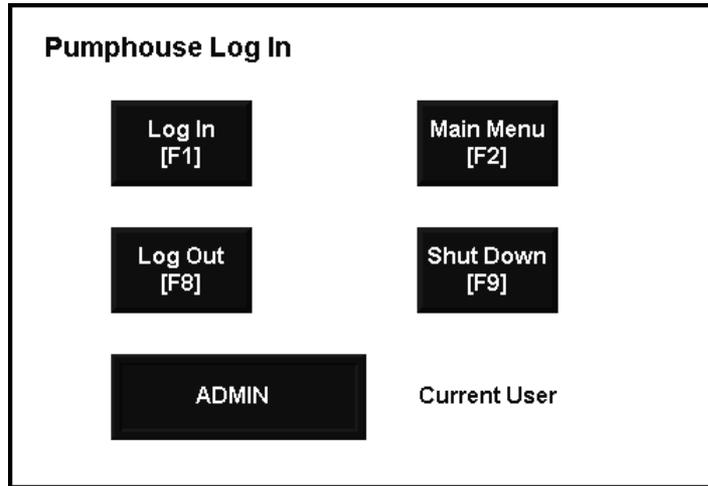
At run time, this is what the display looks like when no one has logged in:



This is what the display looks like when a user who is authorized to use the application but not to stop the application has logged in:



This is what the display looks like when the ADMIN user (who has authority to stop the application) has logged in:



Using graphic displays

This chapter describes the editors in the Graphics folder and outlines how to:

- use the Graphic Displays editor.
- set up graphic displays.
- create a background for your displays.
- use graphic libraries.
- import graphic images.
- create parameters to use the same display with different tags.
- create local messages in your displays.
- print graphic displays at run time.

IMPORTANT

Before creating graphic displays, specify project settings. Project settings determine important aspects of your graphic display such as size and position. For more information, see page 4-11.

About graphic displays and graphic objects

A graphic display represents the operator's view of plant activity. The display can show system or process data and provide operators with a way to write values to an external data source. The data source can be memory or a device such as a programmable controller or an OPC® server.

Operators can print the display at run time to create a visual record of tag values, object states, or current messages.

The elements that make up a graphic display are called graphic objects. You can create objects in the Graphic Displays editor, or copy them from a graphic library or from another application.

For information about creating and copying graphic objects, see Chapter 15.

You can use up to 1,000 tags per graphic display. This limit includes the tags contained in embedded variables.

Before you begin

Before you begin, plan your displays. Think about what information the operator needs to see, and the best way to provide the information. For example:

- Does the operator need to know the exact speed of a conveyor belt, or just whether the belt is moving, jammed, or stopped?
- Do different users need to have access to different types of information?
- Do you need to limit access to certain types of information?

Also consider the runtime environment and how the operator will use the application:

- Does the runtime computer have a touch screen, mouse, keyboard, or some combination of these?
- How will the operator navigate through the displays of the application?

Review the chapters on planning, security, and navigation before you begin creating displays. Browse through the sample applications for design ideas. Map out a display hierarchy. Then create a graphic display to use as a template.

The time you spend planning your displays will make your application easy to use and will save you time in the long run.

For information about	See
Planning your displays and creating a template	Chapter 3
Setting up application security to control access to displays	Chapter 13
Setting up display navigation and creating a display hierarchy	Chapter 22
Setting up how objects are used at run time	Chapter 16

Using the Graphic Displays editor

The Graphic Displays editor opens when you create or open a graphic display. Each display is stored in the Displays folder. You can open and work on multiple graphic displays at the same time.

Creating and opening graphic displays



New Display tool

To create a graphic display

1. In the Graphics folder, do one of the following:
 - right-click Displays and then click New.
 - click the New Display tool.
 - drag and drop the Displays icon into the workspace.
2. On the Edit menu, click Display Settings to open the Display Settings dialog box and specify settings for the display.

For more information, see page 14-13.

3. Create the objects you want to put in the display.

For information about creating graphic objects, see Chapter 15.



Save tool

4. On the File menu click Save, or click the Save tool.
5. In the Component name box, type a name for the display, and then click OK.

The display is added to the list in the Displays folder.

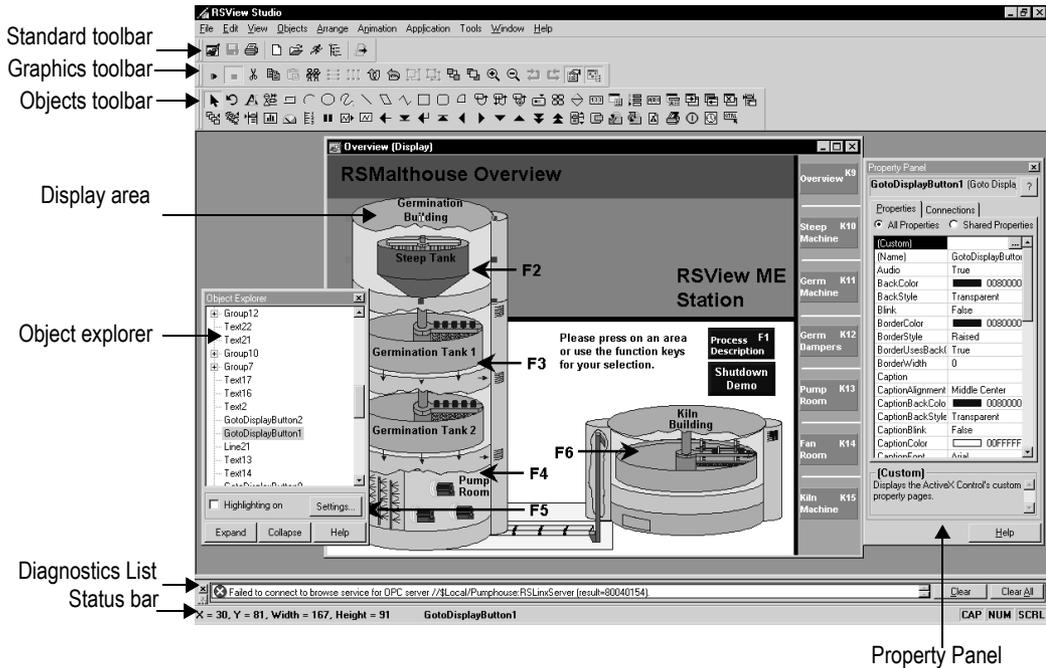
The display is created as a Replace display by default, but you can change it to an On Top display in the Display Settings dialog box. For more information about display types, see page 14-14.

To open a graphic display

- ▶ In the Graphics folder, open the Displays folder and then double-click the display name, or right-click the display name and then click Open.

You can also drag and drop the display from the Application Explorer to an empty area in the RSVIEW® Studio™ workspace.

This example shows a graphic display from the Malthouse sample application, with the Application Explorer closed.



The Graphic Displays editor has special items on the View and Edit menus, and extra toolbars.

For details about using the Graphic Displays editor, see Help.

Importing and exporting graphic displays

Each graphic display's information is contained in a file called *Displayname.gfx*.

The Graphics Import Export Wizard in RSView Studio allows you to export this information to an XML file, or to import a graphic display XML file.

You can export the display information, import the graphic display XML file to another RSView application, and then modify it to suit your requirements. Or, you can modify the file before importing it.

You can use the Graphics Import Export Wizard to import graphic display information that has been created using an external programming tool or editor, or you can import an RSView XML file.

For more information about importing and exporting graphic display files, see Appendix E.

Tools and tips for working in the Graphic Displays editor

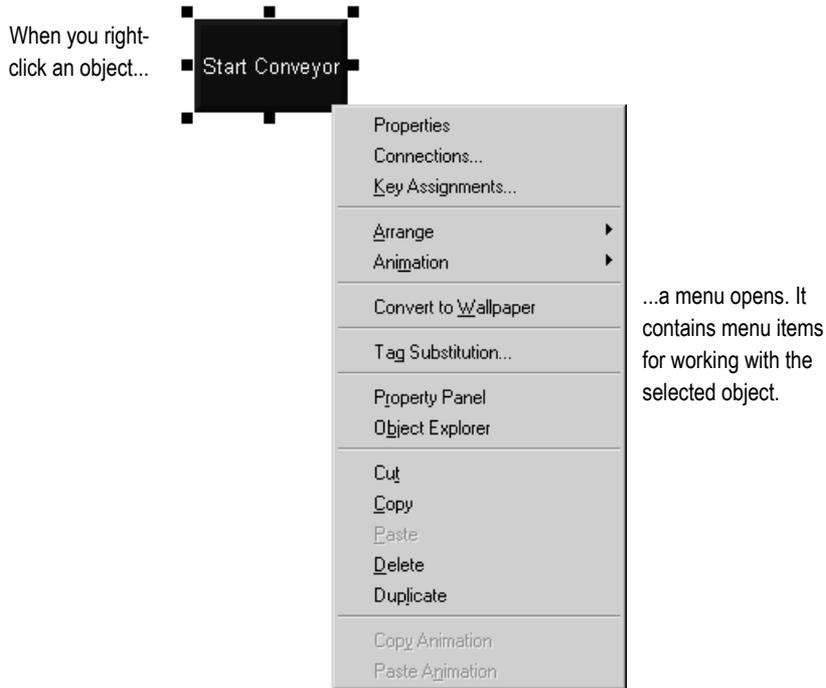
This section describes features of the Graphic Displays editor that help you create your displays. It describes how to:

- use context menus and toolbars to perform actions quickly.
- view displays in grayscale to emulate the appearance of a PanelView Plus™ terminal.
- set up a grid that you can use to position and size objects precisely.
- zoom in when you need to look at details closely.
- correct mistakes.
- test your displays as you work.

Using context menus

No matter where you are in the Graphic Displays editor, you can open a menu by clicking the right mouse button. This is often quicker than moving the mouse up to the menus at the top of the screen.

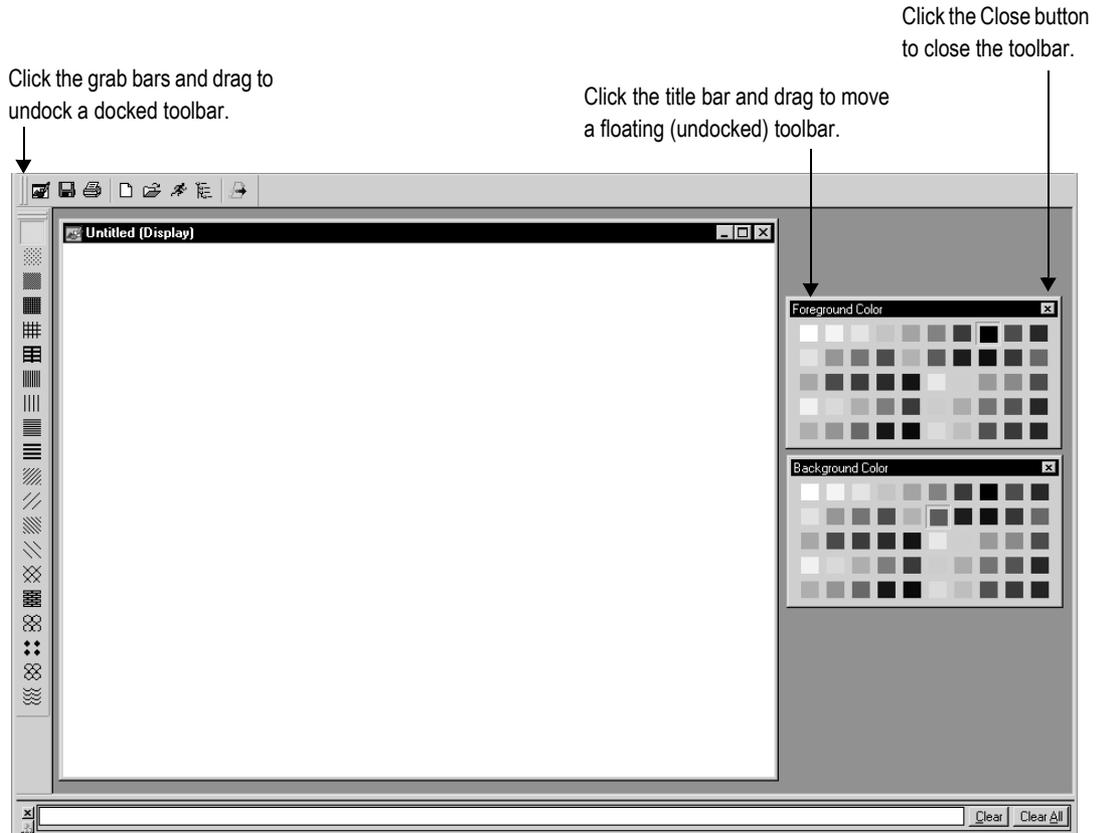
The items on the menu depend on the cursor's location. For example, when you right-click an object, the menu contains the most common actions you can perform on that object.



Using the toolbars

The toolbars provide another convenient way to perform an action quickly. You can customize your workspace by dragging the toolbars to

any location on the screen. You can also dock them to the inside edges of the RSVIEW Studio workspace.



To display a toolbar

- ▶ On the View menu, select Toolbars, and then click the toolbar to display.

The menu displays a check mark beside the toolbars that are already open.

To undock a toolbar

- ▶ Click the double “grab bars” at the left or top of the toolbar, and then drag. Press the Ctrl key to prevent accidental redocking.

To move an undocked toolbar

- ▶ Click the toolbar’s title bar, and then drag. Press the Ctrl key to prevent accidental redocking.

To dock a toolbar

- ▶ Click the toolbar’s title bar, and then drag to any edge of the workspace.

To close a toolbar

- ▶ On the View menu, select Toolbars, and then click the name of the toolbar to close, or click the toolbar’s Close button.

Showing displays in grayscale

You can set displays to appear in grayscale, especially for developing applications that will run on the PanelView Plus grayscale terminals. When Show Displays in Grayscale is checked (on the View menu), all open displays will change from full color to grayscale. When Show Displays in Grayscale is cleared, all open displays will appear in color.

Show Displays in Grayscale does not work in Test Application mode.

Third party ActiveX® objects will not appear in grayscale if Show Displays in Grayscale is checked.

Using the grid

To size and position objects precisely, use the grid. You can change the grid settings at any time during the drawing process.

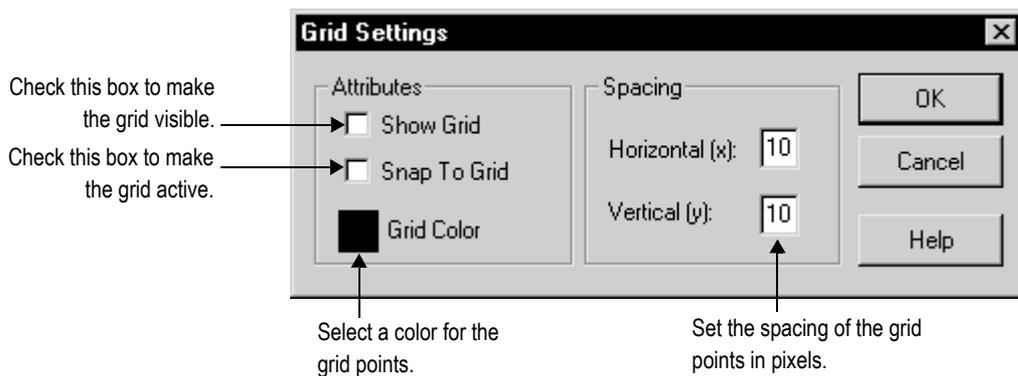
The grid can be active or passive. When the grid is active, all the objects you draw or position are pulled to the closest grid point. This makes it easy to align and size objects. When the grid is passive, it is visible but does not affect the position of your objects.

Make the grid passive to position an element between the grid lines. Make the grid active, and the next object you draw or place is automatically aligned with the grid. Making the grid active does not affect the placement of existing objects.

The grid is visible during application development only. It is not visible at run time.

To set up the grid

1. On the View menu, click Grid Settings, or right-click an empty area of the display and then click Grid Settings.



2. Specify the color and spacing of the grid points.
3. To turn on the grid, click Show Grid.

When the Grid Settings dialog box is not open you can turn the grid on by clicking Show Grid on the View menu.

4. To make the grid active, click Snap To Grid.

When the Grid Settings dialog box is not open you can make the grid active by clicking Snap On on the View menu.

5. Click OK.

To make the grid passive

- ▶ In the Grid Settings dialog box, clear the Snap To Grid check box, or on the View menu click Snap On to toggle the option off.

There is no check mark beside the menu item when it is turned off.

To turn off the grid

- ▶ In the Grid Setting dialog box, clear the Show Grid check box, or on the View menu, click Show Grid to toggle the option off.

Zooming in and out

To magnify or reduce your view of a graphic display, use Zoom In and Zoom Out. Zoom In magnifies objects; Zoom Out reduces magnification.

To zoom in on objects

1. Select the objects you want to zoom in on.
2. On the View menu, click Zoom In, or click the Zoom In tool.



Zoom in



Zoom out

To zoom out

- ▶ On the View menu, click Zoom Out, or click the Zoom Out tool.

Correcting mistakes

If you change your mind about something you did, you can undo the action. If you change your mind again, you can redo the action.

You can undo and redo all the operations you performed since you last saved the display, one operation at a time.

The operations you perform between opening and closing a dialog box are treated as a single operation. Operations you perform in the Property Panel are treated as separate operations.

To undo an operation



Undo

- ▶ On the Edit menu, click Undo, or click the Undo tool.



Redo

To redo an operation

- ▶ On the Edit menu, click Redo, or click the Redo tool.

Testing your displays as you work

To test the objects in your displays as you work, use the Test Display tool to switch to test mode. When you are finished testing, switch back to edit mode to continue editing.

IMPORTANT

Test mode is not the same as running the display. It does not change the appearance or position of the display as set up in the Display Settings dialog box. Alarm and information messages are not displayed, although if communications are set up, tag values are read and written. Display navigation, data logging, parameters, and macros do not work in this mode. If you want to test these features, test the application as described on page 23-2.

Using the Diagnostics List when in test mode

The Diagnostics List shows messages about system activities when you test your graphic displays. You can specify the types of messages to display in the Diagnostics List, move the list, resize it, and clear the messages in it.

For information about using the Diagnostics List, see page 2-5. For information about specifying the types of messages to show in the Diagnostics List, see page 10-6.



Test Display tool



Edit Display tool

To use test mode

- ▶ On the View menu, click Test Display, or click the Test Display tool.

To return to edit mode

- ▶ On the View menu, click Edit Display, or click the Edit Display tool.

Setting up graphic displays

To set up a graphic display, specify its type, background color, and runtime behavior in the Display Settings dialog box. You can specify and edit the display settings at any time while you work on your display.

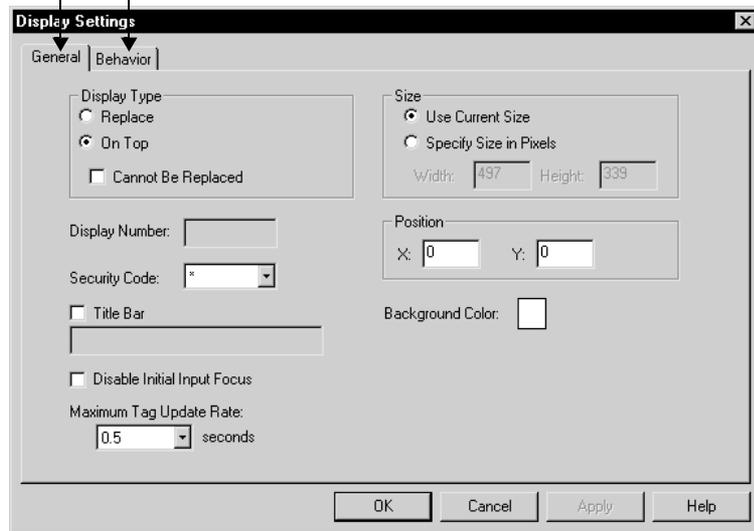
Specifying display settings

To specify display settings

- ▶ On the Edit menu, click Display Settings, or right-click an empty area of the display and then click Display Settings.

Set up how the display looks.

Set up how the display works
at run time.



For details about the options in the Display Settings dialog box, see Help.

About display types

Replace Replace is the default display type. Replace displays are full-sized displays. They use the project window size specified in the Project Settings editor.

For more information about the project window size, see page 4-11.

At run time, you can have only one Replace display open at a time. When the operator opens a Replace display, this is what happens:

- The Replace display that was open closes.
- On Top displays that do not use the Cannot Be Replaced option are closed.
- The new Replace display opens.
- On Top displays that use the Cannot Be Replaced option remain open, on top of the new Replace display.

If the operator attempts to open a Replace display that is already open (for example, using a goto display button to which the same display is assigned), the display does not close and RSView sends an error message to FactoryTalk™ Diagnostics.

On Top Use this option to create “pop-up” displays that open on top of the current Replace display. Usually, On Top displays are smaller than Replace displays, so the operator doesn’t lose track of display navigation.

You can open multiple On Top displays. If more than one On Top display is open, the display that has focus, or had the most recent focus, appears on top.

When an On Top display closes, the display that had the most recent focus appears on top.

Use the Cannot Be Replaced option if you want the On Top display to remain open when a new Replace display is opened.

On Top displays do not have a Close button in the title bar. Be sure to create a close button graphic object in On Top displays so the operator can close them.

The operator cannot move an On Top display by dragging its title bar. The runtime position of the display is fixed (according to the position settings defined for the display).

Resizing displays

The project window size is used for all Replace displays. If you change the project window size after you have designed any graphic displays, you have the option of scaling graphic displays.

If you choose to scale graphic displays, all Replace and On Top displays are resized and the objects in them are scaled to fit the new size. You can also specify whether to scale the font size and border size of the graphic objects, and the size of graphic images in the Images folder.

If you choose not to scale displays when you change the project window size, Replace displays are resized, but any objects in the displays remain the same size and in the same position as before. On Top displays are not resized.

For information about specifying the project window size, see page 4-11.

Changing the display area while working

You can change the display area of a display while you're working on it by dragging the border of the display area. For example, you might want to make the display area smaller so you can see parts of two displays in order to drag and drop objects between them.

Changing the display area in this manner does not change the display size for Replace displays. For On Top displays that are sized with the "Use Current Size" option, dragging the border does resize the display.

Another way to arrange multiple displays while working on them is to use the options on the Windows menu. For example, Tile Horizontal arranges all the open displays with as much of the top part of each display showing as possible.

Creating a background for your display

You can create a background for your graphic display by converting graphic objects to wallpaper. When objects are converted to wallpaper, they are locked into position and become an unchanging background for the other objects in the display.

Converting objects that do not need to be animated or updated with tag values can significantly improve the runtime performance of a graphic display.

Objects that have been converted to wallpaper cannot be selected or edited until you unlock the wallpaper. Also, animations attached to the wallpaper objects are not in effect. However, animations are restored when you unlock the wallpaper.

Similarly, any tags or expressions assigned to an object become inactive when the object is converted to wallpaper. Connections are restored if you unlock the wallpaper.

To manage a number of objects easily, group the objects, and then convert the group to wallpaper.

To convert objects to wallpaper

1. Select the objects to convert.

For information about selecting objects, see page 15-28.

2. On the Edit menu, select Wallpaper, and then click Convert to Wallpaper.

For a single object, you can right-click it and then click Convert to Wallpaper.

To unlock the wallpaper

- ▶ On the Edit menu, select Wallpaper, and then click Unlock All Wallpaper.

All objects in the graphic display are converted back to their original state.

Using graphic libraries

RSView Studio comes with a set of libraries, contained in the Libraries folder. As with a public library, the graphics libraries can provide you with source materials and reference information.

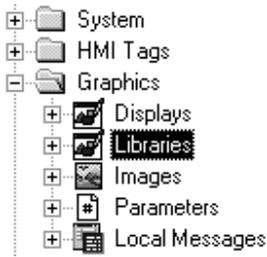
Each graphic library consists of a graphic display, with the file extension .gfx. The library displays contain graphic objects that you might find useful in your own application. Many of the objects are preconfigured with animation. For example, see the Conveyor parts library.

You can:

- look at the objects and displays to get ideas for your own application.
- drag and drop (or copy and paste) objects from the libraries into your own displays.

For information about copying objects from a library into your graphic display, see page 15-49.

- use the objects as they are or change them to suit your needs.
- create your own libraries of objects.
- use libraries as displays in your application.



To open a graphic library

1. In the Application Explorer, open the Graphics folder, and then open the Libraries folder.
2. Double-click the library name, or right-click it and then click Open.

Creating graphic libraries

You can create a graphic library in the Libraries folder, or create a graphic display in the Displays folder and then add the display to the Libraries folder.

To create a graphic library

1. In the Graphics folder, right-click Libraries and then click New.
2. Create the objects you want to put in the library.

For information about creating graphic objects, see Chapter 15.

3. On the File menu click Save, or click the Save tool.
4. In the Component name box, type a name for the library, and then click OK.

The library is added to the list in the Libraries folder.

You can also create a graphic display and then use Add Component Into Application to add the display to the Libraries folder.

To add a graphic display to the library

1. Create the graphic display.
2. In the Application Explorer, in the Graphics folder, right-click the Libraries icon.
3. Click Add Component Into Application.



Save tool

4. In the dialog box, navigate to the Gfx folder, and then click the .gfx file for the display to use.

The Gfx folder is located in:

\Documents and Settings\All Users\Documents\RSView
Enterprise\ME\HMI projects*Application Name* (Windows® 2000)

or

\Documents and Settings\All Users\Shared Documents\RSView
Enterprise\ME\HMI projects*Application Name* (Windows XP)

where *Application Name* is the name of your application.

5. Click Open. The display is copied into the Libraries folder.

Using libraries as displays in your application

The graphic libraries are available on the development computer, but do not appear at run time. To use a library as a graphic display at run time, you must add the library into your application's folder of graphic displays.

To use a library as a display in your application

1. In the Application Explorer, in the Graphics folder, right-click the Displays icon.
2. Click Add Component Into Application.

3. In the dialog box, navigate to the Libraries folder, and then click the .gfx file for the library to use.

The Libraries folder is located in:

`\Documents and Settings\All Users\Documents\RSView
Enterprise\ME (Windows 2000)`

or

`\Documents and Settings\All Users\Shared Documents\RSView
Enterprise\ME (Windows XP)`

4. Click Open. The library is copied into the Displays folder.

Location of library components

The Libraries folder is located in:

`\Documents and Settings\All Users\Documents\RSView
Enterprise\ME (Windows 2000)`

or

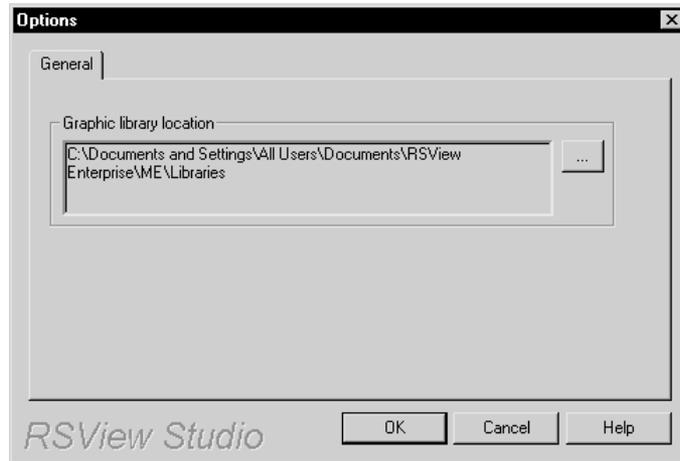
`\Documents and Settings\All Users\Shared Documents\RSView
Enterprise\ME (Windows XP)`

If desired, you can specify a different directory in which to store library components. If you specify a different directory, RSView saves graphic libraries that you add or create in the new directory. Similarly, when you open a library component RSView looks for the component in the specified directory.

If you specify a different directory but want to use the libraries that come with RSView, use My Computer or Windows Explorer to copy the library component files into the directory you've specified, or else change the path back to the default path when you want to open an RSView library component.

To specify a new path for graphic libraries

- ▶ On the Tools menu, click Options.



For details about using the Options dialog box, see Help.

Importing images into your application

You can use these types of external graphic files in your graphic displays:

- .bmp—bitmap images
- .jpg—JPEG images
- .dxf—AutoCAD® files
- .wmf—Windows metafiles

You import and place .dxf and .wmf files in your displays in one step. Once imported, they are converted to drawing objects. For more information about using these types of files in your displays, see page 15-25.

Bitmap images that come with RSVIEW Studio

RSVIEW Studio comes with sets of bitmaps that are useful for illustrating graphic objects and displays:

- arrows
- DIN symbols
- ISA symbols
- keyboard button symbols such as Enter and Page Up
- parts such as buttons, conveyors, pipes, tanks, and valves

The symbols and most of the arrows are monochrome (that is, use only two colors, one for the foreground and one for the background).

You can set up the foreground and background colors for the monochrome images that you use for your objects.

For color images, including JPEG images, you can specify whether to use a transparent or solid background. If you select the transparent background style, the black portions of the image become transparent.

For detailed information about setting up objects, see Help.

Location of bitmap files

The bitmap files that come with RSVIEW Studio are stored in this directory:

`\Documents and Settings\All Users\Documents\RSVIEW
Enterprise\Images (Windows 2000)`

or

`\Documents and Settings\All Users\Shared Documents\RSVIEW
Enterprise\Images (Windows XP)`

The images are in folders called Arrows, DIN, ISA, ListKey, and Parts.

Importing bitmap and JPEG images

To use bitmap and JPEG images, you can:

- import the images first, and then place them in your displays as needed. This method is useful for images that you use to illustrate your displays.

For information about placing images in your display once you've imported them, see page 15-17.

- use the Image Browser to import images as needed while setting up your graphic objects. This method is useful for images that you use as labels on your graphic objects.

For information about using the Image Browser, see page 14-25.

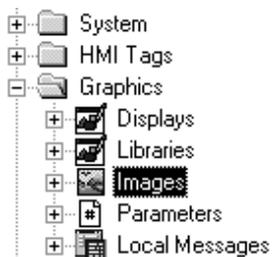
- copy and paste images from the graphic libraries.

For information about copying and pasting objects, see page 15-49.

- copy and paste images from one application to another.

For information about opening two applications at once, see page 4-9.

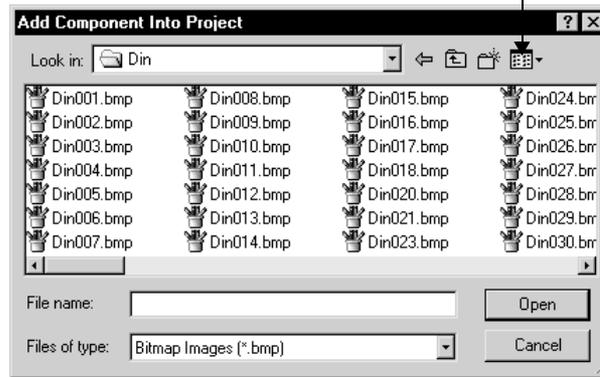
If you will be using images that have more than 256 colors, before importing the images set up your video adapter to display more than 256 colors. This will ensure that the colors of imported images appear the same as in the original. For more tips about using images, see page 14-27.



To import bitmap and JPEG images

1. In the Graphics folder, right-click Images and then click Add Component Into Application.
2. In the Files of type box, select the type of image to add.

To view the images, click this button, and then click Thumbnails.



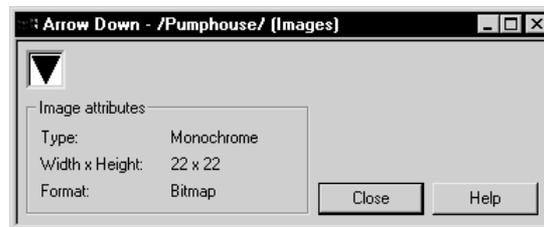
3. Navigate to the directory where the .bmp or .jpg file is stored, and then click the file name.

Shift-click or Ctrl-click to select additional files.

4. Click Open to add the selected files to the list in the Images folder.

To view an image that you've already imported

- In the Images folder, double-click the image name, or right-click it and then click Open.



Using the Image Browser to import images

Use the Image Browser to import images as needed while you set up graphic objects.

In the Image Browser you can:

- import images into the application.
- select the image to use on a graphic object.
- delete images from the application.

To open the Image Browser, use one of these methods

- In an object's Properties dialog box, click the Browse button next to the Image box.



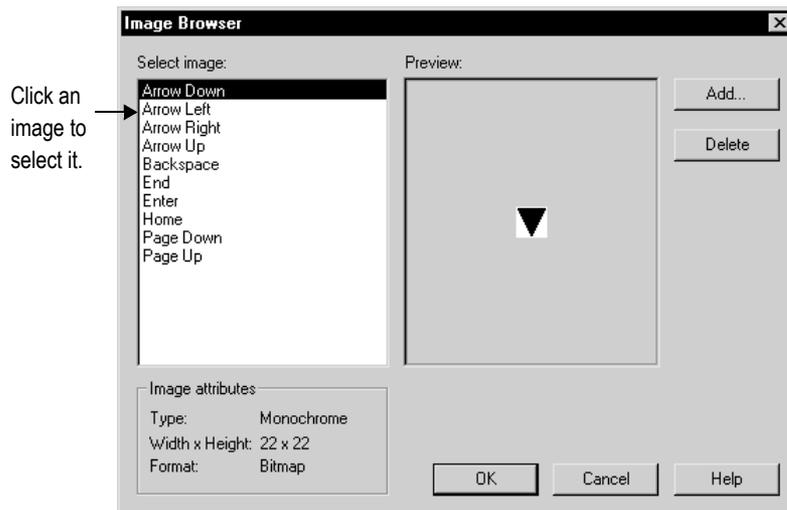
Browse button

Depending on the type of object, the Image box could be located on the General tab, Label tab, or States tab.

For information about opening the Properties dialog box, see page 15-33.

- With one or more objects selected, in the Property Panel click the Image property, and then click the Browse button.

For information about opening the Property Panel, see page 15-34.



For details about using the Image Browser to import, select, and delete images, see Help.

You can also remove an image by clicking it in the Images folder and then right-clicking Remove or Delete. For more information, see page 2-18.

Tips for using images

Using bitmaps versus JPEG images

When deciding whether to use a bitmap image or a JPEG image, consider these points:

- RSView supports 256 color (grayscale) and 16 million color JPEG images only. For all other color types, use bitmaps.
- For large color images (16 million color, 320 x 240 pixels or larger), JPEG images load faster than bitmaps. In all other cases, bitmaps load faster than JPEGs.
- Color JPEG images have a much smaller file size than the equivalent bitmap image, and therefore require less disk space at run time.

Guidelines for using images

Images consume Windows resources, so when using graphic images use the lowest color depth possible.

The more colors you use, the more memory is consumed, and the longer the image takes to load and display.

This bitmap type	Consumes this many bits per pixel
Monochrome	1
16 color	4
256 color	8 (1 byte)

This bitmap type	Consumes this many bits per pixel
64 K color	16 (2 bytes)
16 million color	24 (3 bytes)

For example, a 24-bit bitmap image that measures 800x600 pixels consumes 1440 KB of memory. If the bitmap color depth is decreased to 256 colors, the image might have minor color loss, but the new image uses only 480 KB of memory.

Use images with a similar pixel size to the size of the RSView object on which the image will be placed. RSView resizes the image to fit the object, but if you use an image that is much larger than the object, the display will be slow to open at run time, due to the time required to resize the image.

Using parameter files

To use the same graphic display with different sets of tags, use parameter files and tag placeholders. Using tag placeholders can be quicker than duplicating a display and setting up the objects in it to use a different set of tags, especially when the display uses a lot of tags. Using parameter files also reduces the size of the runtime application file.

The parameter file specifies which tags to substitute for the placeholders in the display, by assigning one tag to each unique placeholder in the display. Create a parameter file for each set of tags that you want to use with the same graphic display.

At run time, the tag values that are displayed depend on which parameter file is used when the display opens. When you open the display, the tags specified in the parameter file replace the tag placeholders.

Parameters can replace any portion of a tag address. For example, you can use parameters to replace folder names.

About tag placeholders

A tag placeholder consists of the # symbol and a number between 1 and 500, for example, #1. You can use a placeholder anywhere that you would normally assign a tag.

For more information about using tag placeholders, see page 15-46.

Summary of steps

Follow these steps to use parameter files and tag placeholders:

1. In the Parameters editor, create parameter files for each set of tags that the display will use. In the parameter files, specify which tags to substitute for which placeholders.
2. In the Graphic Displays editor, create graphic objects and assign tag placeholders to the objects.

For information about creating graphic objects and assigning tag placeholders, see Chapter 15.

3. In the Graphic Displays editor, create goto display buttons or display list selectors for opening the display containing tag placeholders. Specify the appropriate parameter files in the Goto Display Button Properties dialog box or Display List Selector Properties dialog box.

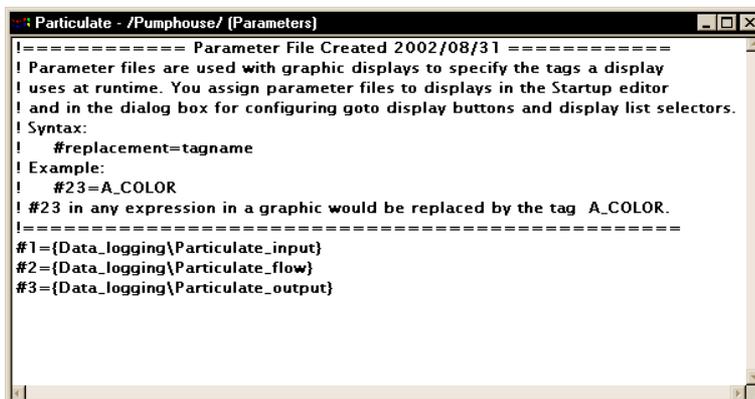
For information about setting up goto display buttons, see page 16-45. For information about setting up display list selectors, see page 16-48.

4. If the startup display uses tag placeholders, in the Startup editor specify the parameter file to use with the startup display.

For information about the Startup editor, see Chapter 23.

Using the Parameters editor

Use the Parameters editor to create one or more files of tag placeholder replacements. Each file is stored in the editor's folder. You can open and work on multiple parameter files at the same time.



```
Particulate - /Pumphouse/ (Parameters)
!===== Parameter File Created 2002/08/31 =====
! Parameter files are used with graphic displays to specify the tags a display
! uses at runtime. You assign parameter files to displays in the Startup editor
! and in the dialog box for configuring goto display buttons and display list selectors.
! Syntax:
!   #replacement=tagname
! Example:
!   #23=A_COLOR
! #23 in any expression in a graphic would be replaced by the tag A_COLOR.
!=====
#1={Data_logging\Particulate_input}
#2={Data_logging\Particulate_flow}
#3={Data_logging\Particulate_output}
```

For details about using the Parameters editor, see Help. To open the Help, press F1 on your keyboard.

Assigning parameter files to graphic displays

You can use parameter files with:

- the graphic display that opens when the application is first run. Specify the graphic display to open, and the parameter file to use with it, in the Startup editor.
- graphic displays that are opened using goto display buttons. Specify the graphic display to open, and the parameter file to use with it, when you set up the button.
- graphic displays that are opened using display list selectors. Specify the graphic displays to open, and the parameter files to use with them, when you set up the display list selector.

Example: Using a parameter file to replace tag placeholders

This example shows how to use a graphic display called Canning Overview with two sets of tags, one for canning corn, and one for canning peas.

The Canning Overview display is opened from a graphic display called Main Menu.

1. Create these sets of tags. You can use both HMI and data server tags.

Tag type	Tag name	Tag name
String	Corn_Name	Pea_Name
Analog	Corn_Temp	Pea_Temp
Analog	Corn_Weight	Pea_Weight
Analog	Corn_Level	Pea_Level

2. Create two parameter files, called Corn and Peas, containing these parameters:

Corn	Peas
#1=Corn_Name	#1=Pea_Name
#2=Corn_Temp	#2=Pea_Temp
#3=Corn_Weight	#3=Pea_Weight
#4=Corn_Level	#4=Pea_Level

3. In the Canning Overview display, assign tag placeholders to the Value controls for these graphic objects:

This graphic object	Uses this tag placeholder
String display	#1
Numeric display 1	#2

This graphic object Uses this tag placeholder

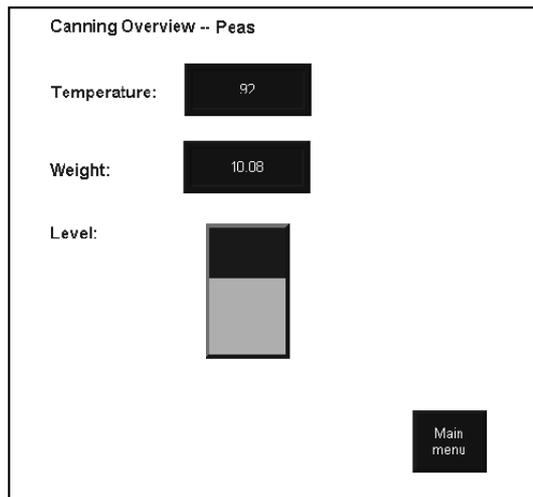
Numeric display 2 #3

Bar graph #4

4. Use descriptive text to illustrate the objects in the display.
5. In the Main Menu display, create a display list selector for opening the Canning display, with two states.
6. Assign the Corn parameter file to one state, and the Peas parameter file to the other.
7. Call the captions for the states Corn and Peas, respectively.

At run time, when the operator selects the Peas state on the display list selector in the Main Menu, and presses the Enter key, the Canning Overview display opens and shows the values of the Pea_ tags. When the operator selects the Corn state, the values of the Corn_ tags are displayed.

The Canning Overview display looks like this when the operator selects the Peas state:



Using local messages

Use local messages to give the operator ongoing information about the status of devices and processes. For example, you might use local messages to describe the status of a device whose condition cannot be shown graphically with complete accuracy.

The messages you create in the Local Messages editor are displayed in local message display objects in graphic displays. You can use multiple local message display objects in your application, and link each object to a different file of messages. Or, you can use the same file of messages for multiple local message display objects.

Local messages versus information messages

Use local messages to give the operator information in a specific graphic display while the display is open. To give the operator information no matter which display is open, use information messages.

For details about information messages, see Chapter 12.

Summary of steps

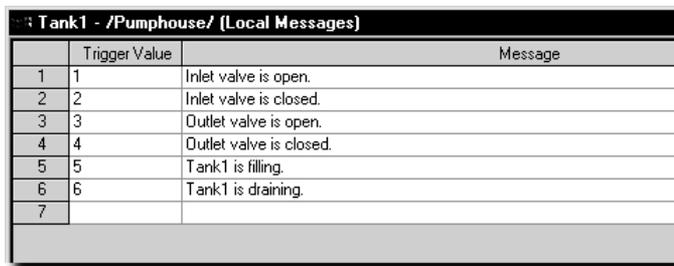
Follow these steps to set up local messages:

1. In the Local Messages editor, set up the messages and their trigger values.
2. In the Graphic Displays editor, create local message display objects in the graphic displays in which you want the messages to appear at run time. For each local message display, assign a tag or expression to the Value control and specify the file of messages to display.

For information about creating graphic objects, see Chapter 15. For information about setting up local message display objects, see page 16-68.

Using the Local Messages editor

Use the Local Messages editor to create one or more files of local messages. Each file is stored in the editor's folder. You can open and work on multiple message files at the same time.



	Trigger Value	Message	
1	1	Inlet valve is open.	
2	2	Inlet valve is closed.	
3	3	Outlet valve is open.	
4	4	Outlet valve is closed.	
5	5	Tank1 is filling.	
6	6	Tank1 is draining.	
7			

You can define up to 10,000 messages in each message file.

For details about using the Local Messages editor, see Help.

Preparing to set up local messages

As your application is running, information is continually sent to the data source about the state of various processes. For example, your application might be monitoring whether a valve is open or closed, or the temperature in a boiler. Values representing the status of these processes are sent to the data source.

The data source

The RSView documentation uses the term data source as a generic term that includes all possible sources of tag data, for both data server tags and HMI tags. The data source can be memory or a device such as a programmable controller or OPC server. RSView writes values to and reads values from the data source. The data source is set up to exchange information (in the form of numeric or string values) between RSView and the machine that your application is controlling.

Identifying the tags and values to monitor

To set up local messages, determine which tags associated with machine processes to monitor, and identify the values for those tags that will trigger local messages.

For information about creating HMI tags, see Chapter 7.

How local messages work

These are the key parts of the local message system:

- Local message files—text files containing lists of messages, with a numeric trigger value for each message
- Local message display object—a graphic object that displays local messages when the Value control assigned to the object matches a message's trigger value
- Value control—a tag or expression. When the value of this control matches a message's trigger value, the local message display object displays the associated message.

The local message display object always appears in the graphic display it's placed in, whether or not there is a message to display. However, the operator does not see the message unless the object is located in the display the operator is currently viewing.

The following example shows how the key parts of the local message system work together.

Example: Displaying local messages

This example shows how to notify the operator of the status of a hoist.

1. Create a tag called `Hoist_Status`. This tag points to an address in a programmable controller that is linked to sensors on the hoist. The tag has five possible values:

The tag has this value	When the hoist has this status
1	At bottom
2	Raising
3	Stopped between the top and bottom
4	Lowering
5	At top

2. In the Local Messages editor, create these messages with trigger values matching the values that will be sent to the `Hoist_Status` tag:

Trigger value	Message
1	The hoist is ready to rise
2	The hoist is raising the pallet.
3	The hoist has stopped.
4	The hoist is lowering the pallet.
5	The hoist is finished rising.

Save the message file with the name “Hoist status.”

3. In the Graphic Displays editor, create a local message display object. In the object’s Properties dialog box, assign the `Hoist_Status` tag to the Value control, and select the Hoist status message file.

At run time, when the operator views the graphic display containing the local message display object, the status of the hoist is displayed.

Local messages and trigger values

Create messages associated with each tag value that you want to inform the operator about. Assign each message a trigger value, and set up the data source to send the trigger value to the Value control. You can use both HMI and data server tags

The trigger value can be any non-zero integer value (positive or negative). Trigger values do not need to be contiguous, but they must be unique for each message. For example, you could use trigger values of 1, 2, and 3, or values of 10, 20, and 30.

If you use an analog tag or an expression, you can use any non-zero integer or floating point value to trigger an alarm. Floating point values are rounded to the nearest integer. For information about how values are rounded, see page 7-2.

Trigger values cannot be 0. Digital tags have two possible values, 0 and 1. Therefore, if you use a digital tag you can only use the value 1 to trigger a message. If you want to use a digital tag to trigger two different messages, create an expression that adds 1 to the digital tag's value. That way, you can use the trigger values 1 and 2.

When the Value control's value is 0, the local message display object is cleared.

How the local message display graphic object works

When you open a graphic display at run time, RSView reads the value of the Value control and updates the local message display object based on the value.

What is displayed

- If the Value control is unassigned, the display is filled with question marks (?).
- The Value control is rounded to the nearest integer. If the value does not match any of the trigger values in the specified message file, the display is filled with question marks.

For information about how values are rounded, see page 7-2.

- If the message is too long to fit in the object, the last displayed character is replaced with an asterisk (*).
- When the Value control's value is 0, the display is cleared.

Printing displays

You can print your graphic displays on the development computer. This might be useful if you want other people to review the displays before implementing the application, or if you want to keep a visual record of the displays.

You can also print graphic displays at run time, to provide a printed record of process values such as trend data.

For information about printing on the development computer, see page 2-20.

Printing displays at run time

When you print a display at run time, everything on the screen is printed, including the current display, pop-up windows, and any visible background applications.

For information about specifying which printer to use at run time for Windows 2000 or Windows XP applications, see page 24-11.

For information about specifying printer options for applications that will run on a PanelView Plus terminal, see the *PanelView Plus Operator Terminals User Manual*.

For information about specifying printer options for applications that will run on a VersaView® CE terminal, see the *VersaView CE Terminals User Manual*.

To print graphic displays at run time, use one or both of these methods

- Create display print buttons in the graphic displays you want to print. At run time, the operator presses the buttons to print the displays.

For information about creating graphic objects, see Chapter 15.

- Assign a tag or expression to the Remote Display Print control (in the Global Connections editor). When the value of the tag or expression changes from 0 to a non-zero value, the current displays are automatically printed.

Program the data source to trigger the change as often as you want the data printed.

For more information about setting up remote display printing, see page 8-3.

Using graphic objects

This chapter describes the types of graphic objects and outlines how to:

- create graphic objects, including drawing and ActiveX® objects.
- select and deselect objects and use the Object Explorer.
- use the Properties dialog box and Property Panel to set up objects.
- color and name objects.
- test how objects look in different states.
- assign tags and expressions to objects.
- replace tags using tag substitution.
- use tag placeholders.
- move, copy, duplicate, resize, reshape, and delete objects.
- group and ungroup objects, and edit group objects.
- arrange objects and lock objects into position.

For information about setting up graphic objects once you've created them, see Chapter 16.

For examples of how to set up objects, see the sample applications that come with RSVIEW® Studio™. The Help also provides examples of how to use objects.

Types of graphic objects

The elements that make up a graphic display are called graphic objects. Use objects to control your process, machines, and application.

RSView comes with a complete range of configurable objects such as push buttons, list selectors, bar graphs, and trends. Some objects interact with the data source, allowing the operator to change or view tag values. For example, the operator can push a button to set a tag value to 1, causing a programmable controller to start a conveyor belt. Other objects are used to control your application. For example, there are button objects that you can use to change displays and scroll through lists.

RSView also comes with drawing objects that you can use to illustrate your graphic displays. The drawing objects include text, bitmap images, and geometric and freehand shapes.

RSView also supports the use of ActiveX objects—third-party software components that you can use to control processes and display information. The ActiveX objects available depend on which third-party applications are installed on your development computer. For example, products such as Microsoft® Visual Basic®, Rockwell Software RSTools™, and Microsoft Office provide ActiveX objects that are configurable in RSView Studio.

Using the tables

The tables beginning on the next page will help you choose which objects to use to control your application, machines, and process. The tables group the objects according to function, provide an overview of what each object does, and list cross-references to more detailed information about using the objects.

About controls

Many of the objects use controls to interact with the data source. A control is the link between the object and the data source. Depending

on an object's function, the object may have more than one control. For example, a momentary push button has a Value control and an Indicator control. The Value control is used to set a value at the data source, and the Indicator control is used to display the data source value in your graphic display.

By assigning tags or expressions to an object's controls, you control the flow of data between the application and the data source, which in turn controls your process or machines. Assign tags or expressions to an object's controls in the Connections tab of the object's Properties dialog box (see page 15-32) or in the Connections tab of the Property Panel (see page 15-34).

Illustrating your displays

Use this graphic object	To do this
Text	Create text for labels or instructions in the display. See page 15-15.
Image	Place images in your display. For more information, see page 15-17.
Panel	Draw rectangles that have borders. See page 15-18.
Arc	Draw an arc (a segment of an ellipse or circle's perimeter). See page 15-19.
Ellipse	Draw ellipses and circles. See page 15-20.
Freehand	Draw freehand shapes as you would with a pen on paper. See page 15-21.
Line	Draw straight diagonal, horizontal, and vertical lines. See page 15-21.
Polygon	Draw a series of connected straight lines forming a closed shape. See page 15-22.
Polyline	Draw a series of connected straight lines. See page 15-22.
Rectangle	Draw rectangles and squares. See page 15-23.
Rounded rectangle	Draw rectangles and squares with rounded corners. See page 15-24.
Wedge	Draw a filled segment of an ellipse or circle. See page 15-19. .

Controlling the application

Use this graphic object	To do this
Goto display button	Open a graphic display. For details, see page 22-5.
Return to display button	Close a display and return to the previous display. For details, see page 22-6.
Close display button	Close a display. Can also send a value to a tag. For details, see page 22-7.
Display list selector	Select a display to open from a list of displays. For details, see page 22-8.
Display print button	Print the current display. For details, see page 14-39.
Login button	Open the Login dialog box and then log in. For details, see page 13-8.
Logout button	Log out of the application. For details, see page 13-9.
Shutdown button	Stop the application and shut down RSVIEW ME Station™. For details, see page 22-9.
Goto configure mode button	Stop the application and open the RSVIEW ME Station dialog box. For details, see page 22-5.
Print alarm history button	Print a report of all the alarm messages in the alarm log file. For details, see page 16-72.
Print alarm status button	Print a report of the status of alarms, including how many times each alarm was triggered and the time in alarm. For details, see page 16-73.

Starting and controlling processes

Use this graphic object	To do this
Momentary push button	Start a process or action by sending one value to the tag when pressed, and another value when released. For details, see page 16-24.
Maintained push button	Toggle between two values by sending one value to the tag when pressed, and a second value the next time the button is pressed and released. This button is useful for changing a setting within a machine or process, but not for starting the machine or process. For details, see page 16-27.
Latched push button	Start a machine or process. The button remains set (latched) until the process is complete. For example, use this button to start a bag filling machine. When the process is complete (the bag is full), the button is reset (unlatched) by the Handshake control. For details, see page 16-29.
Multistate push button	<p>Cycle through a series of values. Each time the operator presses the button, the value for the next state is sent to the tag. When the button is in its last state, pressing it changes the button to its first state and writes out the first state value.</p> <p>This button is useful when you want the operator to see and select multiple options in sequence, using a single button. The button displays the current state of an operation by showing a different color, caption, or image to reflect the different states. For details, see page 16-31.</p>
Interlocked push button	<p>Use a group of buttons to send values to the same tag. When the operator presses one button in the group, the button's value is sent to the tag, and the button remains highlighted as long as the tag value is the same as the button's value. Pressing another button in the group releases the first button, and sends a new value to the tag. For details, see page 16-33.</p> <p>You can also use a single interlocked push button to send a value to a tag.</p>
Ramp button	Increase or decrease the value of a tag by a specified integer or floating-point value. For example, use two ramp buttons together to create a raise/lower control. For details, see page 16-35.
Control list selector	Select from a list of states for a process or operation. The list is highlighted to show the current state, and the operator can scroll through the list to select a different state. The value assigned to the selected state is written to the tag. For details, see page 16-61.

Use this graphic object**To do this**

Piloted control list selector

Select from a list of states for a process or operation. The list is highlighted to show the current state, and the operator or a remote device such as a programmable controller can scroll through the list to select a different state. For details, see page 16-64.

Drawing object with horizontal or vertical slider animation

Set the value of a tag by dragging the slider object. The pixel position of the slider is translated into a value that is written to the tag. If the value of the tag is changed at the data source, the position of the slider changes to reflect this. For information about animation, see Chapter 17.

ActiveX object

Change tag values using a third-party object connected to an analog, digital, or string tag, including both HMI and data server tags. When the object's property value changes, the new value is written to the associated tag. For details, see page 15-25.

Displaying processes and values graphically

Use this graphic object**To display this**

Bar graph

Numeric values in bar graph format. The bar graph increases or decreases in size to show the changing value. For details, see page 16-58.

Gauge

Numeric values in dial format. The gauge's needle moves around the dial to show the changing value. For details, see page 16-59.

Scale

A static indication of the range of values for a bar graph. For details, see page 16-60.

Multistate indicator

The state of a process, on a panel that changes its color, image, or caption to indicate the current state. Each state is set up to correspond to a numeric tag value. For details, see page 16-50.

Symbol

The state of a process, using a monochrome image that changes color to indicate the current state. Each state corresponds to a numeric tag value.

This object is useful for showing the state of a process or operation at a glance. For details, see page 16-52.

Use this graphic object	To display this
List indicator	<p>The state of a process, using a list of possible states with the current state highlighted. Each state is represented by a caption in the list, and corresponds to a numeric tag value.</p> <p>This indicator is useful if you want to view the current state, but also want to see the other possible states. For sequential processes, the list can alert the operator about what happens next in the process. For details, see page 16-54.</p>
Trend	<p>Historical or current numeric tag values, plotted against time or displayed in an XY plot (where one or more tags' values are plotted against another tag's values to show the relationship between them). For details, see Chapter 18.</p>
Time and date display	<p>Display the current time and date. For details, see page 16-71.</p>
ActiveX object	<p>Data using a third-party object connected to an analog, digital, or string tag, including both HMI and data server tags. The format of the data displayed depends on the object. For details, see page 15-25.</p>
Drawing object with rotation, width, height, fill, color, or horizontal or vertical position animation	<p>The value of a tag using a pictorial representation of the current value in relation to a range of possible values. For example, use rotation animation to show the tag value as a needle's position on a dial.</p> <p>For color animation, assign different colors to represent different values. For information about animation, see Chapter 17.</p>

Working with lists, trends, alarm banners, and numeric input objects

Use this button	With this graphic object	To do this
Pause button	Trend	Toggle a trend between pausing and automatic scrolling.
Next pen button	Trend	Change the vertical axis labels for a trend to the scale for the next pen.
Backspace button	Control list selector Piloted control list selector	Move the cursor back to the highlighted item in the list.
End button	Lists and trends	List—move to the bottom item in the list. Trend—resume trend scrolling and move to the current (latest) data in the trend.
Enter button	Lists Alarm list and alarm banner	Select the item the cursor is pointing to. Acknowledge the currently selected alarm.
Home button	Lists and trends	List—move to the top item in the list. Trend—pause the trend and move to the earliest data in the trend.
Move left / right buttons	Trend	Pause the trend and scroll to the left or right.
Move up / down buttons	Lists, trends, and numeric input objects	List—move up or down one item in the list. Trend—scroll up or down to display higher or lower values on the vertical scale. Numeric input cursor point and numeric input enable button—ramp the value up or down.
Page up / down buttons	Lists	Move up or down one page in the list.
Acknowledge alarm button	Alarm list Alarm banner	Acknowledge and silence the selected alarm.

Use this button	With this graphic object	To do this
Alarm status mode button	Alarm status list	Change the type of alarms displayed in the alarm status list, from all alarms to active alarms to past alarms.
Clear alarm banner button	Alarm banner	Clear the alarm in the alarm banner without removing the alarm from the alarm log file and alarm lists.
Diagnostics clear button	Diagnostics list	Remove the selected message from all diagnostics lists.
Information acknowledge button	Information message display	Acknowledge the current message in the display.

For more information about using the buttons with lists and trends, see the topics on these pages:

For information about	See
Linking a button to a specific list, alarm banner, or trend object	Page 16-11
Using buttons with alarm lists, alarm banners, and alarm status lists	Page 9-42
Using buttons with information message displays	Page 12-8
Using buttons with diagnostics lists	Page 10-16
Using buttons with trends	Page 18-14

Unlike the buttons in the previous table, the following buttons do not work with specific graphic objects. You can use them to work directly with alarms in the alarm history and with the application's diagnostics messages.

Use this button	To do this
Acknowledge all alarms button	Acknowledge and silence all currently unacknowledged alarms.
Clear alarm history button	Remove all alarms from the alarm log file and all alarm lists. Also resets the number of times an alarm has been triggered to 0, and the accumulated time in alarm to 0, for all alarms.
Reset alarm status button	Reset the number of times an alarm has been triggered to 0, and the accumulated time in alarm to 0, for all alarms.
Silence alarms button	Silence the audio indicator for all current alarms (Windows® 2000 and Windows XP applications only).
Sort alarms button	Toggle between sorting alarms in alarm lists and the alarm log file by time and by trigger value.
Diagnostics clear all button	Remove all diagnostics messages from all diagnostic lists.

Entering and displaying numeric and string values

Use this graphic object	To do this
Numeric input enable button	Enter a numeric value and then write the value to a tag or an expression, or ramp a value at the data source. For details, see page 26-5.
Numeric input cursor point	Enter a numeric value and then write the value to a tag or an expression, or ramp a value at the data source. For details, see page 26-5.
String input enable button	Enter a string value and then write the value to a tag. For details, see page 26-11.
Numeric display	Display numeric tag values. For example, display the current temperature of an oven. For details, see page 16-36.
String display	Display string tag values. For example, set up the data source to generate strings that report on the state of a process of operation, or that provide the operator with instructions about what to do next. For details, see page 16-42.
ActiveX object	Enter or display data using a third-party object connected to an analog, digital, or string tag, including both HMI and data server tags. The format of the data entered or displayed depends on the object. For details, see page 15-25.

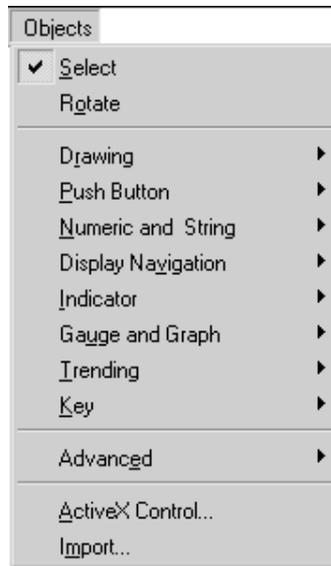
Displaying alarms and messages

Use this graphic object	To display this
Alarm list	Multiple alarm messages, including the time the alarms are triggered and acknowledged. For details, see page 9-37.
Alarm banner	A single unacknowledged alarm message. For details, see page 9-40.
Alarm status list	The status of alarms, including how many times an alarm has been triggered and how long it has been active. For details, see page 9-41.
Diagnostics list	Messages about system activity such as tag reads, tag writes, and communications errors. For details, see page 10-16.
Information message display	Messages about the process, prompts or instructions, and information about current states. For details, see page 12-8.
Local message display	Ongoing information about the status of devices or processes. For details, see page 14-37.

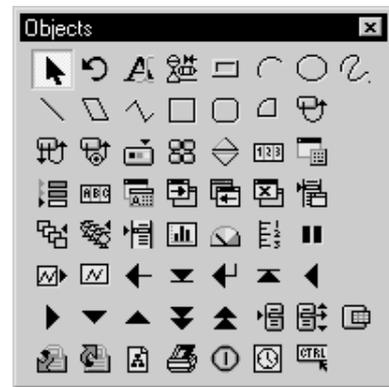
Selecting tools for creating graphic objects

The Objects menu in the Graphic Displays editor contains items for creating objects, as well as items for selecting and rotating objects. You can also create most objects using the tools on the Objects toolbar.

Objects menu



Objects toolbar



Before you can create an object, you must select the object's tool, either by clicking a menu item or by clicking the tool on the toolbar. When you position a cursor over a tool on the toolbar, the name of the tool is displayed in a tooltip and in the status bar.

To select a tool

- Click the tool on the toolbar or on the Objects menu. When you click a tool, the pointer changes to show which tool is active.



Freehand tool



Text tool

To deselect a tool, do one of the following



Select tool

- Double-click an empty area in the display.
- Click the Select tool.
- Click another tool.

For some drawing objects, double-clicking an empty area of the display creates another instance of the object. For these objects, to finish drawing, click the Select tool. For more information, see the instructions for creating drawing objects, beginning on page 15-15.

Before you begin creating objects

To size and position objects precisely as you create them, use the grid.

To use the grid

- ▶ On the View menu, click Show Grid, and then click Snap On.

For information about setting up the grid, see page 14-9.

The next sections describe how to create graphic objects. For information about setting up graphic objects once you've created them, see Chapter 16. For information about attaching animation to the objects you create, see Chapter 17.

Creating graphic objects

This section applies to graphic objects in general.

ActiveX objects and some drawing objects require extra steps to create them. For details about creating drawing objects, see the next section. For information about ActiveX objects, see page 15-25.

To create a graphic object

1. Select the tool for the object to create.
2. Click the mouse where you want to position the object, and then drag to draw a rectangle the general size you want the object to be.
3. Double-click the object to open its Properties dialog box.
4. In the dialog box, specify how the object looks, its behavior, and controls. For more information about the Properties dialog box, see page 15-32.

You can also use the Property Panel to set up objects. For information about using the Property Panel, see page 15-34.

Creating drawing objects

The following instructions for creating drawing objects describe how to create the objects and then open the objects' Properties dialog boxes to set up how the objects look. For information about using the Properties dialog box, see page 15-32.

You can also use the Property Panel to set up objects. For information about using the Property Panel, see page 15-34.

Creating text

Choosing fonts

You can select any font you have installed, but TrueType™ and OpenType® fonts are recommended. These fonts can be resized easily, without losing text quality.

For PanelView Plus™ and VersaView® CE terminals, you must use TrueType fonts.

If you run an application on a computer that does not have the fonts you used when setting up the application, Windows substitutes with the fonts that most closely match the fonts you specified.

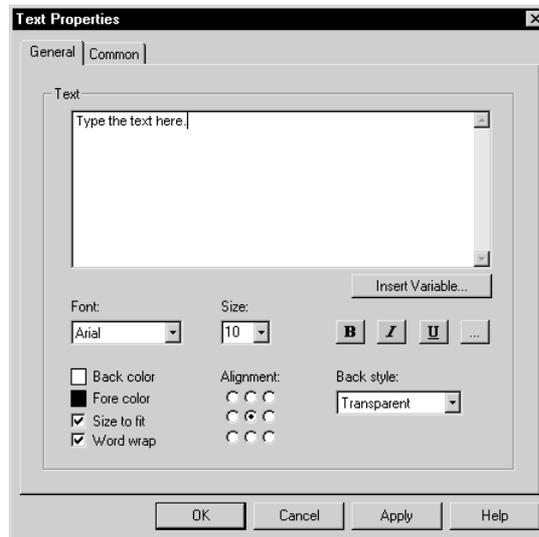
To create a text object



Text tool

1. Select the Text tool.
2. Click the mouse where you want to position the text, and then drag to draw a rectangle.

The Text Properties dialog box opens.



3. Select text options.

For information about the options in the dialog box, see Help.

4. To close the dialog box, click OK.

The text is positioned where you drew the rectangle.

5. To create another text object, move to a new area in the display, and then repeat steps 2 through 4.

After you've set up one text object to look the way you want, copy and paste it to create additional text objects with the same formatting. Then edit the text of the new objects.

To edit a text object

1. Double-click the text.

The Text Properties dialog box opens.

2. In the Text box, click where you want to make the change. To delete text characters, use the Backspace and Delete keys.

Creating images

Use the image graphic object to place bitmap and JPEG images in your graphic displays.

Images support visibility animation only.

Using bitmaps and JPEG images

Before you can place a bitmap or JPEG image in a display, you must import the image into your application. For more information, see page 14-24.

To place a bitmap or JPEG image in a display



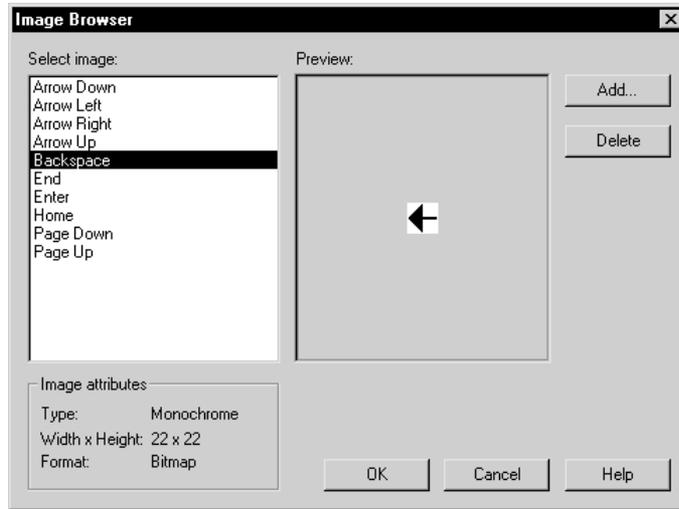
Image tool

1. Select the Image tool.
2. Click the mouse where you want to position the image, and then drag to draw a rectangle.

The Image Browser opens.

3. In the Select image list, click the image to place, and then click OK.

For more information about using the Image Browser, see page 14-25.



The image is placed where you drew the rectangle, but the actual size of the image is used, rather than the size of the rectangle you drew.

4. To change the image's attributes, double-click the image to open the Image Properties dialog box.
5. Select image options.

For information about the options in the dialog box, see Help.

6. Click OK to close the dialog box.

Creating panels

Panels support visibility animation only.

To create a panel

1. Select the Panel tool.
2. Click the mouse where you want to position the panel, and then drag to draw a rectangle the general size you want the panel to be.



Panel tool

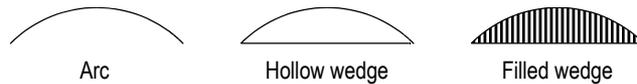
3. To change how the panel looks, double-click the panel to open the Panel Properties dialog box.
4. Select panel options.

For information about the options in the dialog box, see Help.

5. To close the dialog box, click OK.

Creating arcs and wedges

Arcs and wedges are drawn in two steps: first you create an ellipse or circle, and then you reshape it into the segment you want.



To create an arc or wedge

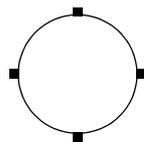


Arc tool

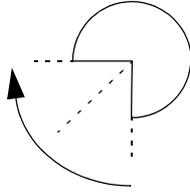
1. Select the Arc or Wedge tool.
2. Click the mouse where you want to position the object, and then drag to draw an ellipse or circle.

To base the arc or wedge on a circle rather than an ellipse, hold down Ctrl while you drag.

When you release the mouse button, a set of handles appears so you can decrease the angle of the wedge or arc from 360 degrees to the desired angle.



3. Click a handle, and drag the mouse to 'cut out' part of the circle.



4. To finish drawing, click the object.
5. To change how the object looks, click Properties on the context menu, or double-click the object to open its Properties dialog box.
6. Select arc or wedge options.

For information about the options in the dialog box, see Help.

7. To close the dialog box, click OK.

You can also use the Arc and Wedge tools to reshape arcs and wedges. For more information, see page 15-54.

Creating ellipses and circles

Use the Ellipse tool to draw an ellipse or circle.

To create an ellipse or circle



Ellipse tool

1. Select the Ellipse tool.
2. Click the mouse where you want to position the object, and then drag to draw an ellipse or circle of the desired size.

To draw a circle, hold down Ctrl while you drag.

3. To change how the object looks, double-click it to open the object's Properties dialog box.
4. Select circle or ellipse options.

For information about the options in the dialog box, see Help.

5. To close the dialog box, click OK.

Creating freehand shapes

Using the Freehand tool is similar to drawing with a pen on paper.

To create a freehand shape



Freehand tool

1. Select the Freehand tool.
2. Click and drag to create the shape you want.
3. To change how the object looks, double-click it to open the Freehand Properties dialog box.
4. Select freehand options.

For information about the options in the dialog box, see Help.

5. To close the dialog box, click OK.

Creating lines

To create a line



Line tool

1. Select the Line tool.
2. Click where you want the line to start, and then drag from the beginning point to the end point.

To draw horizontal or vertical lines, hold down Ctrl while you drag the mouse.

3. To change how the line looks, right-click the line and then click Properties on the context menu. The Line Properties dialog box opens.
4. Select line options.

For information about the options in the dialog box, see Help.

5. To close the dialog box, click OK.

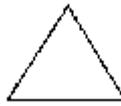
You can use the Polyline tool to convert the line into a polyline. For more information, see page 15-54.

Creating polygons and polylines

A polyline is a series of connected line segments. A polygon is a multi-sided object (with three or more sides). For example, use the polygon shape if you want to create triangles.



Polyline



Transparent · polygon



Solid · polygon

To create a polygon or polyline

1. Select the Polygon or Polyline tool.
2. Click and drag to create the first segment of the object. Release the mouse button.

To draw horizontal or vertical lines, hold down Ctrl while you drag.



3. Move the mouse to where you want the next segment to end, and then click.



Polygon tool



Polyline tool

Repeat this step until you have completed the object.



4. To finish drawing, double-click an empty area of the display, or click the Select tool.
5. To change how the object looks, double-click it to open the object's Properties dialog box.
6. Select polygon or polyline options.

For information about the options in the dialog box, see Help.

7. To close the dialog box, click OK.

You can use the Polygon tool to reshape lines, polygons, polylines, and rectangles. For more information, see page 15-54.

Creating rectangles and squares

To create a rectangle or square



Rectangle tool

1. Select the Rectangle tool.
2. Click the mouse where you want to position the object, and then drag until the rectangle or square is the size you want.

To draw a square, hold down Ctrl while you drag.

3. To change how the object looks, double-click it to open the object's Properties dialog box.
4. Select rectangle or square options.

For information about the options in the dialog box, see Help.

5. To close the dialog box, click OK.

You can use the Polygon tool to reshape the rectangle into a polygon. For more information, see page 15-54.

Creating rounded rectangles and squares

Due to a Windows limitation, you cannot rotate rounded rectangles and rounded squares.

To create a rounded rectangle or square

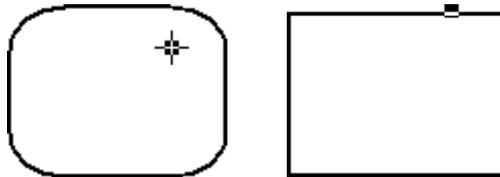


Rounded rectangle tool

1. Select the Rounded Rectangle tool.
2. Click the mouse where you want to position the object, and then drag until the rectangle or square is the size you want.

To draw a square, hold down Ctrl while you drag.

3. You can change how rounded the corners are by using the handle that appears inside the rounded rectangle. Click the handle and drag inward to increase roundedness, or outward to decrease roundedness.



4. To finish drawing, click the object.
5. To change how the object looks, click Properties on the context menu, or double-click the object to open its Properties dialog box.
6. Select rounded rectangle or square options.

For information about the options in the dialog box, see Help.

7. To close the dialog box, click OK.

For information about using the Rounded Rectangle tool to reshape the rounded rectangle, see page 15-55.

Using .wmf and .dxf files

Windows metafiles (.wmf) and AutoCAD® (.dxf) files are converted to drawing objects (such as lines, ellipses, and polygons) when you import them. You can edit the drawing objects the same way you edit drawing objects that you create in RSView.

Depending on the complexity of the metafile or AutoCAD file, the converted image could consist of 500 or more drawing objects. This would lead to long display load times. In this case, it would be better to convert the .wmf or .dxf file to a bitmap, and then display the bitmap in an image object.

To place a .wmf or .dxf file in a display

1. On the Objects menu, click Import.
2. Click the mouse where you want to position the file, and then drag to draw a rectangle.
3. In the “Files of type” box, select the type of file to import.
4. Navigate to the directory where the file is stored, and then click the file to import.
5. Click Open.

The file is converted to drawing objects and grouped, and then the grouped object is placed in the graphic display.

Using ActiveX objects

ActiveX objects use tags or expressions to exchange information with the data source.

The properties and controls available for a particular ActiveX object depend on the third-party vendor’s implementation.

ActiveX objects support visibility animation only.

IMPORTANT

If your application will run on a VersaView CE terminal, the ActiveX object must be available for both the development system (Windows 2000 or Windows XP) and the VersaView CE terminal platform. Make sure you install and register the Windows CE version of the ActiveX object on the VersaView CE.

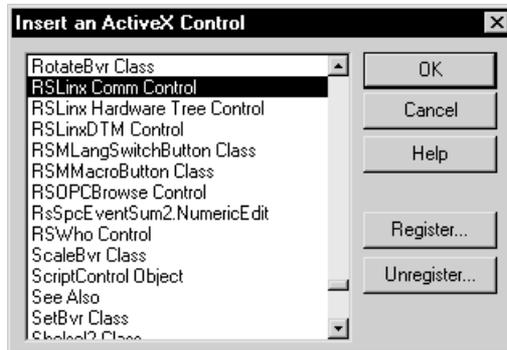
PanelView Plus terminals do not support ActiveX objects.

To create an ActiveX object



ActiveX Control tool

1. Select the ActiveX Control tool.
2. Click the mouse where you want to position the object, and then drag until the object is the size you want.



3. In the dialog box that opens, select the object to add to your graphic display.

For information about the options in the dialog box, see Help.

4. Click OK.

The object is placed in the display. Depending on how the third party implemented the object, it might be a different size than the rectangle you drew.

5. To specify the object's properties and assign tags or expressions to its controls, do one of the following:
 - Right-click the object, and then click Properties to open the object's Properties dialog box.

Depending on how the third party implemented the object, it might not have a Properties dialog box. If the Properties menu item is not available, use the next method.
 - Right-click the object, and then click Property Panel.
6. In the Properties dialog box or Properties tab of the Property Panel, specify the object's properties.
7. If desired, set up the properties in the Common tab, as described on page 16-2.
8. In the Connections tab, assign tags or expressions to the object's controls.
9. To close the Properties dialog box, click OK. To close the Property Panel, click the Close button.

For information about using the Properties dialog box, see page 15-32.
For information about using the Property Panel, see page 15-34.

Tools and tips for working with objects

This section describes features of the Graphic Displays editor that help you work with the objects you create. It describes how to:

- select and deselect objects.
- use the Object Explorer to view and select objects.
- use an object's Properties dialog box to set up the object's properties and assign tags and expressions to its controls.

- use the Property Panel to set up individual and group object properties, and to assign tags and expressions to individual objects' controls.
- color objects.
- name objects.
- test how objects look in different states.

Selecting and deselecting objects

To work with an object, you must first select it. You can use the Select tool or the Object Explorer to select objects.

For information about using the Object Explorer, see page 15-29.

To select the Select tool



Select tool

- ▶ On the Objects menu, click Select, or on the Objects toolbar click the Select tool.

The mouse pointer changes to a single arrow.

Selecting objects

To select	Do this
An object or group of objects	<ul style="list-style-type: none"> ▪ Click the object or group. ▪ In the Object Explorer, click the object or group.
An object within a group of objects	<ul style="list-style-type: none"> ▪ Double-click the group, and then click the object. ▪ In the Object Explorer, open the group, and then click the object.
Several objects	Click the first object, and then Ctrl-click additional objects.

To select	Do this
All objects in an area	Click and drag diagonally to draw a selection border around the objects. Ctrl-click objects outside the border to add them to the selection.
All objects in the drawing area or in a group you are editing	On the Edit menu, click Select All, or press Ctrl+A.

Deselecting objects

To deselect	Do this
An object	Ctrl-click the object.
Several objects	Press and hold Ctrl, and then drag a selection border around the objects.
All selected objects	Click in the Drawing area, away from any objects.

Using the Object Explorer

Use the Object Explorer to view and select objects from a tree-list of all the objects in a display. Groups are listed as expandable items in the tree, with a + icon.

Use the Object Explorer to select an object that is hidden behind other objects in the display, without bringing the object to the front. Objects are listed in front-to-back order. The object you created most recently is at the front, unless you move it back using the Send to Back option. For more information about layering objects, see page 15-60.

You can also use the Object Explorer to highlight objects by object type, highlight objects that have animation attached, and to highlight objects with specific tag or expression assignments. For more information, see page 15-30.

The Object Explorer does not show wallpaper objects, nor objects within ActiveX composite objects.

To open the Object Explorer, use one of these methods

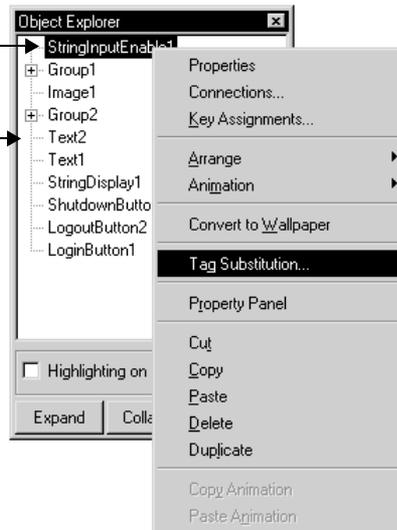


Show/Hide Object Explorer tool

- On the Graphics toolbar, click the Object Explorer tool.
- On the View menu, click Object Explorer.
- Right-click an object, and then click Object Explorer.

Right-click an object to open its context menu.

Click the + icon to view the objects and groups within a group.



You can keep the Object Explorer open as you work in the Graphic Displays editor. For more information about using the Object Explorer, see Help.

Highlighting objects in the Object Explorer

You can use the Object Explorer to highlight:

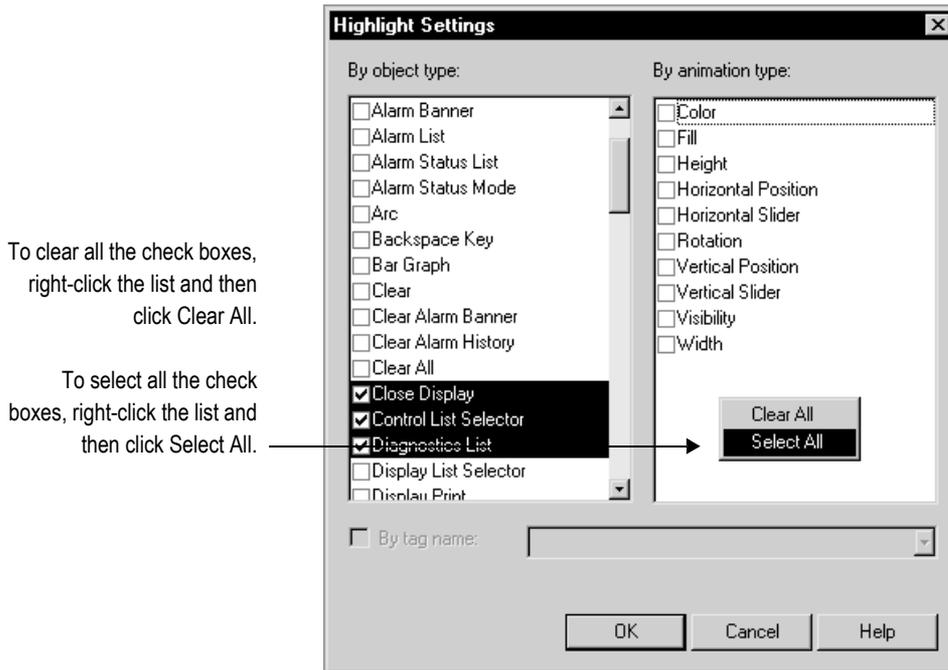
- specific types of objects
- objects that have animation attached

- objects that have a specific tag or expression assigned to them

The objects are highlighted in red in the Object Explorer and in the graphic display. If your graphic display uses a red background, the highlighting is not visible in the graphic display.

To highlight objects in the Object Explorer

- In the Object Explorer, click Highlighting on, and then click Settings.



For details about the options in the Highlight Settings dialog box, see Help.

Using the Properties dialog box

Every graphic object has a Properties dialog box that you can use to set up the object. Depending on how the vendor implemented the object, third-party ActiveX objects might have a Properties dialog box as well.

The Properties dialog box contains tabs that you can use to set up the object's properties and controls:

In this tab	Do this
General	<p>Set up the object's appearance, audio indicator, and touch margins (for buttons), and settings that are unique to the object, such as the button action for a push button, whether to use key navigation to select the object, or whether to link a button to a specific object.</p> <p>For information about touch margins, see page 16-5.</p> <p>For information about key navigation, see page 16-10.</p> <p>For information about linking buttons to objects, see page 16-11.</p>
States	<p>Set up the states for the object, including the value for each state and whether to display a caption or image for the state.</p> <p>For information about checking that the states are set up the way you intended, see page 15-41.</p>
Label	<p>For objects that don't have multiple states, specify whether to use a caption or image on the object.</p> <p>For information about using the Image Browser to select an image to use in the label, see page 14-25.</p>
Timing	<p>Set up the object's auto repeat (see page 16-14) or Enter key handshaking (see page 16-15) settings.</p>

In this tab	Do this
Common	Set up the object's spatial properties, name and visibility. For details, see page 16-2.
Connections	Assign tags and expressions to the object's controls. For information about assigning tags and expressions, see page 15-42.

The tabs that are available depend on the object:

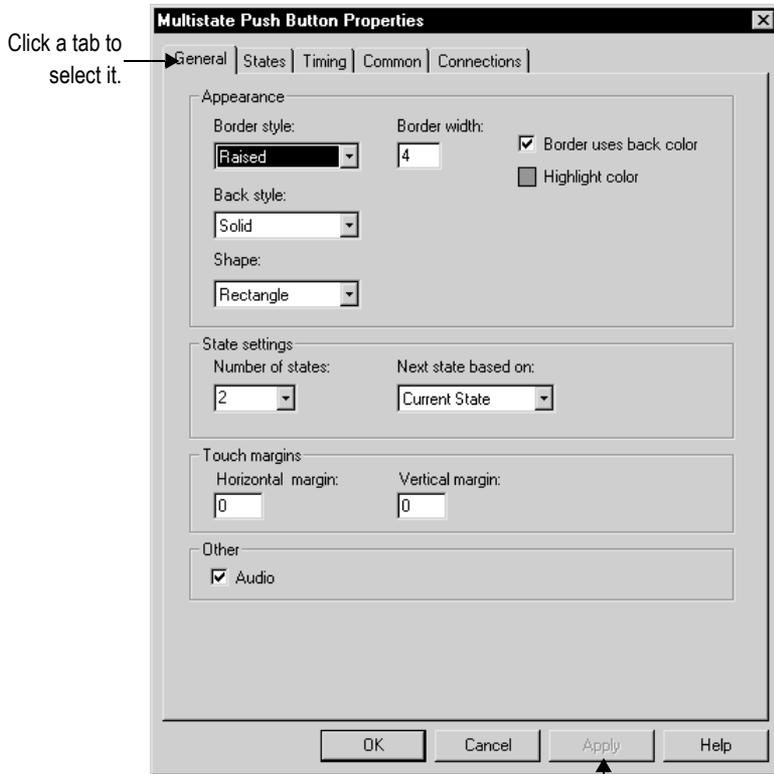
- Some objects have only General and Common tabs.
- If an object can have more than one state, the object's Properties dialog box contains a States tab.
- Some objects have unique tabs that are not listed in the table above.
- The tabs that an ActiveX object has depends on the vendor's implementation, though if you can assign tags or expressions to the object it has a Connections tab.

To open an object's Properties dialog box, use one of these methods

- Double-click the object.
- Right-click the object, and then click Properties.
- Select the object, and then on the Edit menu, click Properties.
- In the Property Panel, with the object selected, click the (Custom) property and then click the Browse button.
- In the Property Panel, with the object selected, double-click the (Custom) property.
- In the Object Explorer, double-click the object.



Browse button



This button is available once you make changes in the dialog box. Click it to apply your changes without closing the dialog box. When you click a different tab, the changes in the current tab are applied automatically.

You can also use the Property Panel to set up an object's properties, as described next.

For details about setting up a particular object, see Help.

Using the Property Panel

Use the Property Panel to modify the properties of graphic objects and assign tags and expressions to the objects.

The Property Panel is especially useful for making changes to the properties of multiple objects at the same time.



Show/Hide Property Panel tool

To open the Property Panel, use one of these methods

- On the Graphics toolbar, click the Property Panel tool.
- On the View menu, click Property Panel.
- Right-click an object, and then click Property Panel.
- Right-click an empty area of the display, and then click Property Panel.

You can keep the Property Panel open as you work in the Graphic Displays editor. You can drag the panel's borders to make the Property Panel larger or smaller.

Setting up properties

Use the Property Panel's Properties tab to set up the properties of the selected object or objects.

The screenshot shows the Property Panel dialog box with the following annotations:

- Multiple Selection:** A text box showing the name and type of the selected object.
- Properties | Connections:** Tabs for switching between property and connection views.
- All Properties | Shared Properties:** Radio buttons to filter the property list.
- Include Grouped Objects:** A button to edit properties for grouped objects.
- Property List:** A scrollable list of properties and their values, such as (GroupName) Group1, (GroupVisible) True, and (GroupWidth) 535.
- Name:** A section for editing the object's name, including its type (String) and a description.
- Buttons:** A Help button at the bottom and a close (X) button at the top right.

Annotations with arrows point to these elements:

- "If only one object is selected, this box shows the object's name and type." points to the Multiple Selection text box.
- "If a group object is selected, click this button to edit the properties of the objects within the group." points to the Include Grouped Objects button.
- "Click to close." points to the close (X) button.
- "Click for help on the selected property." points to the question mark (?) button.
- "Scroll to see more properties..." points to the vertical scrollbar on the property list.
- "...Or drag the splitter bar to see more properties." points to the horizontal splitter bar below the property list.

For more information about using the Property Panel to set up an object's properties, see Help.

Assigning tags and expressions to an object's controls

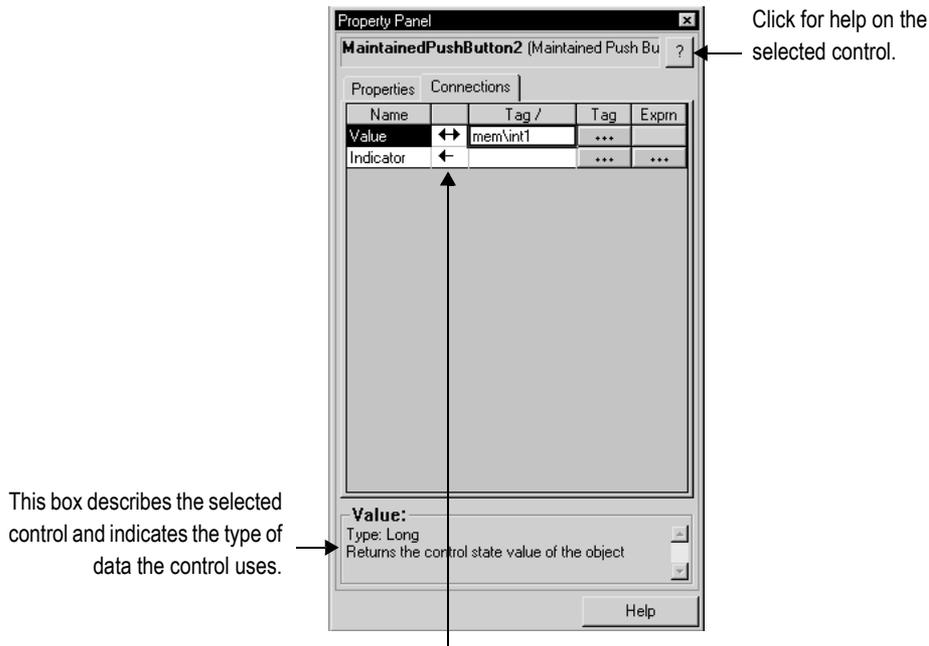
Use the Property Panel's Connections tab to assign tags or expressions to the selected object's controls. If multiple objects are selected the tab is blank, because you can assign tags or expressions to only one object at a time.

How values are updated

The arrows indicate the direction in which the data flows between the control and the data source:

- A right arrow indicates that the control sends values to the data source. The control is a write control.
- A left arrow indicates that the data source sends values to the control. The control is a read control.

- A double arrow indicates that the data flows in both directions. The control is a read-write control.



The arrows show the direction in which data flows between the control and the data source. If the control is a read control (arrow points left), data flows from the data source to the object. If the control is a write control (arrow points right), data flows from the object to the data source. If the control is a read and write control (double-headed arrow), data flows in both directions.

For more information about using the Property Panel to assign tags and expressions to an object's controls, see Help.

For more information about assigning tags and expressions to objects, see page 15-42.

Coloring objects using the color toolbars

The Foreground Color and Background Color toolbars contain a selection of colors you can assign to objects' color properties.

About color properties

The number of color properties an object has depends on the type of object and how you set it up. For example, a button with states can use up to seven different colors for each state. When you select colors using the color toolbars, some properties are assigned the foreground color and some are assigned the background color. Other color properties, such as Fill color, cannot be assigned using the color toolbars (instead, use the object's Properties dialog box or the Property Panel).

This table lists the color properties you can assign using the color toolbars:

Property	Foreground color	Background color
Back color	No	Yes
Background color	No	Yes
Border color	Yes	No
Caption color	Yes	No
Caption back color	No	Yes
Fore color	Yes	No
Foreground color	Yes	No
Image color	Yes	No
Image back color	No	Yes
Legend color	Yes	No
Needle color	Yes	No
Pattern color	Yes	No

For objects with states, the selected color is applied to the current state's color properties only. In the Property Panel, properties that apply to states have "St_" at the beginning of the property name.

When to select colors using the toolbars

For all the drawing objects except image and panel, you can select colors from the color toolbars before you draw an object (either before or after you click the object's tool).

The other objects are always drawn using their default colors, but you can select the objects and then click the toolbars to change their colors. The toolbars are especially useful for quickly assigning the same colors to multiple objects.

To display a color toolbar

- ▶ On the View menu, select Toolbars, and then click Foreground Colors or Background Colors.

To close a color toolbar

- ▶ On the View menu, select Toolbars, and then click Foreground Colors or Background Colors, or click the toolbar's Close button.

Other methods for assigning colors

You can also assign colors using an object's Properties dialog box or the Property Panel. Use one of these methods if you want to assign separate colors to different foreground or background color properties, or to choose colors that don't appear in the toolbars.

For example, if you want to use a dark blue background color for a button, with a light blue background color for its image label, you must assign the colors separately. Using the toolbar would assign the same color to both properties.

Also use the Properties dialog box or Property Panel to change the default colors for properties that cannot be assigned using the color toolbars.

Naming objects

Objects (and groups of objects) are automatically given a name and number when you create them, for example NumericInputEnable4. If desired, you can assign a more meaningful name to the object, for example Conveyor_speed_input. Each object in a display must have a unique name.

The object name appears in the status bar, Diagnostics List, Property Panel, and Object Explorer in RSVIEW Studio, and in diagnostics log messages at run time.

To name an object in the Property Panel

1. Select the object.
2. In the Property Panel, click the Properties tab.
3. Double-click the (Name) row, and then type the name.

The name must start with a letter, and cannot contain spaces. You can use the underscore character (_).

To name an object in its Properties dialog box

1. Double-click the object to open its Properties dialog box.
2. Click the Common tab.
3. In the Name box, type the name.

The name must start with a letter, and cannot contain spaces. You can use the underscore character (_).

To name a group object

1. Select the group object.
2. In the Property Panel, click the Properties tab.

3. Double-click the (GroupName) row, and then type the name.

The name must start with a letter, and cannot contain spaces. You can use the underscore character (_).

Testing how objects look in different states

To make sure the different states for an object are set up correctly, you can view them using the States toolbar or the Property Panel.

To open the States toolbar

- On the View menu, select Toolbars, and then click States.



To view an object's states using the States toolbar

1. Select one or more objects.
2. In the States toolbar, select the state to view.

If you selected multiple objects, the toolbar shows the states that are common to all the objects.

3. To view the next state, select it in the toolbar or press the Down Arrow key on your keyboard.

You can also use these keys to select the next state to view:

- To view the previous state, press the Up Arrow key.
- To view the first state, press the Home key.
- To see the last state, press the End key.

To view an object's states using the Property Panel

1. Select one or more objects.
2. In the Property Panel, click the State property and then select the state to view.
3. To view the next state quickly, double-click the row, or press the Enter key on your keyboard.

Assigning tags and expressions to graphic objects

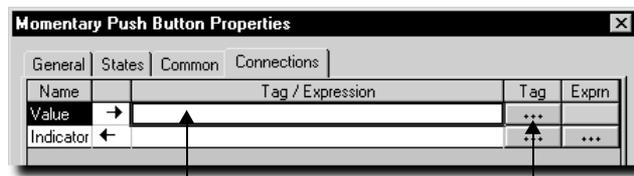
You can assign tags and expressions to many graphic objects, including ActiveX objects (depending, of course, on how the vendor implemented the object). This section describes how to:

- assign tags to graphic objects.
- use expressions to manipulate tag values.
- replace tags using tag substitution.
- use tag placeholders so the same display can be used with different sets of tags.

Assigning tags

To assign tags to a graphic object, use one of these methods:

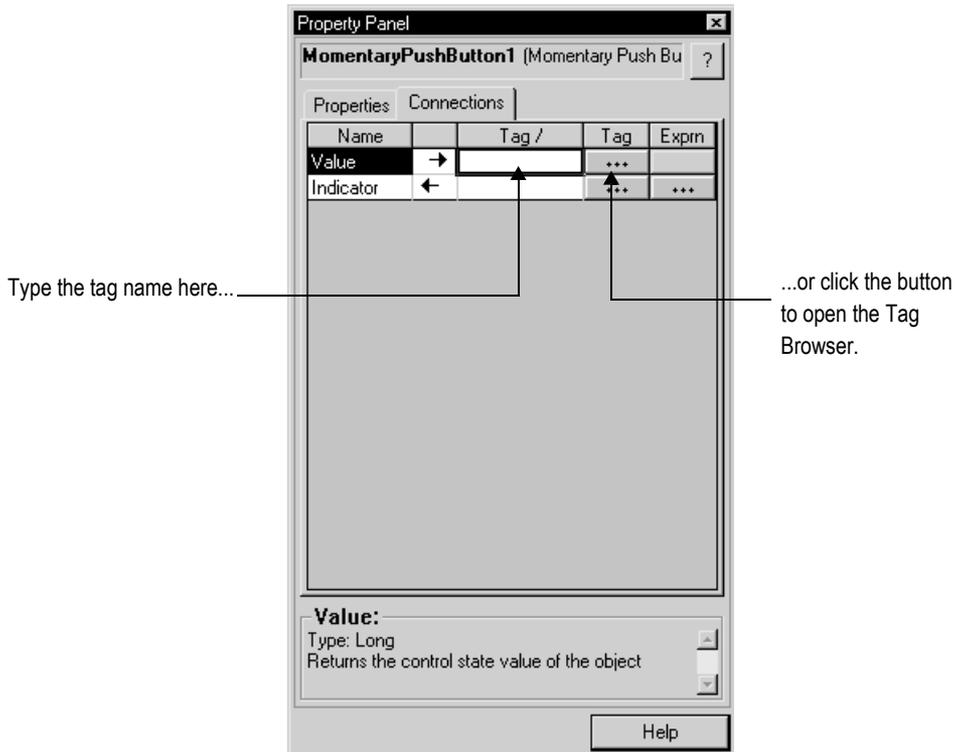
- Double-click the object to open the object's Properties dialog box, and then assign tags in the Connections tab.



Type the tag name here...

...or click the button to open the Tag Browser.

- Select the object and then assign tags in the Connections tab of the Property Panel.



- Select the object, and then on the Edit menu click Connections. Assign tags in the Connections tab of the Properties dialog box.
- Right-click the object, and then click Connections. Assign tags in the Connections tab of the Properties dialog box.

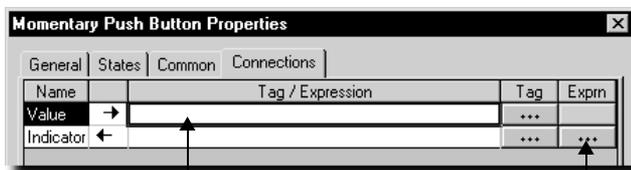
For information about:

- using the Tag Browser, see page 6-8.
- using the Properties dialog box, see page 15-32.
- using the Property Panel, see page 15-34.

Using expressions to manipulate tag values

Many of the controls to which you can assign a tag also permit the use of expressions to perform logical or mathematical calculations on tag values. If you assign an expression, RSView monitors the expression value rather than the original tag value. For example, your machine might send values to the data source in the form of temperature in degrees Celsius. You could use an expression to convert the value to degrees Fahrenheit, and then monitor the expression result rather than the original tag value.

If you can assign an expression, a Browse button is present in the Exprn column in the Connections tab.



Type the expression here... ...or click the button to open the Expression editor..

To specify an expression, do one of the following

- In the “Tag / Expression” column, type the expression.
- In the Exprn column click the Browse button and then create an expression in the Expression editor. Use this method if you want to check the expression syntax, or to use multiple lines for the expression.

For more information about expressions, see Chapter 19.

Replacing tags using tag substitution

You can replace tags assigned to the graphic objects in your display by using tag substitution. You can also replace the tags used in expressions assigned to graphic objects.

For example, if you assign a tag called HoistHeight to multiple objects in the display, and then decide to use the tag Hoist_height instead, you can use tag substitution to quickly replace the old tag with the new tag.

You can replace:

- a tag name (with or without folder names).
- a folder name.
- the text in an expression.
- tags contained in embedded variables.

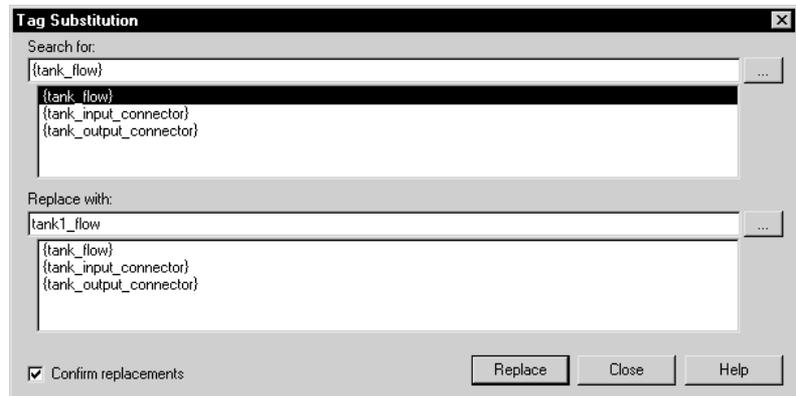
To replace tags

1. Select one or more objects.

To select all the objects in the display, on the Edit menu, click Select All.

2. On the Edit menu, click Tag Substitution.

To replace the tags for a single object, you can right-click it and then click Tag Substitution.



For details about the options in the Tag Substitution dialog box, see Help.

Using tag placeholders

Tag placeholders provide a way to use one graphic display to represent a number of similar operations.

For example, suppose you are creating displays for a plant that cans corn and peas. The machinery used in both processes is identical. Instead of creating two displays and specifying corn-related tags in one display and pea-related tags in another, you can create one display and not specify any tag names. Where a tag name is required, type a tag placeholder.

You can use tag placeholders wherever you would normally assign a tag to an object, including in expressions and embedded variables. You can also use tag placeholders in the expressions you create to animate objects.

You can use tag placeholders in:

- the graphic display that opens when the application is first run.
- graphic displays that are opened using a goto display button.
- graphic displays that are opened using a display list selector.

Use parameter files to specify which tags to substitute for which placeholders. For information about using parameter files, see page 14-28.

Creating tag placeholders

A tag placeholder is the cross-hatch character (#) followed by a number from 1 to 500.

The tag placeholder can replace any part of a tag name, including folder names. For example, you could create a parameter file specifying that the tag placeholder #1=Folder1. You could assign the folder and a tag name to a graphic object's control: #1\Tag1.

You can use tag placeholders in:

- the Connections tab of an object's Properties dialog box.
- the Connections tab of the Property Panel.
- the Expression box in the Animation dialog box.
- anywhere that you can insert an embedded variable. For information about embedded variables, see Chapter 20.

To create a tag placeholder

- ▶ Type the cross-hatch character followed by a number (no space in between). For example, #1.

Performing basic operations on objects

Once you have drawn an object, you can select the object and work with it. You can:

- move objects.
- copy objects.
- duplicate objects.
- resize objects.
- reshape drawing objects.
- delete objects.

Moving objects

You can move objects using the mouse or the keyboard. The keys give you fine positioning, allowing you to move objects in small increments. You can also use the grid to position objects precisely.

Another option is to position an object using the object's Top and Left properties in the Property Panel. For information about using the Property Panel, see page 15-34.

You can also specify an object's position using the Common tab in the object's Properties dialog box. For more information, see page page 16-2.

Once you've moved objects into position, you might want to align other objects with them, or lock them into place. For information about aligning objects, see page 15-61. For information about locking objects into position, see page 15-67.

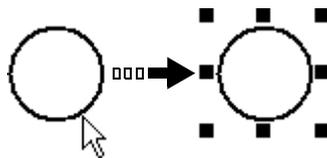
To automatically align objects to the grid as you move them

- ▶ On the View menu, select Snap On. A check mark appears beside the menu item when the option is selected.

For information about setting up the grid, see page 14-9.

To move objects by dragging with the mouse

1. Select one or more objects.
2. Place the pointer on an object (not on the edge or on the handles).
3. Drag the objects to the desired position.



Select the object.

Drag the object to the desired position.

If you selected several objects, dragging one of the objects moves all the selected objects. The objects maintain their position relative to each other.

To move objects in small increments using the keyboard

1. Select one or more objects.
2. Place the pointer on the object, not on its edge or handle.
3. Hold down Shift while you press an arrow key.

To adjust the amount of the increment, first hold down the Shift key and press the + or - keys on the keyboard's numeric keypad.

4. Release the Shift key when the object is in place.

Copying objects

To copy objects, you can:

- drag and drop objects in the same display.
- drag and drop objects between displays, or from a graphic library to a display.
- copy and paste objects.

When an object is copied, any animation attached to the object is also copied. If a group is copied, the new copy of the group can be ungrouped to individual objects, just like the original.

To copy objects in the same display

1. Select one or more objects.
2. Drag the object, and then press Ctrl.

When you press Ctrl, a plus sign is added to the cursor.

3. When the object is where you want it, release the mouse button and then the Ctrl key.

A new copy of the object is created.

If you selected several objects, dragging one of the objects copies all the selected objects. The objects maintain their position relative to each other.

To drag objects between displays

1. Open both displays (or a graphic library and a display).
2. Position or resize the displays so both are visible.

For more information, see page 14-16.

3. Select one or more objects.
4. Click the selected object and drag it to the new display.

If you selected several objects, dragging one of the objects copies all the selected objects. The objects maintain their position relative to each other.

Copying and pasting objects

You can cut, copy, or paste objects using the menu items on the Edit menu or the buttons on the toolbar.

Once you cut or copy an object, you can paste it anywhere in the drawing area of:

- the same graphic display.
- a graphic display in the same or a different application.
- a graphic library in the same or a different application.



Cut tool



Copy tool

To cut or copy objects

1. Select one or more objects.
2. On the Edit menu, click Cut or Copy, or click the Cut or Copy tool on the Graphics toolbar.
 - To remove the original object, click Cut.
 - To retain the original object, click Copy.



Paste tool

To paste objects

1. Click in the display or library to paste to.
2. On the Edit menu, click Paste, or click the Paste tool on the Graphics toolbar.

Duplicating objects

When an object is duplicated, any animation attached to the object is also duplicated. If a group is duplicated, the new copy of the group can be ungrouped to individual objects.

To duplicate objects

1. Select one or more objects.
2. On the Edit menu, click Duplicate, or click the Duplicate tool on the Graphics toolbar.

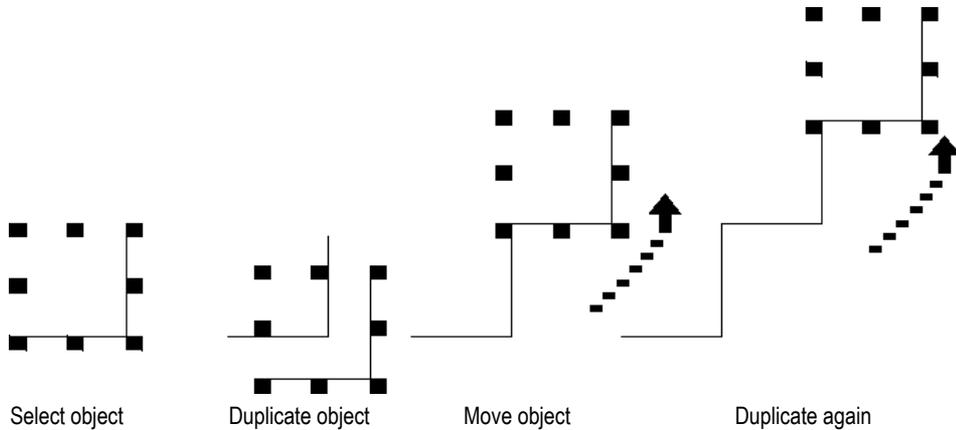
The duplicated object is placed slightly offset from the original.

Duplicate also duplicates actions. For example, if you duplicate an object, move it, and then duplicate it again, the second Duplicate will,



Duplicate tool

in one step, duplicate and move the object. This is useful for creating a series of objects with an equal distance between them.



Duplicate works until you deselect the object.

Resizing objects

You can resize objects using the mouse or using the keyboard. The keys let you resize objects in small increments. You can also use the grid to resize objects precisely.

Another option is to size an object using the object's Height and Width properties in the Property Panel. This method is especially useful for quickly resizing multiple objects to the same size. For information about using the Property Panel, see page 15-34.

You can also specify an object's size using the Common tab in the object's Properties dialog box. For more information, see page 16-2.

When you resize text objects, if you have selected the Size to fit option, the font size is adjusted to fit the new object size as closely as possible.

To automatically align objects to the grid as you resize them

- ▶ On the View menu, select Snap On. A check mark appears beside the menu item when the option is selected.

For information about setting up the grid, see page 14-9.

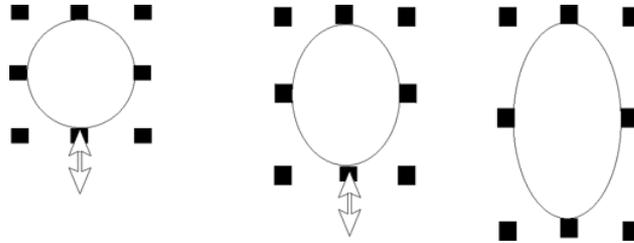
To resize an object using the mouse

1. Select the object.
2. Place the pointer on one of the handles.

A double arrow appears.

3. Drag the handle until the object is the desired size or shape.

Drag a side handle to change width or height, or a corner handle to change both.



For perfect circles and squares, press Ctrl and hold the key down while you drag a corner handle.

To maintain the object's original proportions (width to height), press Shift and hold the key down while you drag a corner handle.

To resize an object in small increments using the keyboard

1. Select the object.
2. Place the pointer on one of the handles.

A double arrow appears.

3. Hold down Shift and press an arrow key until the object is the desired size.

To adjust the amount of the increment, first hold down the Shift key and press the + or - keys on the keyboard's numeric keypad.

Reshaping drawing objects

You can reshape arcs, lines, polylines, rectangles, rounded rectangles, and wedges.

To reshape lines, rectangles, polylines, and polygons

1. Select the object you want to reshape.
2. Click the Polygon tool, or right-click the object and then click Edit.



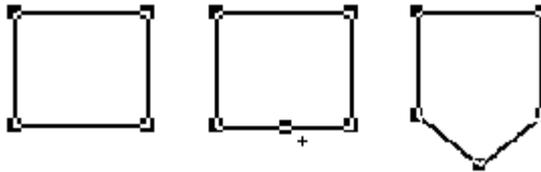
Polygon tool

The cursor changes to the Polygon tool, and handles appear on the object.

3. Move the cursor over any line or corner of the object.

A handle with a cross-hair appears.

4. Drag the handle until the object is the desired shape.



Dragging from a point along the line (between corners) creates a new angle between the two corners.

5. To delete an angle, position the pointer at the tip of the angle, and then press Delete.



Arc tool



Wedge tool

To reshape arcs and wedges

1. Select the object you want to reshape.
2. Click the Arc or Wedge tool, or right-click the object and then click Edit.

The cursor changes to the Arc or Wedge tool, and handles appear on the object.

3. Place the pointer on one of the handles.

A cross-hair appears.

4. Drag the handle until the object is the desired shape.

To reshape rounded rectangles

1. Select the rounded rectangle.
2. Click the Rounded Rectangle tool, or right-click the object and then click Edit.

A handle appears inside the rounded rectangle.

3. Click the handle and drag inward to increase roundedness, or outward to decrease roundedness.



Rounded rectangle tool

Deleting objects

If you accidentally delete an object, use the Undo tool to restore it.



Undo tool

To delete objects

1. Select one or more objects.
2. On the Edit menu, click Delete, or press Delete on the keyboard.

To delete all the objects in the display

- ▶ On the Edit menu, click Clear All.

Working with groups of objects

Grouping and ungrouping objects

Grouping combines several objects into a single object so you can manipulate them as a single object. Grouping is useful for keeping objects in the same position relative to each other. You can cut, copy, and paste groups, arrange the group as a single object relative to other objects, and apply the same properties to all the members of the group at once.

You can attach animation to a group, and any animation attached to individual objects in the group remains active. The group animation generally takes precedence over the animation of individual objects within the group. For more information, see page 17-20.

Deleting a group deletes all individual objects in the group.

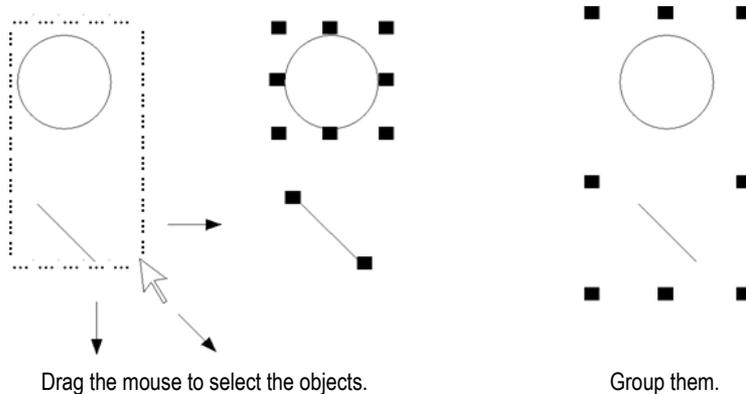
To group objects

1. Select all the objects you want grouped.
2. On the Arrange menu, click Group, or on the Graphics toolbar click the Group tool.



Group tool

The handles around each object are replaced by a set of handles around the group.



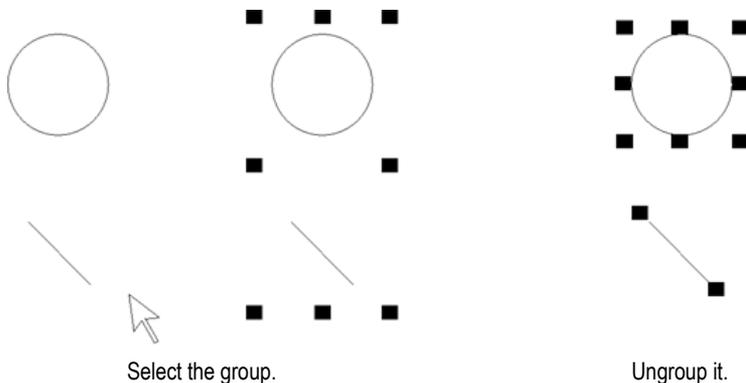
To ungroup objects

1. Select the group of objects to ungroup.
2. On the Arrange menu, click Ungroup, or on the Graphics toolbar click the Ungroup tool.



Ungroup tool

The handles around the group are replaced with handles around each object.



Ungrouping deletes any animation attached to the group, because the group no longer exists. However, animation attached to the individual objects that were in the group remains active.

Editing groups of objects

Edit a group the same way you would edit an individual object. You can:

- use the Property Panel to apply the same properties to all the members of the group at once. For example, change the line width of all objects in the group to 2 pixels.

For information about using the Property Panel, see page 15-34.

- use the toolbars to apply the same pattern style, background style, foreground colors, and background colors to all the members of the group.
- for objects with states, use the States toolbar to cycle through the states and apply the same properties to the states for each object in the group at once. When you select a group containing objects with states, only the states that are common to all objects in the group appear in the toolbar.

For more information about using the States toolbar, see page 15-41.

Editing objects within a group

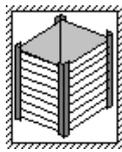
You can also edit individual objects within the group without breaking the group, which is particularly useful when you have animation attached to the group.

To edit objects within a group

1. Double-click the grouped object, or right-click it and then click Edit. A hatched border appears around the group.

When the hatched border is around the group, you are in group edit mode. In this mode, you can select individual objects in the group and modify them.

You can also add new objects to the group.



Double-click to edit the group. A hatched border appears. This border indicates that this is a group.



Click again. Handles appear. The handles show the individual object selected within the group.

2. To select an individual object (or a group) in the group, click it. You can also use the Object Explorer to select objects within the group.

The status bar and Object Explorer indicate which object or group is selected.

3. Make your changes to the object.

You can change the selected object's shape, size, or position, or use the object's Properties dialog box or the Property Panel to edit the object's properties.

4. If desired, create new objects inside the hatched border.
5. To stop editing, click outside the group.

Arranging objects

You can arrange objects (or groups of objects) in a number of ways. You can:

- layer objects by moving them in front of or behind other objects.
- align objects with each other and with the grid.

- space objects horizontally or vertically.
- flip drawing objects horizontally or vertically.
- rotate drawing objects.
- lock objects into position.

Layering objects

You can layer objects (or groups of objects) on top of each other. Objects are layered in the order they are created, with the most recently created object on top. Change the layer order with Send to Back and Bring to Front.

Send to Back moves the selected object to the bottom layer.

Bring to Front moves the selected object to the top layer.

To bring an object to the front

1. Select the object.

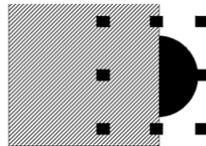
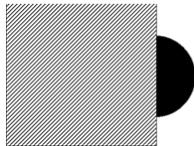
To select an object that's behind another object, place your pointer on the front object, click once, pause, and then click again. Do not double-click and do not move the mouse.

You can also select a concealed object easily by clicking the object in the Object Explorer.

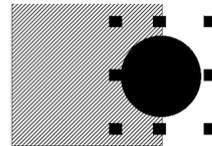


Bring to Front tool

2. On the Arrange menu, click Bring to Front, or click the Bring to Front tool.



Select the object from behind.



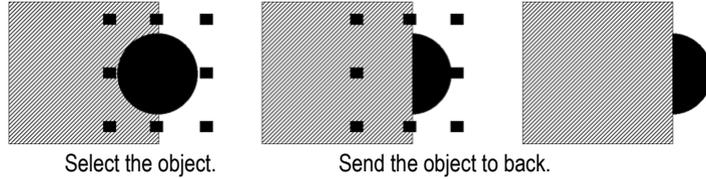
Bring the object to front.

To send an object to the back

1. Select an object.
2. On the Arrange menu, click Send to Back, or click the Send to Back tool.



Send to Back tool



Aligning objects

You can align objects (or groups of objects) with each other and with the grid.

To align objects

1. Select the objects you want to align.
2. On the Arrange menu, click the appropriate menu item, or click a tool on the Alignment toolbar:

This button or menu item	Aligns selected objects with the item
Align Left	Left-most selected object
Align Center	Horizontal center of all selected objects
Align Right	Right-most selected object
Align Top	Top-most selected object
Align Middle	Vertical center of all selected objects
Align Bottom	Bottom-most selected object

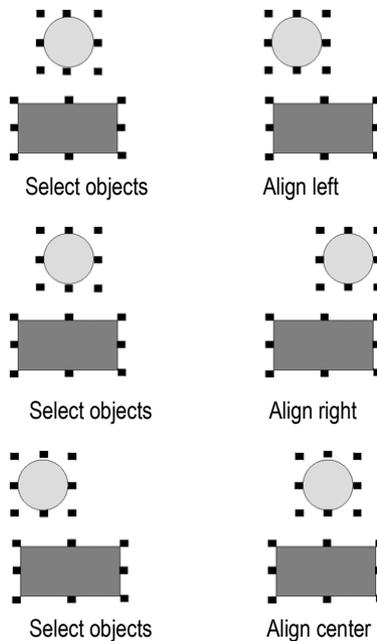
This button or menu item	Aligns selected objects with the
	Align Center Points Center of all selected objects
	Align to Grid Grid

To automatically align objects to the grid as you create or move them

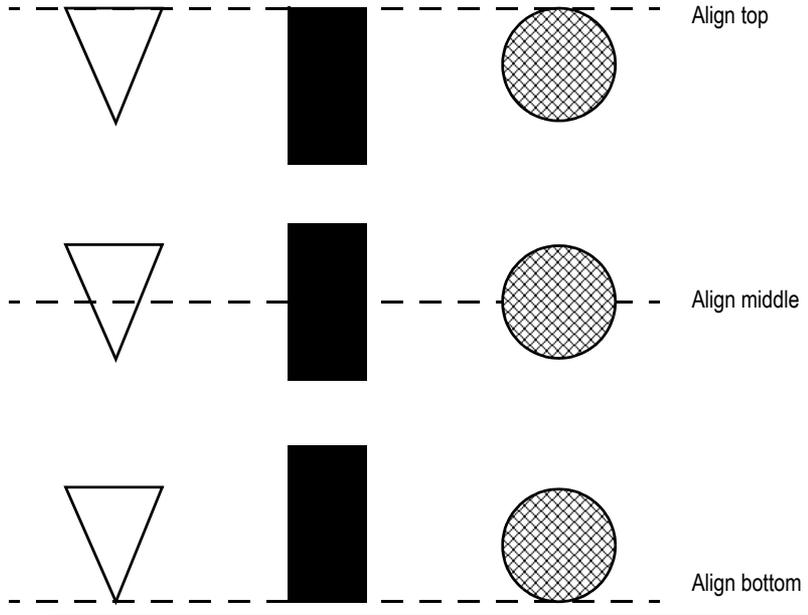
- ▶ On the View menu, select Snap On. A check mark appears beside the menu item when the option is selected.

For information about setting up the grid, see page 14-9.

Examples: Aligning objects left, right, and center



Examples: Aligning objects top, middle, and bottom



Spacing objects

With Space Vertical and Space Horizontal, objects (or groups of objects) are moved vertically or horizontally to have the same amount of space from the center point of each object.

To space objects

1. Select the objects you want to space.
2. On the Arrange menu, click a Space menu item, or click a tool on the Graphics toolbar:



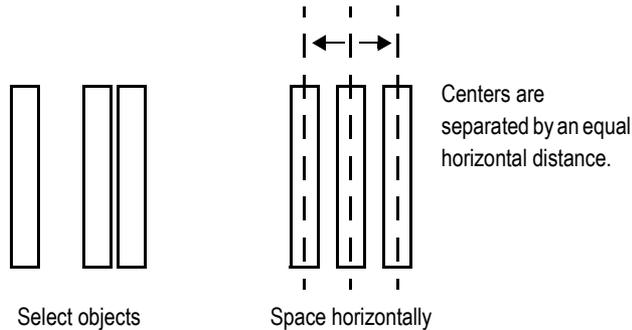
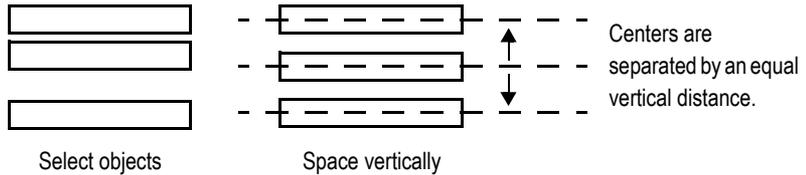
Space Horizontal tool



Space Vertical tool

This tool or menu item	Does this
Space Horizontal	Places the centers of the selected objects an equal distance apart horizontally.
Space Vertical	Places the centers of the selected objects an equal distance apart vertically.

Examples: Spacing objects vertically and horizontally



Flipping drawing objects

Flipping an object creates a mirror image of the object. You can flip all the drawing objects (or groups of drawing objects) except text, images, and panels.

To flip a drawing object

1. Click the object.
2. On the Arrange menu, click a Flip menu item, or click a tool on the Graphics toolbar:



Flip Vertical



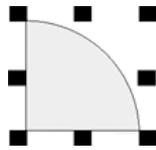
Flip Horizontal

This tool or menu item	Flips selected objects
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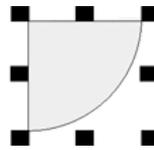
Flip Vertical	Top to bottom (upside-down)
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Flip Horizontal	Left to right
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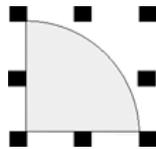
Examples: Flipping drawing objects vertically and horizontally



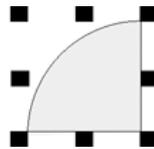
Select object



Flip vertical



Select object



Flip horizontal

Rotating drawing objects

You can rotate all the drawing objects (or groups of drawing objects) except images, panels, and rounded rectangles.

You can attach rotation animation to the same drawing objects. With rotation animation, the object rotates around an anchor point to indicate a tag's value at run time. For details about rotation animation, see page 17-18.

When you rotate text, it rotates around the anchor point but the text itself remains upright.

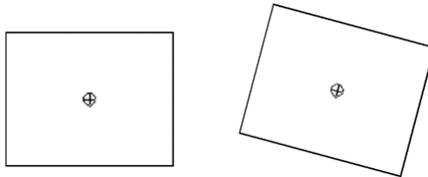
To rotate a drawing object



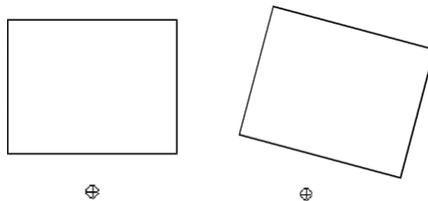
Rotate tool

1. On the Objects menu, click Rotate, or on the Objects toolbar click the Rotate tool.
2. Click the object you want to rotate. A small crosshair circle appears in the middle of the object. This is the anchor point that is used as the center of rotation.

You can place the crosshair inside an object.



You can place the crosshair outside an object.



3. To move the center of rotation, click the cross-hair and drag it to a new anchor position. The anchor can be inside or outside the object.

4. Click an edge of the object and drag in the direction you want to rotate it.

To rotate the object in five-degree increments, press Ctrl while you drag.

5. When the object is in the desired position, release the mouse button.

Locking objects into position

You can lock graphic objects (or groups of objects) into position by converting them to wallpaper. Once you convert objects to wallpaper, you cannot select or edit them unless you unlock the wallpaper. Wallpaper objects cannot be animated at run time.

If the grid is on, wallpaper objects are positioned behind the grid.

If you just want to lock the objects into place while you're working in the display, unlock the wallpaper when you're finished. If you want to use the wallpaper objects as a background for your display, leave the wallpaper locked.

For more information about creating a background for your display, see page 14-17.

