InTouch 10 ArchestrA Graphics

P/N WW-IT-10D

The InTouch 10 ArchestrA Graphics course is a 2-day, instructor-led class that provides you with a fundamental understanding of InTouch integrated into the ArchestrA architecture including the differences between inTouch 10.0 and InTouch 9.5. InTouch 10.0 works in conjunction with the Wonderware System Platform to provide visualization for ArchestrA applications.

The InTouch 10.0 New Features and ArchestrA Graphics course includes the graphics capability built into the ArchestrA IDE. The ArchestrA IDE adds the functionality and ease of maintenance by deploying InTouch as an object in the Wonderware Application Server application. It allows you to create, edit, animate and deploy graphics within the ArchestrA environment. InTouch 10.0 retains all of the functionality from previous versions of InTouch.

Objective

Upon completion of this course, students should be able to:
- Create, edit, and animate ArchestrA symbols
- Configure and apply scripts in ArchestrA symbols
- Be familiar with new features included in InTouch 10.0
- Be able to integrate InTouch and ArchestrA using ArchestrA Symbols

Audience

All current users of InTouch 9.5 or earlier.

Prerequisites

The prerequisites for this course are:
- Completion of the InTouch HMI 9.5 Fundamentals of Application Development course
- InTouch scripting experience
- Wonderware Application Server experience is helpful
- Extensive knowledge of Microsoft Windows
- Familiarity with networking
- Manufacturing industry experience

Course Outline

Module 1 Introduction
Section 1 – Course Introduction

Module 2 InTouch 10.0 Stand-Alone
Section 1 – Using InTouch Without ArchestrA

Module 3 New Functionality Overview
Section 1 – Introduction and Demonstration Topics

Module 4 Import, Migration and Integration

Section 1 – About InTouch ArchestrA Integration
Section 2 – Managing InTouch Applications with the IDE
Section 3 – Using IDE-Managed InTouch Applications at Runtime
Lab 1 – Creating and Importing InTouch Applications in the IDE

Module 5 Symbol Creation and Editing
Section 1 – Managing Symbols
Section 2 – Using ArchestrA Symbols in WindowMaker
Lab 2 – Creating and Embedding Symbols

Module 6 Custom Properties and Animation
Section 1 – Using Custom Properties
Section 2 – Animating Graphic Elements
Lab 3 – Adding Custom Properties and Animation
Lab 4 – Animating ArchestrA Symbols in InTouch

Module 7 Scripting
Section 1 – Scripting with ArchestrA Symbols
Lab 5 – Associating Scripts with ArchestrA Symbols

Module 8 Other Features
Section 1 – Object Relationships
Lab 6 – Using ArchestrA Symbols with Application Objects
Section 2 – Deploying an InTouch Managed Application
Lab 7 – Deploying an InTouch Application
Section 3 – Quality and Status
Lab 8 – Configuring Quality and Status Display
Section 4 – Multiple Symbols
Lab 9 – Using Multiple Symbols
Section 5 – Common Controls
Section 6 – Advanced Editing
Lab 10 – Embedding Symbols
Section 7 – Multi-User Environments
Section 8 – Using Client Controls
Lab 11 – Using Client Controls