

Wonderware Training

Course Descriptions

InTouch 10 HMI - Fundamentals of Application Development

P/N WW-IT-FUN

The InTouch® HMI Fundamentals of Application Development course is a 4-day, instructor-led class designed to teach the basic functionality of the Wonderware® visualization module. The purpose of this course is to give you the InTouch® HMI knowledge necessary to develop a Human Machine Interface (HMI) for their specific plant floor environment using basic InTouch® HMI elements. This HMI system will be developed using many of the InTouch® HMI software features/functionality such as WindowMaker, Tagnames, Animation, Cells and Symbols, SmartSymbols, Scripting, Alarms, RealTime and Historical Trending, Advance Tag Functionality, Security, Application Backup. In addition, this course provides introductory material about creating managed InTouch applications, as well as basic information regarding ArchestrA Graphics.

Objective

Upon completion of this course, you will be able to:

- Create stand-alone and managed InTouch applications
- Use WindowMaker to create windows and manipulate objects
- Create and import tags and use the Tagname Dictionary
- Define animation links and generate SmartSymbols
- Use the scripting editor to create QuickScripts
- Add alarm functionality to an application
- Insert an ArchestrA Symbol into a managed InTouch application
- View user data in real-time and retrieve data from historical archives
- · Establish communication with I/O aware programs and configure and troubleshoot I/O servers
- Implement InTouch® HMI security in an application
- Backup an application
- Develop a Human Machine Interface (HMI) application for your specific plant floor environment using basic InTouch® HMI elements

Audience

Plant floor operators and managers, system administrators, system integrators, and other individuals who need to use InTouch® HMI in your manufacturing processes.

Course Outline

Module 1 - Introduction

Section 1 - Course Introduction

Section 2 - System Requirements, Licensing and Support

Section 3 - Introduction to Traditional InTouch

Section 4 - Introduction to Managed InTouch Applications

Module 2 - Development Environment

Section 1 - Introduction

Section 2 - Using WindowMaker

Lab 1 - Create New Application, Windows, and Graphics

Module 3 - Tagname Dictionary

Section 1 - Tags and Tag Features

Lab 2 - Creating Tags

Module 4 - Animation Links

Section 1 - Animation Links Overview

Section 2 - Animating Objects

Section 3 - Animation Links - Quick Reference

Lab 3 - Configuring Animation Links

Section 4 - Using SmartSymbols

Lab 4 - Using SmartSymbols

Lab 5- Using ArchestrA Symbols

Module 5 - InTouch QuickScripts

Section 1 - QuickScript Types

This section will explain and define the various InTouch QuickScript types.

Section 2 - Working with the Script Editor

Section 3 - QuickScripts - Quick Reference

Lab 6 - Using InTouch QuickScripts

Module 6 - Alarms

Section 1 - Alarms and Events

Section 2 - The Distributed Alarm Object

Lab 7 - Creating Alarms and Events

Module 7 - Real-time and Historical Trending

Section 1 - Real-time Trends

Lab 8 - Configuring Real-time Trends

Section 2 - Historical Trends

Lab 9 - Configuring Historical Trends

Module 8 - I/O Communication

Section 1 - I/O Communication Protocols

Section 2 - Wonderware I/O Servers

Lab 10 - Configuring I/O Communication

Section 3 - Troubleshooting I/O

Module 9 - Advanced Tag Functionality

Section 1 - Advanced I/O Functions

Section 2 - Indirect Tags

Lab 11 - Creating and Using Indirect Tags

Section 3 - InTouch SuperTags

Lab 12 - Defining SuperTags

Section 4 - DBDump and DBLoad

Section 5 - Optimizing the Tagname Dictionary

Lab 13 - Deleting Tags

Module 10 - Security

Section 1 - Security Models

Lab 14 - Establishing Security

Section 2 - BulletProofing the Application

Module 11 - Application Backup

Section 1 - Application Backup