

InTouch HMI Getting Started Guide

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Welcome to InTouch HMI

InTouch HMI version 10 continues Wonderware's tradition of market leadership in Human Machine Interface (HMI) software. This booklet gives you a quick overview of some of the new functions introduced in version 10 and explains some of the basic tasks to build an InTouch application.

What's New in Version 10

InTouch HMI now shares the ArcestrA Integrated Development Environment (IDE) with Wonderware Application Server. The ArcestrA IDE provides automation objects to build complex system environments and a suite of graphic tools. Using automation objects, you can integrate your InTouch applications much more easily into Wonderware's System Platform. Also, you can embed pre-built ArcestrA symbols into your applications or use a wide assortment of tools from the ArcestrA Graphic Toolbox to create your own symbols.

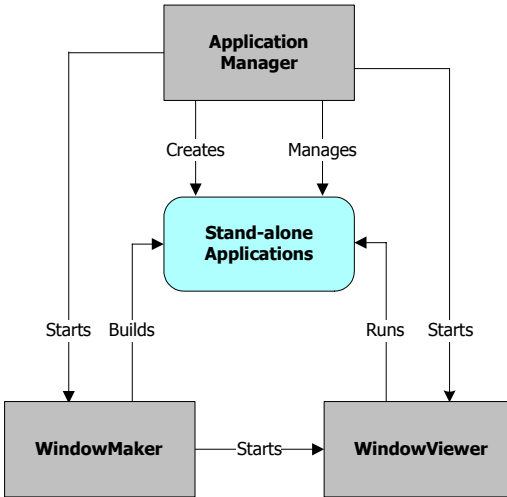
InTouch HMI version 10 introduces a diverse set of new features and enhancements to existing features. All of these features and enhancements are integrated to meet a defined set of operational goals, which include:

- Providing a consistent, intuitive development environment that allows non-programmers as well as software engineers to build applications quickly and easily.
 - Providing a set of centralized tools to manage your InTouch applications on a single node or in a complex multi-node environment.
 - Integrating ArcestrA technology with InTouch to create a run-time environment that can scale from a simple single-node HMI to an enterprise-wide solution using the Wonderware System Platform.
-

- Including a comprehensive library of pre-built graphical symbols with native properties to consistently handle the visualization and quality of application data.
- Providing a robust set of graphic tools to easily create symbols with integrated scripting and animation that can be used as standardized objects in multiple applications.
- Protecting your investment in current InTouch applications by incorporating comprehensive backwards compatibility in version 10.

Refining Traditional InTouch HMI

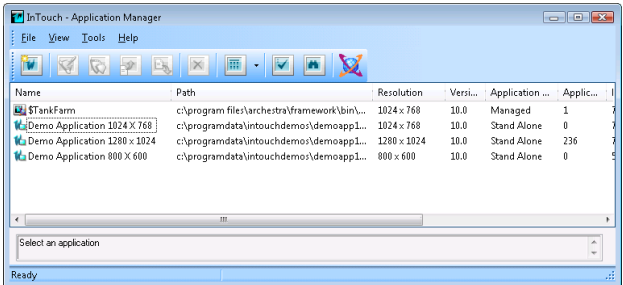
The figure below shows the traditional components of InTouch HMI. Traditional InTouch components consist of the Application Manager, WindowMaker, and WindowViewer.



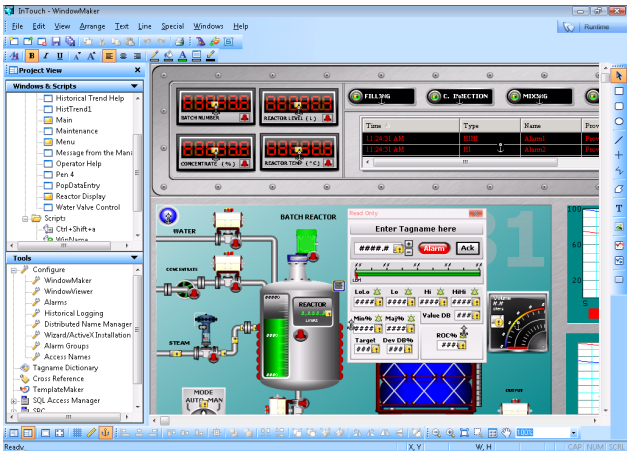
In version 10, you create and manage a *stand-alone* application with the Application Manager. You develop applications with WindowMaker and run them from WindowViewer. You can switch directly between WindowMaker and WindowViewer to test or run your applications and switch back to make modifications to your applications.

This release provides a clean, consistent user interface to make it easier to build, manage, and run InTouch applications.

- The Application Manager window is updated to current Microsoft user interface standards. It also includes a button to launch the Archestra IDE from the Application Manager.



- WindowMaker includes a new hierarchical project view that lists the windows and scripts that are part of an InTouch application.



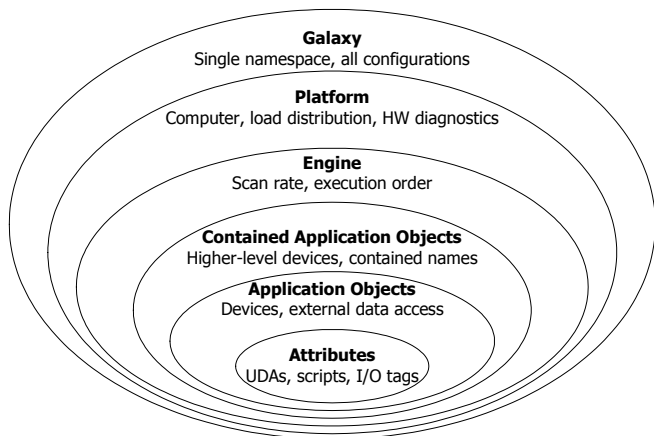
- InTouch HMI version 10 can run under the Microsoft Windows Vista operating system. See the InTouch Readme for supported editions and any restrictions.

Integrating the ArcestrA IDE with InTouch

The version 10 workflow provides the flexibility to develop applications from the ArcestrA IDE, while still retaining traditional InTouch functionality.

Getting an Overview of ArcestrA

ArcestrA technology uses a Galaxy-wide name space to contain and process production-related data. It also allows a high-level visualization and administration of data from various nodes running InTouch applications in a production process.



An ArcestrA Galaxy is your specific production environment to run your InTouch applications. A Galaxy includes all computers and components. It is a collection of platforms, engines, *application objects*, templates, instances, and attributes you define as the parts of your specific application. This collection is stored in a Galaxy database on a node called the Galaxy Repository (GR).

ArcestrA manages your InTouch applications with a specific type of ArcestrA object called the *InTouchViewApp* application object, which is derived from the ArcestrA \$InTouchViewApp base template.

After you derive a new `InTouchViewApp` template from the `$InTouchViewApp` base template, you can associate the `InTouchViewApp` template with an `InTouch` application by:

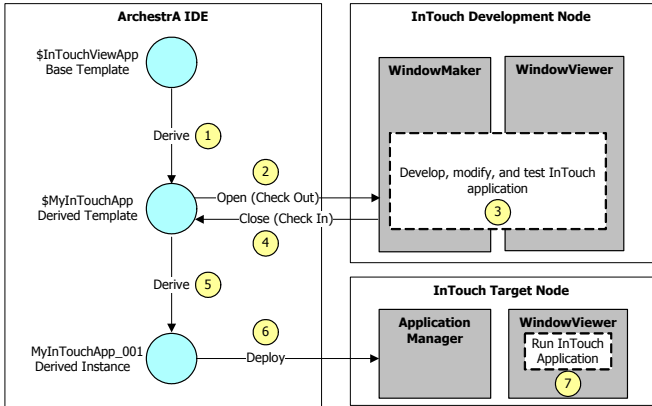
- Creating a new `InTouch` application.
- Importing a stand-alone `InTouch` application.

An `InTouchViewApp` template represents one specific `InTouch` application at design time and cannot be executed at run time.

You deploy an *instance* of your derived `InTouchViewApp` template to a target node to run your `InTouch` applications. The target node is the node on which the managed `InTouch` application can run in `WindowViewer`. To distribute your `InTouch` application, you can create multiple instances of the same `InTouchViewApp` template and deploy them to multiple nodes.

Creating InTouch Applications from the Archestra IDE

The following figure shows the integration of the Archestra IDE with traditional InTouch components. The figure shows the steps to create and manage an InTouch application with the Archestra IDE.

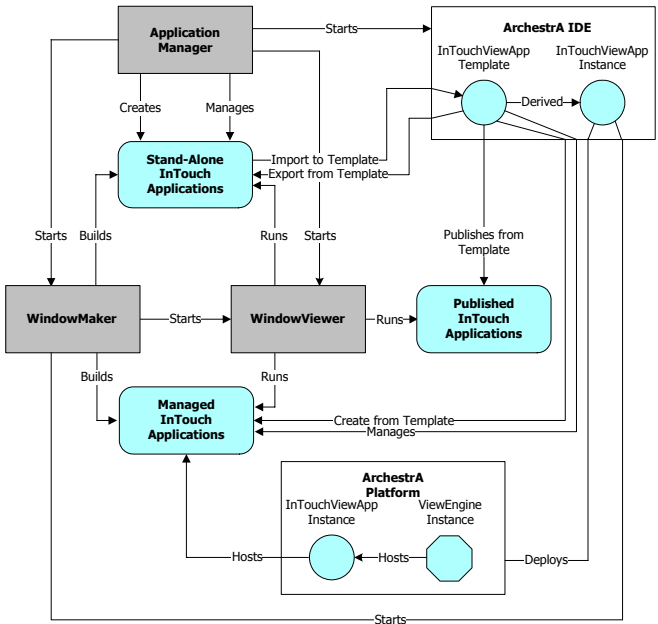


- 1 Create a *managed* InTouch application in the Archestra IDE by deriving a template from the `$InTouchViewApp` base template.

You create a managed application on one node of the Galaxy with `WindowMaker`. Then, you deploy it to one or more target nodes running `WindowViewer`.

- 2 Open the managed application in `WindowMaker`.
- 3 Develop your InTouch application in `WindowMaker`. If needed, switch to `WindowViewer` to test the application.
- 4 Save the changes to the InTouch application.
- 5 Derive an instance of the managed application and determine to which nodes the InTouch application will be deployed.
- 6 Deploy the InTouch application to the target nodes running `WindowViewer` in the Galaxy.
- 7 Run the application in `WindowViewer` on target nodes.

The following figure shows the interaction between the ArchestrA IDE and traditional InTouch components. The figure also shows the different types of InTouch applications that you can create with version 10.



You have a choice of how you create your InTouch applications. You can still create stand-alone InTouch applications with the Application Manager and develop them with WindowMaker.

Or, you can create managed InTouch applications from ArchestrA automation objects. Using the ArchestrA IDE to manage your InTouch applications, you can:

- View which applications are running on individual Galaxy nodes.
- Use a central repository to manage applications.
- Deploy application changes to the WindowViewer nodes running the InTouch application.

After you build your managed application from the ArchestrA IDE, you can *publish* it. A published InTouch application is no longer associated with the InTouchViewApp template and cannot be edited from the ArchestrA IDE. But, a published InTouch application can still communicate with the Galaxy by any embedded ArchestrA symbol. You can write data back to the Galaxy or visualize Galaxy data with the ArchestrA symbol.

The following table shows some of the major similarities and differences between the different types of InTouch applications.

| Tasks | Types of InTouch Applications | | |
|-------------------------------|---|--|--|
| | Stand-alone | Managed | Published |
| Create an Application | Application Manager | ArchestrA IDE <ul style="list-style-type: none"> • New applications • Import stand-alone applications • Import SmartSymbols | Created by publishing the InTouchViewApp template of a managed application |
| Edit an Application | WindowMaker started from the Application Manager | WindowMaker started from the ArchestrA IDE | WindowMaker started from the Application Manager ¹ |
| Delete an Application | Delete folder and remove from Application Manager | Delete InTouchViewApp template | Delete folder and remove from Application Manager |
| Incorporate ArchestrA Symbols | No | Yes, can be added, edited, and viewed from an application | Can be viewed, but not added to or edited from an application |

¹ Although you can edit a published application, it is not recommended because the changes cannot be incorporated into the master managed application.

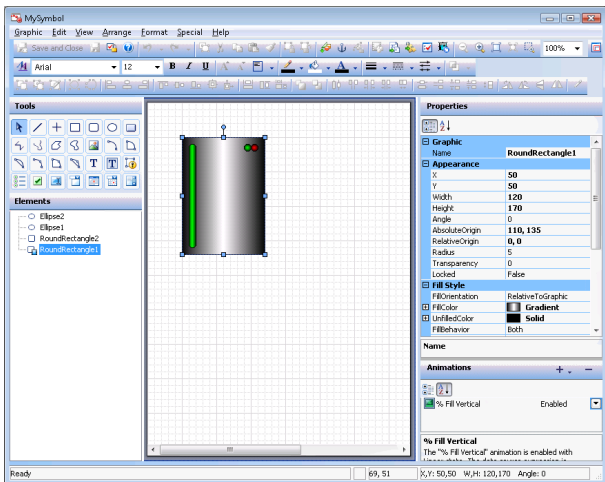
Enhancing Your Applications with ArchestrA Graphics

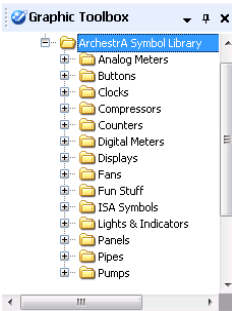
ArchestrA Symbols are graphics you can place in an InTouch window to visualize data in a production process. You can create ArchestrA symbols from basic elements such as rectangles, lines, circles, or text much like graphics created from WindowMaker. The ArchestrA IDE also includes other graphic tools to create more complex drawing elements like closed curves, chords, and Windows controls.

You create ArchestrA symbols in the ArchestrA Symbol Editor. You select a basic graphical object called an element from a tools panel and place it on the drawing area called the canvas.

Then, you can change the appearance of your drawn elements either by accessing their properties directly, or by modifying their physical appearance. You can configure the elements or the symbol with animations.

The following figure shows the various tools and palettes of the ArchestrA Symbol Editor that you use to create and customize symbols.

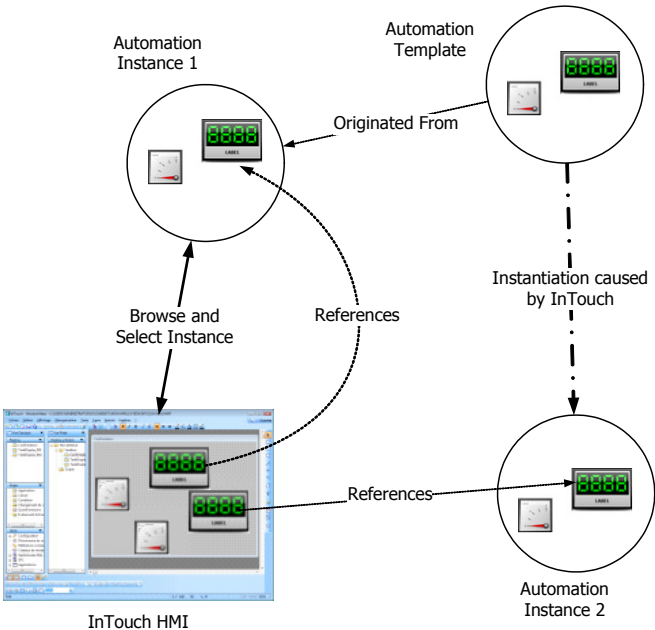




The Graphic Toolbox also includes the Arcestra Symbol Library of predefined symbols.

You can embed these symbols directly from the Graphic Toolbox into an InTouch application, or modify them with the Arcestra Symbol Editor.

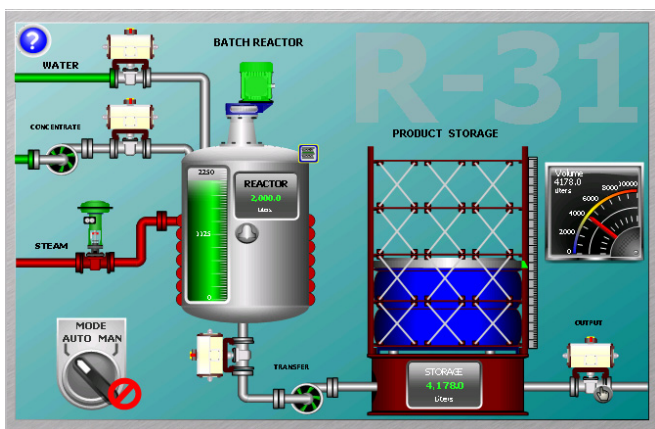
After you create an Arcestra Symbol, you can embed it into an InTouch window and use it in run time. When you embed an Arcestra Symbol into an InTouch window and the symbol is contained in an Automation template, you can easily create a new instance of the Automation object. The embedded Arcestra Symbol automatically references the new object.



Getting Started

When you install InTouch HMI, you can install several sample applications. You can examine these sample applications to understand how scripts, animations, and graphics work together to provide a visual interface for your production environment.

The following figure shows a portion of a window from the InTouch reactor demonstration application. The reactor application demonstrates how you manage an application with the Archestra IDE and includes several Archestra symbols.



The analog meter next to the product storage tank shows the current volume of liquid stored in the tank. The meter is not part of the standard reactor application.

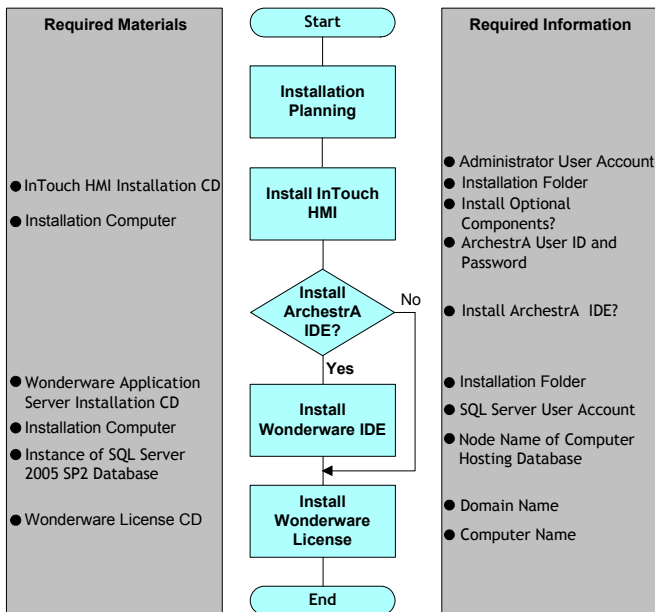
This booklet describes the essential tasks to create an InTouch application by showing how to embed this meter into the Reactor application. It walks you through all of the steps from installing InTouch HMI to running the application in WindowViewer.

However, this booklet does not describe every task. See the tables in the last section of this booklet to find more information about using InTouch HMI.

Installing InTouch HMI

The major decision you must make when you install InTouch HMI is whether to install the optional ArcestrA IDE too. Because of the graphical power of the Symbol Editor and the Graphic Toolbox, you are encouraged to install the ArcestrA IDE. This booklet describes some of the essential features of InTouch HMI that are only available from the ArcestrA IDE.

The following figure shows the major steps to install InTouch HMI. The figure shows the materials and information you must have ready to complete each step in the installation procedure.



Planning an InTouch HMI Installation

During the installation procedure, you must make a series of decisions that determine how InTouch HMI is installed. The following list describes the decisions you must make during the installation procedure.

- Do you want to install InTouch HMI to its default folder location or to another folder?

Default location: C:\Program Files\Wonderware\InTouch

- Do you want to install the optional supplementary components listed below when you install InTouch HMI?

SPCPro SQL Access Manager Symbol Factory
16-Pen Trend Recipe Manager

- Do you want to create a new ArchestrA user account for node-to-node communication, or use an existing account?
 - The user account must have administrator privileges.
 - The user account must have a permanent password.
- Do you want to install InTouch HMI by itself or with the ArchestrA IDE?

If you decide to install the ArchestrA IDE, you must gather additional information:

- Installation folder to install the ArchestrA IDE.
 - Node name of the computer where a SQL Server 2005 database server is installed.
 - SQL Server 2005 user account ID and password.
-

What You Need to Install InTouch HMI

You must have the following materials ready to install InTouch HMI:

- InTouch HMI installation CD.
- Computer that meets the hardware and software requirements listed in the InTouch HMI Readme.

Important Use the hardware and software requirements listed in the Wonderware Application Server Readme if you are going to install the ArchestrA IDE.

Optional Installation Materials

You need the following materials if you intend to install the ArchestrA IDE with InTouch HMI:

- Wonderware Application Server installation CD.
- Computer that meets the hardware and software requirements listed in the Wonderware Application Server Readme.
- SQL Server 2005 database with Service Pack 2 installed.

Note The SQL Server 2005 database must be configured with mixed-mode authentication.

Installing InTouch HMI

Before you start installing InTouch HMI, gather all materials and information you need to complete the procedure.

To install InTouch HMI

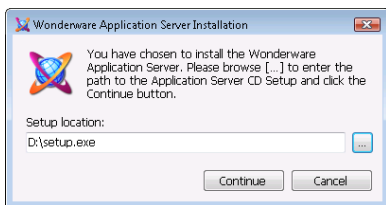
- 1 Log on to the computer as an administrator.
- 2 Insert the InTouch CD into the computer's CD or DVD drive.

The InTouch installation starts automatically. If the installation procedure does not start, manually start it by clicking `setup.exe` on the CD from Windows Explorer.

- 3 Follow the steps in the procedure to install InTouch HMI according to your planning decisions.

The last step in the InTouch HMI installation procedure includes a check box to specify whether to install the ArchestrA IDE or not.

- 4 Based on your decision to install the ArchestrA IDE or not, do one of the following:
 - Clear the check box and click **Finish** to exit from the InTouch installation procedure.
 - Select the check box and click **Finish**. You see a dialog box to specify the location of the Wonderware Application Server CD.



Note You may be required to reboot the computer after installing InTouch HMI. If so, you must manually start the ArchestrA IDE installation after the reboot.

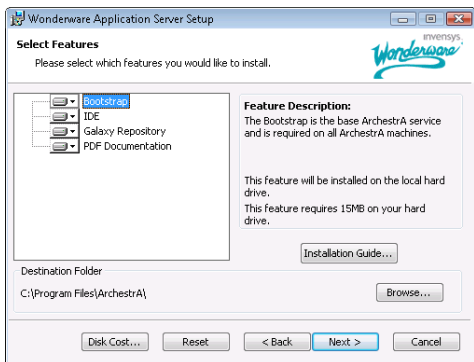
Continue with the next procedure to install the ArchestrA IDE.

Installing the ArcestrA IDE

Before you start installing the ArcestrA IDE, gather all materials and information you need to complete the procedure.

To install the ArcestrA IDE

- 1 If necessary, log on to the computer as an administrator.
- 2 Insert the Wonderware Application Server CD into the computer's CD or DVD drive.
- 3 Browse to the computer's CD or DVD drive containing the installation CD and click **Continue**.
- 4 Follow the steps in the procedure to install the ArcestrA IDE according to your planning decisions.
- 5 Accept the default to install all Wonderware Application Server features.



- 6 Click **Finish** after all files are copied to your computer. You have installed all components available with InTouch HMI version 10. Go to the next section for instructions to apply your Wonderware product license.

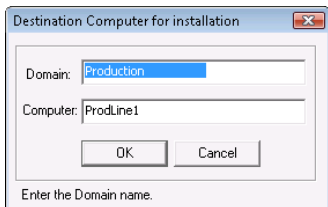
Installing Your Wonderware Product License

Wonderware enforces the usage of its products with a software license. After you install a Wonderware product, you must install a single license file, WWSUITE.LIC, which contains your customer information, product data, and software features. Until you apply your Wonderware license, you can run InTouch HMI only in demonstration mode.

You use the License Utility to install the contents of the WWSUITE.LIC file to the computer where InTouch HMI is installed. The License Utility is included as a common Archestra component when you install InTouch.

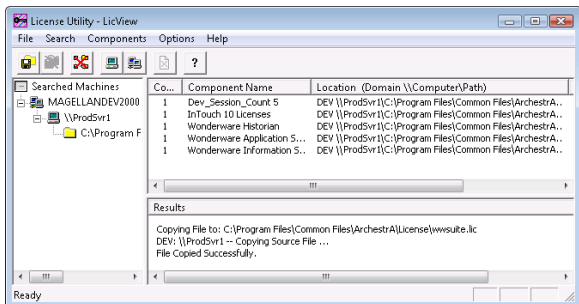
To install your Wonderware product license

- 1 Log on to the computer as an administrator.
- 2 Insert the Wonderware license CD into the computer's CD-ROM or DVD drive.
- 3 Start the License Utility by doing the following:
 - a Click **Start**, and then **Programs** to show the Wonderware folder.
 - b Click the **Wonderware** folder, and then click the **Common** folder to show the list of common utilities.
 - c Click **License Utility**.
- 4 Click **File**, and then **Install License File**. The **Choose a License File to install** dialog box appears.
- 5 Browse the Wonderware license CD.
- 6 Select the WWSUITE.LIC file and click **Open**. The **Destination Computer for installation** dialog box appears.



7 Type the domain and computer names and click **OK**.

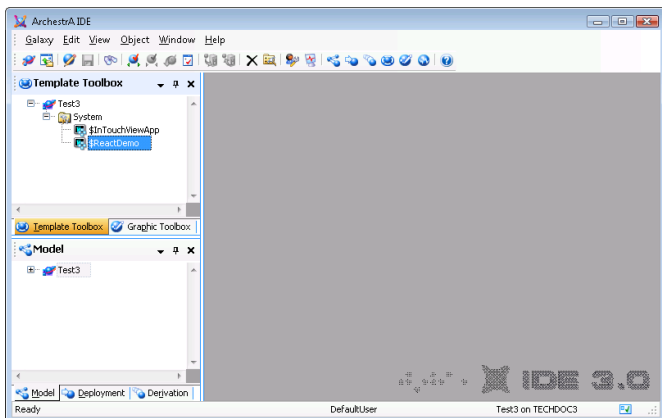
The License Utility copies the WWSUITE.LIC file to the C:\Program Files\Common Files\Archestra\License folder on the selected computer.



Now you can start creating InTouch applications. The next section explains how to manage an application from the Archestra IDE.

Creating Managed Applications

The following figure shows the main window of the Arcestra IDE. The upper left pane of the window includes tabs to show the **Template Toolbox** and **Graphic Toolbox**.



This section explains how to use automation objects from the **Template Toolbox** to create a managed application. This example of the Arcestra IDE shows the available automation objects when you create a Galaxy for the InTouch Reactor demonstration application.

Starting the ArcestrA IDE

You can start the ArcestrA IDE from the Windows **Start** menu or from InTouch Application Manager.

Starting the ArcestrA IDE from the Start Menu

The following procedure shows the steps to start the ArcestrA IDE from a computer running Microsoft Windows Vista. The procedure may vary slightly if you are using a different Windows operating system.

To start the ArcestrA IDE from the Windows Start Menu

- 1 Click the Windows **Start** button.
- 2 Click the ArcestrA IDE icon from the list.



The **Connect to Galaxy** dialog box appears.

Starting the ArcestrA IDE from the Application Manager

If ArcestrA IDE is installed on the same computer as InTouch HMI, you can start the ArcestrA IDE from the Application Manager.

To start the ArcestrA IDE from Application Manager

- ◆ After starting InTouch Application Manager, do one of the following:
 - On the **File** menu, click **ArcestrA IDE**.
 - Press **CTRL + I**.
 - Click the ArcestrA IDE icon on the toolbar.



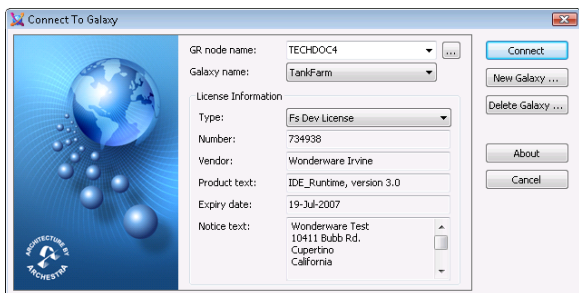
The **Connect to Galaxy** dialog box appears.

Creating a Galaxy

After you start the Archedra IDE, the **Connect to Galaxy** dialog box appears. The first time you start the Archedra IDE you need to create a Galaxy, which is an Archedra database. After that, you can select the Galaxy in which you are developing managed applications each time you start the Archedra IDE.

To create a Galaxy

- 1 Start the Archedra IDE. The **Connect to Galaxy** dialog box appears.



- 2 Click **New Galaxy**. The **New Galaxy** dialog box appears.



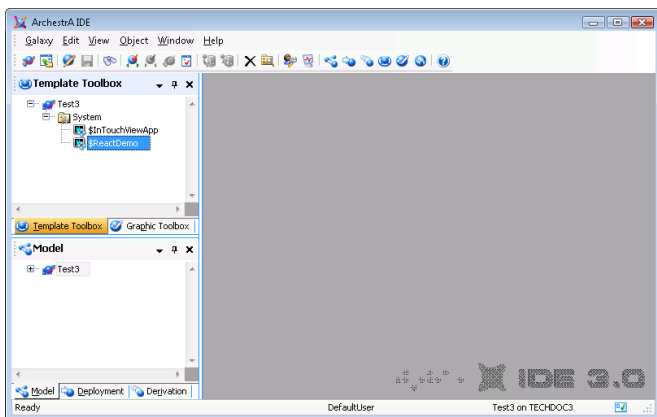
- 3 Complete the fields of the **New Galaxy** dialog box by doing the following:
 - Type the node name of the computer that serves as the Galaxy Repository (GR). This is the computer where the SQL Server 2005 database server is running.
 - Type the name of the Galaxy that you are creating.

- Select **Reactor_Demo_InTouch.cab** as the type of Galaxy from the drop-down list of the **Galaxy Type** box.

This is a custom Galaxy that contains only the necessary ArchestrA automation objects to edit and run applications. It also includes the InTouch Reactor Demo application.

- 4 Click **Create**. The **New Galaxy** dialog box shows the progress of creating a new Galaxy.
- 5 Click **Close** after the new Galaxy is created.
- 6 Click **Connect** to connect to the Galaxy you created.

The **ArchestrA IDE** dialog box appears.



The **Template Toolbox** shows the **\$ReactDemo** derived template. You can use this derived template to create a managed application or edit the application within **WindowMaker**.

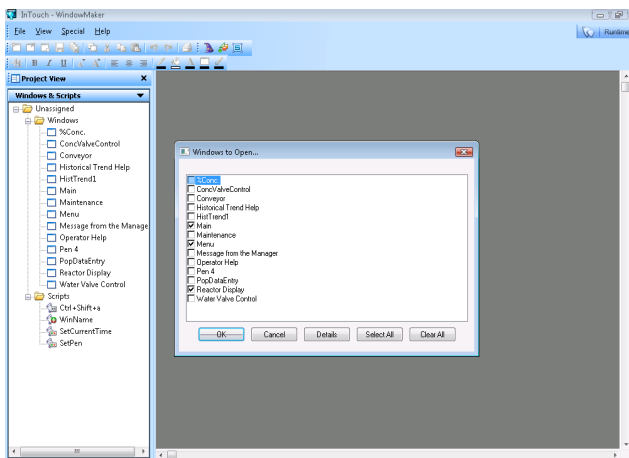
Editing a Managed Application

You edit a managed InTouch application by starting WindowMaker from the ArchestrA IDE.

To start WindowMaker from the ArchestrA IDE

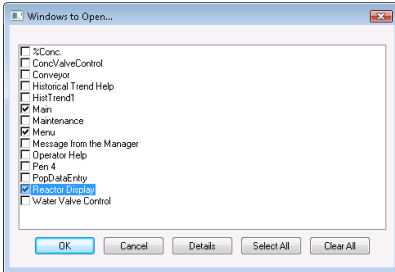
- 1 Open the ArchestrA IDE.
- 2 Click the **Template Toolbox** tab to show the **System** folder containing ArchestrA automation objects.
- 3 If necessary, click on the **System** folder to expand the list of automation objects within it. You see the \$ReactDemo template.
- 4 Double-click on the \$ReactDemo template.

WindowMaker starts as the default editor. The figure below shows WindowMaker after you initially open the Reactor demonstration application for editing.



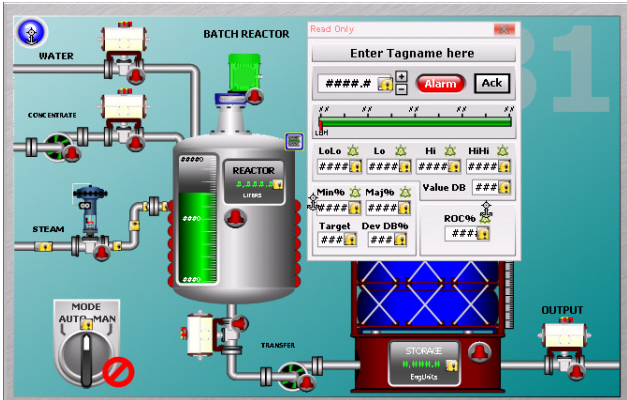
The **Windows & Scripts** window lists the windows that are part of the Reactor demonstration application. This figure shows the **Windows to Open** dialog box to select the windows you want to edit. You may have to open the **Windows to Open** dialog box. Steps 5 and 6 explain how to open the dialog box and select the Reactor application windows.

- 5 Click **File**, and then **Open Window** to show the **Windows to Open** dialog box.



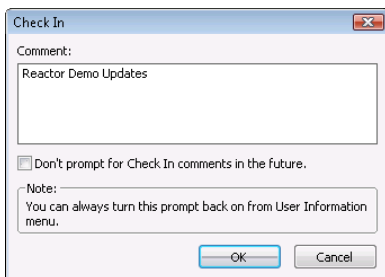
- 6 Select the **Main**, **Menu**, and **Reactor Display** windows from the list and click **OK**. Together, these windows make up the main Reactor demonstration screen.

The following figure shows the portion of the Reactor Demo window containing graphics that represent the components of a reactor.



- 7 Increase the text size of the **OUTPUT** caption to the right of the tank by doing the following:
- Click on the **OUTPUT** caption to select it and show the text box sizing handles.
 - Using your mouse, click on a sizing handle and keep the mouse button pressed.

- c Move the mouse to increase the size of the text box.
 - d Release the mouse button when the text is the size you want.
- 8 Save your changes to the window.
 - 9 Click **File**, and then **Exit**. WindowMaker closes and you return to the ArcestrA IDE. The **Check In** dialog box appears.



- 10 Type a comment if you want, and then click **OK**.
- 11 Click **Close** after the application is checked in.

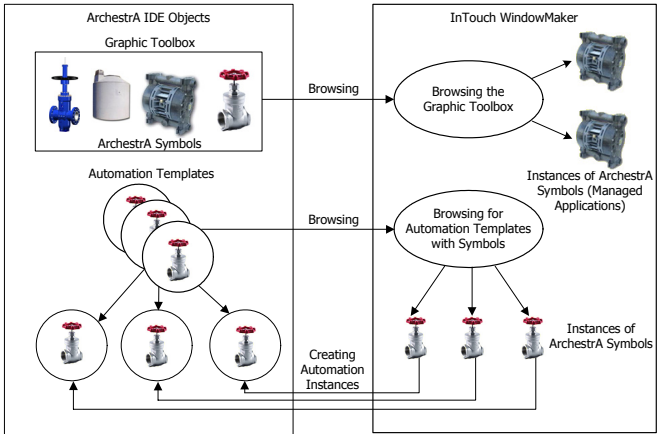
You have made a round trip from the ArcestrA IDE to WindowMaker and back to the ArcestrA IDE again. Now that you understand the steps to edit a managed application from WindowMaker, the next section explains how to embed an ArcestrA symbol in an application window.

Using ArcestrA Symbols

You can embed an ArcestrA Symbol into an application window from:

- The Graphic Toolbox.
- An ArcestrA object template.
- An ArcestrA object instance.

The following figure shows the different methods to embed an ArcestrA symbol. This section shows the essential tasks to embed an ArcestrA symbol from the Graphic Toolbox into an application being edited from WindowMaker.



When you embed a symbol, the animation links and scripts are inherited from the source symbol. You can only change the animations and scripts in the source symbol and all changes are propagated to the embedded symbol.

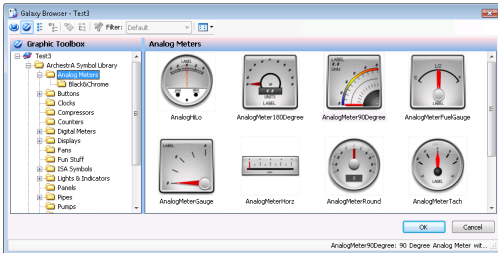
Embedding Arcestra Symbols into an InTouch Window

You can embed an Arcestra Symbol into the windows of your managed InTouch application. You cannot embed Arcestra Symbols into windows of stand-alone applications.

The embedded symbol appears with its original name appended by a number. The number increments each time you embed the same symbol again.

To embed an Arcestra Symbol from the Graphic Toolbox

- 1 Open the Arcestra IDE.
- 2 Double-click on the \$ReactDemo derived template to open it in WindowMaker.
- 3 Show the main Reactor window.
- 4 On the **Edit** menu, click **Embed Arcestra Symbol**. The Galaxy Browser appears.
- 5 Click the Graphic Toolbox icon. The symbols that belong to the **Graphic Toolbox** are listed in the left pane.
- 6 Expand the list of the **Arcestra Symbol Library** folder.
- 7 Expand the **Analog Meters** folder. The meter symbols within the folder appear in the right pane of the Galaxy Browser.



- 8 Double-click on the AnalogMeter90Degree symbol. WindowMaker reappears.
- 9 Click to the right of the tank in the Reactor window to embed the meter symbol. The meter symbol appears at the window location you selected.

- 10 Click on the meter to select it. Sizing handles appear around the border of the symbol.
Using your mouse, you can move the sizing handles to increase or reduce the size of the meter.
- 11 Reduce the size of the meter and position it near the top of the tank.

Tip Press the SHIFT key to maintain the vertical and horizontal perspective when you resize the meter.

- 12 Click the **Runtime** icon to run the application in WindowViewer.
 - 13 Verify the size of the meter and that it is aligned with the top of the tank.
 - 14 Click the **Development** icon to return to WindowMaker.
-

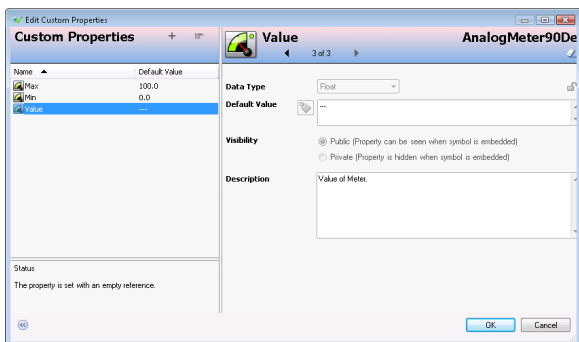
Connecting Tags to an ArcestrA Symbol

You can connect ArcestrA Symbols to InTouch tags by overriding the custom properties of an embedded ArcestrA Symbol.

Custom properties expose the properties of an ArcestrA Symbol to InTouch. The custom properties may or may not be used internally by the animations of the ArcestrA Symbol.

To connect an ArcestrA Symbol to an InTouch tag

- 1 Double-click on the embedded meter. The **Edit Custom Properties** dialog box appears.



- 2 Select the **Value** property. Do the following to edit the custom properties of the meter:
 - a Click the browse button of the **Default Value** box. The **Select Tag** dialog box appears.
 - b Select the ProdLevel tag from the list and click **OK**. The **Edit Custom Properties** dialog box shows the ProdLevel tag assigned to the **Value** property of the meter symbol.
 - c Select the Max property from the **Edit Custom Properties** dialog box.
 - d Type 10000 in the **Default Value** box.

- e Click **OK** to close the **Edit Custom Properties** dialog box.

Any animation in the ArchestrA Symbol configured with the selected custom property now uses the InTouch tag value during processing.

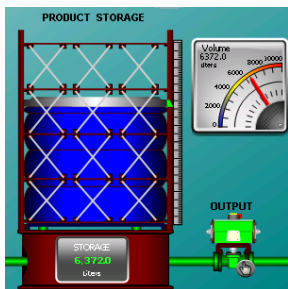
- 3 Select the meter symbol you embedded.
- 4 Click **Special**, and then **Substitute Strings** to show the **Substitute Strings** dialog box. Do the following to change the labels that appear on the meter:

The image shows a dialog box titled "Substitute Strings ..." with "1 of 4" in the top right corner. It has two columns: "Current String" and "New String".

| Current String | New String |
|----------------|------------------------------------|
| # | <input type="text" value="#"/> |
| ## | <input type="text" value="##"/> |
| LABEL | <input type="text" value="LABEL"/> |
| Units | <input type="text" value="Units"/> |

At the bottom of the dialog are three buttons: "OK", "Cancel", and "Replace".

- a Type the word **Volume** in the **Label** box.
 - b Type **Liters** in the **Units** box, and then click **OK**.
- The face of the meter shows the labels you changed.
- 5 Save your work in WindowMaker.
 - 6 Test your managed InTouch application by switching to WindowViewer and running the Reactor application.



The analog meter symbol you embedded in the Reactor window shows the same tank volume value as the digital read-out at the bottom of the tank.

During testing, changes can be made to a symbol even without checking in the symbol. These changes are propagated to all places the symbol is used and

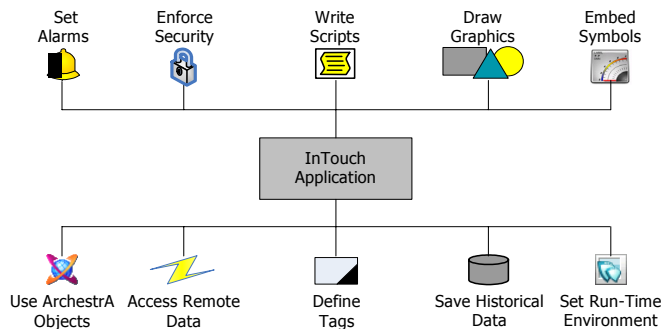
that switching to WindowMaker and then back to WindowViewer accepts these changes. This is the quickest way to develop a managed InTouch application with ArchestrA symbols.

This series of procedures walked you through some of the essential steps to create a managed application with the Arcestra IDE. The next section includes a set of tables that list other important tasks and the book within the InTouch library that describes how to complete these tasks.

Getting More Information

The InTouch HMI product library consists of a set of user guides and an online help system. The design of InTouch product information uses a task-based approach. This means that books and help are organized by the typical tasks to build an application using the InTouch HMI.

The following figure shows some of the typical tasks that are part of developing an InTouch application. Each user guide describes the specific tasks to set up functional aspects of an InTouch application. The tasks to set up each of these functional components are described in individual user guides or in a chapter of a user guide.



The InTouch library is offered in two different media:

- Portable Document File (PDF), which can be viewed with Adobe® Reader®. Each user guide is included on the InTouch installation CD as a PDF file.
- Online help, which can be viewed while an InTouch application is running. The help is context-sensitive and is also linked to all online InTouch information.

The PDF files and online help include a table of contents, an index, and features that enable you to search all documents in the product library simultaneously.

Getting More Information About the ArcestrA IDE

| If you want more information about | See |
|--|--|
| Creating a managed application with the ArcestrA IDE | Chapter 2 of the <i>InTouch HMI and ArcestrA Integration Guide</i> |
| Managing applications with the ArcestrA IDE | Chapter 2 of the <i>InTouch HMI and ArcestrA Integration Guide</i> |
| Using ArcestrA symbols in InTouch applications | Chapter 3 of the <i>InTouch HMI and ArcestrA Integration Guide</i> |

Getting More Information About the ArcestrA Symbol Editor

| If you want more information about | See |
|--|---|
| Creating ArcestrA symbols | Chapter 1 of the <i>Creating and Managing ArcestrA Graphics User's Guide</i> |
| Managing ArcestrA symbols | Chapter 3 of the <i>Creating and Managing ArcestrA Graphics User's Guide</i> |
| Using the Symbol Editor tools | Chapters 4 and 5 of the <i>Creating and Managing ArcestrA Graphics User's Guide</i> |
| Editing the properties of ArcestrA symbols | Chapters 6 and 7 of the <i>Creating and Managing ArcestrA Graphics User's Guide</i> |
| Assigning custom properties and animations to ArcestrA symbols | Chapter 8 and 9 of the <i>Creating and Managing ArcestrA Graphics User's Guide</i> |
| Adding scripts to ArcestrA symbols | Chapter 10 of the <i>Creating and Managing ArcestrA Graphics User's Guide</i> |
| Embedding ArcestrA symbols | Chapter 12 of the <i>Creating and Managing ArcestrA Graphics User's Guide</i> |

Getting More Information About Developing Applications

| If you want more information about | See |
|---|--|
| Creating stand-alone applications | See Chapter 2 of the <i>InTouch Application Management and Extension Guide</i> |
| Managing InTouch applications | Chapter 1 of the <i>InTouch HMI Application Management and Extension Guide</i> |
| Creating tags | Chapter 2 of the <i>InTouch HMI Data Management Guide</i> |
| Creating window elements for an application | Chapter 3 of the <i>InTouch HMI Visualization Guide</i> |
| Animating window elements for an application | Chapter 4 of the <i>InTouch HMI Visualization Guide</i> |
| Using wizards to create window objects | Chapter 5 of the <i>InTouch HMI Visualization Guide</i> |
| Setting alarms and events for an application | Chapter 2 of the <i>InTouch HMI Alarms and Events Guide</i> |
| Logging data from an application | Chapter 9 of the <i>InTouch HMI Data Management Guide</i> |
| Creating scripts in applications | Chapters 1-5 of the <i>InTouch HMI Scripting and Logic Guide</i> |
| Securing an InTouch application | Chapter 5 of the <i>InTouch HMI Application Management and Extension Guide</i> |
| Setting up remote data sources for an application | Chapter 5 of the <i>InTouch HMI Data Management Guide</i> |
| Using InTouch supplementary components | Chapters 1-5 of the <i>InTouch HMI Supplementary Components Guide</i> |
| Using SmartSymbols in an application | Chapters 1-4 of the <i>InTouch HMI SmartSymbols Guide</i> |
| Distributing applications across multiple computers | Chapter 2 of the <i>InTouch HMI Application Management and Extension Guide</i> |

Getting More Information About Running InTouch Applications

| If you want more information about | See |
|---|--|
| Running a managed application in WindowViewer | Chapter 4 of the <i>InTouch HMI and ArchedraA Integration Guide</i> |
| Viewing applications at run time | Chapter 7 of the <i>InTouch Application Management and Extension Guide</i> |
| Switching languages at run time | Chapter 6 of the <i>InTouch Application Management and Extension Guide</i> |
| Running applications on a multi monitor system | Chapter 8 of the <i>InTouch Application Management and Extension Guide</i> |
| Running applications on a Tablet PC | Chapter 9 of the <i>InTouch Application Management and Extension Guide</i> |
| Showing real-time data in a trend | Chapter 10 of the <i>InTouch HMI Data Management Guide</i> |
| Acknowledging alarms while an application is running | Chapter 5 of the <i>InTouch HMI Alarms and Events Guide</i> |
| Controlling the alarm properties of tags and groups while an application is running | Chapter 6 of the <i>InTouch HMI Alarms and Events Guide</i> |
| Viewing recorded alarms | Chapter 10 of the <i>InTouch HMI Alarms and Events Guide</i> |

Getting Technical Support

Wonderware Technical Support consists of a global team of qualified Certified Support Providers. If you have questions or concerns about InTouch HMI, contact Wonderware Technical Support.

Telephone: U.S. and Canada
800-966-3371
7 a.m. to 5 p.m Pacific Time

Outside the U.S. and Canada
949-639-8500

For local support in your language, please contact a Wonderware-certified support provider in your area or country. Refer to the following web address for a local distributor or sales office in your area:
<http://us.wonderware.com/aboutus/contactsales>

Fax: 949-639-1545

E-mail: Customer Support Subscribers, send an e-mail message to our priority address:
compsupp@wonderware.com

Customers without a support agreement, send an e-mail message to:
support@wonderware.com

Web: Registered customers, submit your questions to our Support web site. Refer to the following web site for instructions to register for Wonderware technical support:
<http://www.wonderware.com/support/web/>

Getting Product Training

Wonderware offers introductory and advanced training courses for InTouch HMI. Training courses are held at our training facilities in Lake Forest, California as well as regional offices worldwide. On-site customer training programs are also available at your facility.

Telephone: U.S. and Canada
866-998-7246
7 a.m. to 5 p.m Pacific Time

Outside the U.S. and Canada
949-639-8508

Mail: Wonderware/Invensys Systems
26561 Rancho Parkway South
Lake Forest, CA 92630
Attn: Training Department

E-mail: training@wonderware.com

Web: North America
<http://us.wonderware.com/training>

Latin America
<http://la.wonderware.com/training>

For training in your language, contact a Wonderware-Certified Training Provider in your area or country. Refer to the following web address for a local Certified Training Provider in your area:

http://us.wonderware.com/training/instructor/ctps_others.htm

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