

Wonderware® Information Server Win-XML Exporter User's Guide

Revision B

Last Revision: 1/16/07

Wonderware Corporation



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Welcome

About This Book

This guide provides information on how to best design InTouch application windows so they can be successfully converted to web pages and published to Wonderware Information Server (formerly known as SuiteVoyager). This guide also describes how to use the conversion and publishing application, the Win-XML Exporter.

You may need to adjust the InTouch windows before they can be converted. This guide assumes you are an experienced InTouch user and are familiar with the applications you are converting. You must also have a working knowledge of client/server technologies, Internet technologies, and the Microsoft Windows Server operating system.

Wonderware Information Server Documentation

The Wonderware Information Server documentation set includes the following guides:

- **Wonderware Information Server Guide.** This guide describes how to install Wonderware Information Server, administer and maintain an installed Wonderware Information Server, and how to access factory information over the Internet/intranet via the Wonderware Information Server. The installation section includes hardware and software requirements and migration instructions. The administration section includes information on configuring data sources, managing security, and performing customizations,

accessing factory information over the Internet/intranet via the Wonderware Information Server, and using the TableWeaver and reporting features.

- **Wonderware Information Server Win-XML Exporter Guide.** This guide describes how to use the Wonderware Information Server Win-XML Exporter to convert InTouch application windows to web pages and publish them to the Wonderware Information Server software. This guide also describes how to best design InTouch windows so that they can be successfully converted.

All of these guides are provided in PDF form and can be printed. Also, information included in these guides is provided in browser-based online Help, which can be accessed from the Wonderware Information Server software.

Document Conventions

This documentation uses the following conventions:

Convention	Used for
Initial Capitals	Paths and filenames.
Bold	Menus, commands, dialog box names, and dialog box options.
Monospace	Code samples and display text.

Chapter 1

Introduction to the Win-XML Exporter

You can use the Wonderware Information Server Win-XML Exporter to create a conversion project, convert InTouch windows to XML, organize these windows into WindowSets and SymbolSets, and publish the windows to Wonderware Information Server. You do not need to know any HTML or XML coding to use the Win-XML Exporter.

Converted windows on Wonderware Information Server can be downloaded and viewed by casual users or decision makers over the Internet/intranet using only Microsoft Internet Explorer, thus providing a thin client solution. The converted windows are shown and animated using standard web technologies and a downloadable client VML graphics program.

About Converted InTouch Windows

InTouch windows that run over the Internet in a browser are different than applications that run within InTouch WindowViewer. Although both are created using InTouch WindowMaker, not all WindowMaker functionality is compatible with current Internet technology. Wonderware Information Server does not replace InTouch. Rather, it adds an additional capability: casual users can get real-time data from the factory floor over the Internet, using a standard web browser and no additional tools.

The browser shows the converted InTouch windows to the casual user, and allows the user to interact with the factory floor via dynamic HTML (DHTML), XML, and ActiveX controls. The data travels between the browser and the Wonderware Information Server web server, which communicates with a running InTouch application on the application server node.

Most InTouch windows can be easily converted into a web page viewable in Internet Explorer. However, not all InTouch functionality is compatible with web technology. For more information on how InTouch windows are converted, see Chapter 3, *Designing InTouch Application Windows for Wonderware Information Server*.

About Win-XML Projects

The Win-XML Exporter uses project files to save global settings such as where converted XML windows are published to and what data sources are used for the windows. Project files are saved with the .wxe extension. Only one project can be open in the Win-XML Exporter at a time.

Projects can contain one or more WindowSets, which are named groupings of converted windows for use in Wonderware Information Server, or SymbolSets, which are for use specifically with TableWeaver.

About WindowSets and SymbolSets

WindowSets and SymbolSets allow you to organize converted windows within a Win-XML Exporter project. WindowSets are used for converting information for use in Wonderware Information Server, and SymbolSets are used for converting information for use specifically in TableWeaver.

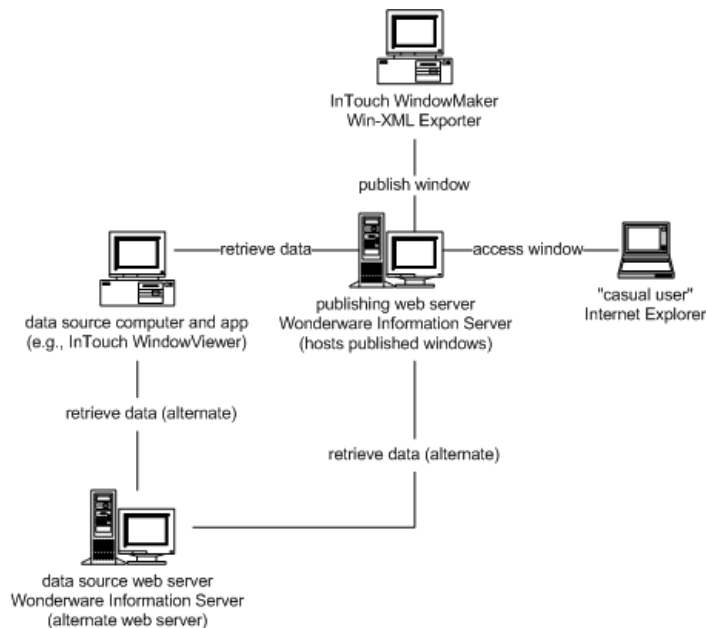
A converted window must be part of a WindowSet or SymbolSet, and WindowSets and SymbolSets must be part of a project. By default, the Win-Exporter creates a WindowSet to contain all of the InTouch windows converted from a single application.

Data Sources for Converted Windows

You can set the data sources for converted windows at the project level or at the WindowSet or SymbolSet level. The data source definition for any given project, WindowSet, or SymbolSet is a combination of:

- **A data provider web server.** This web server handles all runtime data requests to the data source. Typically, this server is the same Wonderware Information Server web server you publish your converted windows to. However, you can specify a different Wonderware Information Server web server. If so, the data provider web server must be able to access the publishing web server via the Internet or intranet. If your users use the Secure Sockets Layer (SSL) protocol to access the site, you must include `HTTPS://` in the web server URL for the data source.
- **A computer (node) on the control network.** This is the computer on which the application is loaded that supplies the runtime data.
- **An application running on the specified node.** Typically, the application is running an InTouch application (the default). However, you can specify other applications such as InControl, IndustrialSQL Server, or I/O Servers.

The following graphic shows the relationship between the different computers:



By default, a WindowSet or SymbolSet inherits the data source properties of the project to which it belongs. However, each WindowSet or SymbolSet can be configured to use a different data source than the project.

For example, you have several windows show information about a production line. You have several production lines that work the same, but use different data sources. You can

use the same windows, but you need to copy them to different WindowSets or SymbolSets and set the data sources for each WindowSet or SymbolSet to the appropriate production line.

Each WindowSet or SymbolSet can potentially use a different InTouch node, and you may want to design windows that, by referencing separate nodes, effectively act as new applications.

Using WindowViewer as a Data Source

The data source for a converted InTouch window is defined in the WindowSet or SymbolSet properties. The preferred method is to use a running InTouch application as the data source. This provides the InTouch application developer with many advantages over acquiring data directly from an I/O Server, such as support for InTouch dot fields, human readable tagnames, InTouch remote tags, alarming, scaling, and the invocation of server-based (InTouch) scripting. There are some advanced I/O Servers offering some of this capability, but most do not.

If the InTouch application uses remote tags, your window can have as many data sources as are defined by the InTouch application. For example, if an InTouch window is receiving data from six remote InTouch computers, then the converted window has seven data sources - one for the main application and six pointing to the remote tag data sources. When the window is converted and published to Wonderware Information Server, the remote tags receives data from the various data sources and effect changes in the graphics window. Also, the administrator can enable to write-back capabilities to modify the values for the tags at the source.

In some cases, you may want to bypass WindowViewer and retrieve data directly from an I/O Server. You can do this by specifying to use the I/O Server as a data source when setting up a conversion project in the Win-XML Exporter. You can also host converted windows on one site and retrieve data from another. For more information, see [Creating a New Project](#) on page 21.

Using Data Sources Other than InTouch

You can specify applications such as InControl, IndustrialSQL Server, or I/O Servers to provide data for published windows. The following table provides examples for how these data sources are defined.

	I/O Server	IndustrialSQL Server	InControl
Web Server URL	http://MyWebServer	http://MyWebServer	http://MyWebServer
Data Node Name	IOServer1	InSQL1	InControl1
Application	Modbus.Exe	aaHIOSVRSvc.Exe	RTEngine
Topic	Tagname	Tagname	Tagname

Application Logic for Converted Windows

InTouch windows that have been converted to XML do not contain any application logic; that is, they do not execute scripts locally. What this means for InTouch application developers is that the InTouch windows shown to end users are separated from the data sources and any application logic (for example, scripts) that allows a user to interact with the data sources.

Browser-based windows can execute scripts, but these scripts must not be of the application type and must only be used when the logic pertains to the individual use of the individual window. The browser-based windows interact and change according to the application logic running in the InTouch plant floor application.

The logic and data are provided by a specified InTouch computer (node), which also provides the animation information and actual data for the window.

About Publishing Windows

Publishing a project moves all WindowSets, SymbolSets, converted windows, image files, and configuration files to the Wonderware Information Server web server specified as the publishing host. After the entire project has been published, you can publish incremental changes by just publishing new individual WindowSets, SymbolSets, or windows. The new files are merged into the WindowSets and SymbolSets on the server.

To publish windows to Wonderware Information Server, you must:

- Have been given permission to publish.
- Have an HTTP connection to the site.

You do not have to be on the web server computer to publish a window. Also, you do not need to have a connection with the application node supplying the data.

By default, any user can download and install the Win-XML Exporter, but only server administrators can publish windows. If the administrator of the web server wants to give others the right to publish, then these users must be added to the web server's local Windows security group, which is usually named *computername_Admins* or *computername_Authors*. These security groups are created by the Front Page Server Extensions and are used to control who can publish to the web server. Usually, a typical setup of the extensions adds the local administrator group to the *computername_Admins* group.

For more information on security, see your Wonderware Information Server Guide.

Note You cannot publish windows via SSL.

Security for Viewing Published Windows

Wonderware Information Server is fully integrated with Windows security. Wonderware Information Server administrators can give known Windows domain users privileges to read, write, or configure the system. Wonderware Information Server also supports the SSL Internet protocols for additional security, and the system works behind firewalls.

Access, right-privileges, and other security settings are determined by the role to which a user is assigned by the Wonderware Information Server administrator. For example, you have an InTouch window containing a setpoint. In WindowViewer, this setpoint is usually protected by a disable link on the setpoint object. The user who logs into InTouch with the appropriate access level can change the setpoint. Each object a user can change can have different access levels. In Wonderware Information Server, no user can effect changes (write-back) unless this has been enabled for the site by the Wonderware Information Server administrator, there is a specific write-back license installed, and that user has

been assigned to a role with write-back privileges. A user with write-back privileges can change any value that can be changed.

There are also advanced security options beyond what Wonderware Information Server provides. For detailed information on configuring security, see the Wonderware Information Server Guide.

Combined Internet/Intranet Access

If your users are accessing Wonderware Information Server from both the Internet and a company intranet, then both the Internet and intranet URL for your web server must be listed in your corporate DNS server or LMHOSTS files. This is due to the fact that a web server is usually known by one name on the Internet and another on the intranet. Another solution is to create different WindowSets or SymbolSets for the different users each using the web server URL that can be resolved by their system.

Chapter 2

Converting and Publishing InTouch Windows

Converting and publishing InTouch application windows can be accomplished by using the Win-XML Exporter application. The Win-XML Exporter can be installed from Wonderware Information Server.

For conceptual information on using the Win-XML Exporter, see Introduction to the Win-XML Exporter on page 9.

For information on designing InTouch windows so that they convert successfully, see Designing InTouch Application Windows for Wonderware Information Server on page 37.

Installing the Win-XML Exporter

The Win-XML Exporter can be installed from a link on the Wonderware Information Server home page. If necessary, obtain the URL or address from your Wonderware Information Server administrator. The Win-XML Exporter does not require a license upgrade.

The Win-XML Exporter setup program:

- Installs the application to your local computer
- Adds a shortcut to the Win-XML Exporter on your Windows Start menu (For example, \Start\Programs\Wonderware\InTouch\Win-XML Exporter)

Note You must install the Win-XML Exporter on the same computer as InTouch WindowMaker if the windows you are converting contain ActiveX controls.

To install the Win-XML Exporter

- 1 Access the Wonderware Information Server Home Page.
- 2 In the **System** panel, expand **Administration** and then click **Win-XML Exporter**. The Win-XML Exporter page appears.
- 3 Click **Download Win-XML Exporter Now**. The **File Download** dialog box appears.
- 4 Click **Run this program from its current location** and then click **OK**. The **Security Warning** dialog box appears.
- 5 Click **Yes**. The Wonderware Information Server Win-XML Exporter **Setup - Welcome** dialog box appears.
- 6 Click **Next**. The Wonderware Information Server Win-XML Exporter **Setup - Destination Folder** dialog box appears.
- 7 Specify a destination folder for the program files. This is where the Win-XML Exporter is installed.
- 8 Click **Next**. You are prompted to verify that you want to install.
- 9 Click **Next**. After the application files are installed, the **Setup Complete** dialog box appears.
- 10 Click **Finish**.

Upgrading the Win-XML Exporter

If you have a previous version of Win-XML Exporter on your system, the old version must be removed first. Your converted project windows can still be used from your old projects, but you may want to re-convert to take advantage of new features, such as remote data source support. However, you do not need to re-convert and re-publish the InTouch windows for them to run on the latest version of the Wonderware Information Server.

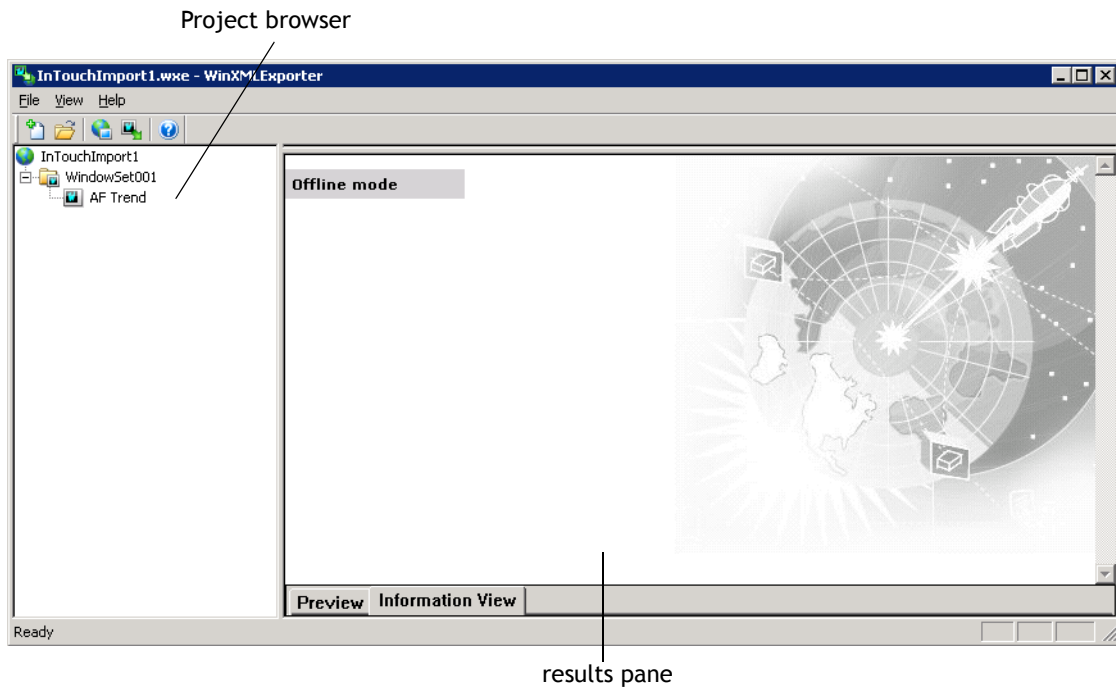
To remove the Win-XML Exporter

- 1 On the Windows **Start** menu, point to **Settings**, point to **Control Panel**, and then click **Add/Remove Programs**.
- 2 Locate the Win-XML Exporter in the list and then click **Remove**.

Starting the Win-XML Exporter

To start the Win-XML Exporter

- 1 To start the exporter, do either of the following:
 - On the Windows Start menu, point to Programs and then click the Win-XML Exporter item in your InTouch program group.
 - In **WindowMaker**, double-click the Wonderware Information Server Win-XML Exporter icon in the Application browser.
- 2 The Win-XML Exporter appears.








The Win-XML Exporter has three main areas:

- The project browser, which shows all of the associated WindowSets, SymbolSets, and windows.
- The results pane, which shows information regarding the success of a window conversion (Information View) or a preview of the converted window that is selected in the browser (Preview).
- The InTouch window pane, which lists InTouch windows available for conversion. The InTouch pane is not initially shown. You must drag the bar at the top of the results pane to see the InTouch pane.

Win-XML Exporter Toolbar Buttons

The following table describes the tool bar buttons:

Button	Description
	Create a new project file. For more information, see Creating a New Project on page 21.
	Opens an existing project file. For more information, see Opening an Existing Project on page 23.
	Switches the project to Online or Offline mode. For more information, see Previewing a Converted Window on page 31.
	Opens an InTouch application to convert. For more information, see Converting InTouch Windows on page 29.
	Opens the Help file.

General Steps for Using the Win-XML Exporter

The general steps for using the Win-XML Exporter are as follows:

- 1 Create a new project file. The project file is used to store information such as the URL to the Wonderware Information Server where you are publishing and the path to local project files. Local project files also include converted windows, and WindowSets, SymbolSets, and default data source information. For more information, see [Creating a New Project](#) on page 21.
- 2 Rename the default WindowSet or SymbolSet for the project to something meaningful. For more information, see [Renaming a WindowSet](#) on page 24 and [Renaming a SymbolSet](#) on page 27.
- 3 Open an InTouch application that contains the windows you want to convert. For more information, see [Opening an InTouch Application](#) on page 29.
- 4 Convert the InTouch application windows. For more information, see [Converting InTouch Windows](#) on page 29.

- 5 (Optional) Create additional WindowSets or SymbolSets to contain the converted windows from a single InTouch application. For more information, see [Creating a WindowSet](#) on page 24 and [Creating a SymbolSet](#) on page 26.
- 6 Publish the entire project to Wonderware Information Server. You can also publish incrementally. For more information, see [Publishing Windows to Wonderware Information Server](#) on page 31.

There are a few WindowMaker elements that are not compatible with Internet technology, however, but all other elements, including text, graphics, action scripts and animation are automatically converted for you. For more information on conversions, see [Chapter 3, Designing InTouch Application Windows for Wonderware Information Server](#)

Working with Projects

The first thing to do in the Win-XML Exporter is to create a new project file. This file stores all the configuration information for the InTouch windows you want to publish.

For more information, see [About Win-XML Projects](#) on page 10.

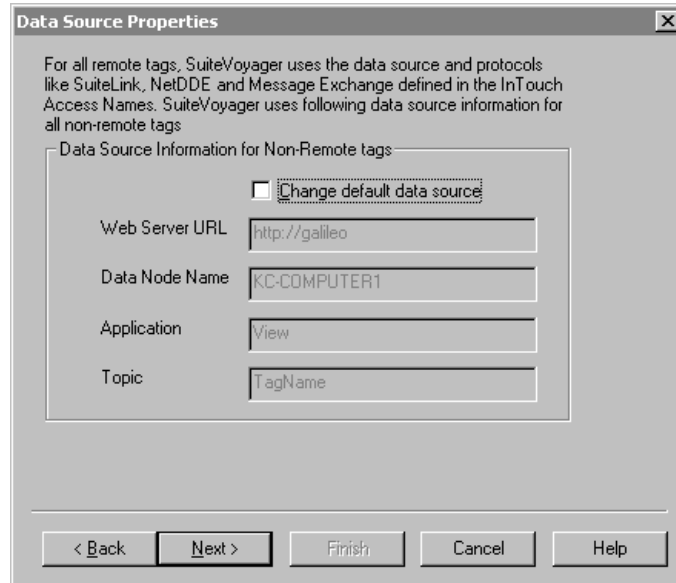
Creating a New Project

To create a new project

- 1 On the **File** menu, click **New Project**. The **Project Properties** dialog box appears.
- 2 In the **Project Name** box, type a name for the project. A new folder is created using this name.
- 3 To change the default working folder for the project, click the ellipsis button to the right of the **Local Project Path** box. This project path can point to any folder on your computer.
- 4 Click **Next**. The **Publishing Properties** dialog box appears. In the **Wonderware Information Server URL**, type the URL where the Wonderware Information Server is located. Converted windows are published to this server. For example, `http://MyWebServer/InformationServer`. You must include the `/InformationServer` virtual directory as part of the URL.

The wizard does not validate access to the server.

- 5 Click **Next**. The **Data Source Properties** dialog box appears.



To change the **Web Server URL**, type the URL for the web server that serves as the data source. This server can be a different web server than the one you are publishing the converted windows to, allowing converted windows to be hosted on one portal and retrieve data from another. If you are using secure socket layers (SSL), remember to type "https:" instead of "http:"

For information on using multiple web servers, see *Using Multiple Web Servers for WindowSets and SymbolSets* on page 33.

To change the **Data Node Name**, type the name of the computer to receive data from. This can be either the computer on the plant floor that is running the InTouch application, an I/O Server, IndustrialSQL Server, and so on. This node will supply the data for the converted window.

If your application will not be receiving data from a running WindowViewer application on the data node, select **Change default data source** and then configure the data source options:

Application

The executable name of the application on the data node from which to receive data.

For example, for WindowViewer, specify VIEW.

Topic

The specific subgroup of data elements for the specified application. Examples of topics are Tagname for InTouch, or the name of an Excel spreadsheet.

Note If you retrieve data from an I/O Server, you must select the **Use Tagname as Item Name** option in the WindowMaker Tagname Dictionary when defining the tags for the window being converted.

- 6 **Click Next.** The **New Project Information** dialog box appears.
- 7 Verify that the information is correct. Click **Finish**.
- 8 The project you created now appears in the left pane of the Win-XML Exporter with the default name of WindowSet001, regardless of whether you're creating a WindowSet or a SymbolSet. You must create the SymbolSet name manually. To change the name of the set, see *Renaming a WindowSet* on page 24 and *Renaming a SymbolSet* on page 27.

Opening an Existing Project

To open an existing project

- 1 On the **File** menu, click **Open Project**. The **Open** dialog box appears.
- 2 Browse to the project file (.wxe) to open and then click **Open**.
- 3 Click **OK**.

Viewing or Editing Project Properties

The properties at the project level are the default values assigned to each WindowSet or SymbolSet when it is created.

To view or edit properties for a project

- 1 In the browser, right-click on the project name and then click **Properties**. The **Project Properties** dialog box appears.
- 2 Click the **Publishing Properties** tab.
In the **Wonderware Information Server URL** box, type the URL where the Wonderware Information Server is located. Converted windows are published to this server. For example, `http://MyWebServer/InformationServer`. You must include the `/InformationServer` virtual directory as part of the URL.
- 3 The options on the **Project Properties** tab and the **Data Source Properties** tab are read-only at the project level. However, you can change these values at the WindowSet

or SymbolSet level. For more information, see [Editing Properties for a WindowSet on page 25](#) and [Editing Properties for a SymbolSet on page 27](#).

- 4 Click **OK**.

Deleting a Project

You cannot delete a project from within the Win-XML Exporter. Delete the project files manually from your computer using Windows Explorer.

Working with WindowSets

WindowSets are used to group converted InTouch windows so that you can operate on them as a unit. For more information, see [About WindowSets and SymbolSets on page 10](#).

Creating a WindowSet

WindowSets do not inherit any properties from the WindowSet or project from which they were created. Instead, the WindowSet inherits the properties of the project it is under.

To create a new WindowSet

- 1 In the browser, right-click on either an existing WindowSet or project on which to base the new WindowSet and then click **New WindowSet**. A new WindowSet is created in the project.
- 2 If desired, change the WindowSet name. For more information, see [Renaming a WindowSet on page 24](#).
- 3 If desired, edit the default WindowSet properties. For more information, see [Editing Properties for a WindowSet on page 25](#).

Renaming a WindowSet

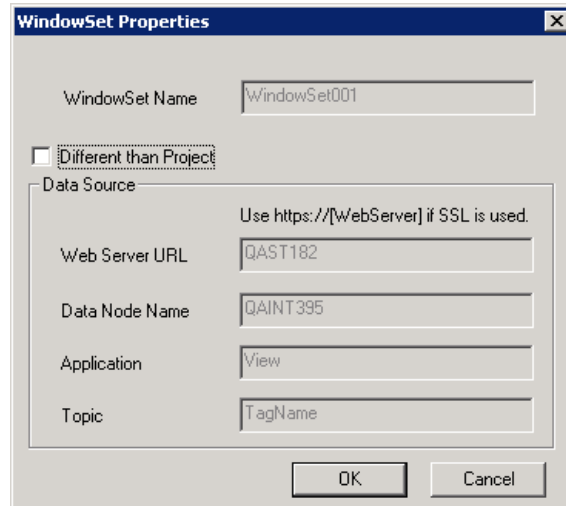
To rename a WindowSet

- 1 In the browser, right-click on the WindowSet name and then click **Rename**. A box appears around the name.
- 2 Type the new name.
- 3 Press **Enter** on your keyboard.

Editing Properties for a WindowSet

To edit WindowSet properties

- 1 In the browser, right-click an existing WindowSet and then click **Properties**. The **WindowSet Properties** dialog box appears.



- 2 To change the data source information, click **Different than Project**. When you change the data source for a WindowSet, all windows in that WindowSet use the new data source. Options are as follows:

Web Server URL

Used to specify the URL for the web server that serves as the data source. This server can be a different web server than the one you are publishing the converted windows to, allowing converted windows to be hosted on one portal and retrieve data from another. If you are using secure socket layers (SSL), remember to type "https:" instead of "http:"

For information on using multiple web servers, see [Using Multiple Web Servers for WindowSets and SymbolSets](#) on page 33.

Data Node Name

The name of the computer to receive data from. This can be either the computer on the plant floor that is running the InTouch application, an I/O Server, IndustrialSQL Server, and so on. This node will supply the data for the converted window.

Application

The executable name of the application on the data node from which to receive data.

For example, for WindowViewer, specify VIEW.

Topic

The specific subgroup of data elements for the specified application. Examples of topics are Tagname for InTouch, or the name of an Excel spreadsheet.

- 3 Click **OK**.

Note If you change the properties for a WindowSet, you must re-drag and then republish the windows in the WindowSet to propagate the property changes throughout the WindowSet.

Adding Files to a WindowSet

To add files to a WindowSet, simply drag-and-drop them from the pane of InTouch windows.

Be careful when adding windows from different InTouch applications to the same WindowSet. For example, you can accidentally overwrite same-named graphics in the images folder for the WindowSet.

Deleting a WindowSet

To delete a WindowSet

- Right-click on the WindowSet in the browser and then click **Delete**.

Working with SymbolSets

SymbolSets are used to group converted InTouch windows so that you can operate on them as a unit within TableWeaver. For more information, see About WindowSets and SymbolSets on page 10.

Creating a SymbolSet

SymbolSets do not inherit any properties from the SymbolSet or project from which they were created. Instead, the SymbolSet inherits the properties of the project it is under.

To create a new SymbolSet

- 1 In the browser, right-click on either an existing SymbolSet or project on which to base the new SymbolSet and then click **New SymbolSet**. A new SymbolSet is created in the project.
- 2 If desired, change the SymbolSet name. For more information, see Renaming a SymbolSet on page 27.

- 3 If desired, edit the default SymbolSet properties. For more information, see [Editing Properties for a SymbolSet](#) on page 27.

Renaming a SymbolSet

To rename a SymbolSet

- 1 In the browser, right-click on the SymbolSet name and then click **Rename**. A box appears around the name.
- 2 Type the new name.
- 3 Press **Enter** on your keyboard.

Editing Properties for a SymbolSet

To edit SymbolSet properties

- 1 In the browser, right-click an existing SymbolSet and then click **Properties**. The **SymbolSet Properties** dialog box appears.

- 2 To change the data source information, click **Different than Project**. When you change the data source for a SymbolSet, all windows in that SymbolSet use the new data source. Options are as follows:

Web Server URL

Used to specify the URL for the web server that serves as the data source. This server can be a different web server than the one you are publishing the converted windows to, allowing converted windows to be hosted on one portal and retrieve data from another. If you are using secure

socket layers (SSL), remember to type "https:" instead of "http:"

For information on using multiple web servers, see Using Multiple Web Servers for WindowSets and SymbolSets on page 33.

Data Node Name

The name of the computer to receive data from. This can be either the computer on the plant floor that is running the InTouch application, an I/O Server, IndustrialSQL Server, and so on. This node will supply the data for the converted window.

Application

The executable name of the application on the data node from which to receive data.

Topic

The specific subgroup of data elements for the specified application. Examples of topics are Tagname for InTouch, or the name of an Excel spreadsheet.

- 3 Click **OK**.

Adding Files to a SymbolSet

To add files to a SymbolSet, simply drag-and-drop them from the pane of InTouch windows.

Be careful when adding windows from different InTouch applications to the same SymbolSet. For example, you can accidentally overwrite same-named graphics in the images folder for the SymbolSet.

Deleting a SymbolSet

To delete a SymbolSet

- Right-click on the SymbolSet in the browser and then click **Delete**.

Working with InTouch Windows

Most InTouch windows can be converted into a web page viewable in Internet Explorer. However, not all InTouch functionality is compatible with web technology. For more information on how InTouch windows are converted, see Chapter 3, Designing InTouch Application Windows for Wonderware Information Server

For general information about converted InTouch windows, including possible data sources, see Chapter 1, Introduction to the Win-XML Exporter

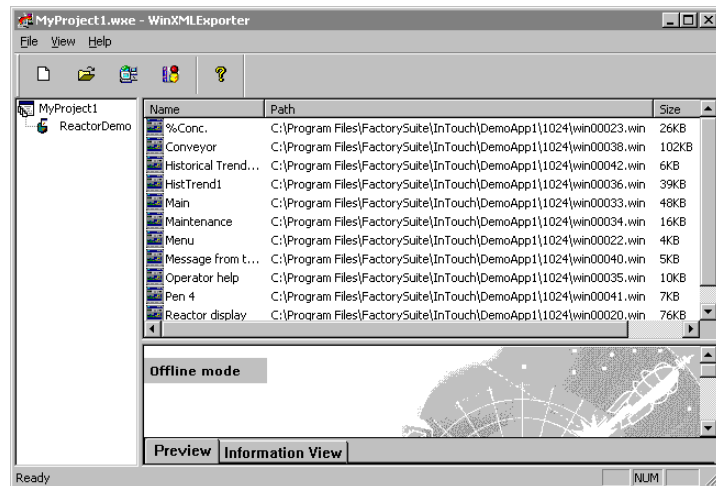
Note The Win-XML Exporter works only with InTouch 9.02 or greater. Earlier InTouch windows must at minimum be opened and saved in InTouch 9.02 before conversion.

Opening an InTouch Application

To open an InTouch application

- 1 On the **File** menu, click **Open InTouch Application**. The **Browse For Folder** dialog box appears.
- 2 Navigate to the InTouch application folder containing the window(s) to convert. Click **OK**.

The available InTouch windows from the folder you selected now appear in the top right pane of Win-XML Exporter.



For each window, the pane shows the caption name, the path and converted file name, and the converted size in KB.

Converting InTouch Windows

To convert an InTouch window

- 1 In the pane of available InTouch windows, select the window to convert.

Tip To select multiple windows, hold down the CTRL key while making your selections. To select multiple consecutive windows, hold down the SHIFT key, select the first window, and then select the last window.

- 2 Drag the window on the WindowSet or SymbolSet name in the browser.

The conversion to XML is performed automatically during the drag-and-drop operation.

By default, the bottom right pane of the Win-XML Exporter only shows the status of the LAST window converted. Therefore, if you convert twelve windows at one time, and the first eleven have errors, you still see a successful conversion message as long as the twelfth window converts with no errors. For information about viewing the status for a particular window, see Viewing the Window Conversion Status on page 30.

For information about previewing the converted window as it will appear in a browser, see Previewing a Converted Window on page 31.

You can change the WindowSet properties but you have to re-drag and drop the InTouch Windows again to the WindowSet and then Re-Publish it. Then the WindowSet properties change will take the latest changes. Once you re-drag the InTouch windows to the WindowSet then the XML files will get changed with the latest WindowSet properties. After publishing the windows again takes the latest changes.

Viewing the Window Conversion Status

To view the conversion status for a particular window

- 1 In the browser, select the desired window.
- 2 Access the information view by performing any of the following:
 - Right-click on the window and select **Information View**.
 - In the bottom right pane of the exporter, click the **Information** tab.

- Expand the **Information** item. If all elements were successfully converted in the last window you selected, you see **Successful Conversion!!!**



- Expand the different sections to see information about warnings or errors.

Publishing Windows to Wonderware Information Server

To publish a project or individual WindowSet or SymbolSet

- Right-click on the project, WindowSet, or SymbolSet in the browser and then click **Publish**.

Previewing a Converted Window

The preview window has two modes: Online and Offline. The default mode is Offline. In Offline mode, the preview window shows you how your converted window will look; however, you cannot preview animations because the window is not currently receiving any data.

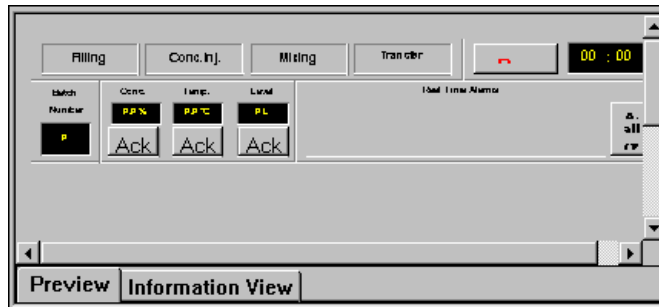
Popup windows are listed in both Online and Offline mode. Popup windows are converted and can be accessed by the user at runtime (in the browser). However, popup windows do not appear in the list of windows that the user sees in the browser. Therefore, no user can directly access a popup window.

To preview a runtime version of the window, you must first publish the window. After that, if you specify the Online mode, an attempt is made to establish a connection to the Wonderware Information Server that you have specified for the window. If the server has access to the data source, animations function as if you were viewing the window in a browser over the Internet/intranet. If the animations are not working, the data source may not be operating, the data source specifications may be incorrect, or the scripting that drives the animation may need to be modified.

You must be assigned to the Administrator Role by your Wonderware Information Server administrator to use the Online mode. Even then, the preview pane only provides Read Only access; you can not test TouchLink input dialogs or any features that require write-back permissions.

To preview a converted window

- 1 In the browser, select the desired window.
- 2 Access the information view by performing any of the following:
 - Right-click on the window and select **Preview**.
 - In the bottom right pane of the exporter, click the **Preview** tab.
- 3 A static preview of the converted window appears in the bottom pane.



- 4 To preview a runtime version of the window, first publish the window. Then, on the **File** menu, click **Go Online**.

Disabling Automatic Window Resizing

By default, the converted window is scaled in the user's browser so that it fits in the display area. However, you can turn this feature off before you publish the window. Disabling the automatic window resizing opens the window full size as it was drawn in InTouch. Scroll bars appear, if necessary, to provide the user access to the hidden areas of the screen.

Note The Fit to Window option does not appear on the context menu when you right-click a SymbolSet.

To disable window resizing

- 1 Right-click on the window to resize in the navigation tree and then click **Fit to Window** so that a check mark no longer appears.
- 2 Re-publish the window.

Deleting a Window

If you are in Online mode, you can delete windows from the site with the proper security clearance from the administrator. If you are offline, you can delete windows from the project workspace.

To delete a window

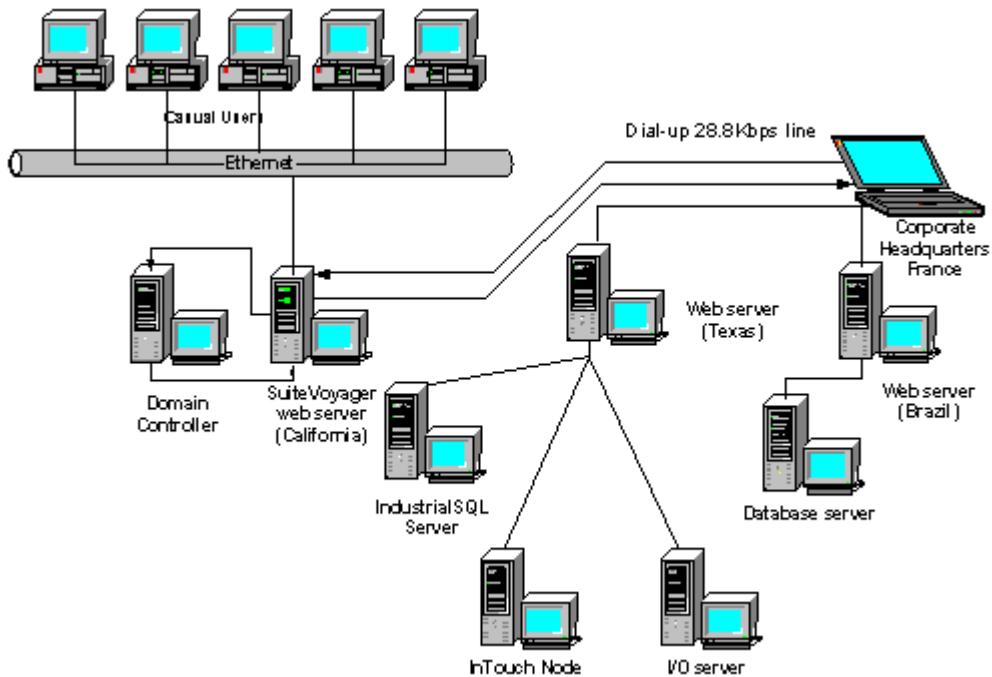
- Right-click on the window in the browser and then click **Delete**.

Using Multiple Web Servers for WindowSets and SymbolSets

Corporate sites usually have different requirements, and you want to show only the information that is important to the corporate casual users. Standard corporate InTouch windows can be created and exported to multiple plants to publish on their web servers, allowing the corporate casual user to view the same information from multiple plants without having to know the names for all the different WindowSets and SymbolSets at each company. This saves the corporate user a lot of time when trying to access pertinent information about individual plants, as well as combining information company wide.

When a casual user accesses the Wonderware Information Server for information, the first thing that happens is that they are authenticated on the domain controller. After authentication, the web server automatically connects the user to the information they want, even if it is being hosted on another web server. This is a good way to design a corporate site. It still has all the security features built into Windows and the site, and the data retrieval is transparent to the casual user. In the following example, the corporate computer is retrieving data from a web server in Texas, but it only had to call up the Wonderware Information Server web

server in California. This computer can also access information from Brazil during the same session, without any additional steps, configuration, or security logons.

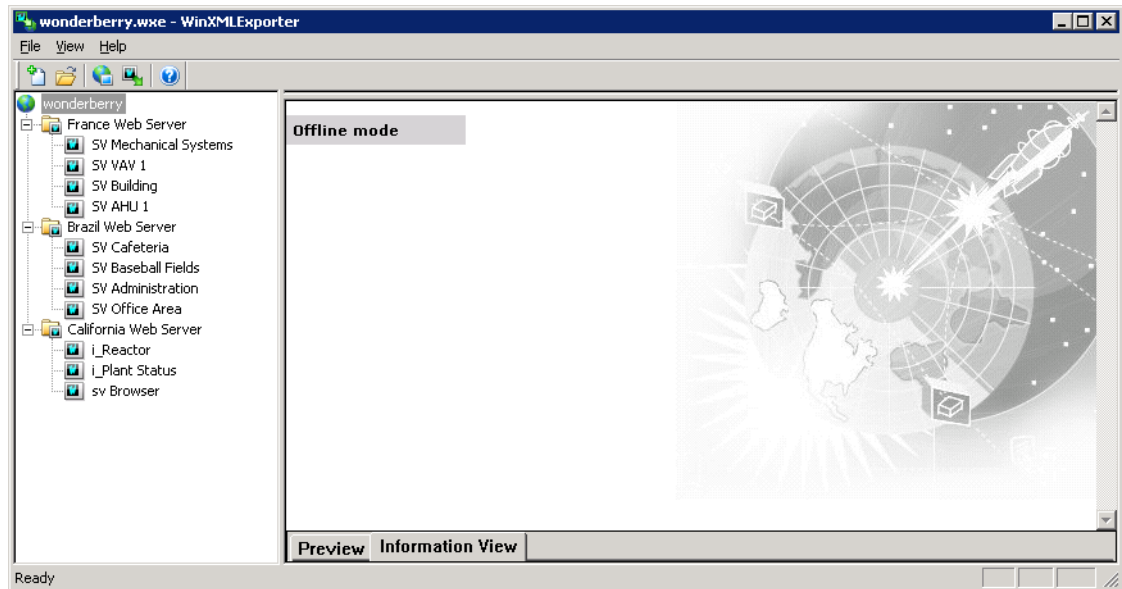


The client user never needs to worry about changing the connection to the data source, because the administrator has this configured before the client attempts to access the information. The Win-XML Exporter is used to easily configure the data to come from different web servers, as well as different nodes.

You can configure the data source for a WindowSet or WindowSet by modifying the properties in the **WindowSet Properties** or **SymbolSet Properties** dialog boxes. For more information, see *Editing Properties for a WindowSet* on page 25 and *Editing Properties for a SymbolSet* on page 27.

For example, a WindowSet titled **France Web Server** is configured to retrieve information from Wonderware Information Server web server titled **France**, which has a computer name (node name) of **Demo**. The windows listed

under the France Web Server name are all receiving information from the Wonderware Information Server web server France and node Demo.



Likewise, the windows listed under the WindowSet name **Brazil Web Server** are receiving their information from the Wonderware Information Server web server Brazil, which has a node name of **Demo 2**.

Tip You can also use multiviews in to simulate the multiple window effect used in InTouch applications or to view information from different sources in the same screen.

Chapter 3

Designing InTouch Application Windows for Wonderware Information Server

Go through the InTouch windows and modify them so that they convert with no errors and show the information that the user is looking for. You must consider several factors when designing or reviewing your InTouch windows so that they can be converted successfully and can be downloaded and viewed with optimum performance by end users.

Tip Before you edit an existing InTouch window, copy the entire application to another location to preserve the original.

Technologies Used by Converted Windows

Wonderware Information Server introduces a new generation in process graphics designed specifically for use by thin browser-based clients. With the advent of thin-client computing, it is desirable for packets of information sent out via an intranet/Internet to be as succinct and compact as possible. Traditional graphics have always been large files and taken long periods of time to download.

Wonderware Information Server delivers interactive HTML pages by converting existing InTouch graphic windows and associated animation to XML (Extensible Markup Language), applying an XSL transformation (XSLT), and rendering VML (Vector Markup Language) graphics on the fly at the client machine. These XML-based graphics with

client-side graphics rendering reduce the amount of information to be transported between client and server by as much as 80 percent.

XML

Extensible Markup Language (XML) is a language designed to deliver structured information over the web more effectively than current languages used for web publishing. XML separates the content of a document from its presentation and provides a common format for transferring data across the World Wide Web or a company intranet. The result is a technology that makes data available regardless of the proprietary systems involved. Virtually any kind of data can be encapsulated in XML, moved across networks, processed automatically, and published dynamically. Ultimately, XML opens a new world of possibilities for sharing, managing and publishing information on the web.

For example, consider a simple InTouch two dimensional tank-fill graphic. The XML code needed to generate this is much lighter and simpler than traditional means of generating graphics. Also, this 2-D graphic can then be made 3-D simply by adding a single attribute line of code. Generating a cylinder instead of a rectangle fill is just one more attribute line of code. Thus, the code is much lighter and therefore faster for transferring data across the web to thin clients.

XSL and XSLT

Extensible Stylesheet Language (XSL) is an web standard that allows stylesheets to be designed for rendering XML content on screen. It allows different styles to be applied to your web content and have them accepted by the browser.

XSL transformations (XSLT) is a language for transforming XML documents into other XML documents. XSLT is used by XSL to describe how the document is transformed.

Note The Wonderware Information Server automatically determines the browser's capability to use XSLT. Internet Explorer 6.0 or higher (the recommended browser) supports XSLT.

VML

Vector Markup Language (VML) is an XML-based exchange, editing, and delivery format for high-quality vector graphics on the web that meets the needs of both productivity users and graphics design professionals. XML is an emerging simple, flexible, and open text-based language that

complements HTML. VML is currently supported by Microsoft Internet Explorer 5.01 or higher for Win95/98/NT4/2000 or later. VML has been proposed to the World Wide Web Council as a standard for vector graphics on the web. Microsoft Office 2000 also supports VML. Microsoft Word, Excel, and PowerPoint can be used to create VML graphics.

Client Connection Speeds

When designing your InTouch application windows, consider who the user of your browser-enabled InTouch application windows is and when and where they will be accessing your application from. For example, will they be using a high-speed connection such as a corporate intranet? For this type of user, you may decide that an application can include many bitmaps and other graphics. The high-speed intranet allows for fast download times. Also, the internal user has access to your organization's help desk and support personnel.

In contrast, are your users using a slow dial-up connection from a laptop computer several time zones away? This type of user may have a very slow, even unreliable, connection, depending upon the quality of local phone systems. Also, a user located in a different time zone may not be able to contact anyone for assistance in resolving problems. This user needs a simple, very clear, graphic-light application that provides just the specific data they need.

The relative speed of showing the converted window in the end user's browser is determined by a number of factors:

- The size (in bytes) of the converted window
- The number of tags and/or animated objects to convert.
- The actual speed for a user's Internet connection (the result of several factors):
 - The user's modem speed
 - The quality and speed of the user's Internet access
 - The number of users accessing the Internet
 - The number of users accessing the same Wonderware Information Server

Text Conversions

The Win-XML converter converts all text objects. When designing windows for Wonderware Information Server, use only TrueType fonts. These fonts are scaled to fit as a user adjusts the size and shape of the browser window that shows the InTouch window. Non-TrueType fonts do not scale correctly and may be truncated when the browser window is resized.

Keep in mind that the browser relies on fonts installed on the user's computer to show text. Try to use fonts that are widely available. Arial and Times New Roman, for example, are typically installed with Windows.

Add blank spaces to the end of text objects. This keeps the text from being truncated when shown in a converted window. Also, keeping the window size below 800 x 600 pixels is important for windows that include text.

Graphic Conversions

The Win-XML Exporter converts the following WindowMaker graphic elements to XML:

- All basic primitive shapes, such as lines, circles, polygons, and rectangles
- Symbols
- Cells
- Bitmaps (color depth may be reduced)
- InTouch wizards
- Symbol Factory Wizards (from the FactorySuite Productivity Pack)
- SmartSymbols

Note The Alarm Wizard and the History Wizard do not convert. Also, use as few Symbol Factory Wizards as possible for performance reasons.

If you are using bitmaps or complex graphics, there are additional design considerations. For more information, see Rendering Bitmaps on page 41 and Rendering Complex Graphic Elements on page 41.

Rendering Bitmaps

The Win-XML Exporter converts all of your bitmap images into Internet standard.gif and .jpeg files.

When using bitmaps, ask yourself the following:

- Can I express the same information using simple InTouch graphics instead of a bitmap? Although .gif and .jpeg graphic formats produce smaller files than the original bitmaps, XML-rendered InTouch graphics download much faster over the Internet. Use these in place of bitmaps whenever possible.
- At what connection speed will the end users be accessing the converted window? If your application is going to be used by remote users with slow modems, keep bitmaps to a minimum. Also, browser and/or ISP time-out limits may prevent large graphics from showing over dial-up connections.

In some instances, however, bitmaps may be a better choice than using a complex InTouch graphic. For more information, see [Rendering Complex Graphic Elements](#) on page 41.

Rendering Complex Graphic Elements

InTouch was designed to render polygons (graphical elements). A three-dimensional variable fill tank is rendered in InTouch as a series of polygons with the fill as additional elements, also rendered as a polygons. This simple, three-dimensional object can contain hundreds of polygons, depending upon the detail of the illustration. The Win-XML Exporter faithfully converts all polygons to XML objects. As XML objects can have more intelligence than graphic primitives, the browser may render the polygons less efficiently than WindowViewer. It is therefore best to limit the amount of detailed polygon objects.

In some cases, it may make sense to convert a complex InTouch graphic element to a bitmap to speed up rendering such as if you have a complex valve made up of many polygons. An alternative is to use a bitmap to represent the valve, which is then rendered as a .jpeg file. Depending on the complexity of the XML object and the speed of your end users' connections, the bitmap may be a better solution.

If you have a window that contains numerous complex graphic elements, or possibly even just one complex symbol, a bitmap of the original window may render faster than the window full of complex graphics. If the window is only going

to be viewed over an intranet connection at 100 Mbps, then using a bitmap representation of the graphic(s) may provide for quicker performance.

To create a bitmap of a complex InTouch window

- 1 In WindowMaker, select the window you want to capture as a bitmap.
- 2 On your keyboard, hold down the **ALT** key and press **Print Screen**.
- 3 Open the Windows Paint program.
- 4 On the **Edit** menu, click **Paste**.
- 5 Crop the graphic to include just the window you want.
- 6 In WindowMaker, create a new window.
- 7 Insert the bitmap and then add any other graphic, text, or animation elements.

Script Conversions

The following table provides information on the InTouch scripting features that are and are not supported:

Script Type	Conversion Support
Window	OnShow supported.
Button	OnButtonDown supported.
Action	All supported, with some limitations.
ActiveX	Event scripts supported.
Functions	Most are supported, with a few restrictions. For more information, see Script Functions Supported on page 43.
Operands	All are supported but MOD. For more information, see Operators Supported on page 46.
Variables	Supported, with some restrictions. For more information, see Support for Variables on page 46.
QuickFunctions	None. However, for a workaround, see Workaround for QuickFunctions on page 47.

Application logic (scripting) resides on a server connected to the Wonderware Information Server software, and not in the converted window. The scripting used to create an animation

effect must be contained in the InTouch application that is the data source for the window being shown. For more information, see Application Logic for Converted Windows on page 13.

No equivalent function to “Allow While Window Showing” scripts is available. However, because only one window can show at a time, and all elements in the converted window work, this same result is achieved.

Script Functions Supported

The following script functions are automatically converted by the Win-XML Exporter and are supported by the Wonderware Information Server software. Except where noted, all parameters behave normally; however, because Wonderware Information Server presents windows, WindowSets, and SymbolSets rather than applications, functions need to be approached differently for the Internet.

Supported script functions are listed alphabetically.

Abs(Number);

ArcCos(Number);

ArcSin(Number);

ArcTan(Number);

Cos(Number);

DText(Discrete_Tag, OnMsg, OffMsg);

Exp(Number);

GetPropertyD(“ControlName.Property”, Tagname);

See Using Script Functions that Call Windows Controls on page 45.

GetPropertyI(“ControlName.Property”, Tagname);

See Using Script Functions that Call Windows Controls on page 45.

GetPropertyM(“ControlName.Property”, Tagname);

See Using Script Functions that Call Windows Controls on page 45.

HideSelf;

Int(Number);

Log(Number);

LogN(Number, Base);

Pi();

PrintWindow(“Window”, Left, Top, Width, Height, Options);

Only the current window/web page is printed.

Round(Number, Precision);

SetPropertyD(“ControlName.Property”, DiscreteTag);

See Using Script Functions that Call Windows Controls on page 45.

SetPropertyI(“ControlName.Property”, Integer);

See Using Script Functions that Call Windows Controls on page 45.

SetPropertyM(“ControlName.Property”, “MessageTag”);

See Using Script Functions that Call Windows Controls on page 45.

Sgn(Number);

Show “Window”;

ShowAt(“Window”, Horiz, Vert);

The Horiz and Vert parameters are ignored because window positioning is not supported.

ShowTopLeftAt(“Window”, Horiz, Vert);

The Horiz and Vert parameters are ignored because window positioning is not supported.

Sin(AngleNumber);

Sqrt(Number);

StringASCII(“Char”);

Returns a Unicode value.

StringChar(ASCII);

Returns a Unicode character.

StringFormatGeneral()

StringFromIntg(Number, Base);

StringFromReal(Number, Precision, “Type”);

The Type parameter is not supported. Numbers are returned as decimal values.

StringFromTime()

StringInString()

StringLeft(“Text”, Chars);

StringLen(“Text”);

StringLower(“Text”);

StringMid("Text", StartChar, Chars);

StringReplace()

StringRight("Text", Chars);

StringSpace(NumSpaces);

StringTest()

StringToIntg("Text");

StringToReal("Text");

StringTrim()

StringUpper("Text");

Tan(AngleNumber);

Trunc(Number);

wcAddItem("ControlName", "MessageTag");

See Using Script Functions that Call Windows Controls on page 45.

wcClear("ControlName");

See Using Script Functions that Call Windows Controls on page 45.

wcDeleteItem("ControlName", ItemIndex);

See Using Script Functions that Call Windows Controls on page 45.

wcDeleteSelection("ControlName");

See Using Script Functions that Call Windows Controls on page 45.

wcErrorMessage(ErrorNumber);

wcFindItem("ControlName", "MessageTag", DiscreteTag, Tagname);

wcGetItem("ControlName", ItemIndex, Tagname);

wcGetItemData("ControlName", ItemIndex, Tagname);

wcInsertItem("ControlName", ItemIndex, "MessageTag");

wcSetItemData("ControlName", ItemIndex, Number);

Using Script Functions that Call Windows Controls

When a Windows control is used dynamically at runtime, changes made by the user reflect the added items in the Windows control only in that user's instance of the InTouch window. If the user adds items to a listbox in Internet Explorer, it is not reflected in the InTouch WindowViewer

window on the View node. Therefore, the changes are not available if another user opens the same window on his/her computer.

Operators Supported

All InTouch operators are supported and work as expected, except for MOD. For more information on InTouch operators, see your InTouch documentation.

The behavior of the MOD operator with real (that is, floating point) operands is different in Wonderware Information Server than in InTouch. In InTouch, the real operands are truncated to their integer values before the MOD operator is applied. Consequently, you always get an integer as a result. In Wonderware Information Server, this truncation step is not performed, so the result of the MOD operation more accurately reflects a result value as a real instead of an integer.

If you want the InTouch behavior, you can simply truncate the operand values that surround the MOD operator. The following are examples of how to do this:

```
integer_tag = Trunc(real_tag1) MOD Trunc(real_tag2);
integer_tag = Trunc(real_tag1/real_tag2) MOD
    Trunc(real_tag3);
```

Support for Iterative Statements

When writing InTouch scripts containing iterative statements, use local variables; do not use tagnames. An example of an iterative statement is:

```
For Index = 1 to 100
    Next;
```

Support for Variables

Regardless of what InTouch allows a DIM variable to be named, it must adhere to the following rules imposed by JavaScript (which is what InTouch scripts are converted to) if it is to be used in Wonderware Information Server.

The first character must be a letter (either uppercase or lowercase) or an underscore (_), or a dollar sign (\$). Subsequent characters can be letters, numbers, underscores, or dollar signs.

Also, the variable name cannot be any of the following reserved JavaScript keywords:

break	false	in	this	void
continue	for	new	true	while
delete	function	null	typeof	with
else	if	return	var	case
debugger	export	super	catch	default
extends	switch	class	do	finally
throw	const	enum	import	try

Workaround for QuickFunctions

The Win-XML Exporter does not directly support QuickFunctions, in that it does not convert the QuickFunction code used by converted windows. However, you can mimic InTouch QuickFunctions by creating user defined JavaScript functions in the CustomAPI.js file. The functions in the CustomAPI.js file are globally available to all converted windows.

The CustomAPI.js file is typically located on Wonderware Information Server computer in the following folder:

```
\inetpub\wwwroot\Wonderware Information
Server\_library\scripts
```

For access to the CustomAPI.js file, contact your Wonderware Information Server system administrator.

Important When creating user-defined functions, DO NOT use names that match Wonderware Information Server function names. If the name matches a Wonderware Information Server function, then the function in the CustomAPI.js file overrides the Wonderware Information Server function.

When the Win-XML Exporter encounters a QuickFunction in an action script or animation expression, it passes it through just like any other function. The only difference is that you receive a warning that the function is not supported.

For example, you have an InTouch window that uses a QuickFunction called **Cubelt()** in a button action script. The code for the **Cubelt()** QuickFunction in InTouch looks like this.

```
<<<< Script Start >>>>
    return (nValue ** 3);
<<<< Script End >>>>
```

Where *nValue* is the real parameter value passed into the **Cubelt()** QuickFunction that is to be cubed.

Your InTouch window has something like the following calling the **Cubelt()** QuickFunction in a button action script.

```
<<<< Script Start >>>>
    MyRealTag = CALL CubeIt($Second);
<<<< Script End >>>>
```

To make the **Cubelt()** function available in any Wonderware Information Server converted window, you must create a **Cubelt()** function in the CustomAPI.js file.

In Notepad, open the CustomAPI.js file and add the following **Cubelt()** JavaScript function:

```
<<<< Script Start >>>>
    function CubeIt( nValue )
    {
        return nValue = Math.pow(nValue, 3);
    }
<<<< Script End >>>>
```

After you have saved this addition to the CustomAPI.js file, you can now run converted InTouch windows in Internet Explorer that call the **Cubelt()** function.

For information on JavaScript, see the Microsoft JScript documentation available on Microsoft's website.

Animation Conversions

Appropriate animation for the Internet is used to provide visual status information. Including animations that do not represent meaningful data is distracting to the user and needlessly adds to download times. Simple ON/OFF, OPEN/CLOSE or variable fill information is well-suited to a browser's capability to render graphics, as well as the size constraints for windows that appear within the browser.

Although current Internet technology does not provide for all of the animation features available within InTouch, most animation effects can be converted. The Win-XML Exporter converts all InTouch animation, with the exception of rotated text, and the HideWindow push button animation, and bitmap fills. All expressions are converted normally unless the expression contains an InTouch function call that is not supported by Wonderware Information Server.

In order for animation to function correctly, the scripting used to create the animation effect must be contained in the InTouch application that is the data source for the window being shown. For more information, see Application Logic for Converted Windows on page 13.

Also, be sure that the script that contains your animation is supported by the site. In many InTouch applications, the scripting to create the animation effects is contained in the Window WhileShowing Script. A simple example is changing the size of a tank agitator paddle to create the appearance of movement. Because WhileShowing Scripts do not apply to Wonderware Information Server windows, the agitator paddle does not change. To resolve this problem, use a WhileTrue Condition script instead to update the animation tag data. The converted window then shows the animation.

Animation motion (position or size) in converted windows may not appear as smooth as the original animation. The smoothness of the motion is affected by the speed of the client connection and the number of animation effects in the current window. To achieve the smoothest rendering of motion in the browser, limit the amount of moving animation objects in any one window.

Window Conversions

When planning for window conversions, consider the following:

- Are there so many elements on the window that it will take too long to download?
- Is the window so large that users will have to scroll excessively to see the information?
- Can the window be scaled up and down in the browser without affecting the display?
- Does your application require that the user see more than one window at a time?
- Are any included objects extending beyond the border of the window?
- Does your application include pop-up windows?

For information on window scripts and window properties, see your InTouch documentation.

Limiting Window Complexity

Limit the complexity of the converted windows so that they can show in the end users browser quickly. A window's complexity contributes to the file size that needs to be transmitted to the user's computer before a window can be rendered. A user who has a typical dial-up connection may need several minutes to download a window that appears

almost instantly over a LAN. You need to know what sort of connections your users have and adapt your graphic elements accordingly. For more information on using graphics within windows, see Graphic Conversions on page 40.

Dynamic Scaling of InTouch Windows

The InTouch windows converted and published to the site are configurable, at publishing time, to either be scaled down to the size of the display area or to be shown full size and accessible with a scroll bar, if necessary.

Using Multiple Windows for a Single InTouch Screen

When creating an InTouch application, you can design several windows that appear together to represent a single screen visible to the user. However, in Wonderware Information Server, only one window can be shown at a time within the browser. If you want to convert an InTouch screen into a Wonderware Information Server window, you must combine all of the elements of the various windows that comprise that screen into a single window, which is then converted. When a user activates a Show function “window name”, that window appears in place of the current window, provided that the window type is a replace or overlay. In other words, overlay windows work like replace windows in Wonderware Information Server.

For the browser to show two windows at one time, one window must have the properties set to Popup. For the other window, create a Window Script as follows:

Select **On Show**, and type `show "windowname"` where windowname is the name of the Popup window.

You can also use multiviews to show different panels of information to users.

Support for Popup Windows

When a user activates a Show “window name” script, and that window is a popup type, then the window appears in a new instance of Internet Explorer. This instance of Internet Explorer does not have the normal menus and toolbars. It simply shows the contents of the window.

Keep in mind that this is not an “always on top” or foreground display, and that if you change focus to the previous instance of Internet Explorer or another Windows

application, then this window is hidden. You can access the window from the Windows taskbar or by holding down Alt key and pressing the TAB key to select the window.

Support for ActiveX Controls

Because Internet Explorer is a good ActiveX container, ActiveX controls are well suited for converted windows. Using ActiveX controls in place of InTouch controls (for example, a list box) is a good design practice.

Exported Wonderware and Wonderware Partner ActiveX controls reside on the Wonderware Information Server as downloadable cab files. If an ActiveX control is included in an exported window, it is downloaded to the client computer. For third-party controls, the Win-XML Exporter creates the .cab file on the fly and then publishes it to the site. The Win-XML Exporter does not sign the .cab file for third-party controls, nor does it ensure that the control works over the Internet. This is the responsibility of the InTouch application developer. Also, third-party ActiveX controls may require a license on the client computer.

The Win-XML Exporter must be used on the same node as the InTouch application with the ActiveX controls in order for the cabling function to work. Also, the inclusion of supporting DLLs in the cab is not supported.

When a user first shows a converted window that uses an ActiveX control(s), the control is automatically downloaded and registered on the client computer. ActiveX event scripts used in an ActiveX control are converted to Java Script and runs as expected on the client.

ActiveX methods can be executed in converted windows using action scripts or window OnShow scripts.

ActiveX properties linked to InTouch tagnames work normally, as they are linked to the business logic (for example a View node).

ActiveX objects that retrieve data from a database operate correctly on an over the Internet/intranet.

Note Many third-party ActiveX controls require separate licenses. Contact your vendor for details.

Unsupported InTouch Elements

The following InTouch elements are either not converted by the Win-XML Exporter or not supported by the Wonderware Information Server software:

- Trends created using the Historical Trend Wizard.
- Alarm displays created using the InTouch alarm display wizards. However, alarms can be configured and viewed using the Alarms page on the Wonderware Information Server software.
- Any Statistical Process Control (SPC) elements.
- QuickScripts, Application scripts, and Window While Showing, Data Change, and Condition scripts.

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