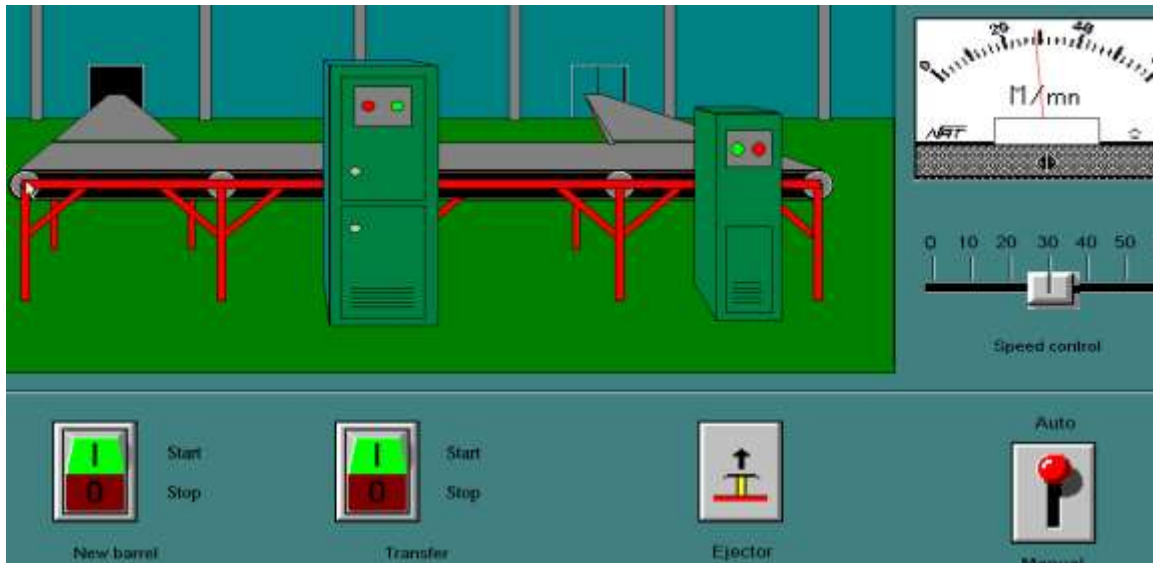


Module 7 -InTouch HMI



PLC220 M7 Student Lesson 2

Introduction to WindowMaker

Student Materials

Introduction to WindowMaker

Lesson Objective

By the end of this session, students should be able to:

1. Identify components of the WindowMaker Interface
2. Use Tool bar components to add and arrange screen objects.
3. Interpret information on Application Explorer classic view screen.
4. Use Menu Bar selections on WindowMaker Interface

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Developing / Modifying Wonderware Applications

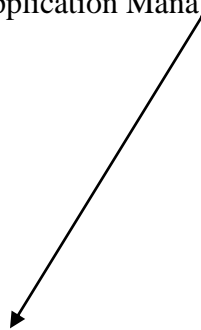
Introduction to WindowMaker

1. Select InTouch to open Application Manager from the computer desktop.



Figure 1-A

2. From Application Manager double click on the application to be opened



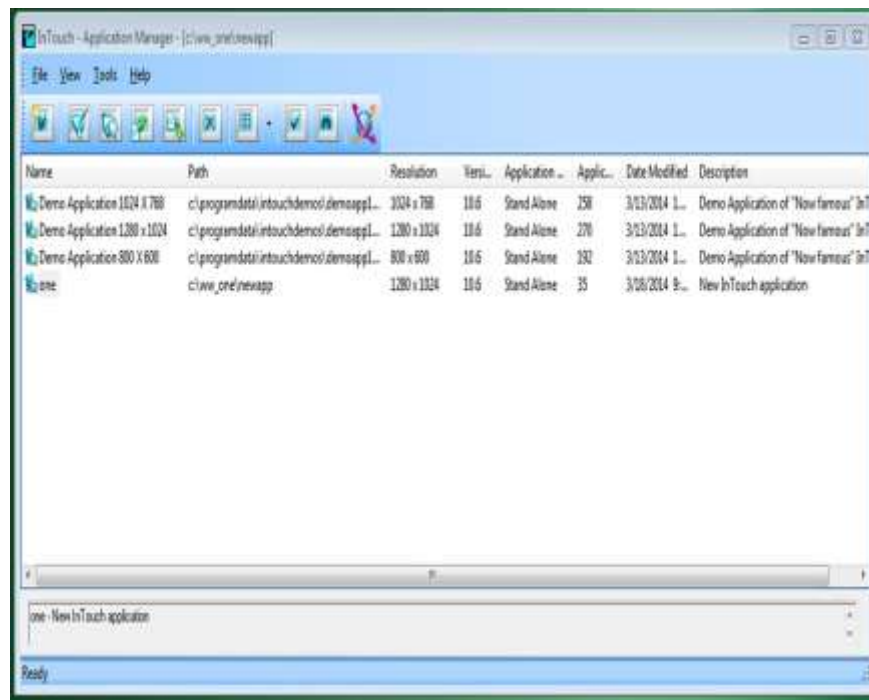


Figure 2-A

Note: Clicking on the WindowMaker icon on the desktop will open the last application that was used in WindowMaker.

3. The WindowMaker Interface opens.

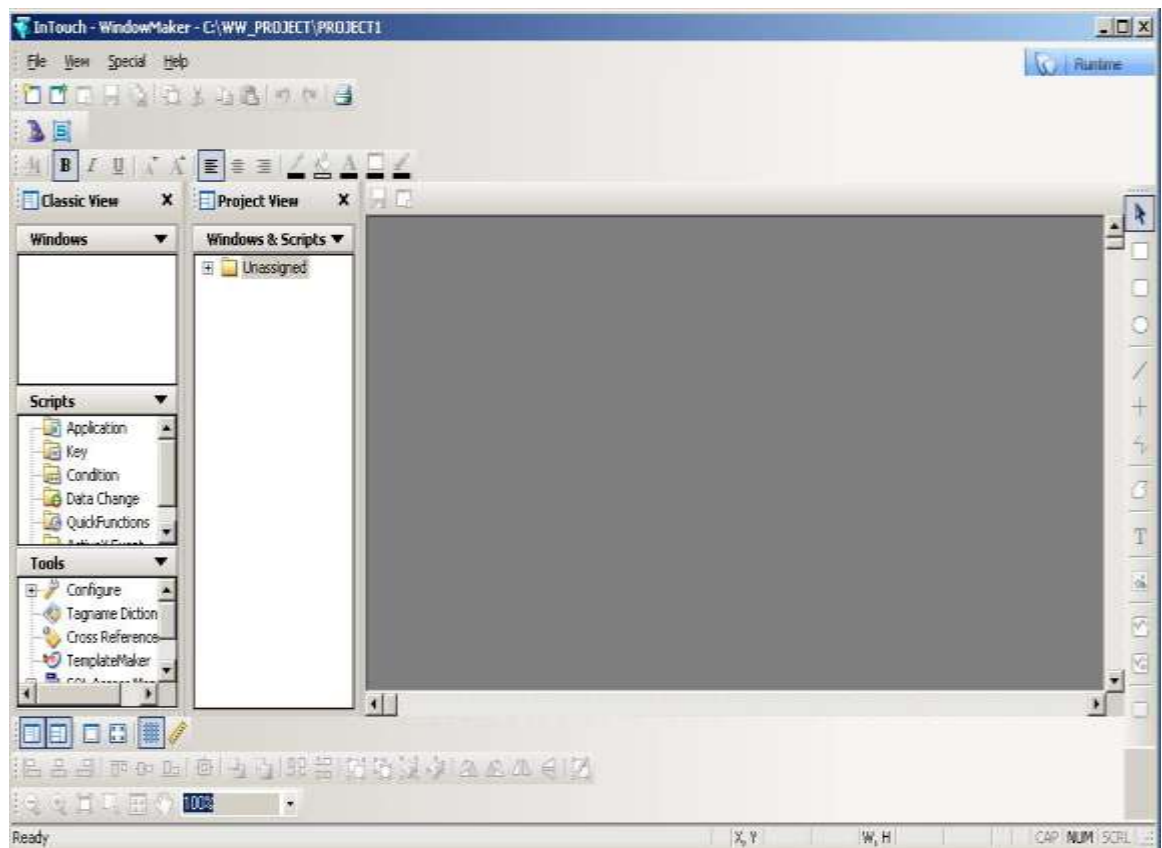


Figure 3-A

The WindowMaker Interface is designed around Microsoft Windows standards. Features found in common Windows applications such as right mouse button support, docking toolbars, pull down menus, etc. are present in the WindowMaker interface.

The left side windows (Classic View and Project View), also called Application Explorer, contains commonly used functions and components of the WindowMaker environment.

The General Toolbar, the Special menu on the Menu Bar and Hot Keys are alternate ways of accessing the components and functions of the Classic View / Project View windows.

Note: Click the X to close the Project View window

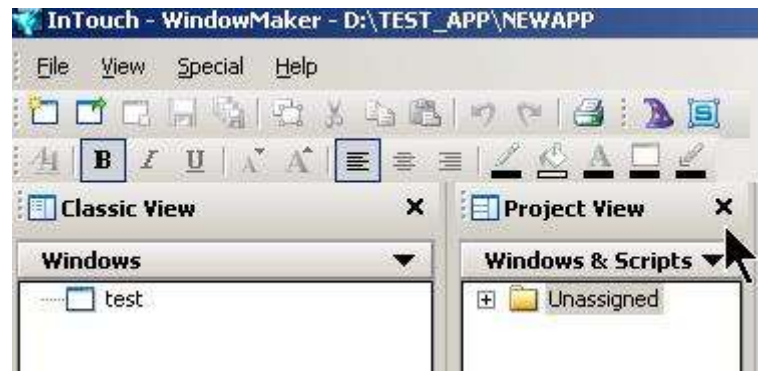


Figure 4-A

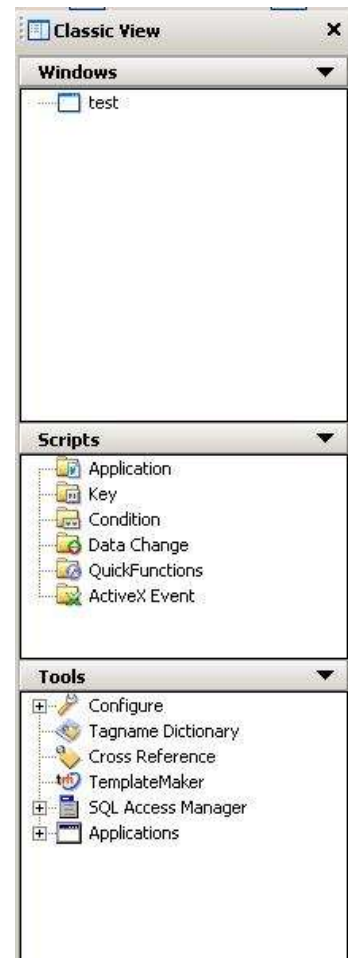
By default the Classic View / Project View windows is docked as the left side pane of the WindowMaker interface.

These windows can also be floated anywhere within the WindowMaker interface.

The windows in the interface can be resized, turned off, and rearranged to fit particular requirements.

4. Classic View window shows 3 sections.

- Windows- Used to show application windows
Used to add new windows to an application
- Scripts – used to add manage scripts with-in an Applications
- Tools – common settings used with-in an application. Many of these setting can also under Special on the Menu Bar.
 - Configure- used configure screen, application and communication properties
 - Tagname Dictionary – used manage application tags
 - Cross Reference – used for searching the Tag Dictionary



- Applications – used run third-party and InTouch applications from WindowMaker.

Figure 5-A

5. The Application Explorer windows and Windowmaker ToolBars can be managed from View on the Menu Bar.

Toolbars and Classic / Project View windows can be turned on and off.

The Restorer Layout can be use to get the WindowMaker interface back to the default appearance.

A check mark to the left of a Toolbar name indicates that the Toolbar is shown on the WindowMaker screen.

No check mark to the left of a Toolbar Name indicates that the Toolbar is not shown on the WindowMaker screen.

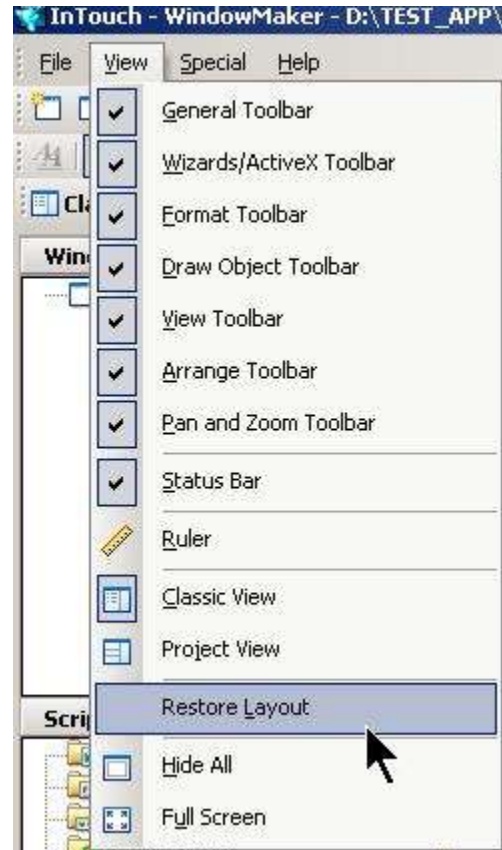


Figure 6-A

WindowMaker Tool Bars.

General Tool Bar – Provides functions for opening, creating and closing application windows. Cut, copy, paste, printing, undo and redo icons are also included.



Figure 7-A

The File and Edit selections on the Menu Bar contain many of the features found on the General Tool Bar.

Note: File selection on the Menu Bar is for application screen (window) management. It is not for opening a different application. Use Application Manager to change application.

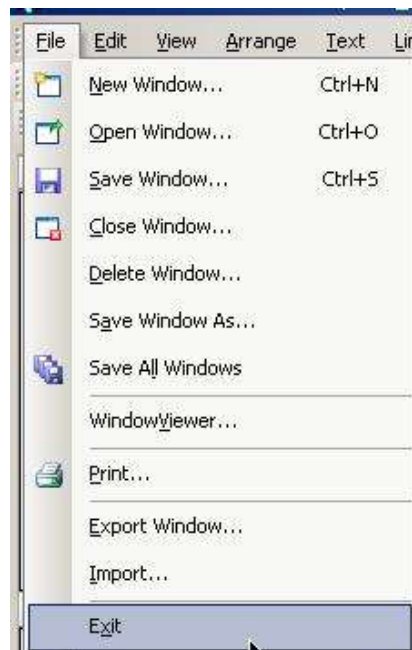


Figure 8-A

Wizard / Active X Tool Bar -

Wizard Icon - To access predefined objects, such as switches, buttons, slider, etc.

SmartSymbol Wizard – Manage user created cells



Figure 9-A

Format Tool Bar - Used to manage text fonts, formatting and justifying. Also

included on this tool bar are icons used for managing colors of text, objects fills and application windows background.



Figure 10-A

Draw Object Tool Bar

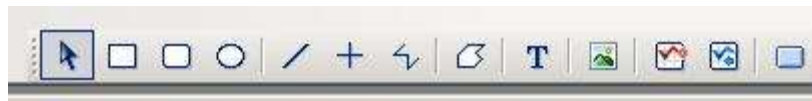


Figure 11-A

Icons on this tool bar are used for placing graphics on an application window. Standard drawing tools such as rectangles, ovals, lines and polylines are used for placing simple graphics on screens.

The Text Tool



is used for placing text objects on an application screens.

Icons used for placing complex graphics, such as trends – real time and historical – are included, as are bitmap and 3-D button icons

View Tool Bar



Figure 12-A

Icons on the View Tool Bar are used to change the appearance of the WndowMaker interface.

Buttons on the View Tool Bar can be used to Show / Hide Application Explorer and the interface tool bars.

A full screen icon is included in this tool bar.

Snap to Grid and a Ruler icon are on this tool bar as well.

Pan and Zoom Tool Bar



Figure 13-A

Icons on this tool bar are used to temporarily changing the size and /or location of application windows and objects on an opened application window (screen).

Thumbnail views of screens, rubber band zoom and return to normal icons are included on this tool bar.

Arrange Tool Bar

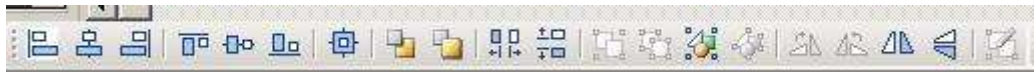


Figure 14-A

Tools on the Arrange Tool Bar are used to manipulate multiple objects on application screens. Many of the icons are only active when multiple objects on a screen are selected.

Some of the icons on the Arrange Tool Bar are active when certain types of objects are selected on an application screen.

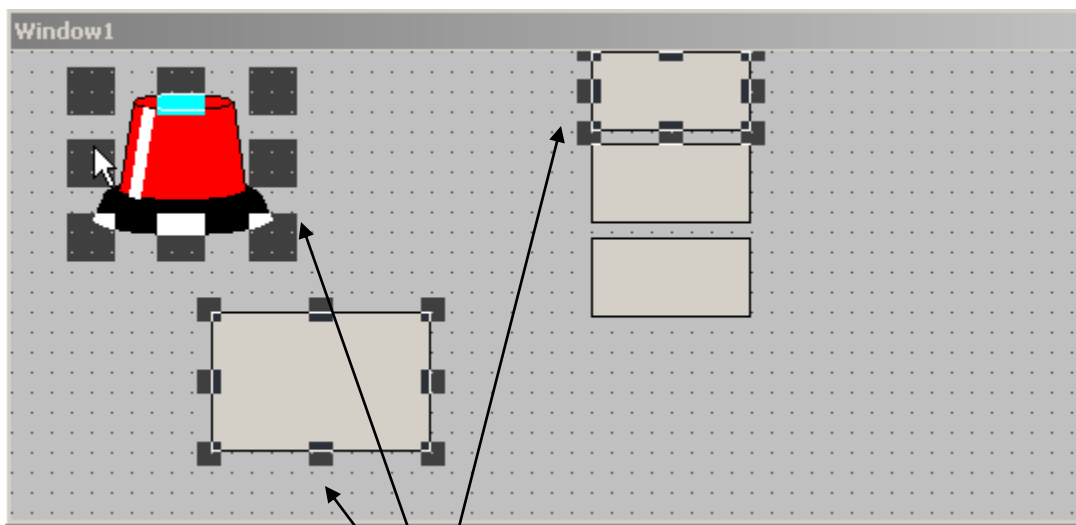


Figure 15-A

Items shown in the above sample screen with sizing / positioning handles are selected objects.

An object is selected by positioning the mouse cursor on the object and clicking the left mouse button. Multiple objects are selected by holding down the SHIFT key while selecting screen objects.

Rubber banding can also be used to select single or multiple objects.

Alignment icons are used to position multiple objects with respect to top / bottom, left / right edges or centerlines.



Figure 16-A

SEND TO BACK and BRING TO FRONT icons are used to position overlapping objects on a screen .



Figure 17-A

SPACE HORIZONTAL and SPACE VERTICAL icons are used to evenly space multiple objects on a screen.



Figure 18-A

MAKE SYMBOL and BREAK SYMBOL / MAKE CELL and BREAK CELL icons are to combine multiple object as a single objects or break apart multiple objects to the original objects.



Figure 19-A

Note: Difference between SYMBOLS and CELLS are that a SYMBOL Animation Links apply to all the objects in the SYMBOL, where each object that makes a CELL can have its own Animation Links.

ROTATE CLOCKWISE, ROTATE COUNTERCLOCKWISE, FLIP HORIZONTAL and FLIP VERTICAL are used for object orientation.



Figure 20-A

Note: Rotate icons will rotate selected objects 90 degrees. Tools in this group will work on a single and multiple selected screen object.



The right most tool in the Arrange Tool Bar – RESHAPE OBJECT -  allows a polyline or a polygon object on an application screen to be modified (reshaped).

Exercise for A2 Lesson

WindowMaker Toolbars and Objects

The purpose of this lab is to reinforce the material taught in this lesson.

1. Using the InTouch Wonderware Application installed on the computer, open the Application Manager using the InTouch icon on the desktop.
2. Choose the application started in Lesson A1.
3. In WindowMaker, create a new screen.
4. Using the Wizard icon add an button to the screen.
5. Using the drawing tool, choose the rectangle object. Place (3) three rectangles on the screen.

4. Select multiple objects on the screen. Use the tools in the Arrange tool bar to position the objects on the screen.

Review Questions

1. T F WindowMaker toolbars can be rearranged
2. The Classic View and Project View windows are also called:
 - a) WindowMaker
 - b) RunTime
 - c) WindowViewer
 - d) Application Explorer
3. Cells and Symbol icons are found on which Toolbar
 - a) Draw Object
 - b) Wizard
 - c) Arrange
 - d) Standard
4. T F A new application can be opened using General Toolbar in WindowMaker.
5. Pre-defined objects are found on which toolbar?
 - a) Format

- b) Wizard
 - c) Arrange
 - d) General
 - e) User-defined
6. T F Multiple objects can be selected by using the Shift key

Review Question Answers

- 1) T
- 2) d
- 3) c
- 4) F
- 5) b
- 6) T



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