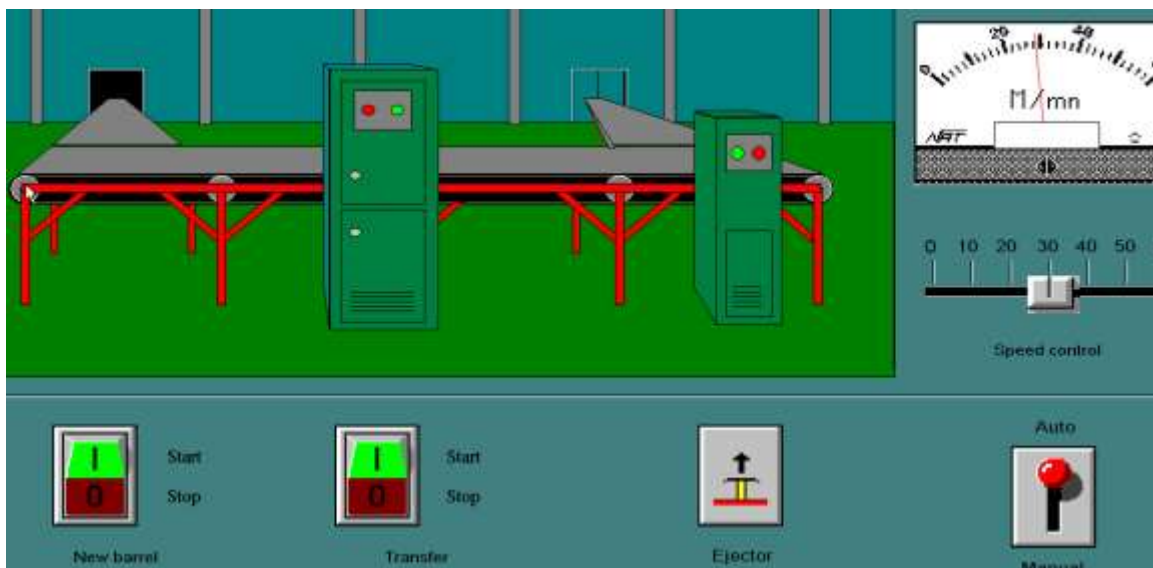


Module 7 - InTouch HMI



PLC220 M7 Student Lesson 4

Working with Wizard Objects

Working with Wizard Objects

Lesson Objective

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

1. Add Wizard Objects to an Application screen
2. Reposition / Resize Objects on a screen.
3. Assign tags to a Wizard Object.

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Working with Wizard Objects

Wizards are pre-designed, pre-built, and pre-programmed objects you only need to select, place and configure for your application

Using wizards, you do not spend time drawing the individual components for the object, or entering the value ranges for the object, or animating the object.

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

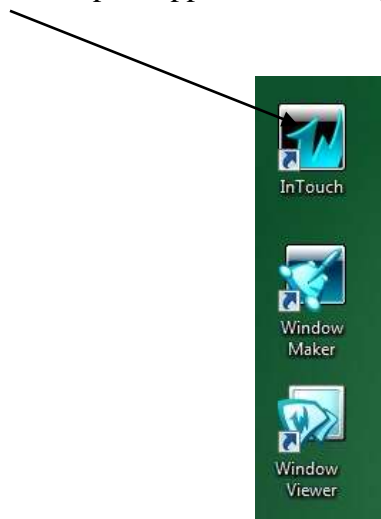
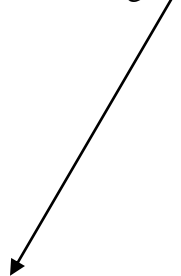


Figure 1-A

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



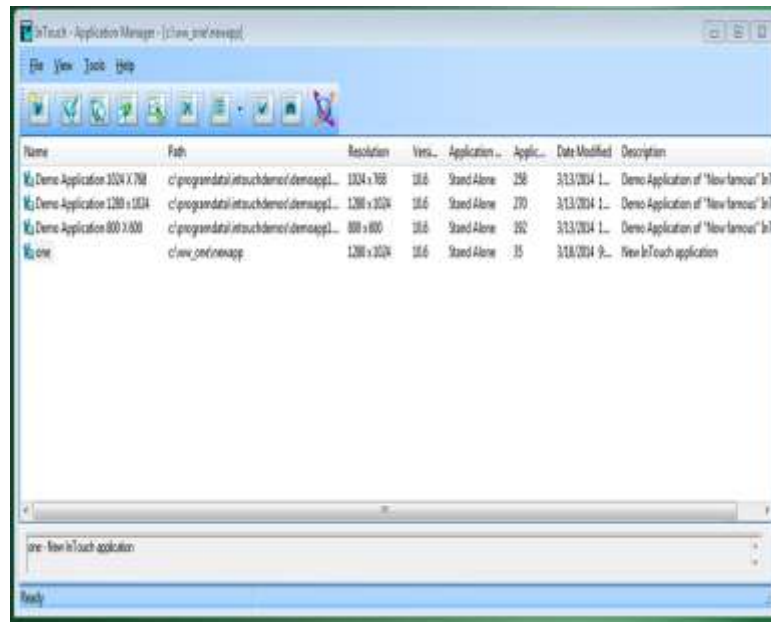


Figure 2-A

3. The WindowMaker Interface opens.

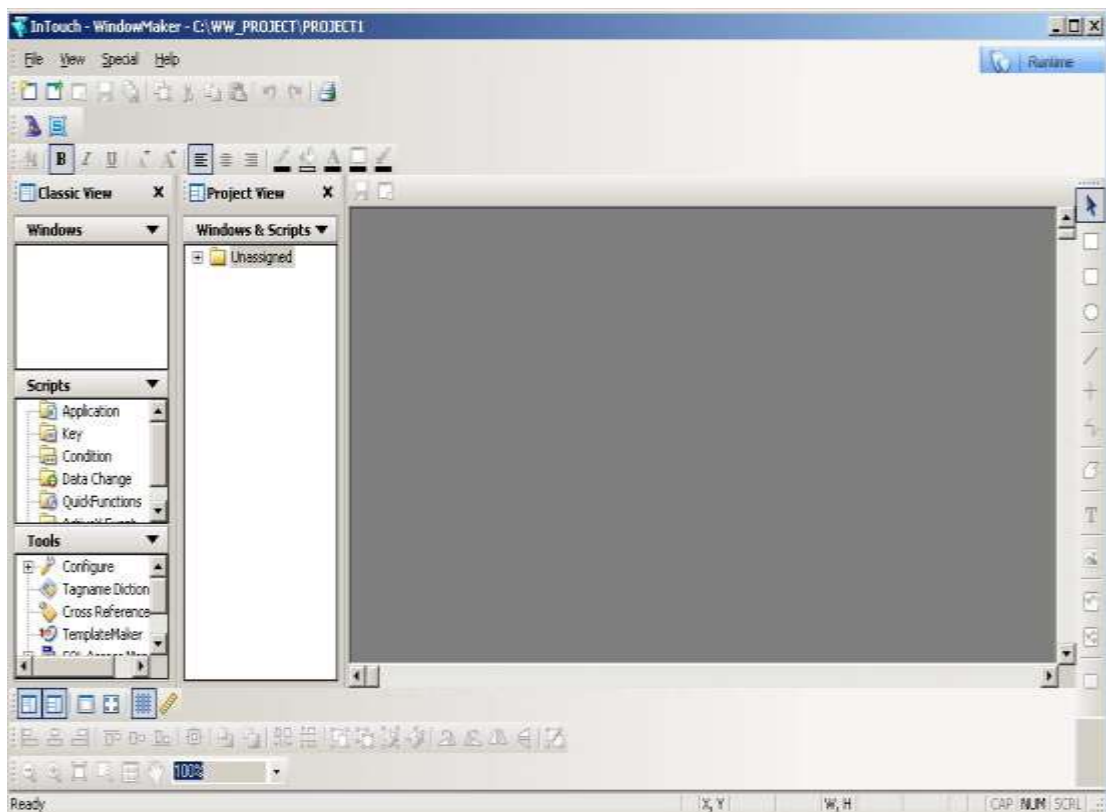


Figure 3-A

4. From Classic View -> Window - right click to add a new application window.

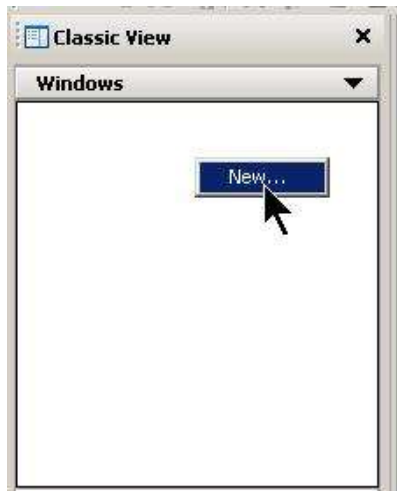


Figure 4-A

Complete the New Window Property Sheet.

Give the new window a name, comment (opt), background color and location/ size.

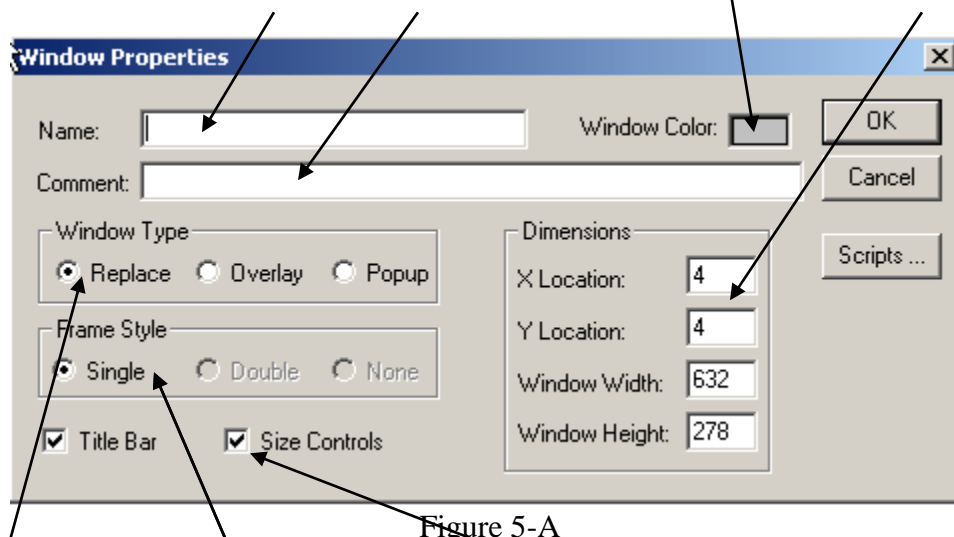


Figure 5-A

Window Type, Frame Style and appearance and size controls can be modified to fit particular application requirements.

Click the OK button.

A new application window (screen) opens in WindowMaker

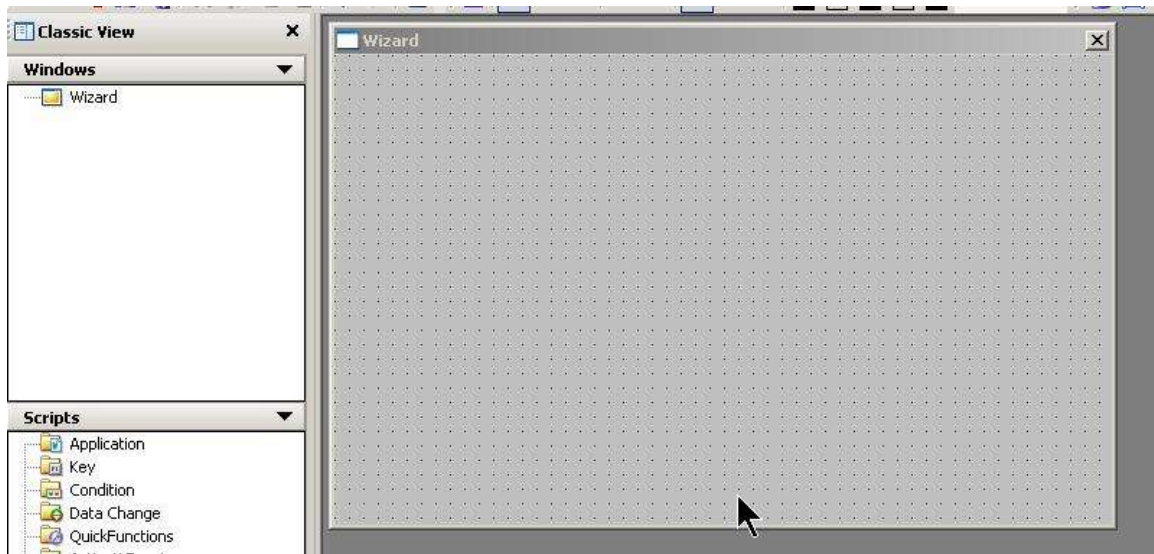


Figure 6-A

Select wizard icon from the Wizards/ActiveX toolbar.

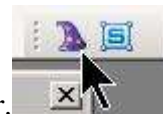


Figure 7-A

Choose group type of object to add.

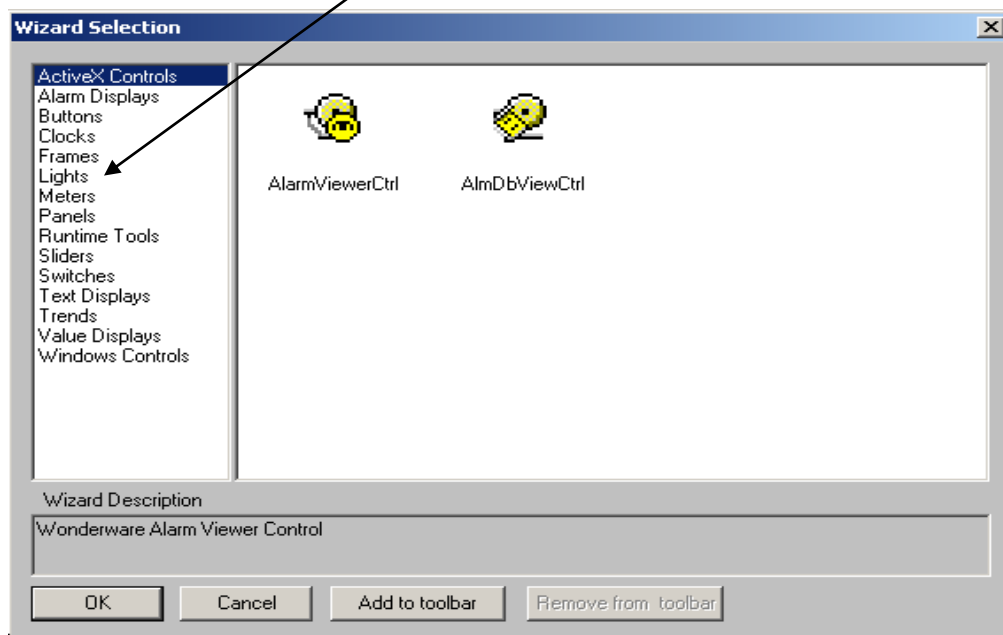


Figure 8-A

The Wizard Selection screen will show the available objects within the selected group type. (Example is showing objects from the Lights group type).

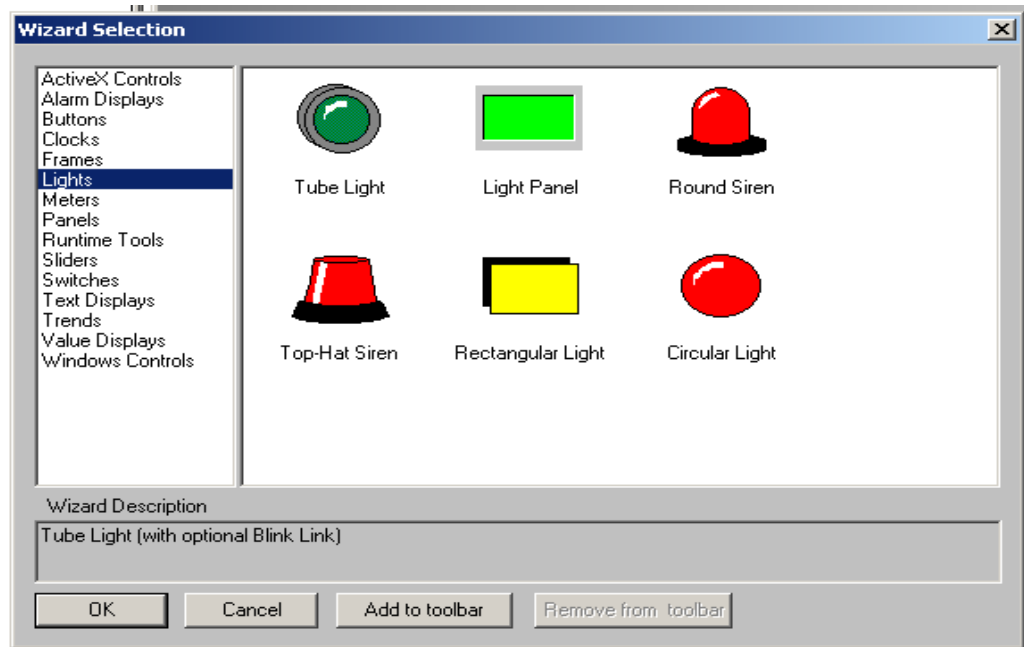
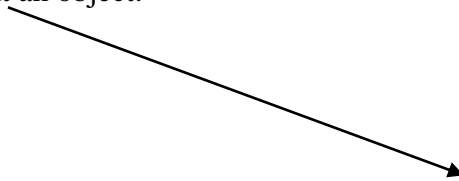


Figure 9-A

Highlight an object.



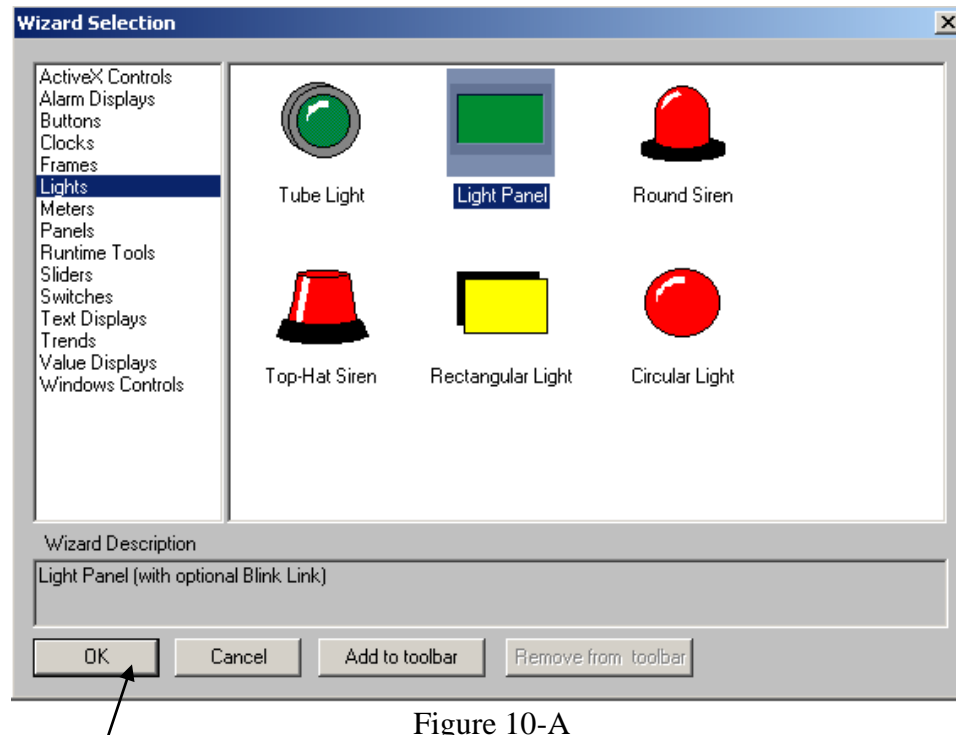


Figure 10-A

Click the OK button.

The Wizard Selection screen closes. The position object cursor appears on the opened screen. (Note: A new screen is shown in the diagram).

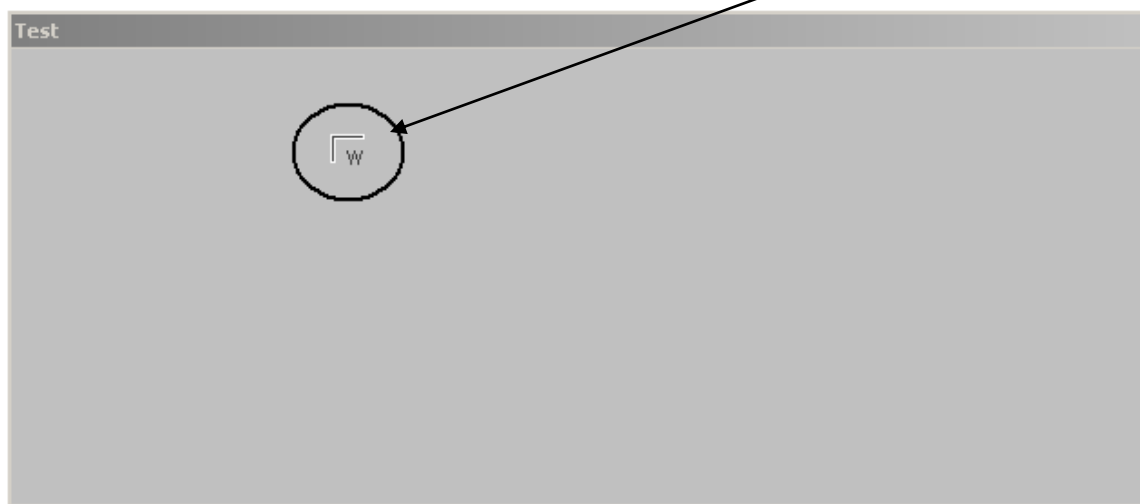


Figure 11-A

Position the cursor on the screen. Click the left mouse button to place the object on the screen.

The object appears on the screen, with sizing handles.

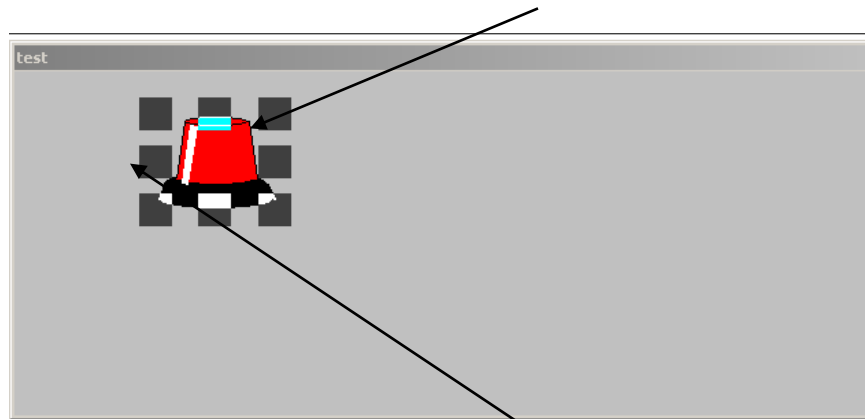


Figure 12-A

Positioning cursor in the center of the selected object, hold down the left mouse button.

Drag object to reposition. Let go of the left mouse button to anchor the object.

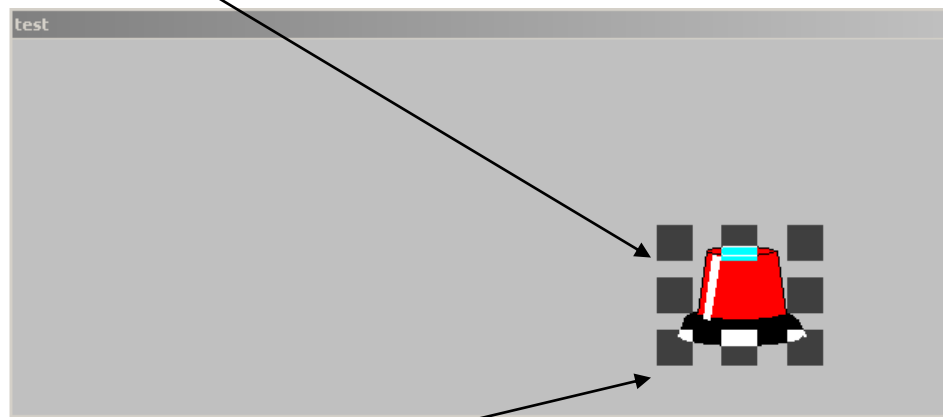


Figure 13-A

Place the cursor on one of the sizing handles.

Hold down the left mouse button.

Drag the handle to resize the selected object. Release the mouse button to anchor newly sized object.

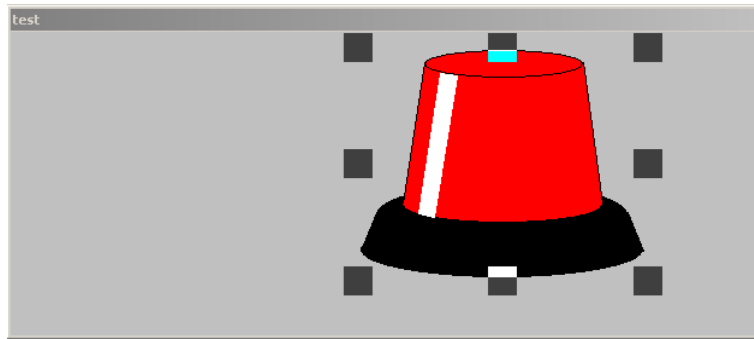


Figure 14-A

Once the object is positioned and sized- assign Properties

When you paste a selected wizard into a window and then double-click it or right click the object and choose Properties to open the configuration dialog box

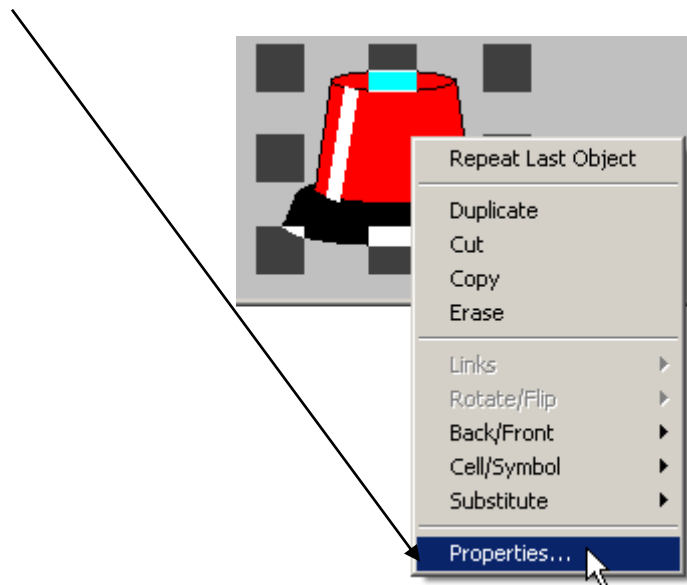


Figure 15-A

The Properties Window for that particular object is opened.

Note: Wizard Property Windows are dependent on type of object –
Light Wizard object shown.

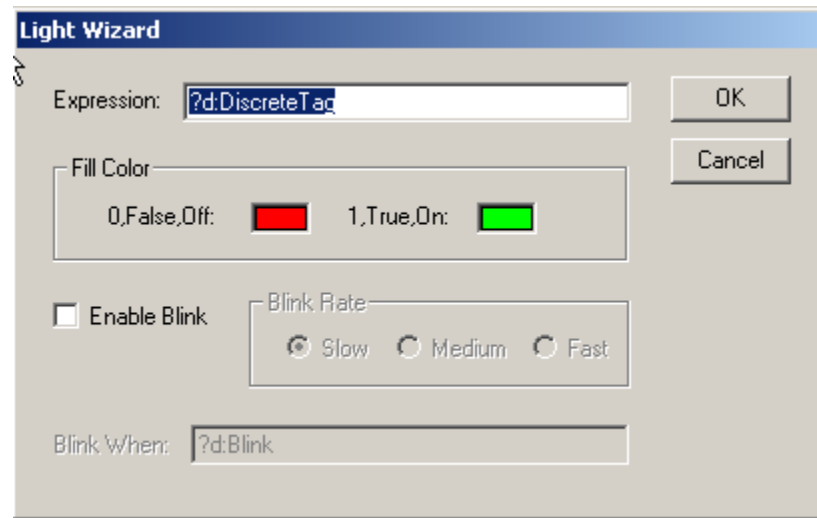


Figure 16-A

You configure wizards by assigning tags in configuration dialog boxes

For example, in the case of a Light wizard, the configuration includes items such as the Expression (tagname) to monitor for the fill color and Enable Blink.

After the configuration information is provided, the wizard is ready to use.

Expression is for the object's tag name – Required.

A new tag name can be entered or double click on the Expression Entry Box to open the Tag Selection Window.

From the Tag Selection Window, choose a tag previously entered in the Tagname Dictionary.

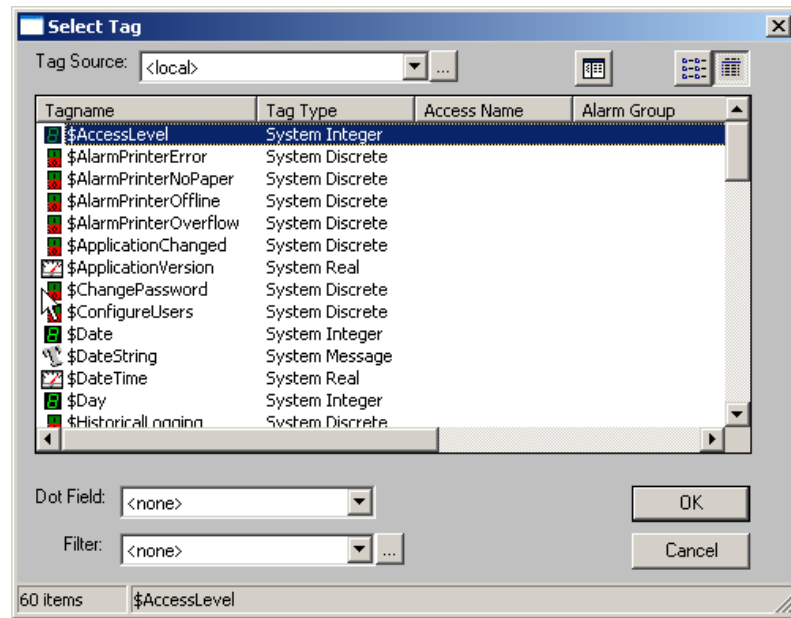


Figure 17-A

See Tagname Dictionary handout to work with tags

Enter a new name in the Expression Box, Tagname Undefined window opens.

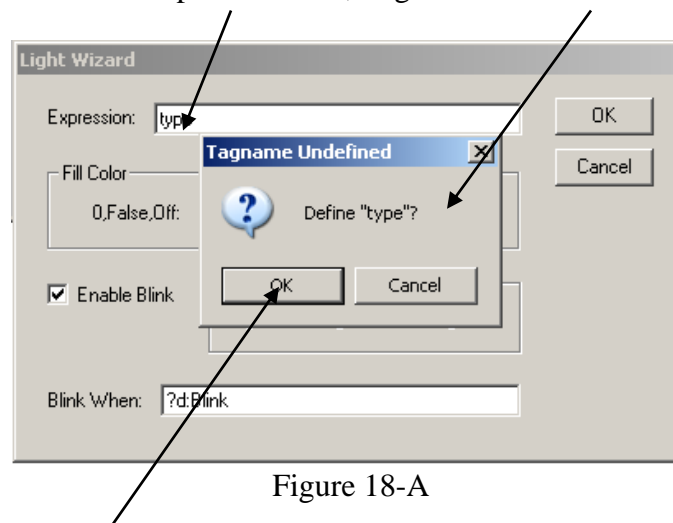
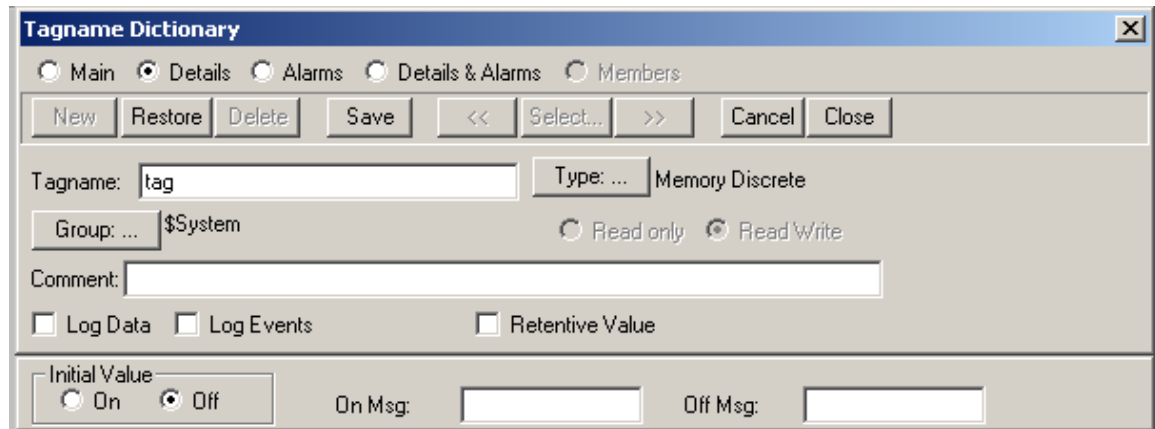


Figure 18-A

Click the OK button.

The Tagname Dictionary window opens.



Tagname Dictionary

☐ Main ☒ Details ☐ Alarms ☐ Details & Alarms ☐ Members

New Restore Delete Save << Select... >> Cancel Close

Tagname: tag Type: ... Memory Discrete

Group: ... \$System ☐ Read only ☒ Read Write

Comment:

☐ Log Data ☐ Log Events ☐ Retentive Value

Initial Value ☐ On ☒ Off

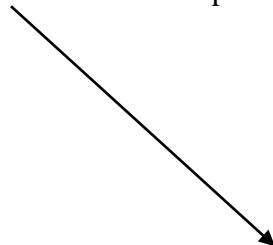
On Msg: Off Msg:

Figure 19-A

See Tagname Dictionary handout to complete the window.

Define object color for ON state and / or OFF state.

Click a color control to open the color palette.



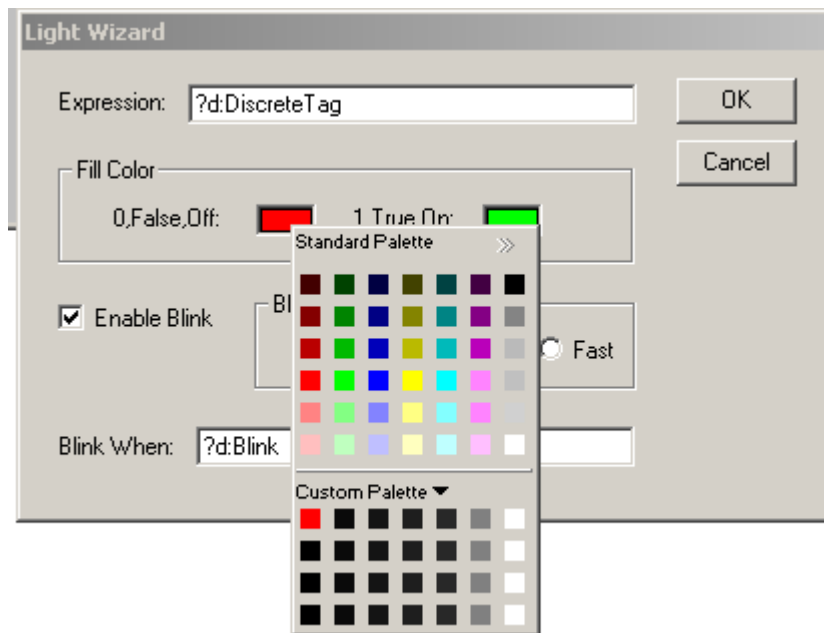


Figure 20-A

Choose a standard color or create a custom color using custom palette.

Define the Blink attribute by checking the Enable Blink check box.

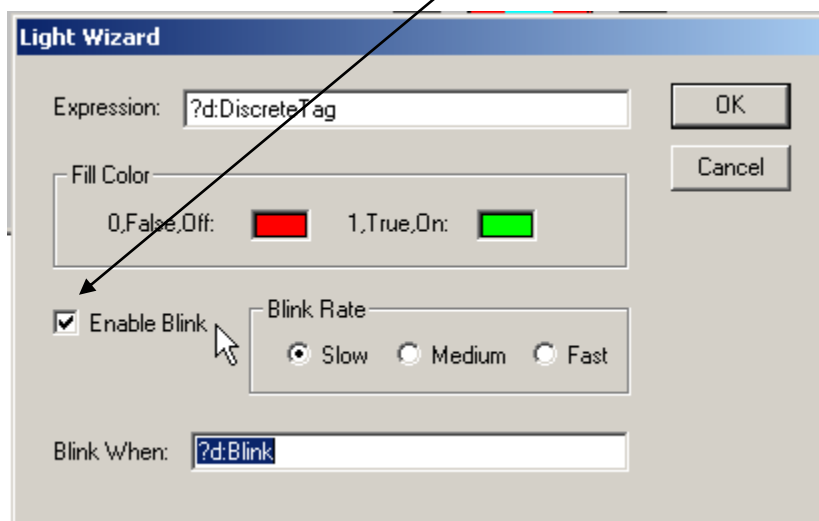


Figure 21-A

Blink rates for an application can be set by selecting in the Menu Bar
Special -> Configure -> WindowViewer.

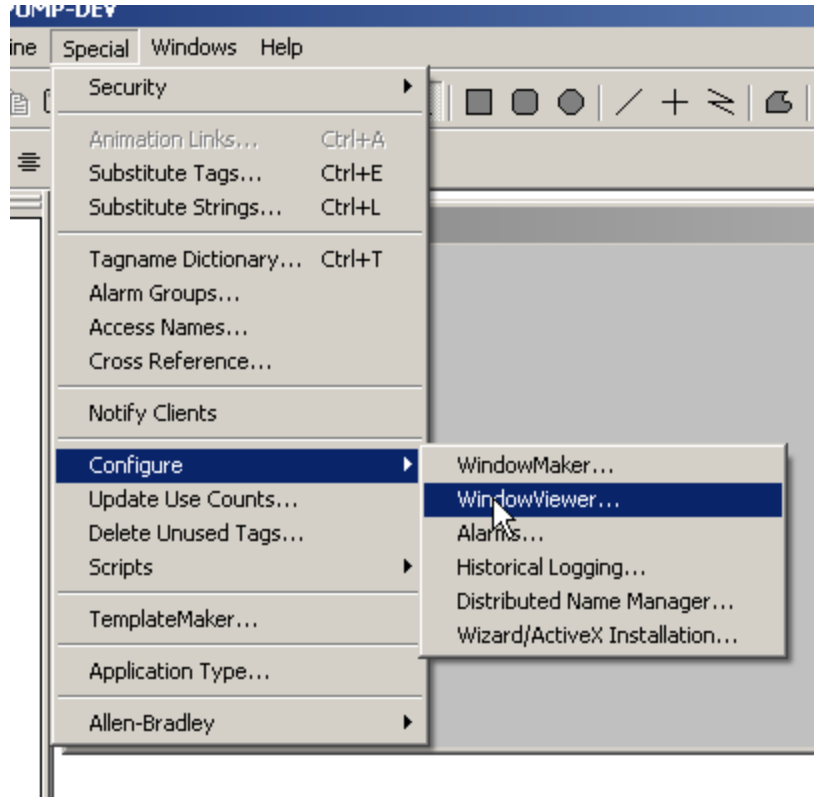


Figure 22-A

From WindowViewer Property window set Blink Rates.

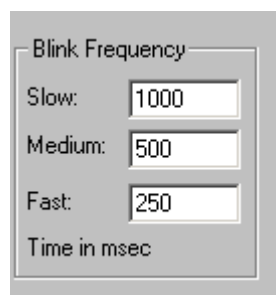


Figure 23-A

Finally create a tag that will control when the object will blink.

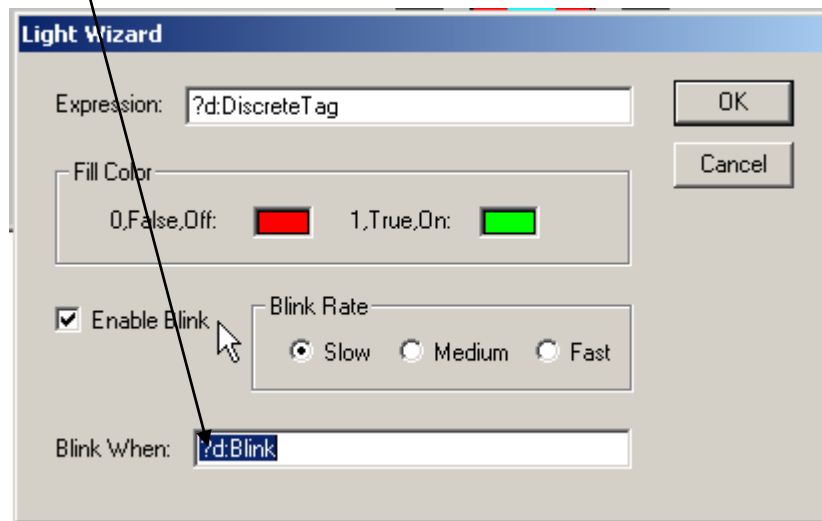
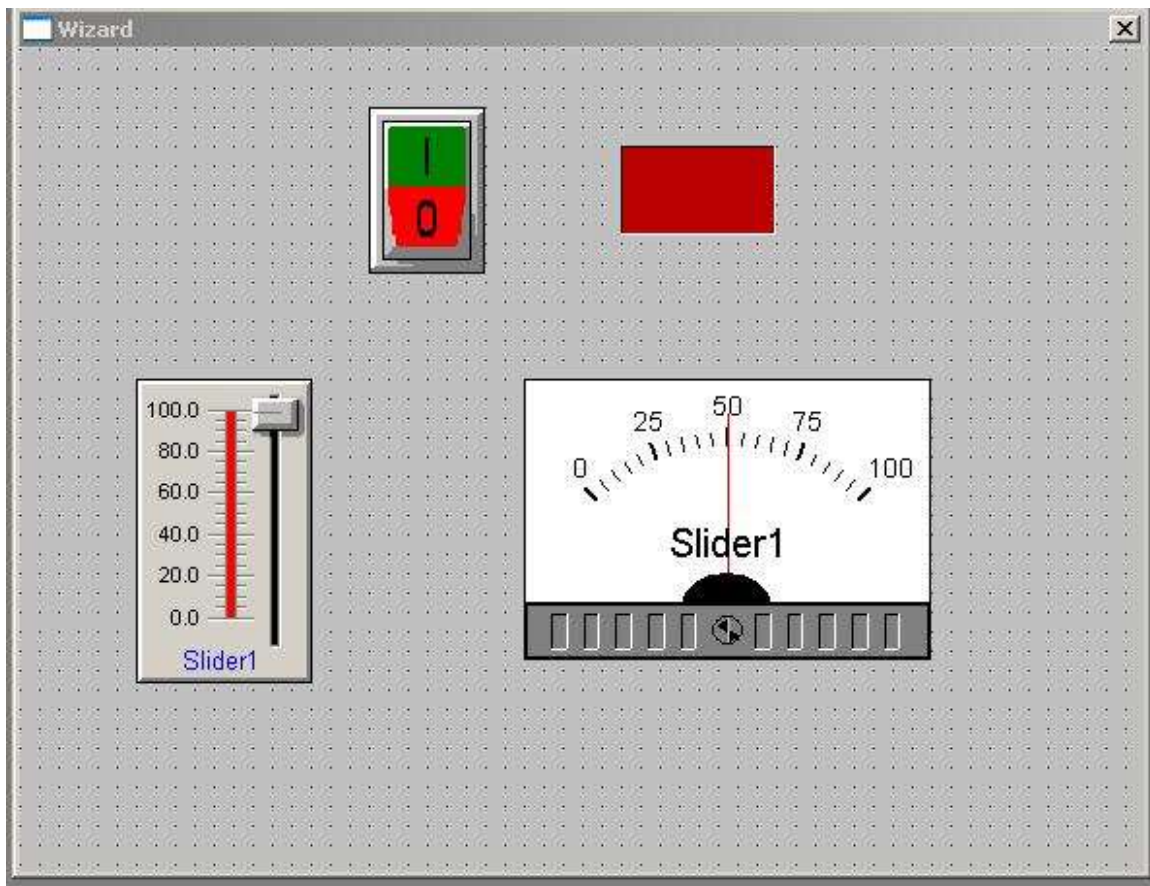


Figure 24-A

When the tag is True the object will blink, when the tag is False the object will not blink. See TagName Dictionary handout for information on creating tags.

Assign a Memory Analog Tag – Slider1 to the Panel Meter Object Expression
Label – Slider1
Modify Min – Max to 0-100
Keep other settings as default

Screen for Wizard Objects



8. Go to WindowViewer - Runtime to test objects

Review Questions

1. T F Wizards are pre-defined objects
2. A Slider Wizard object is found in which Wizard category?
 - a) Light Panel
 - b) Meters
 - c) Sliders
 - d) Buttons
3. The Wizard icon is found on which toolbar?
 - a) Standard
 - b) Draw Object
 - c) Format
 - d) Wizard / Active X
4. T F Wizards have pre-defined Properties
5. A Panel Meter object is found in which Wizard category?
 - a) Input Devices

- b) Output Devices
 - c) Meters
 - d) Panel
 - e) Frames
6. T F Wizards cannot be resized

Review Question Answers

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



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