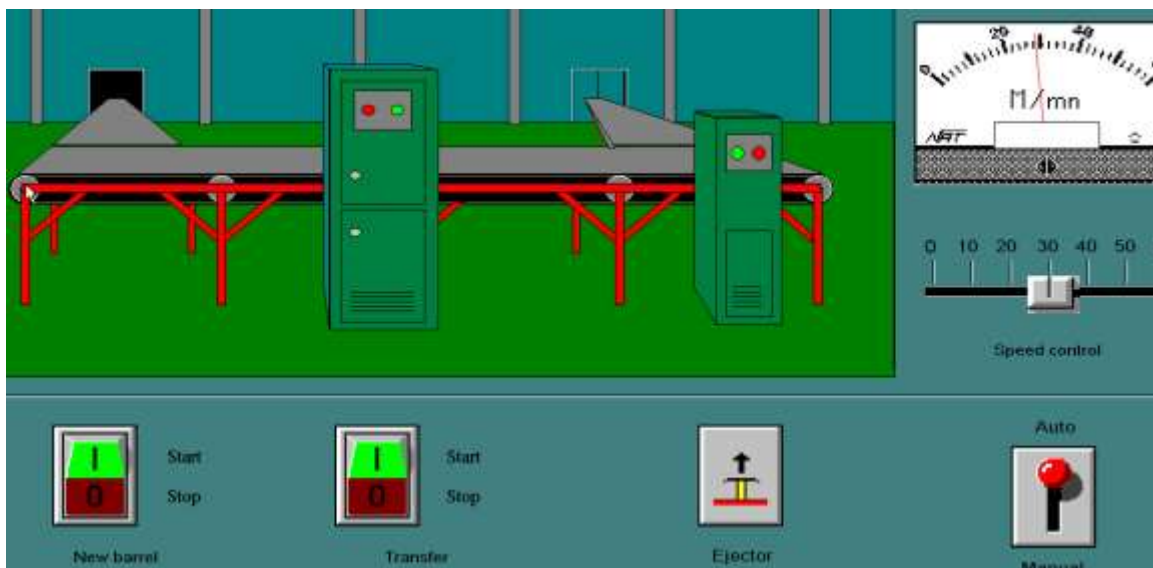


# PLC220 M8 Student Lesson 1



InTouch HMI

Import / Export Windows

## Import / Export Windows

### Lesson Objective

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

1. Export a Window from an application.
2. Import a window to an application
3. Convert Imported Window tags

	<u>Page</u>
Open an Application...	3
Export Application Windows .....	4
Convert Imported Window Tags .....	6
Exercise for Lesson A8.....	13
Review Questions.....	14

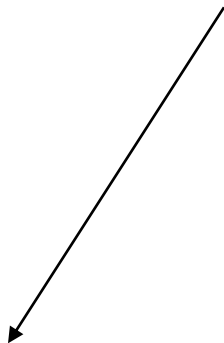
## **Export / Import Application Screens**

1. Select Application Manager from the computer desktop.



Figure 1-A

2. From Application Manager double click on the application to be opened for exporting windows (screens). If this example the Demo application 1024x768 will be used.



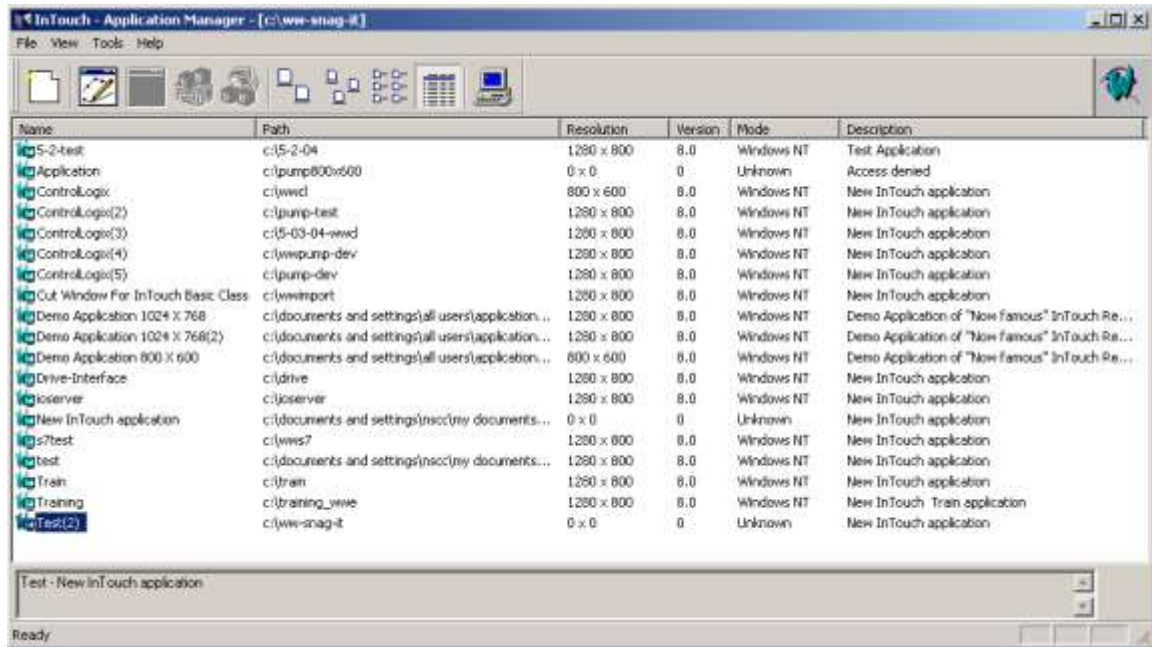


Figure 2-A

1. The WindowMaker Interface opens.

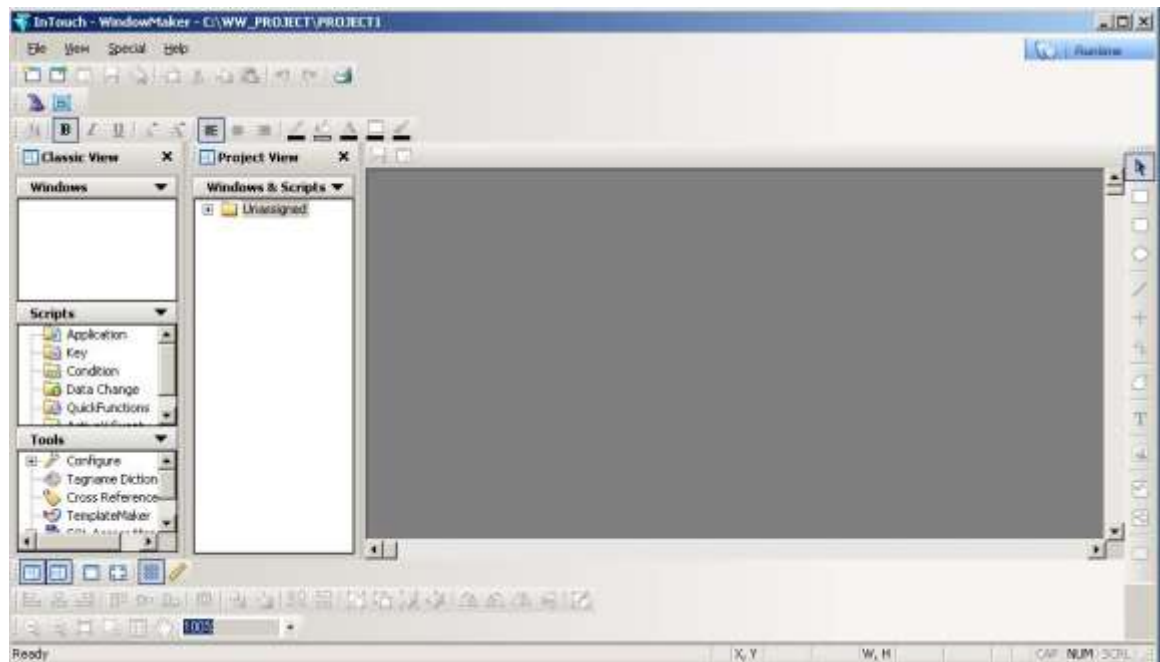


Figure 3-A

2. From WindowMaker choose FILE -> Export Window... from the Menu Bar.

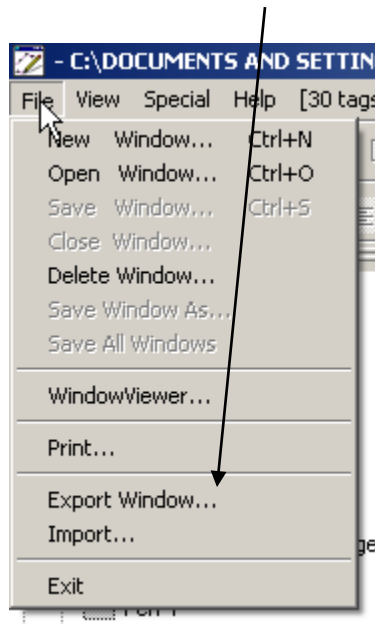


Figure 4-A

Note: All Window Types can be Exported

Note: All windows for the application must be closed. If windows are not closed the following message will appear on the screen when an export is attempted.

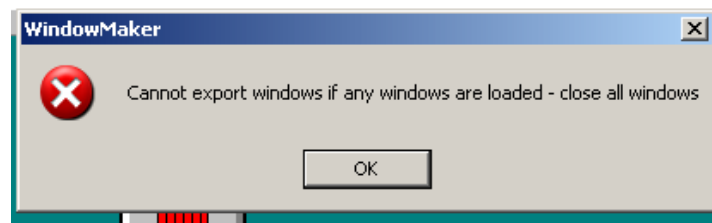


Figure 5-A

Click OK to continue. Then close all application windows by right clicking the window background and selecting Close Window.

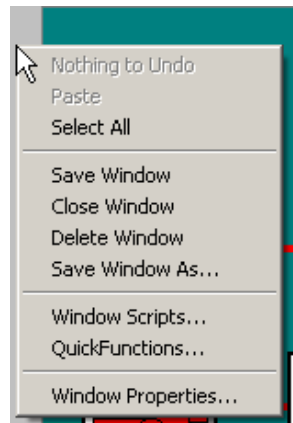


Figure 6-A

3. Choose the folder to place the exported window. Then click OK

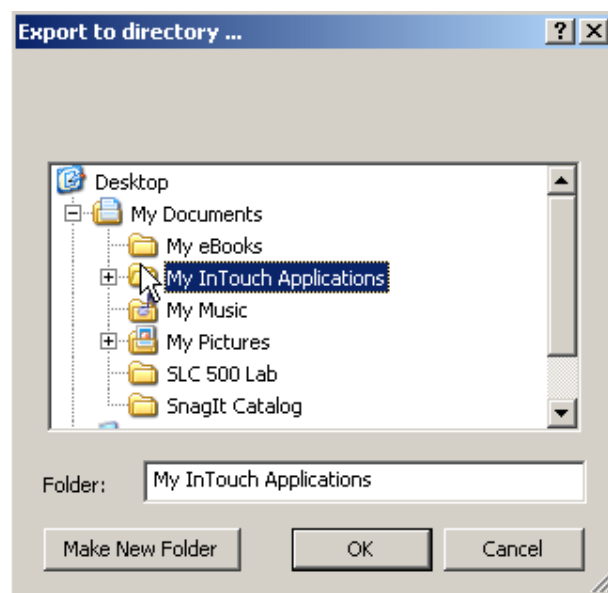


Figure 7-A.

4. Select window(s) to export.



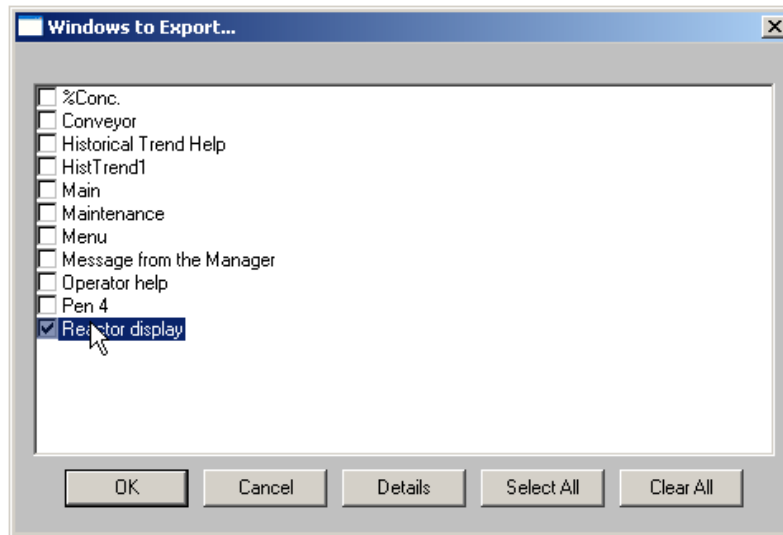


Figure 8-A

Click OK.

Window is now exported to folder chosen in Step 5.

5. Close WindowMaker by File -> Exit from the Menu Bar.

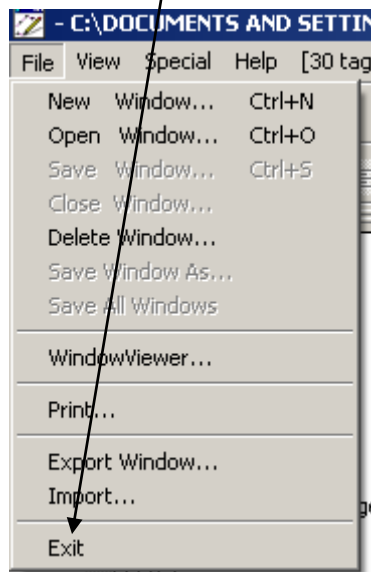


Figure 9-A

6. From the Application Manager, choose the application to import the window.  
(See steps 1-2).

7. Click the Cancel button on the Window to Open... screen.

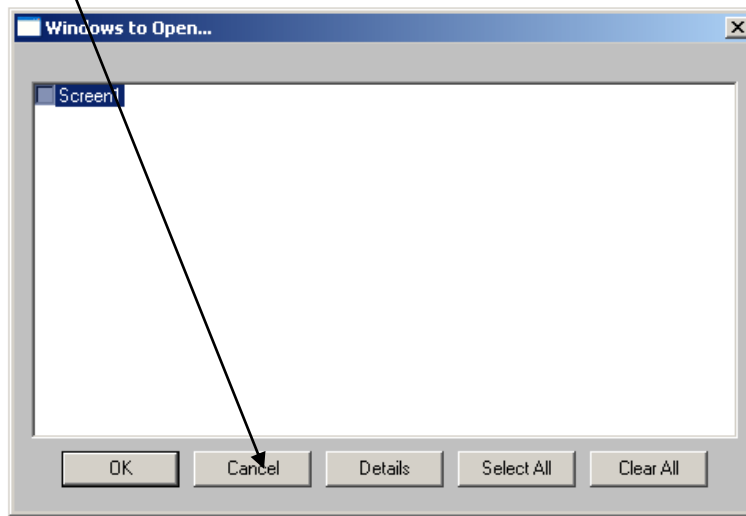


Figure 10-A

10. From the Menu Bar choose File -> Import...

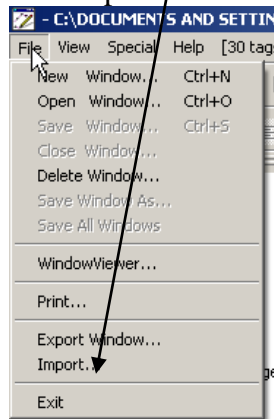
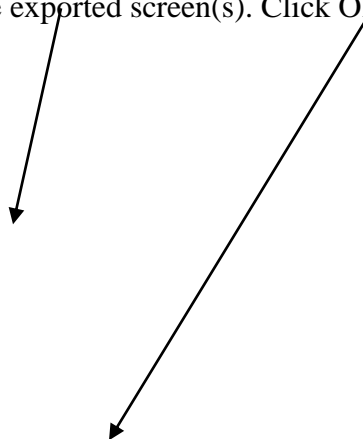


Figure 11-A

11. Choose the folder that contains the exported screen(s). Click OK.





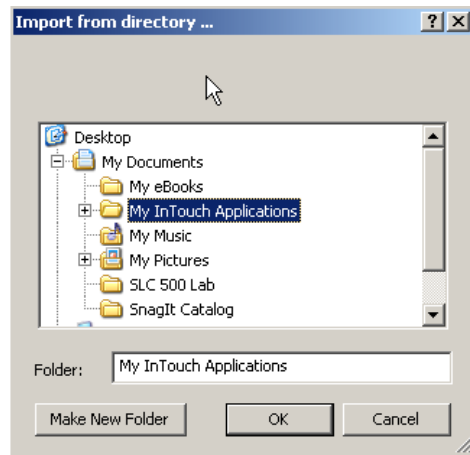


Figure 12-A

12. Check Windows and click the Select button.

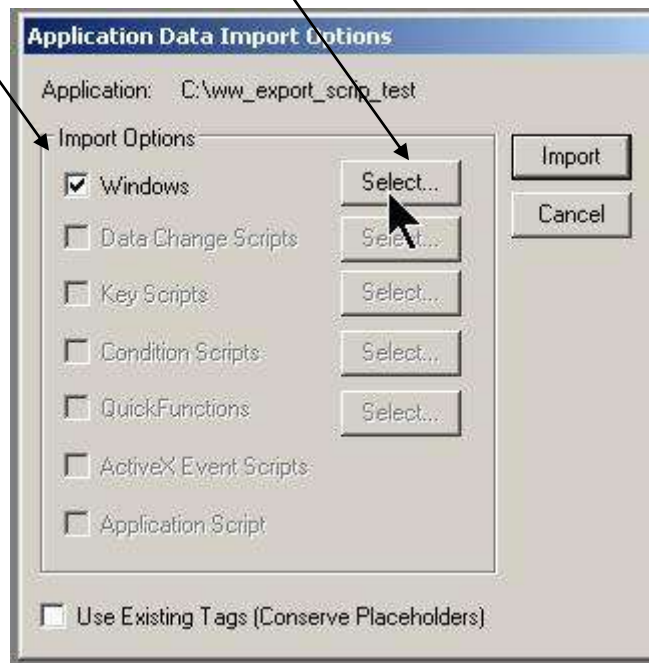


Figure 13-A

13. Check the screens to import to the opened application. Click OK.

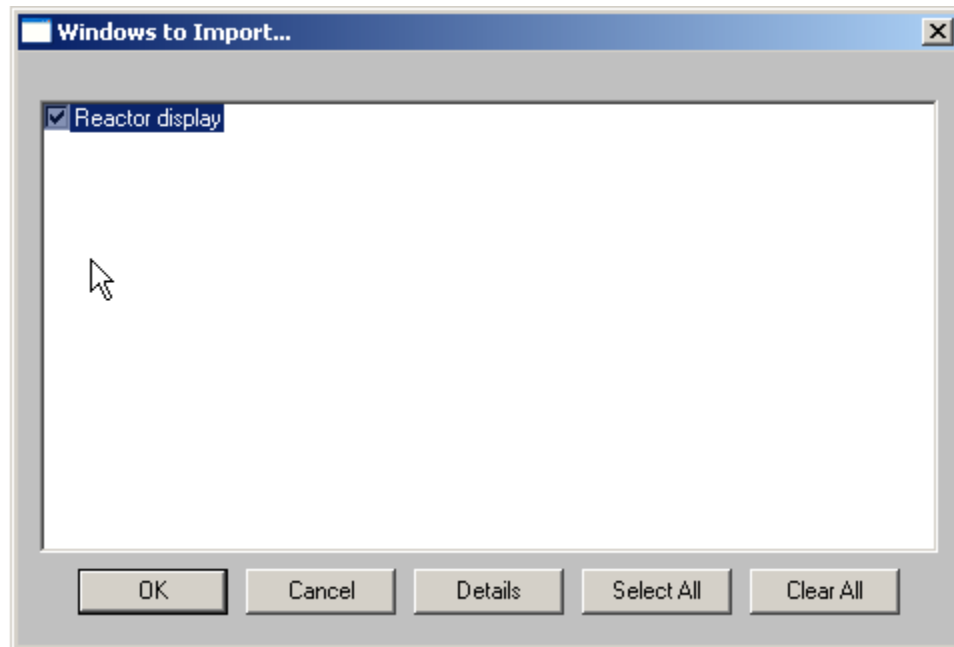


Figure 14-A

14. Click Import button.

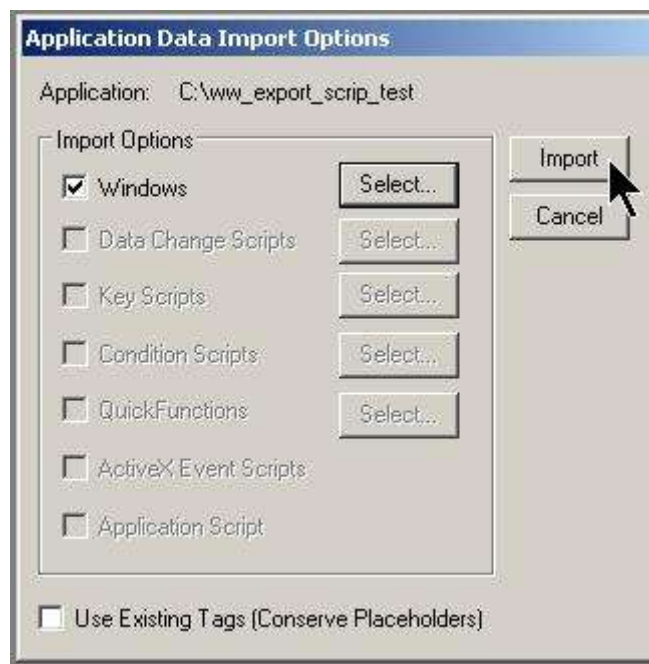


Figure 15-A

15. The imported screen is now in the Windows list from Application Explorer. ->

## Classic View



Figure 16-A

16. Right click the screen (window) name or double click on window name to open the imported window in WindowMaker.



Figure 17-A

18. F2 Key will select all objects on the opened window.

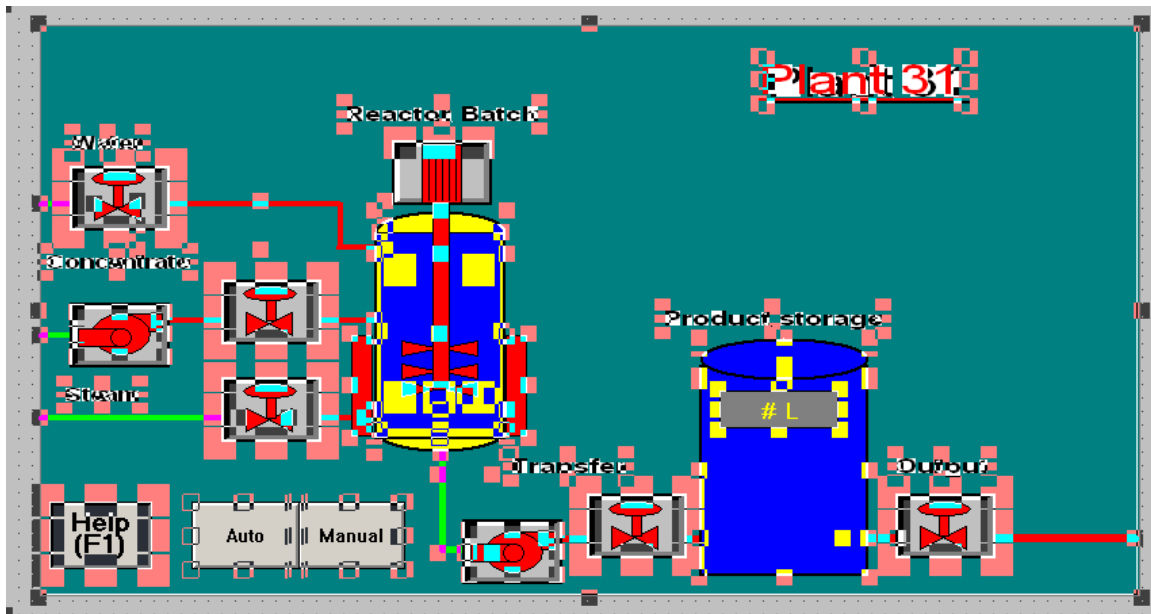


Figure 18-A

19. From the Menu Bar select Special -> Substitute Tags

...

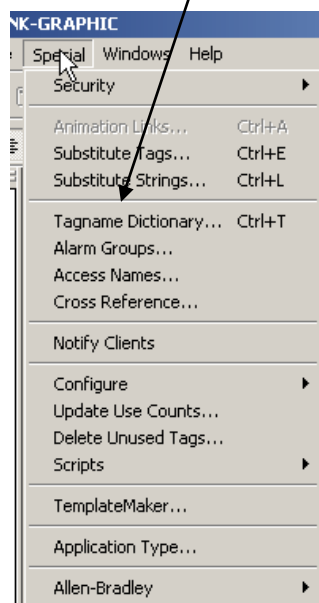


Figure 19-A

20. The Substitute Tagnames windows shows original tag names with placeholders.

?d: - Discrete type

?m: - Message type

?i: - Integer type

?r: - Real type

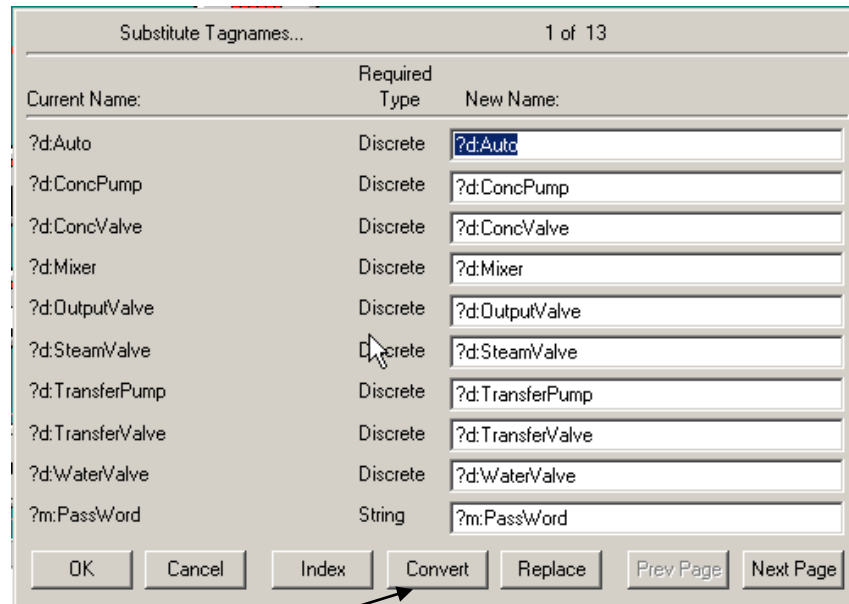
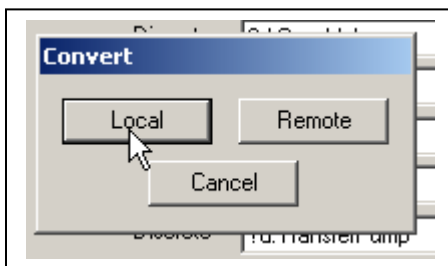


Figure 20-A

Convert button will remove Tagname Placeholders and the user will be prompted to define the tags for the application.



Local places tags in the application's Tagname Dictionary. Remote is for distributed applications.

Figure 21-A

The next window shows tag names after the placeholders were removed using the Convert Button. The tags still need to be defined before they are placed in the Tagname Dictionary. If tags are not converted, placeholders remain with the tag name until the tagname for an object is defined.

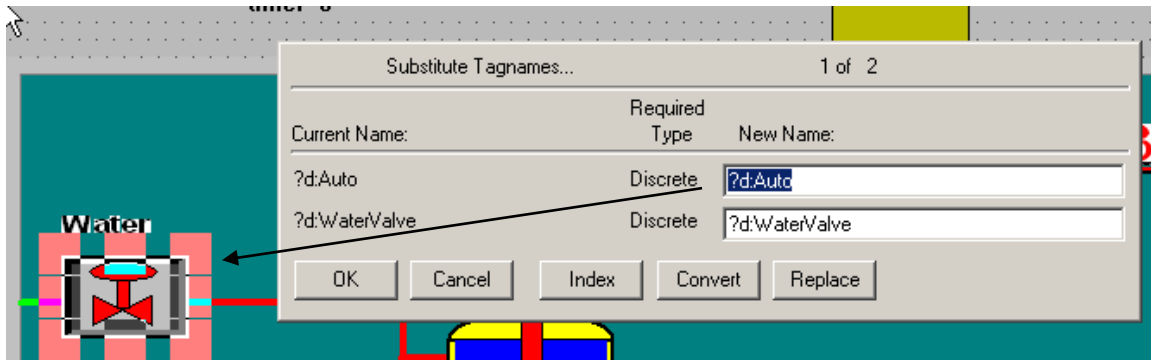


Figure 22-A

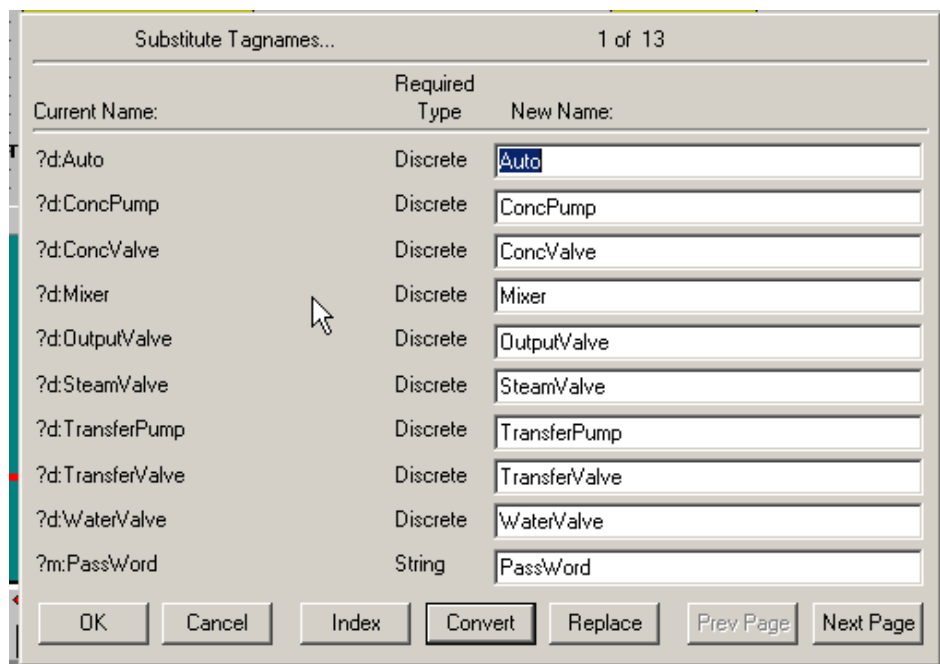


Figure 23-A

Substitute Tagnames - Placeholders removed.

## Exercise for A8 Lesson

### Import / Export Windows

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

1. Use the Steps outline in Lesson A8 to import a Window
2. Choose the Demo Application.
3. Export the Reactor Display window
4. Import the Reactor Display window into the application from Lesson A1
5. Convert the Tags for the Reactor Display window

## Review Questions

1. T F A application window must be opened to export the window.
2. Which software component of Wonderware is used to Import / Export windows
  - a) WindowMaker
  - b) RunTime
  - c) WindowViewer
  - d) InTouch
3. Which type of windows can be Exported
  - a) Replace
  - b) Overlay
  - c) Popup
  - d) All the Above
4. T F Tagnames are include with a window Import
5. The file storage location for an Exported windows is:
  - a) InTouch
  - b) Wonderware



- c) WindowMaker
  - d) WindowViewer
  - e) User-defined
6. T F Multiple windows can be exported to the same storage location

### Review Question Answers

- 1) F
- 2) a
- 3) d
- 4) T
- 5) e
- 6) T



#### DOL DISCLAIMER:

The document was originally created under "I AM iSTAR" a DOL funded project and used in this SCC project. "This workforce product was funded by a grant awarded by the U.S. Department of Labor's Employment and Training Administration. The product was created by the grantee and does not necessarily reflect the official position of the U.S. Department of Labor. The U.S. Department of Labor makes no guarantees, warranties, or assurances of any kind, express or implied, with respect to such information, including any information on linked sites and including, but not limited to, accuracy of the information or its completeness, timeliness, usefulness, adequacy, continued availability, or ownership. This product is copyrighted by the institution that created it."



This work is licensed under a [Creative Commons Attribution 4.0 International License](https://creativecommons.org/licenses/by/4.0/).