



Manual

# PB610 Panel Builder 600 Programming Software for CP600 Control Panels



# Contents

<b>1 Getting started</b> .....	<b>1</b>	Changing fill color property according to tag values .....	53
Assumptions .....	2	<b>6 Project properties</b> .....	<b>55</b>
What's new .....	2	Project properties pane .....	56
Installing the application .....	3	Developer tools .....	58
<b>2 Runtime</b> .....	<b>7</b>	FreeType font rendering .....	61
HMI device basic settings .....	8	Software plug-in modules .....	61
Context menu options .....	8	Behavior .....	62
Built-in SNTP service .....	11	Events .....	67
<b>2 Runtime on PC</b> .....	<b>12</b>	<b>7 The HMI simulator</b> .....	<b>69</b>
Typical installation problems .....	14	Data simulation methods .....	70
<b>3 My first project</b> .....	<b>17</b>	Simulator settings .....	70
The workspace .....	18	Launching and stopping the simulator .....	71
Creating a project .....	18	<b>8 Transferring the project to HMI device</b> .....	<b>73</b>
Communication protocols .....	20	Download to HMI device .....	74
Designing a page .....	21	Update package .....	76
The Widget Gallery .....	23	The Runtime loader .....	79
Adding tags .....	25	Upload projects .....	80
Exporting tags .....	27	<b>9 System Variables (Attach To)</b> .....	<b>81</b>
Importing tags .....	27	Alarms variables .....	83
Attaching widget to tags .....	30	Buzzer variables .....	83
Dialog pages .....	32	Communication variables .....	84
<b>4 Programming concepts</b> .....	<b>33</b>	Database variables .....	84
Data types .....	34	Daylight Saving Time variables .....	85
"Attach to" parameters .....	34	Device variables .....	86
Events .....	39	Dump information variables .....	87
Widgets positioning .....	42	FTP client variables .....	88
Managing overlapping widgets .....	43	Keypad variables .....	89
Grouping widgets .....	44	Network variables .....	89
Changing multiple widgets properties .....	50	Printing variables .....	89

Remote Client variables .....	90	Workspace .....	158
Version variables .....	91	Settings and time zone options .....	158
Screen variables .....	91	Transferring files to a remote HMI device ....	159
SD card variables .....	91	<b>13 Using the integrated FTP server .....</b>	<b>161</b>
Server variables .....	92	FTP settings .....	161
Time variables .....	92	<b>14 Using VNC for remote access .....</b>	<b>163</b>
Touch screen variables .....	93	Starting VNC server on WinCE devices ....	164
USB drive variables .....	94	Starting VNC server on Linux devices .....	165
User management variables .....	94	Starting VNC viewer .....	165
<b>10 System Variables (Protocol) .....</b>	<b>95</b>	<b>15 Alarms .....</b>	<b>167</b>
Protocol Editor Settings .....	96	Alarms Editor .....	168
Default variables .....	96	Remote alarms acknowledge .....	170
Retentive Memory variables .....	110	Alarm state machine .....	171
Tag Import .....	116	Setting events .....	172
<b>11 Actions .....</b>	<b>119</b>	Active Alarms widget .....	174
Alarm actions .....	120	Alarms History widget .....	178
Database actions .....	120	Managing alarms at run time .....	179
Event actions .....	123	Enable/disable alarms at run time .....	179
MultiLanguage actions .....	124	Displaying live alarm data .....	180
Keyboard actions .....	124	Exporting alarm buffers to .csv files .....	180
Media Player actions .....	126	Exporting alarm configuration .....	181
FTP actions .....	126	<b>16 Recipes .....</b>	<b>185</b>
Page actions .....	129	Managing recipes .....	185
Print actions .....	133	Configuring a recipe widget .....	188
Recipe actions .....	135	Recipe status .....	189
Remote Client actions .....	139	Uploading/downloading a recipe .....	189
System actions .....	140	Backup and restore recipes data .....	190
Tag actions .....	147	<b>17 Trends .....</b>	<b>191</b>
Trend actions .....	148	Data logging .....	192
User management actions .....	152	Exporting trend buffer data .....	193
Widget actions .....	154	Trend widgets .....	194
<b>12 Using the Client application .....</b>	<b>157</b>	History trends .....	196
The Client application toolbar .....	158	Trend widget properties .....	197



Trend widget gestures .....	198	Configuring users .....	239
Values outside range or invalid .....	199	Default user .....	239
Showing trend values .....	200	Managing users at run time .....	240
Scatter diagram widget .....	201	Force remote login .....	240
<b>18 Data transfer .....</b>	<b>203</b>	<b>23 Audit trails .....</b>	<b>241</b>
Data transfer editor .....	204	Enable/disable audit trail .....	242
Exporting data to .csv files .....	206	Configure audit events .....	242
Data transfer limitations and suggestions ...	206	Configure tags for audit trail .....	243
<b>19 Offline node management .....</b>	<b>209</b>	Configure alarms for audit trail .....	244
Offline node management process .....	210	Configure recipes for audit trail .....	244
Manual offline node management process ...	210	Configure login/logout details .....	245
Manual offline configuration .....	210	Exporting audit trail as .csv files .....	245
Automatic offline node detection .....	211	Viewing audit trails .....	246
<b>20 Multi-language .....</b>	<b>213</b>	<b>24 Reports .....</b>	<b>247</b>
The Multi-language editor .....	215	Adding a report .....	248
Changing language .....	216	Configuring text reports .....	248
Multi-language widgets .....	216	Configuring graphic reports .....	249
Exporting/importing multi-language strings ...	218	Print triggering events .....	250
Changing language at run time .....	220	Default printer .....	251
Limitations in Unicode support .....	220	<b>25 Screen saver .....</b>	<b>255</b>
<b>21 Scheduler .....</b>	<b>223</b>	<b>26 Backup/restore of Runtime and project .....</b>	<b>257</b>
Creating a schedule .....	224	<b>27 Keypads .....</b>	<b>259</b>
HighResolution schedule .....	224	Creating and using custom keypads .....	261
Recurring schedule .....	224	Deleting or renaming custom keypads .....	263
Configuring location for schedules .....	226	Keypad type .....	263
Configuring the Scheduler widget .....	227	Keypad position .....	264
Scheduling events at run time .....	228	<b>28 External keyboards .....</b>	<b>265</b>
<b>22 User management and passwords .....</b>	<b>231</b>	Search and filter .....	267
Enable/disable security management .....	232	Displayed keys .....	267
Configuring groups and authorizations .....	232	Removing action associations .....	267
Modifying access permissions .....	233	Keyboard layout .....	268
Assigning widget permissions from page view .....	238	Enable/disable keyboard .....	268
		Associating actions to keys .....	268



<b>29</b>	<b>Tag cross reference</b>	<b>271</b>			
	Updating data in the Tag Cross Reference pane	272			
<b>30</b>	<b>Indexed addressing</b>	<b>275</b>			
	Creating an indexed addressing set	276			
	Using indexed tag set in pages	279			
<b>31</b>	<b>Storing data to external databases</b>	<b>281</b>			
	Installing SQL4Automation	283			
	Configuring SQL4Automation	283			
	Configuring the HMI project	285			
	Transfer data with JavaScript	286			
	Database tables	287			
	Custom tables	288			
	Connection Limits	288			
<b>32</b>	<b>OPC UA Server</b>	<b>291</b>			
<b>33</b>	<b>Special widgets</b>	<b>293</b>			
	BACnet widget	294			
	Browser widget	294			
	Canvas Widget	295			
	Combo Box widget	298			
	Consumption Meter widget	302			
	Control list widgets	303			
	DateTime widget	305			
	Gesture area widget	306			
	IP Camera widgets	307			
	Javascript function block widget	310			
	Media Player widgets	312			
	Multistate Image widget	314			
	Multistate Image Multilayer widget	315			
	Network Adapters widget	317			
	RSS Feed widget	317			
	Scrolling RSS Feed widget	318			
	Table widget	319			
	Variables widget	326			
<b>34</b>	<b>Custom widgets</b>	<b>329</b>			
	Creating a custom widget	330			
	Adding properties to a custom widget	332			
	Using structured tags	334			
	JavaScript in custom widgets	336			
	User's Gallery	338			
<b>35</b>	<b>Sending an email message</b>	<b>341</b>			
	Configuring the email server	342			
	Configure emails	342			
<b>36</b>	<b>JavaScript</b>	<b>345</b>			
	JavaScript editor	347			
	Execution of JavaScript functions	347			
	Events	349			
	Widget events	350			
	Page events	353			
	System events	354			
	Objects	356			
	Widget class objects	357			
	Widget properties	357			
	Widget methods	360			
	Page object	362			
	Page object properties	362			
	Page object methods	363			
	Group object	365			
	Group object methods	365			
	Project object	366			
	Project object properties	366			
	Project object methods	366			
	Project object widgets	377			
	State object	378			
	State object methods	378			
	Keywords	379			

Global functions .....	379	<b>compatibility</b> .....	
Handling read/write files .....	380	Table of functions and limits .....	440
Limitations in working with widgets in JavaScript .....	383	HMI devices capabilities .....	441
Debugging of JavaScript .....	383	Compatibility .....	442
<b>37 Handling Gestures</b> .....	<b>387</b>	Converting projects between different HMI devices .....	442
<b>38 System Settings</b> .....	<b>389</b>	<b>44 Communication protocols</b> .....	<b>445</b>
WinCE Devices .....	390	ABB CODESYS Ethernet .....	446
Linux Devices .....	397	ABB CODESYS Serial .....	456
<b>39 Web access</b> .....	<b>413</b>	ABB IRC5 .....	462
Supported platforms and browsers .....	414	ABB Mint Controller HCP .....	467
Generating page for Web access .....	414	ABB Modbus RTU .....	476
Platform specific Home pages .....	416	ABB Modbus TCP .....	483
Testing the Web project .....	416	ABB Pluto .....	489
Downloading the Web project .....	417	BACnet .....	495
Web connectivity issues .....	418	CODESYS V2 ETH .....	522
Web supported features .....	419	CODESYS V3 ETH .....	536
Troubleshooting and FAQ .....	422	Ethernet/IP CIP .....	548
<b>40 Updating system components in HMI devices</b> .....	<b>423</b>	Modbus RTU .....	574
Update of system components from the application .....	424	Modbus RTU Server .....	590
Settings .....	425	Modbus TCP .....	605
<b>41 Protecting access to HMI devices</b> .....	<b>427</b>	Modbus TCP Server .....	622
Changing password on HMI device .....	428	OPC UA Client .....	634
Ports and firewalls .....	428	Simatic S7 ETH .....	642
<b>42 Tips and tricks to improve performance</b>	<b>431</b>	System Variables .....	682
Static Optimization .....	432	Variables .....	684
FAQ on Static Optimization .....	435		
Page caching .....	436		
Image DB .....	436		
Precaching .....	436		
FAQ on precaching .....	436		
<b>43 Functional specifications and</b>	<b>439</b>		



# 1 Getting started

---

PB610 Panel Builder 600 is a software application designed to create graphical HMI pages. PB610 Panel Builder 600 has a drag-and-drop interface that makes it easy to create complex pages. Many of the features found in common Windows applications are also available in PB610 Panel Builder 600.

This document is divided into chapters that describe the key functions of PB610 Panel Builder 600 and explain how to use them. Each chapter is presented in a standalone manner, allowing you to jump from chapter to chapter, depending on the task at hand.

---

<b>Assumptions</b> .....	<b>2</b>
<b>What's new</b> .....	<b>2</b>
<b>Installing the application</b> .....	<b>3</b>

# Assumptions

We assume that readers have a basic understanding of computers, Microsoft Windows, and the specific network environment where the application will run.

## What's new

### What's new on v2.6

- Grid layout
- Table widget
- Canvas widget
- Javascript Function Block Widget
- Structured tags support for custom widgets
- "Show all" option for Alarm History widget (Enhanced the Alarm History widget to be able to show all alarms)
- "Attach to ..." support for properties in e-mail server configuration
- Support for writing to network devices for CP600-eCo (BSP 1.0.25 or greater is required)
- Backup/Restore for CP600-eCo
- PB4Web support for trends
- PB4Web support for recipes
- BACnet protocol support for Calendar/Scheduler
- Revision of target limits
- Extend OPC-UA server to support Alarms and Trends
- FTP Client
- Enhanced Combo Box to work in full screen with pictures support
- Added support for manually edit and change data links
- Enhanced the Data Transfer to support alias (indexed tags)
- When required, the "Download to target" invoke the "update runtime" while downloading project.
- New System Variable to check the status of dumped files

## What's new on v2.4

- Unify PB600 Basic and Standard version with limits HMIs based on license (Basic/Standard)
- Project Limits check when converting a project (not just on download as before)
- Disable unavailable protocols based on device selected
- Disable SD card selection in devices where it is not available
- IP Widget for setting networks parameters.
- Introduced "WebPageRequest" to control page shown from a PLC
- New project property to set the runtime background color
- OPC-UA Server support
- SQL4Automation support
- JS support on PB4Web
- Multilanguage support on PB4Web
- Alarm state strings can be customized and translated
- PDF viewer support for CP600-eCo products
- Support for embedded custom JS in Widget gallery
- Gestures support
- Introduce push engine for data sent/received. Now PB4Web can refresh data and widget up to 10 times a second
- Redesign of Manage Target to update multiple HMI device
- New option to enable alarms from PLCs
- New option to execute a user macro action on alarm
- Possibility to group and filter alarms

## What's new in comparison to v2.0.0

- Support of Windows 10 32-/64-bit
- User's gallery for customized widgets
- Maximum number of tags for PB610 PC Runtime: 10000
- German online-help / manual

## Installing the application

PB610 Panel Builder 600 installation contains:

- PB610 Panel Builder 600: an application for designing custom HMI projects in a user-friendly manner, along with a variety of objects in its built-in library, the Widget Gallery.
- HMI Client: a light-weight application that can be used on Windows computers to remotely view and manage a project running on an HMI device.
- HMI Runtime: a standalone application that runs on the HMI devices. The HMI Runtime is installed via PB610 Panel Builder 600.
- PB610 PC Runtime: a standalone application that runs on Win32 platforms (computers instead of HMI devices).

## PB610 Panel Builder 600 system requirements

PB610 Panel Builder 600 has the following system requirements:

<b>Operating System</b>	Windows XP (SP2 or SP3) Windows Vista Business/Ultimate Windows 7 Windows 8 Windows 10
<b>Storage</b>	500 MB Minimum
<b>RAM</b>	512 MB
<b>Other</b>	One Ethernet connection

## Installing multiple versions of PB610 Panel Builder 600

You may install different instances of PB610 Panel Builder 600 on the same computer. Each installation has its own settings and can be uninstalled individually.

Three installation scenarios are possible:

Installation scenario	Results
<b>First installation of PB610 Panel Builder 600 in the system</b>	Software is installed in the specified destination folder
<b>System with only one instance of PB610 Panel Builder 600 already installed</b>	Current version can be replaced or maintained.
<b>System with multiple instances of PB610 Panel Builder 600 already installed</b>	Last version installed can be replaced or maintained.

If you try to install a second instance of an already installed version of PB610 Panel Builder 600, a warning message is displayed.

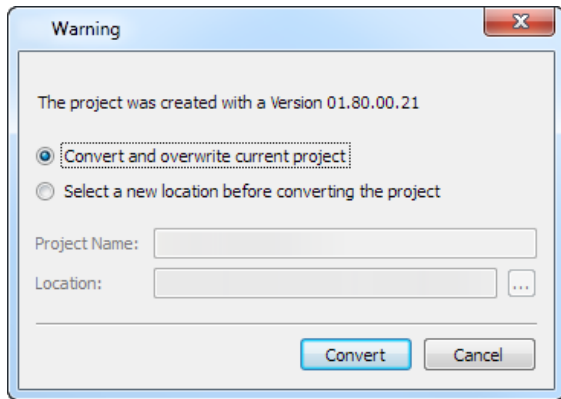
Multiple PB610 Panel Builder 600 installations share a common workspace folder, each sub-folder includes the version number, for example *C:\Program Files\ABB\Panel Builder 600 Suite 2.5*. Each installed version has its ID and can therefore be removed individually.

Each installation is listed separately in the Windows **Start** menu.

## Opening older projects

When opening a PB610 Panel Builder 600 project (.jpr file) created with an older version of the software PB610 Panel Builder 600 asks to convert the project to the current version:





Option	Description
<b>Convert and overwrite current project</b>	The project is converted without a backup copy of the original version
<b>Select a new location before converting the project</b>	The project is copied inside the specified folder and then converted.



**WARNING:** Do not edit projects with a version of PB610 Panel Builder 600 older than the version used to create them. This will damage the project and may cause runtime instability.

## Multilanguage for PB610 Panel Builder 600

PB610 Panel Builder 600 is available in multiple languages. All languages are installed by default as part of PB610 Panel Builder 600.

The default language is English. To change it go to **Help > Change Language**.

## Crash reports

A crash report dialog appears whenever PB610 Panel Builder 600 freezes or crashes.



**Important:** Always save crash report files since they may contain useful information for technical support.



Note: Crash reports are unavailable in Windows XP.



# 2 Runtime

---

HMI Runtime is designed to support different platforms and different operating systems.

---

<b>HMI device basic settings</b> .....	<b>8</b>
<b>Context menu options</b> .....	<b>8</b>
<b>Built-in SNTP service</b> .....	<b>11</b>

# HMI device basic settings

HMI devices are delivered from factory without Runtime. If no Runtime is installed on the device, see "[The Runtime loader](#)" on page 79 for details.

## Runtime modes

The HMI Runtime is composed of two logic units:

- **Server:** runs communication protocols, collects data, monitors alarms, drives trend buffer sampling.
- **Client:** displays data collected by server.

The server unit is responsible for handling the HMI services such as the communication protocols, performing data acquisition, driving trend buffer sampling activities, monitoring alarms, and so on.

The client unit is the part which is responsible for the visualization process: use the data collected by the server to render it on the display as graphical information.

The server unit works in two operating modes:

- **Configuration mode:** server is idle (for example when no project is loaded on the device or some system files are missing).
- **Operation mode:** server is operating according to the settings defined by the system files and by the loaded application project.



Note: Data on client may be displayed even if no activity is running on the server.

## Context menu options

On the HMI device press and hold on an empty area of the screen for a few seconds to display the context menu.

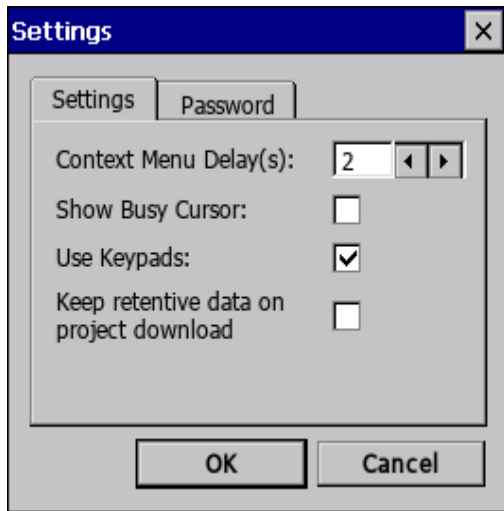
### Zoom In/Out

Select view size at run time

### Pan Mode

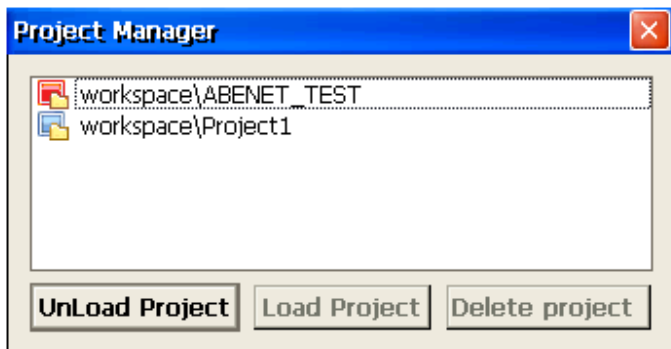
Enables/disables pan mode after a zoom in

## Settings



Main parameters	Description
<b>Context Menu Delay (s)</b>	Context menu activation delay. Range: 1–60 seconds.
<b>Show Busy Cursor</b>	Display an hourglass when the system is busy
<b>Use keypads</b>	Display keypads when user touches a data entry field. Set to <b>disable</b> when an external USB keyboard is connected to the device.
<b>Keep retentive data on project download</b>	Preserve the content of the retentive data at project download or update.
<b>Password</b>	Define password protected operations amongst the following: <ul style="list-style-type: none"> <li>• Download Project/Runtime</li> <li>• Upload project</li> <li>• Board management (BSP Update)</li> </ul> See " <a href="#">Protecting access to HMI devices</a> " on page 427 for details.

## Project Manager



This tool allows you to:

- unload the current project
- load another project
- delete a project.

When you load a new project, the current project is automatically unloaded. You must unload a project before you can delete it.

## Update

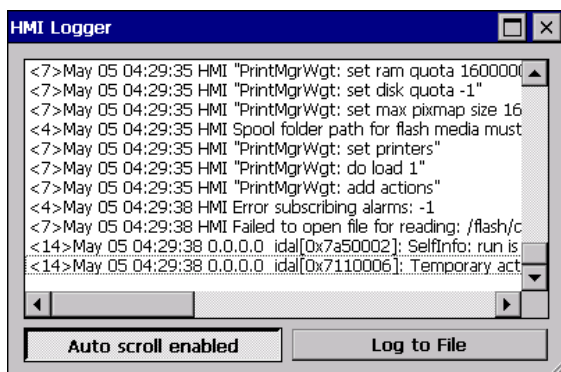
This function loads update packages from an external USB drive. See "[Update package](#)" on page 76 for details.

## Backup

You can create a backup copy of the Runtime and of the project.

## Logging

This function displays a log of system operations.



Click **Log to file** to save data: a logger.txt file is saved to the ...\\var\\log folder.

This file can be retrieved using an FTP Client and forwarded to technical support.



Note: Once enabled, logging is maintained after power cycles and must be manually disabled.

## Show log at boot

This function enables the logger at start up. If the **Log to file** option has been enabled, log files are saved from startup.

## Logout

Logs off the current user.

## Show system settings

Allow the HMI settings and the management of system components. See "[System Settings](#)" on page 389 for details.

## Developer tools

Utility functions for debugging at run time. It is visible only if enabled in the Project Properties (see "[Developer tools](#)" on [page 58](#) for details)

### About

This function shows information about the Runtime version.



**WARNING: Context Menu action has no effect if executed from a dialog page.**

## Built-in SNTP service

The HMI device features an integrated SNTP that synchronizes the internal real-time clock panel whenever the predefined server is available. The system searches the SNTP server when turned on, or once a week if the HMI device is not turned off.

Use HMI device "[System Settings](#)" on [page 389](#) to configure the service.



*Availability: BSP v1.76 ARM / 2.79 MIPS or higher*

## 2 Runtime on PC

PB610 PC Runtime for Windows is an HMI platform that combines advanced HMI features and vector graphics with powerful web technologies. You can choose this platform to monitor and control your equipment with tags, alarms, schedulers, recipes, trends, Javascript logic and events.

PB610 PC Runtime provides connectivity with factory and building automation protocols, based on Ethernet and serial interfaces.

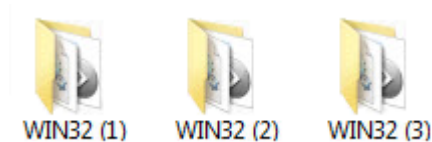
### PB610 PC Runtime system requirements

PB610 PC Runtime as the following minimum system requirements:

<b>Operating System</b>	Windows XP Professional Windows XP Embedded Windows Embedded Standard (WES 2009) Windows Vista Business/Ultimate Windows 7 Professional Windows Embedded Standard 7 Windows 8 Windows Server 2003
<b>Storage</b>	256 MB Min
<b>RAM</b>	512 MB
<b>CPU</b>	min. 300 MHz Pentium III or similar processors with 500 MHz.
<b>Graphic</b>	min. SVGA
<b>Other</b>	One Ethernet connection

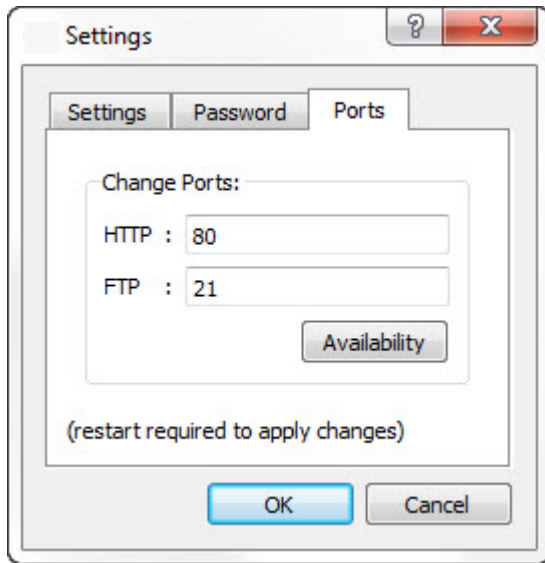
### Multiple instances of PB610 PC Runtime

PB610 PC Runtime can run in multiple instances. Copy the installation folder to a writable location and double-click on the HMI application in each folder to start it.



The port used by PB610 PC Runtime can be changed from the **Settings** dialog. Restart the application to apply the port change.





## Limitations

The following features are not supported in PB610 PC Runtime:

Function	Feature NOT supported
Manage Target	Board section
System Mode/ User Mode	Tap sequence and rotating menu
VNC/PDF readers	Non-standard computer software
Backup/Restore	Backup and restore functions. Standard computer software can be used for the purpose.
Protocols	Serial protocols requiring special hardware.

See "[Functional specifications and compatibility](#)" on page 439 for more details.

## Fullscreen mode

PB610 PC Runtime can start in fullscreen mode or in a window.

To switch to full screen:

1. Right click in the PB610 PC Runtime main window to display the context menu.
2. Choose **Full Screen**.

## The workspace folder

When using PB610 PC Runtime, project files are stored in a workspace folder in:

`%appdata%\ABB\[build number]\server\workspace`

where [build number] is a folder named as build number (for example, 01.90.00.608).

# Typical installation problems



**Important: Make sure that ports 80/HTTP and 21/FTP are not blocked by the firewall.**

If a port is in use and a conflict is detected a dialog is displayed to allow the user to change the default ports.

See "[Protecting access to HMI devices](#)" on page 427 for details.

In some conditions PB610 PC Runtime cannot detect all services running in ports like 80/HTTP and 21/FTP, this forces PB610 PC Runtime to be closed automatically. This happens, for example, when IIS or MS SQL Server or other windows services are running on these ports. In these cases, disable window services

If the project download to PB610 PC Runtime fails, try one of the following procedures.

## Issues with port numbers

PB610 PC Runtime uses ports 80 and 21 by default. If at least one is occupied a warning message is displayed:

Warning !!!

Configured Port is in use, please choose another port :

Change Ports:

HTTPPort : 80

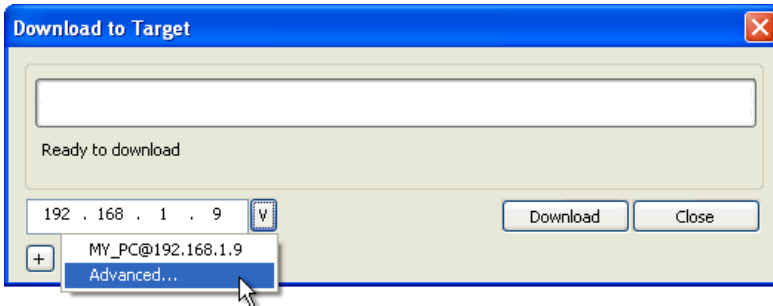
FTPPort : 21

Availability

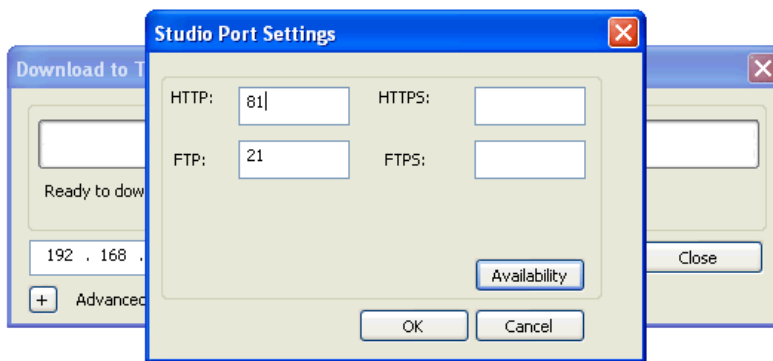
Start Exit

Make sure that when you change this port you also change the port used for download to HMI device in PB610 Panel Builder 600.

1. From the **Download to Target** dialog select **Advanced**.



2. Modify the port number to match that set on PB610 PC Runtime.



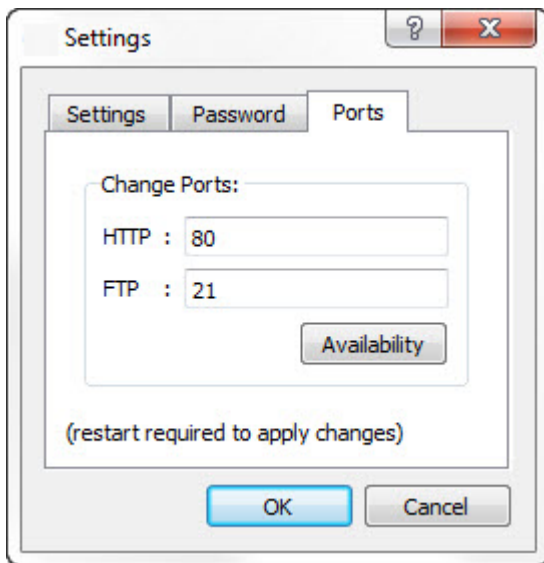
3. Click **OK** to confirm: you can now download you project to the PB610 PC Runtime.

## Restoring port information

If information about changes made on PB610 PC Runtime listening ports has been lost, the following error message is returned:

*Impossible to establish communication with Runtime. Please check connection settings and verify the Runtime is properly running on HMI device.*

The port used by PB610 PC Runtime can be changed from the **Settings** dialog. Restart the application to apply the port change.



## Bypassing firewall or antivirus blocks

If PB610 Panel Builder 600 is running on the same machine as the PB610 PC Runtime, your firewall or antivirus may block the connection from PB610 Panel Builder 600 to PB610 PC Runtime.

1. From the **Download to Target** dialog manually type-in the localhost IP address 127.0.0.1.
2. Click **Download**.

# 3 My first project

---

This section describes how to create a simple PB610 Panel Builder 600 project.

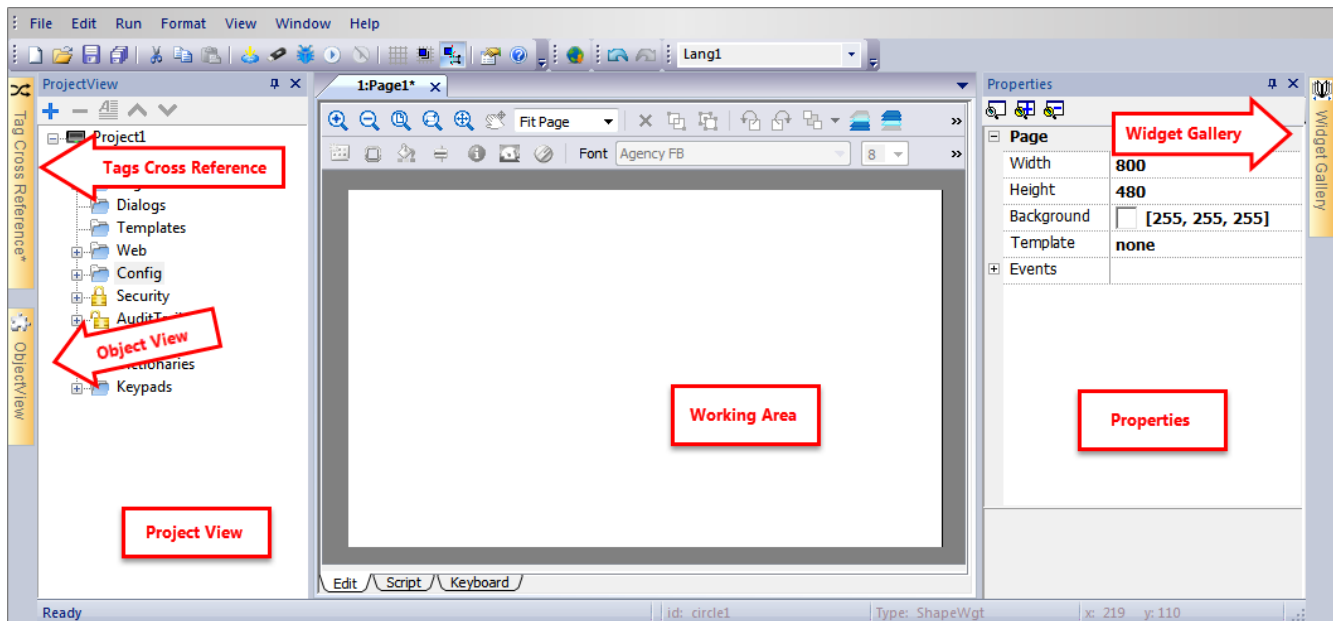
---

<b>The workspace</b> .....	<b>18</b>
<b>Creating a project</b> .....	<b>18</b>
<b>Communication protocols</b> .....	<b>20</b>
<b>Designing a page</b> .....	<b>21</b>
<b>The Widget Gallery</b> .....	<b>23</b>
<b>Adding tags</b> .....	<b>25</b>
<b>Exporting tags</b> .....	<b>27</b>
<b>Importing tags</b> .....	<b>27</b>
<b>Attaching widget to tags</b> .....	<b>30</b>
<b>Dialog pages</b> .....	<b>32</b>


# The workspace

## Workspace areas

PB610 Panel Builder 600 workspace is divided into the following main areas:



Area	Description
Project View	Project elements in hierarchical project tree.
Object View	Tree view of widgets organized by page.
Working Area	Space where pages are edited. Tabs at the top of the area show all open pages.
Properties	Properties of selected object.
Widget Gallery	Library of graphic objects and symbols.
Tag cross reference	List of locations where a given tag is referenced.

 Note: The workspace layout can be changed at any time, changes are saved and maintained through working sessions.

## Resetting the workspace layout

To restore the default layout, use the **File > Reset and Restart** function.

## Creating a project

*Path: File > New Project*

1. In the **Project Wizard** dialog enter a name for the project and the storage location.
2. Click **Next**: the HMI device selection dialog is displayed.
3. Choose one device from the list of the available models.
4. Choose device orientation.
5. Click **Finish** to complete the Wizard.

## Portrait rotation exceptions

The following elements are not rotated in portrait mode.

Element	Description
<b>Operating system dialogs</b>	System settings and system dialog
<b>ContextMenu and related dialogs</b>	Project Manager, About, Settings, Logging, Backup
<b>Video</b>	IPCamera, MediaPlayer
<b>JavaScript</b>	Alert and Print function
<b>Dialog pages</b>	"Title" of dialog pages
<b>Scheduler</b>	Dialogs for data entry
<b>Macro</b>	ShowMessage, LunchApplication, LunchBrowser
<b>External applications</b>	PDF Reader, VNC



HMI devices based on Linux platform can be rotated from the BSP (see "*Displays*" tab from the "*System Settings*" on page 389 "*Linux Devices*" on page 397 page) without these limitations.

## Changing the device model

Once you have developed your project you can still change the device model, from the Project Properties pane. This will not resize the widgets, but will relocate them on the screen. A warning will be displayed if some objects cannot be relocated.

Project Widget : Project1	
Id	Project1
Full Path	
Version	
Context Menu	on delay
Developer Tools	false
Buzzer on touch	false
Buzzer duration (ms)	200
Image DB Enable	true
Plug-in	
Behavior	
Home Page	Page1.jmx +
PageWidth	800
PageHeight	480
Display Mode	Landscape +
Project Type	HMI +
Panel Memory	128MB +
PageRequest	+ +

## Copying, moving, renaming a project

PB610 Panel Builder 600 projects folder contain all the files of the project: to move, copy or backup a project, move or copy the project folder to the desired location.

To rename a project use the **File > Save Project As** function: this operation might take a few minutes.



**WARNING: Do not rename the project folders manually.**

## Communication protocols

*Path: ProjectView > Config > Protocols*

Device communication drivers are configured in the **Protocol Editor**. You can add up to the maximum number of protocols as specified in Table of functions and limits. Variable and System Variables are not counted as protocols.

See "[Communication protocols](#)" on page 445 for more details.



Note: you can run different Ethernet protocols over the same physical Ethernet port, but you cannot run different serial protocols using the same serial port. Some serial protocols support access to multiple controllers, but this option is set within the protocol itself which is still counted as one protocol.

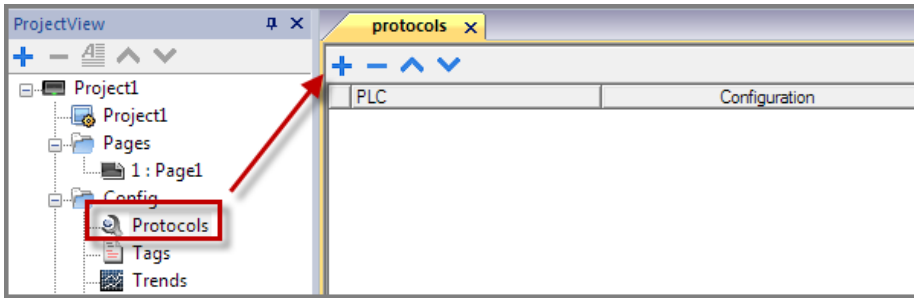
### Adding a protocol



Note: Refer to CP600 operating instructions manual in case you need cables information.



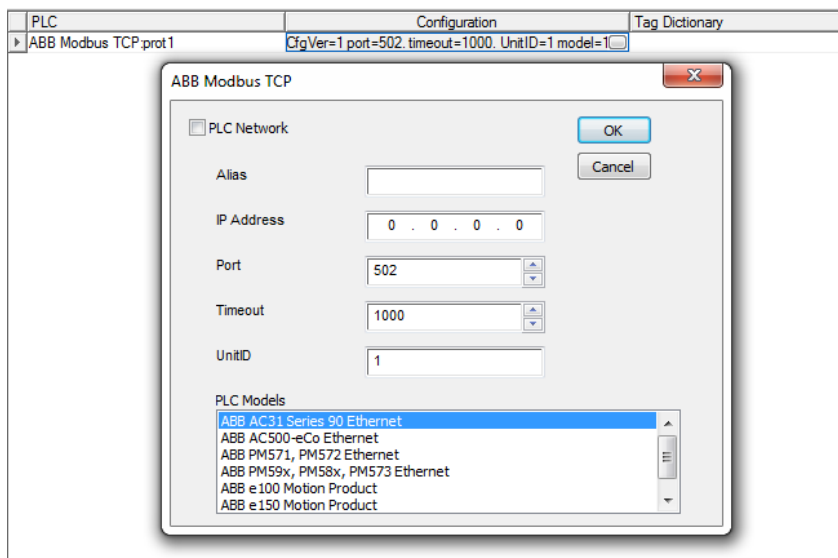
1. Click +.



2. Select the protocol from the PLC list and enter the required values.

## Changing protocol settings

To change configuration parameters, click the browse button in the **Configuration** column.



## Protocol parameters

Click **Show Advanced Properties** icon to see all parameters.

Parameter	Description
<b>Dictionaries</b>	Tags imported for the protocol. See " <a href="#">Importing tags</a> " on page 27 for details.
<b>Enable Offline AlgorithmOffline Retry Timeout</b>	See " <a href="#">Automatic offline node detection</a> " on page 211 for details.
<b>Version</b>	Protocol version available in PB610 Panel Builder 600 for selected HMI device.

## Designing a page

Path: **ProjectView > Pages**

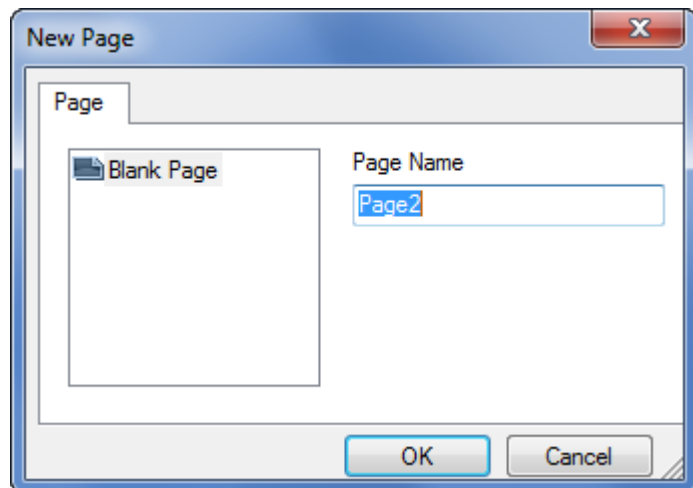
When a project is created, the first page is automatically added and shown in the **Page Editor**.

## Adding objects to a page

Drag and drop objects from **Widget Gallery** to the page.

## Adding a page

1. Right click the **Pages** node from the project tree and select **Insert new page**.
2. Type a name for the new page.



## Importing a page

When importing a page PB610 Panel Builder 600 will import the page layout and the page widgets without importing the actions and data links attached to widgets. You can choose between two different behavior:

- importing only the pages and the widgets: in this case all actions and data link have to be defined
- importing pages with references to actions and data links: used tags must be present in the project for these elements to work properly



Note: Page import can only be performed between projects made using the same software version. Save the older project as the newer version, then try again.

1. Right click the **Pages** node from the project tree and select **Import page**.
2. Choose the page to be imported from the desired project then click **OK**: a warning message is displayed.
3. Click **Yes** to remove all the links to data and actions. Click **No** to maintain the reference to data links and actions. Tags need to be available in the new project.

## Group of pages

You can group similar pages for easier maintenance. Grouping pages does not affect how pages appears at run time. To create a group of pages:

1. In **ProjectView** right click **Pages** node and select **Create Group**: a new folder is added
2. To move a page to a group, right click a page and select **Groups > groupName**.

# The Widget Gallery

**Path:** *View > Toolbars and Docking Windows > Widget Gallery*

HMI objects required to build an application are available in the **Widget Gallery**. The gallery is divided into several categories, each containing a collection of widgets.



## Adding a widget to a page

1. Select the widget from the **Widget Gallery**.
2. Drag and drop it on the page.

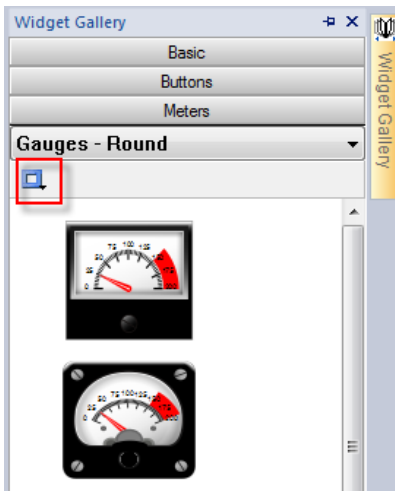
## Changing the appearance of a widget

All widgets have properties (**Properties** pane) that can be changed, Some widgets are presented in various styles. You can click the buttons in each category to see available styles.

### Example

To set the widget style for round gauges:

1. Click the style button to display the available styles for the widget.



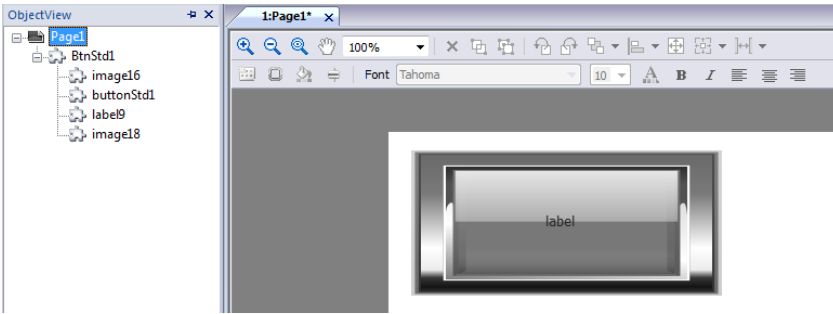
2. Select one of the available styles from the toolbar: depending on the selected widget, different options are available.



## Complex widgets

Some widgets are composed of many sub widgets. For example, a button is a complex widget composed by a button widget and a label. The structure of widgets can be seen in the **ObjectView** when the widget is selected.

You can select a sub-widget, such as the label in a button, from the **ObjectView** and modify it without ungrouping the whole widget.



## Adding tags

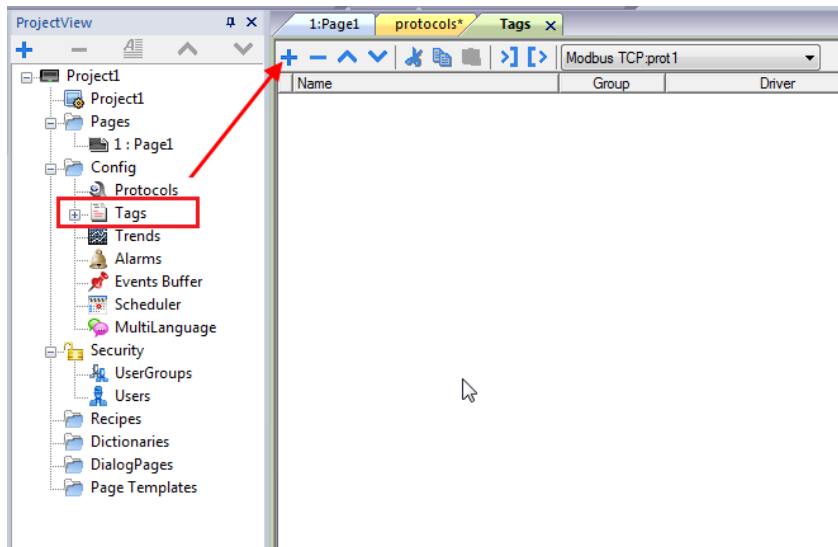
PB610 Panel Builder 600 uses tag names to access all device data. All fields and reference locations in the device need to be assigned a tag name to be used in the HMI project.

Tag Editor can be used to create and manage tags. After the tags have been defined, they can be used in the project by attaching them to widgets' properties.

See [""Attach to" parameters" on page 34](#) for details.

## Tag editor

Path: **ProjectView > Tags**




## Adding a tag




1. Click + and enter the required data.
2. Select the Address from the communication protocol address dialog: new tags are named Tag1, Tag2, ....
3. Click on the tag name to rename it.

## Tag properties

See specific protocol documentation for details.

Property	Description
<b>Name</b>	<p>Unique tag name at project level. Primary key to identify information in the runtime tag database.</p> <p> <b>WARNING: Duplicate tag names are not allowed.</b></p>
<b>Groups</b>	Group names associated to a tag
<b>Driver</b>	Communication protocol
<b>Address</b>	<p>Controller memory address.</p> <p>To edit click on the right side of the column to get the dialog box where you can enter the address information.</p>
<b>Encoding</b>	Encoding type for string data type (UTF-8, Latin1, UTF-2 and UTF-16)
<b>Comment</b>	Tag description
<b>Simulator</b>	Tag behavior during simulation. Several profiles are available.
<b>Scaling</b>	<p>Conversion applied to tag before database storage.</p> <p><b>By formula</b> = defined as a linear transformation.</p> <p><b>By range</b> = defined as a range conversion.</p>

The below properties will be visible only after select the “Show Advance Columns” mode from the tag editor toolbar..

Property	Description
<b>PLC Tag Name</b>	<p>Original PLC tag name, used to match tags used by HMI application (Tag Name) and tags exported from PLC</p> <p>R/W only in advanced view to allow for adjustments in case tag import errors.</p>
<b>Rate (ms)</b>	<p>Tag refresh time. Default: 500ms.</p> <p> <b>WARNING: Tags refresh rate is the maximum refresh rate. Actual refresh rate depends on: communication type (serial, fieldbus, Ethernet), protocol, amount of data exchanged.</b></p>
<b>R/W</b>	<p>R/W tag attribute (R/W, R or W).</p> <p> Note: The content of Write Only tags is always written and never read. When communication is not active, the content of these tags may not be available in widgets.</p>
<b>Active</b>	<p>Update mode.</p> <p><b>false</b> = tags are read from controller only when required by the HMI device.</p> <p><b>true</b> = tags are continuously read even if not required by the displayed page.</p> <p> <b>Important: Leave this value set to false for higher communication performance.</b></p>

## Managing tag names

Tag names must be unique at project level. If the same tags, from the same symbol file have to be used for two different controllers, use the “Alias” feature to add a prefix to the imported tags and make them unique at project level.



Note: Not all protocols support the “Alias” feature.

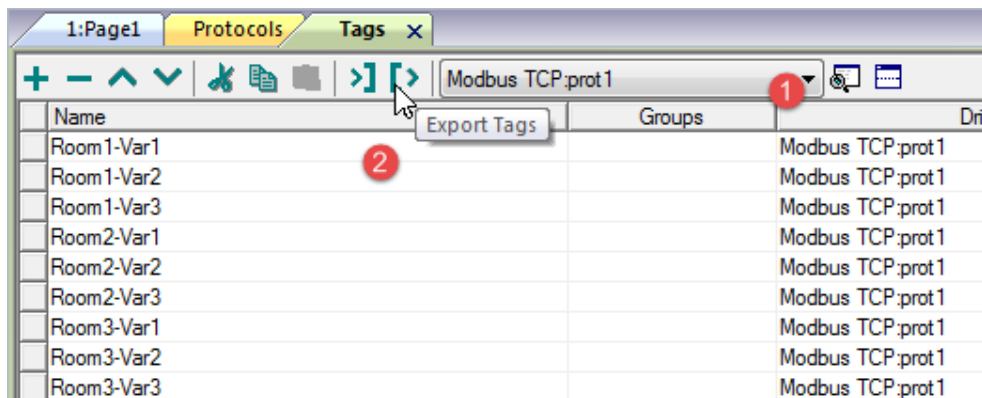
See "[Communication protocols](#)" on page 445 for details.

## Managing tag groups

Tags used in each page are identified as part of a group, so that requests made by the communication protocol to the connected controller(s) can be processed faster: only the tags included in the displayed page are polled from the controller.

## Exporting tags

Path: **ProjectView** > **Tags**



1. Select the protocol for the tags you want to export.
2. Click the **Export Tags** button: all the tags configurations for the selected protocols are exported into an .xml file.

You can edit the resulting .xml file using third part tools (for example, Microsoft Excel) and then re-import the modified file (see "[Importing tags](#)" below for details).

## Importing tags

### Introduction

Some protocols allow you to import tags stored in a comma separated file (.csv or other formats). Refer to the Tag Import section of each protocol for details (see "[Communication protocols](#)" on page 445).

Importing is a two step process:

1. Import of the tag definition into a dictionary
2. Import tags from the dictionary to the project



**WARNING: Special characters in tag names such as “&” character cause communication errors. See "[Limitations in Unicode support](#)" on page 220**



Note: When importing tags, character "." in tag names is replaced with "/" . The protocol will use the correct syntax when communicating to the PLC.

## Dictionaries

Path: **ProjectView > Dictionaries**

A dictionary is a list of tags imported in the Tag Editor for a specific protocol. Depending on the protocol type, tags are shown in linear view or in hierarchical view.

### Linear view

Name	Groups	Driver	Address	Encoding
MRTU1		Modbus TCP:prot1	502.1 HREG 400001 unsignedSI	
MRTU2		Modbus TCP:prot1	502.1 HREG 400002 unsignedSI	
MRTU3		Modbus TCP:prot1	502.1 HREG 400003 unsignedSI	
MRTU4		Modbus TCP:prot1	502.1 HREG 400004 unsignedSI	

Dictionary Name: [Modbus TCP:prot1] Modbus TCP Protocol Name: Modbus TCP

### Hierarchical view

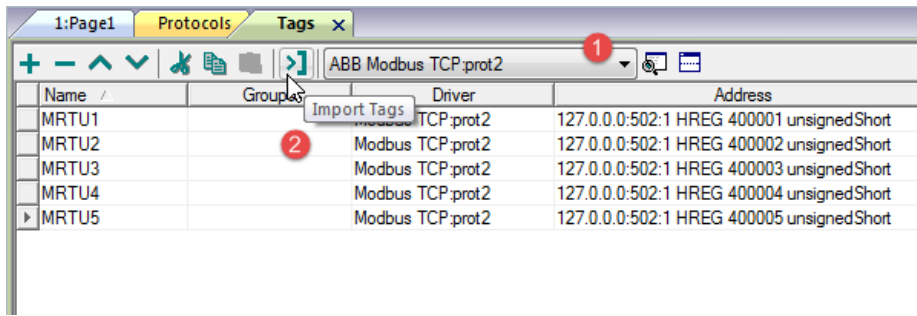
Dictionary Name: CODESYS\_V3\_ETH Protocol Name: CODESYS V3 ETH

## Importing tags

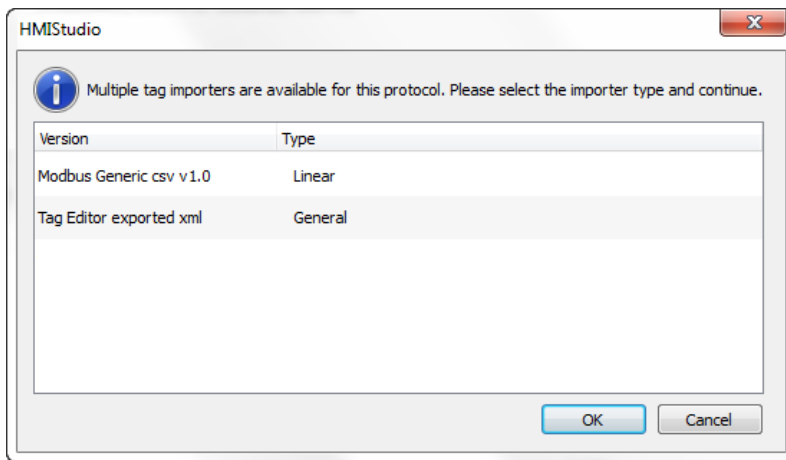
To import tags from an external file:



1. In **ProjectView, Tags** select the protocol from the filter list.



2. Click the **Import Tags** button: the select file dialog appears. A dialog to choose the importer type appears.



3. Select the file: a list of tags is shown in a linear or hierarchical view.
4. To import tags, select one or more tags or a node (hierarchical view only) and click the **Import tag** button: tags are copied to the project and listed in the upper window section.

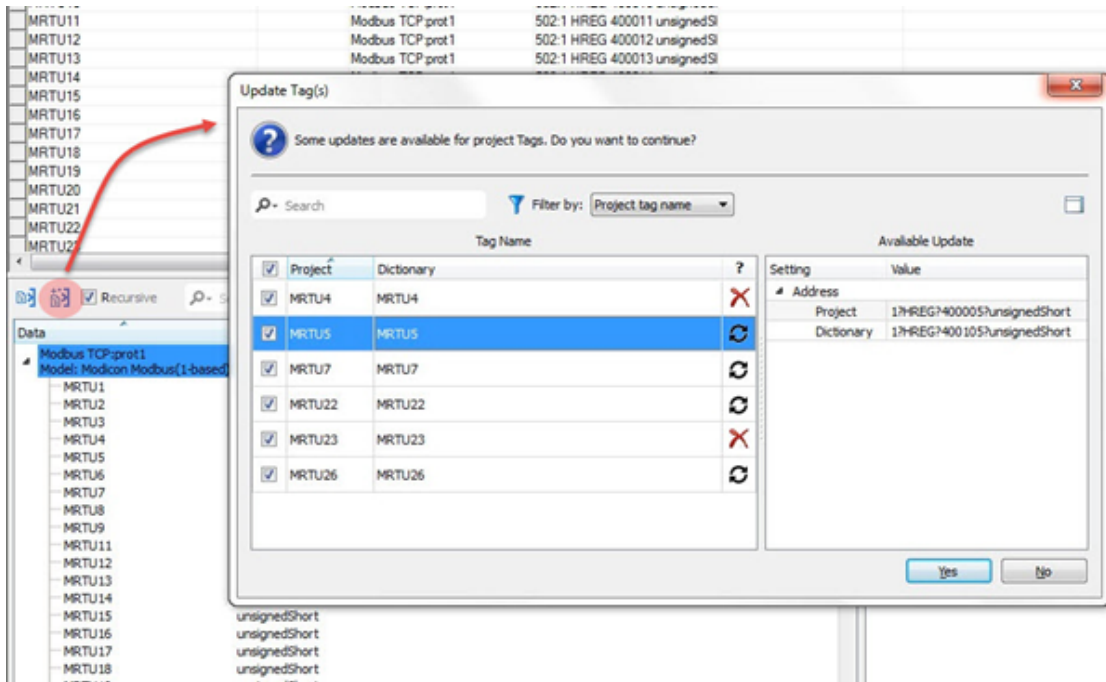
Parameter	Description
<b>Recursive</b>	All elements of the structure are imported into separate tags.





Note: When the project is configured to use a protocol network you must also select the protocol node where tags are to be imported. You can import the same tags on multiple protocols. When the tags file contains the node information, you can choose to use the information to filter the tags and import only those matching with the selected nodes.

## Updating the imported tags

Using the Update Tag(s) command you can re-import tags. A dialog allows you to select the tags to be reimported:



 These tags need to be updated. A list of differences between project and dictionary is displayed.

 These tags are no longer available in the dictionary. If updated, these tags will be removed from the project.

## Attaching widget to tags

To control a widget and animate it through live data it is possible to bind a specific property to different data sources. For example it is possible to bind the gauge **Value** property to a probe temperature tag, or the **Display** property to a recipe data

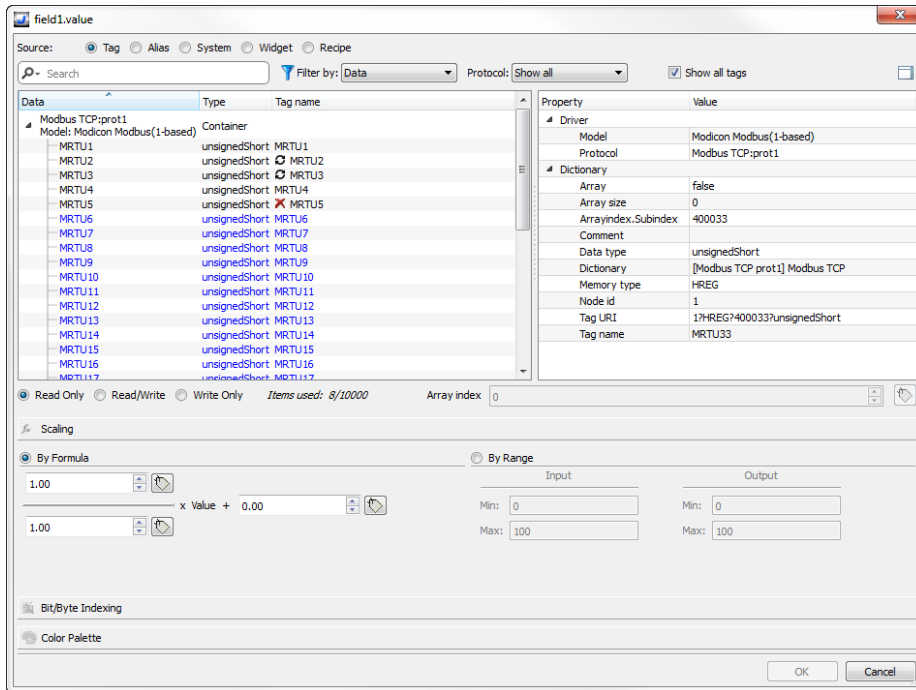
### Data sources

Elements to which an object property can be attached:

Data source	Description
Tag	Tag defined in the Tag Editor
Alias	Indexed tag address
System	Predefined system tags (see " <a href="#">System Variables (Attach To)</a> " on page 81)
Widget	Connect to a widget property (for example, value of a slider widget)
Recipe	Data from the Recipe Manager (see " <a href="#">Recipes</a> " on page 185)

## Attaching a property to a tag

1. Click **+** in the **Properties** pane.
2. In **Source** choose the data source, in the list choose a protocol and the tag. Use the **Search** box to filter tags.



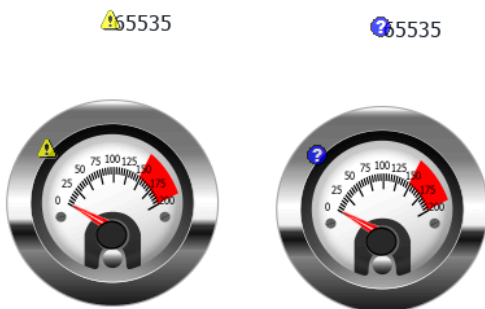
3. Set the access type (for example **Read Only**). The **Array Index** field appears when the selected tag is an array to identify the element of the array to use. The indirect index mode, through an additional tag, is supported.
4. Click **OK** to confirm.



The icons adjacent to the tag name highlight when a definition does not match the tag definition in the dictionary, or when missing. If the **Show all tags** is selected, all the dictionary tags are shown also if not imported within the application. A double-click will import the tags from the dictionary.

See [""Attach to" parameters" on page 34](#) for details.

## Communication Error

Two icons may appear close to widgets that have an attached tag.



- : communication error
- : data not yet available (slow communication protocol)

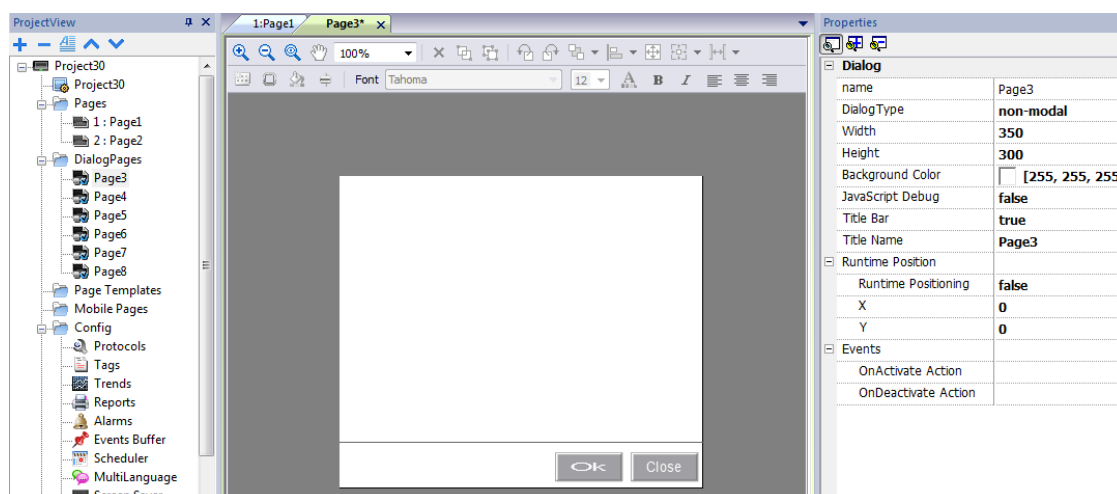
## Dialog pages

Path: **ProjectView**> **Web** > **Dialogs**

Dialog pages are opened at run time on top of the current page on project request. They are used to notify alarms, errors or to require user action.

### Main dialog properties

Property	Description
<b>Dialog Type</b>	<b>modal</b> = user cannot return to main project window/page until dialog is closed. <b>non-modal</b> = user can continue to use main project window (or other non- modal dialogs ) while a dialog is shown on top of it.
<b>Title Bar</b>	<b>true</b> = dialog title displayed <b>false</b> = no dialog title displayed
<b>Title Name</b>	Dialog title. Only if <b>Title Bar</b> =true.
<b>Runtime Position</b>	Dialog fixed position <b>false</b> = Dialog will be placed centered on the screen <b>true</b> = Dialog will be placed with upper-left corner at position X and Y



### Maximum number of dialogs

Maximum number of open dialogs is defined in "[Functional specifications and compatibility](#)" on page 439.

When the maximum number of open dialogs is reached, the oldest dialog is closed to open the new one.

# 4 Programming concepts

---

Programming for PB610 Panel Builder 600 is based on a few basic concepts and behaviors.

---

<b>Data types</b> .....	<b>34</b>
<b>"Attach to" parameters</b> .....	<b>34</b>
<b>Events</b> .....	<b>39</b>
<b>Widgets positioning</b> .....	<b>42</b>
<b>Managing overlapping widgets</b> .....	<b>43</b>
<b>Grouping widgets</b> .....	<b>44</b>
<b>Changing multiple widgets properties</b> .....	<b>50</b>

## Data types

When creating a tag you have to specify its properties. Data type are specific to PB610 Panel Builder 600, memory type are specific to the selected protocol. Choose the value according to the internal representation you need for the selected controller address.



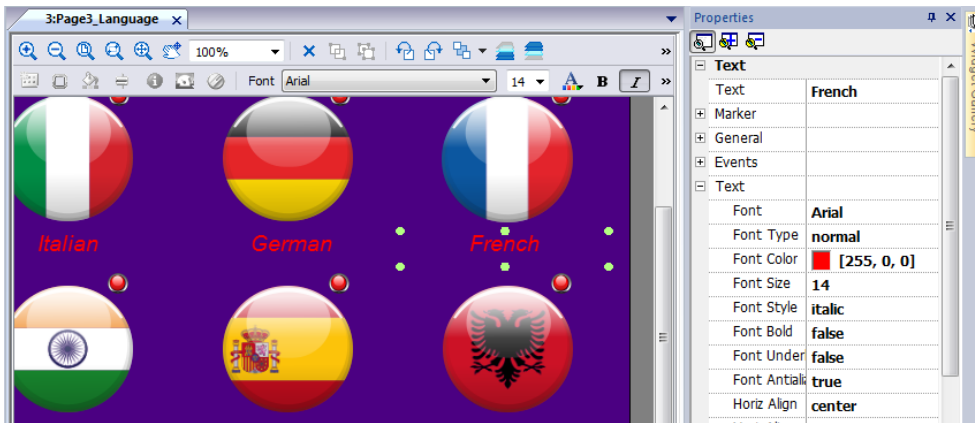
Note: arrays type use the same data type followed by "[ ]" (i.e.: boolean [ ])

Data Type	Description
<b>boolean</b>	One bit data (0..1)
<b>byte</b>	Signed 8 bit data (-128..127)
<b>double</b>	IEEE double-precision 64-bit floating point type ( $\pm 2.2e-308 \dots \pm 1.79e308$ )
<b>float</b>	IEEE single-precision 32-bit floating point type ( $\pm 1.17e-38 \dots \pm 3.40e38$ )
<b>int</b>	Signed 32 bit data (-2.1e9 ... 2.1e9)
<b>short</b>	Signed 16 bits data (-32768..32767)
<b>string</b>	Characters coded according to selected format
<b>time</b>	Time data
<b>unsignedByte</b>	Unsigned 8 bit data (0..255)
<b>unsignedInt</b>	Unsigned 32 bit data (0 ... 4.2e9)
<b>unsignedShort</b>	Unsigned 16 bit data (0..65535)
<b>uint64</b>	Unsigned 64 bit data (0...264 - 1)

## "Attach to" parameters

### Object properties

In PB610 Panel Builder 600 the properties of an object placed on a page can be set at programming time or configured to be dynamic. To change a property at programming time use the page toolbar or the property pane. Select the object first to see its properties displayed.

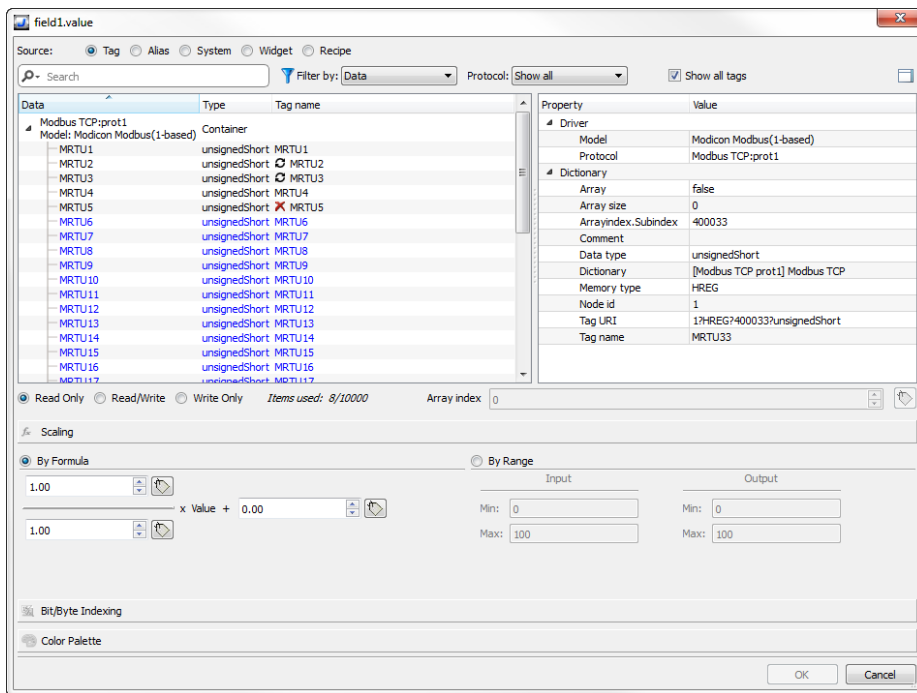


The page toolbar shows only the most common object properties, while the property pane show all the properties in a basic or advanced view.

To change a property value dynamically you can attach it to tags or variables.

### Attaching a property to a tag

1. Click **+** in the **Properties** pane.
2. In **Source** choose the data source, in the list choose a protocol and the tag. Use the **Search** box to filter tags.



3. Set the access type (for example **Read Only**). The **Array Index** field appears when the selected tag is an array to identify the element of the array to use. The indirect index mode, through an additional tag, is supported.
4. Click **OK** to confirm.

The icons adjacent to the tag name highlight when a definition does not match the tag definition in the dictionary, or when missing. If the **Show all tags** is selected, all the dictionary tags are shown also if not imported within the application. A double-click will import the tags from the dictionary.

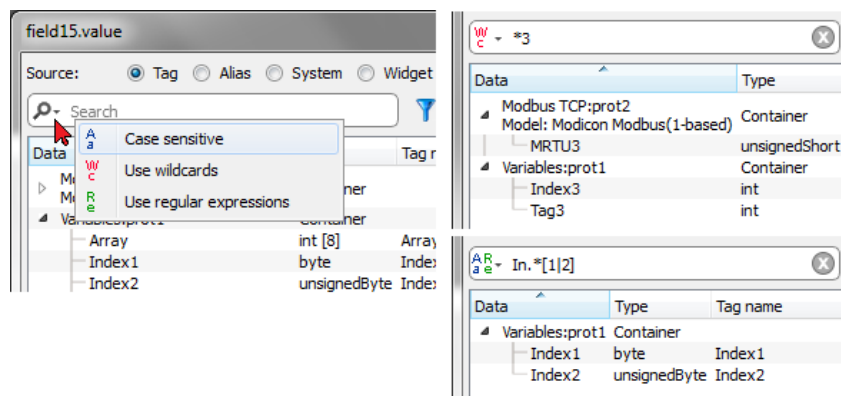
## Data sources

Elements to which an object property can be attached:

Data source	Description
Tag	Tag defined in the Tag Editor
Alias	Indexed tag address
System	Predefined system tags (see " <a href="#">System Variables (Attach To)</a> " on page 81)
Widget	Connect to a widget property (for example, value of a slider widget)
Recipe	Data from the Recipe Manager (see " <a href="#">Recipes</a> " on page 185)

## Advanced search

Various syntax options can be applied to search box:

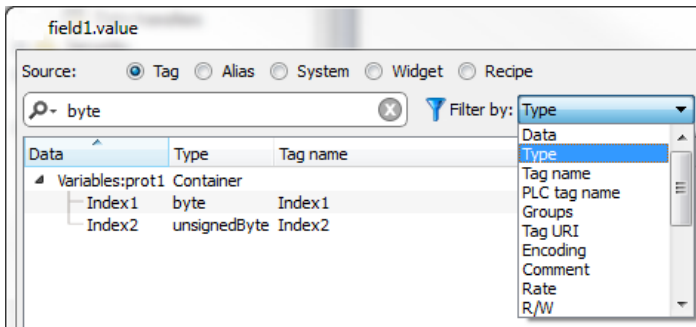


Main options	Function
Wildcards	Search using simple wildcards matching . Character '?': matches any single character. Character '*': matches zero or more of any characters. "[...]": sets of characters can be represented in square brackets.
Regular Expression	Describes character pattern. See <a href="http://www.regular-expressions.info/">http://www.regular-expressions.info/</a>

## Filtering tags

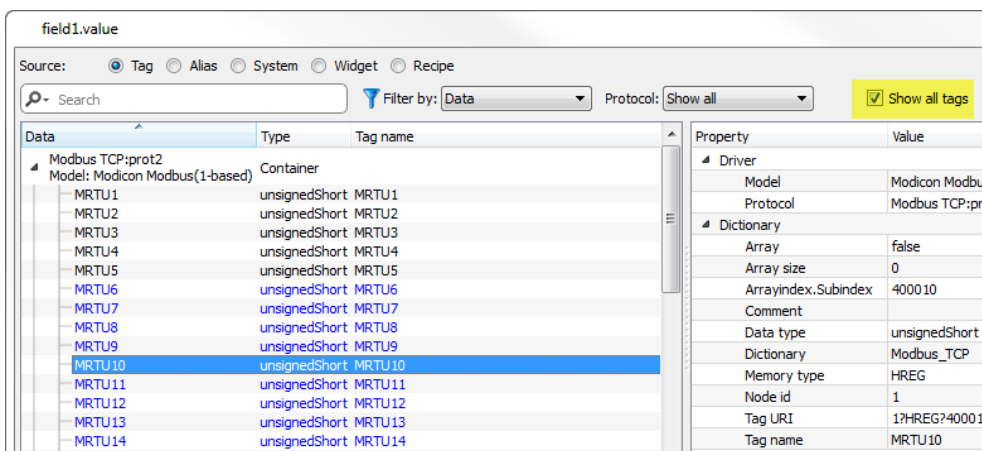
Choose various tag filter criteria:



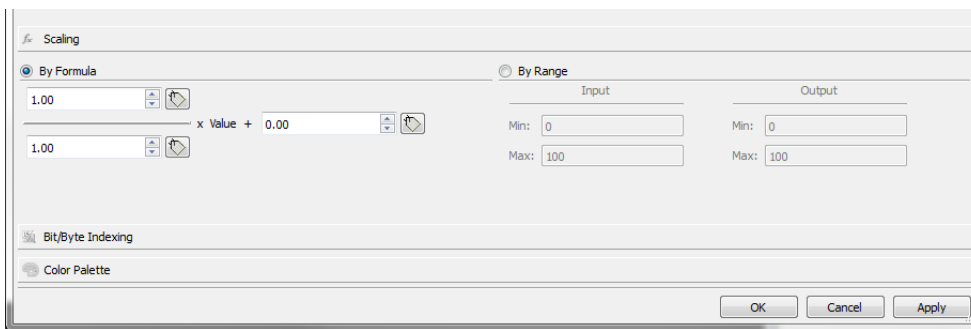


## Showing dictionary tags

When **Show all tags** is checked, tags that belong to one dictionary but have not been imported yet, appear in blue color. You can select and double-click a tag to import it into the project.



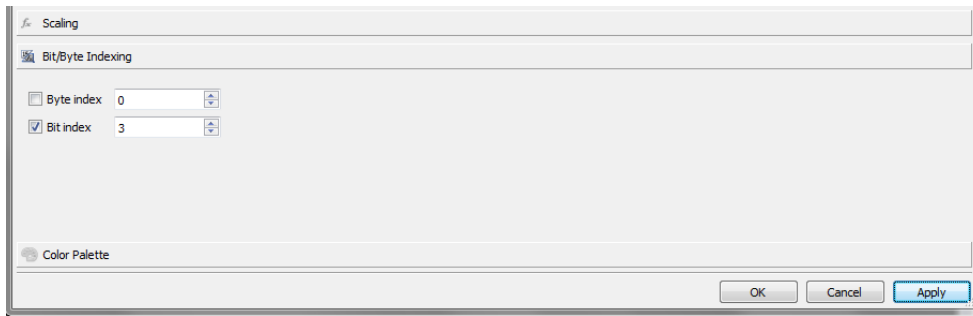
## Converting tag value



**Scaling** tab converts the tag value. In **By Range** section set the input and output range: the system will automatically calculate the scaling factors.

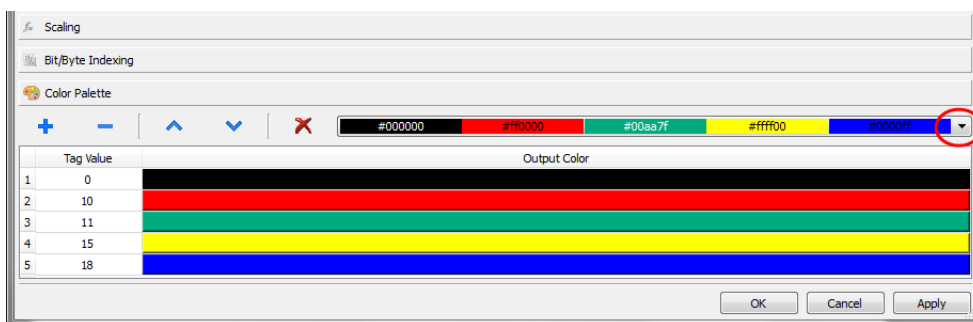
## Extract tag bit/byte based on index

Allows extracting a single bit or byte content from a word depending on the specified bit or byte number



## Mapping tag values to color

Allows you mapping numeric tag values to colors. You can use this option to change the color of a button.



Section	Function
	From the toolbar add/remove or move up/down the colors lines. The tag value is editable and you can modify the sequence values.
	Last defined color combination is saved automatically and can be retrieved from the color toolbar.

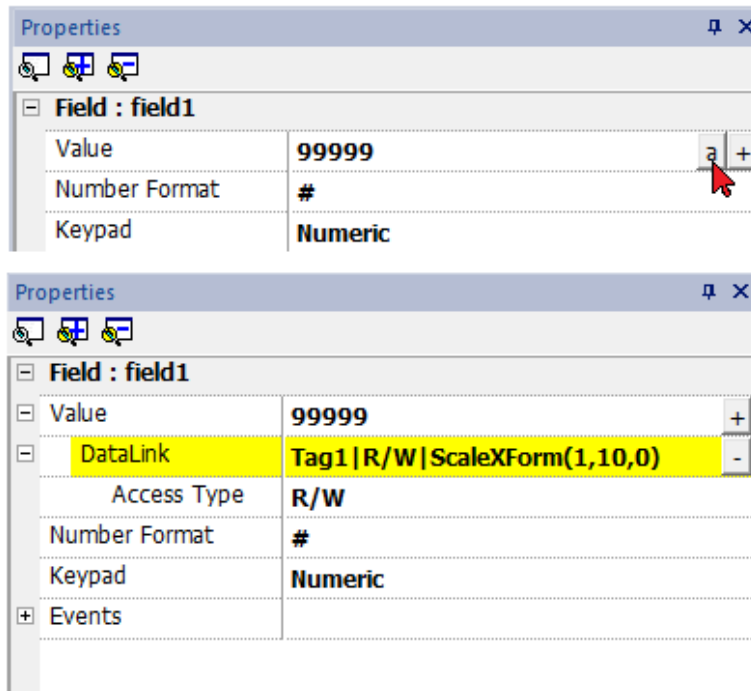


**Note that the mapping tag value to color will return a string data type (e.g. “#FF0000”)**

## Datalink Serialization

Instead of use the above “Attach to...” dialog box, datalinks can be entered, or modified, manually.

Click a button in the **Properties** pane and enter the text that describe the datalink



The data link format is:

```
TagName [index] | [Attribute] | [XForm] | [XForm] | ...
```

Example:

- arrayTag[2]
- Tag[0|index]
- Alarm triggered: \_SysPropMgr
- Tag|R/W|ScaleXForm(1,10,0)
- Tag|R/W|ScaleXForm(1,10,0)|ByteIndexXForm(1)|ColorPaletteCustomXForm(0#00aa7f,1#ff0000)

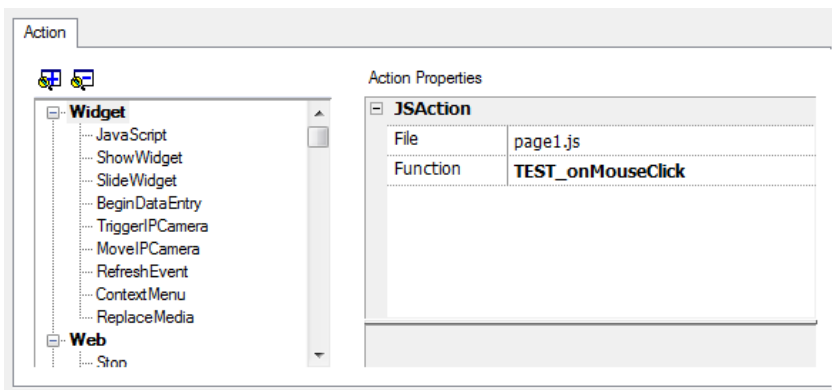
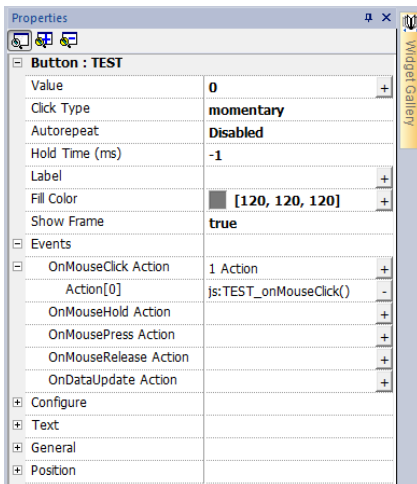
## Events

Events are used to trigger actions at project level and can be associated to:

- buttons / touch (click, press, release)
- external input devices like keyboards and mouse (click, press, hold, release, wheel)
- data changes (OnDataUpdate)
- switch of pages (OnActivate, OnDeactivate)
- alarms
- scheduler

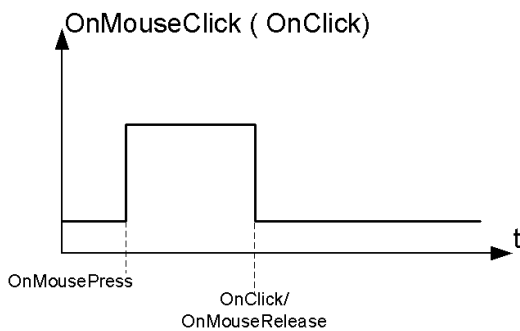
You can attach one or more actions to an event, so that they will be executed whenever the event occurs.

This example shows a JavaScript action activated by pressing a button.



## OnClick / OnMouseClicked

Triggers the event when the button/key is pressed and released quickly.



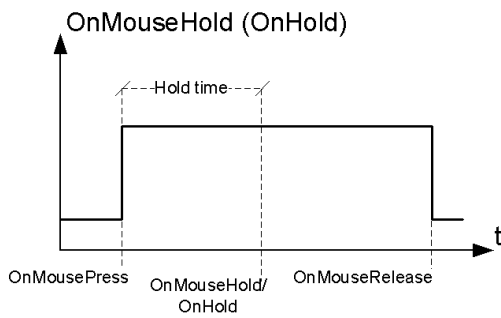
## OnHold/OnMouseHold

Triggers the event when the button/key is pressed and held pressed for a certain time set as **Hold Time** in the widget properties. Actions programmed for this event will be executed only after the hold time has expired.

The default **Hold Time** is configured in Project properties but can be redefined for each button/key. See "[Project properties](#)" on page 55.



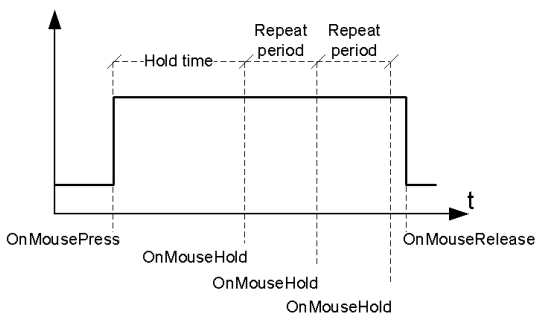
Note: If **Hold Time** is set to -1 for the widget, the project **Hold Time** value will be used.



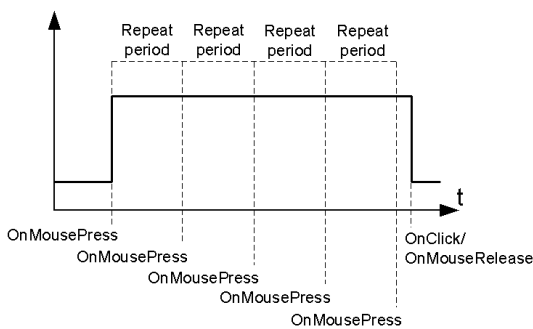
## Autorepeat

Enables auto repeat for a press or hold event of button or key. **Autorepeat Time** is specified in the Project properties but can also be redefined for each button or key

OnMouseHold (OnHold) and Autorepeat



OnMousePress and Autorepeat



## OnWheel

Triggers the event when a wheel (for example a USB mouse wheel) value changes. A wheel usually is used to increase/decrease values in a text box or attached to a tag.

## OnActivate

Triggers the event when a page is loaded. The event starts before widgets in the page are initialized.

## OnDataUpdate

Triggers the event when the tag value changes. The update moment depend on the time needed by the protocol to finish the update process. For example the **OnDataUpdate** event can be triggered or not, depending on whether data becomes available from protocol respectively after or before widgets being initialized for the first time. In particular, page change notifications are more likely to happen with slow protocols and remote clients.



Note: The value read during **OnActivate** can be the same obtained from a subsequent **OnDataUpdate** event, since **OnDataUpdate** notifications are sent asynchronously.

## Widgets positioning

You can position widgets in the page using two methods:

- Snap to Grid
- Snap to Object

To display the grid, on the **View** menu, click **Show Grid**.

### Snap to Grid

*Path: View > Snap to Grid*

When you move or re-size an object, its top left corner will align with the nearest intersection of lines in the grid, even if the grid is not visible.

### Setting grid properties

*Path: View > Properties*

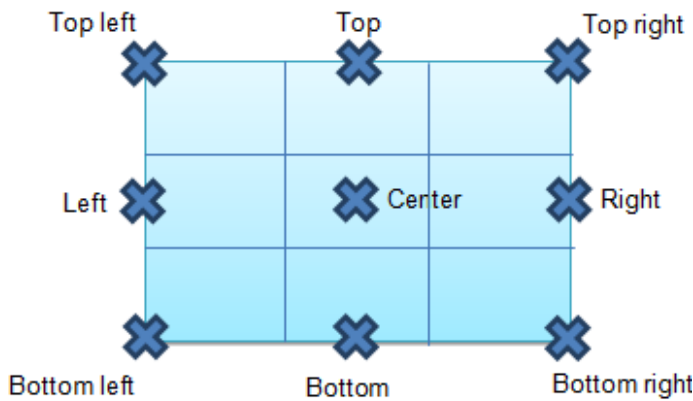
Parameter	Description
Spacing X	Space in pixel between two lines/dots on the X axis
Spacing Y	Space in pixel between two lines/dots on the Y axis
Type	Grid type (dot or line)
Color	Grid color

### Snap to Object

*Path: View > Snap to Object*

When you move an object, it will align with other objects on the page.

When you select an object, one of the following hot points is selected as the source of the snap point, depending on the area you pressed: top, top left, top right, bottom, bottom left, bottom right, left, right, center:

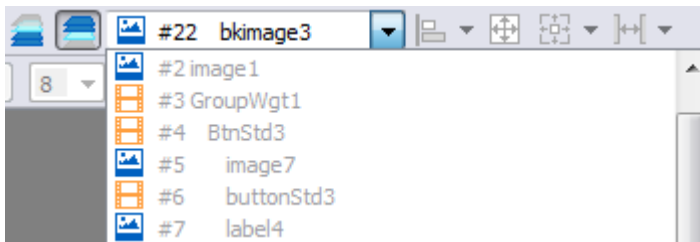


An algorithm finds a matching hot point among the near widgets hot points matching either the x or the y coordinates of the source snap point. For line widgets, the source snap points are the terminal points of the line.

## Managing overlapping widgets

When one or more widgets on the page overlap, you can manage their order so that one is displayed on top of the other.

The order of the widget on the page is shown in the combo box. A widget with greater z-order number is in front of an element with a lower z-order number. A picture icon identifies static objects, a movie frame icon identifies dynamic objects.



**Important: Correct ordering of widgets is essential for run time performance since overlapping dynamic widgets can invalidate static optimization and reduce performance of HMI applications.**

## Hiding/showing widget on z-order

To hide widgets above a selected widget:

- On the toolbar click  and select a widget: all widgets above this one are hidden

To hide widgets below a selected widget:

- On the toolbar click  and select a widget: all widgets below this one are hidden

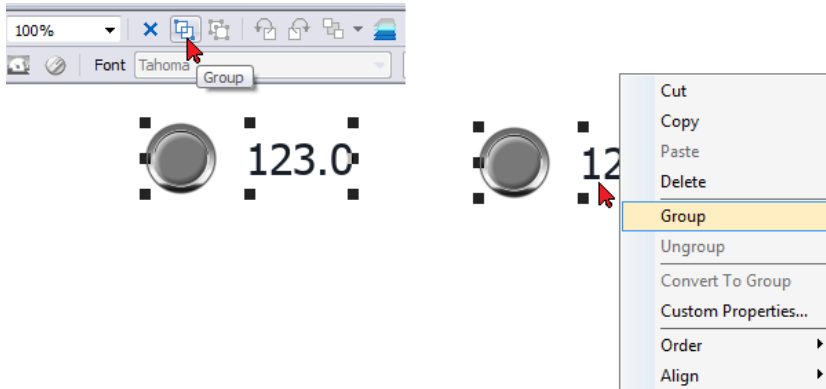
The toolbar allows to:

- hide widgets stacked above and/or below selected widgets
- work on different widgets using the combo box which lists all the widgets in their z-order.

## Grouping widgets

To group widgets:

1. Select all the widgets to group.
2. Right-click and then click **Group**.

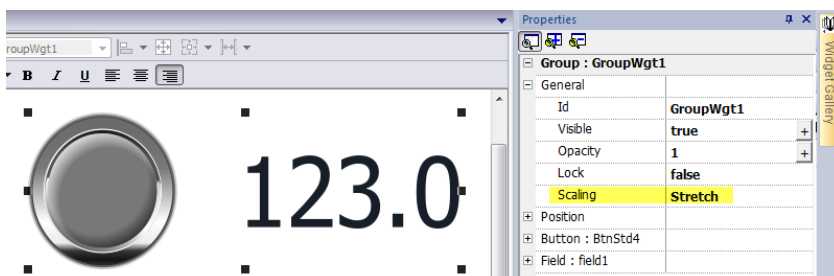
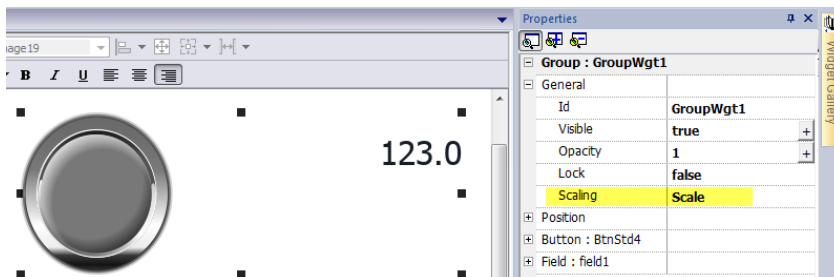


Tip: Double click to enter the group editing mode. In group mode only the group widgets are editable and selectable. All other widgets are partially hidden

## Resizing grouped widgets

You can define how object reacts when re-sized. Use the **Scaling** property in **General** section:

- **Scale**: object and text are not re-sized proportionally
- **Stretch**: object and text are re-sized proportionally



## Grid Layout Group

The grid layout add the possibility to configure the spatial relationships among the widgets of the group.

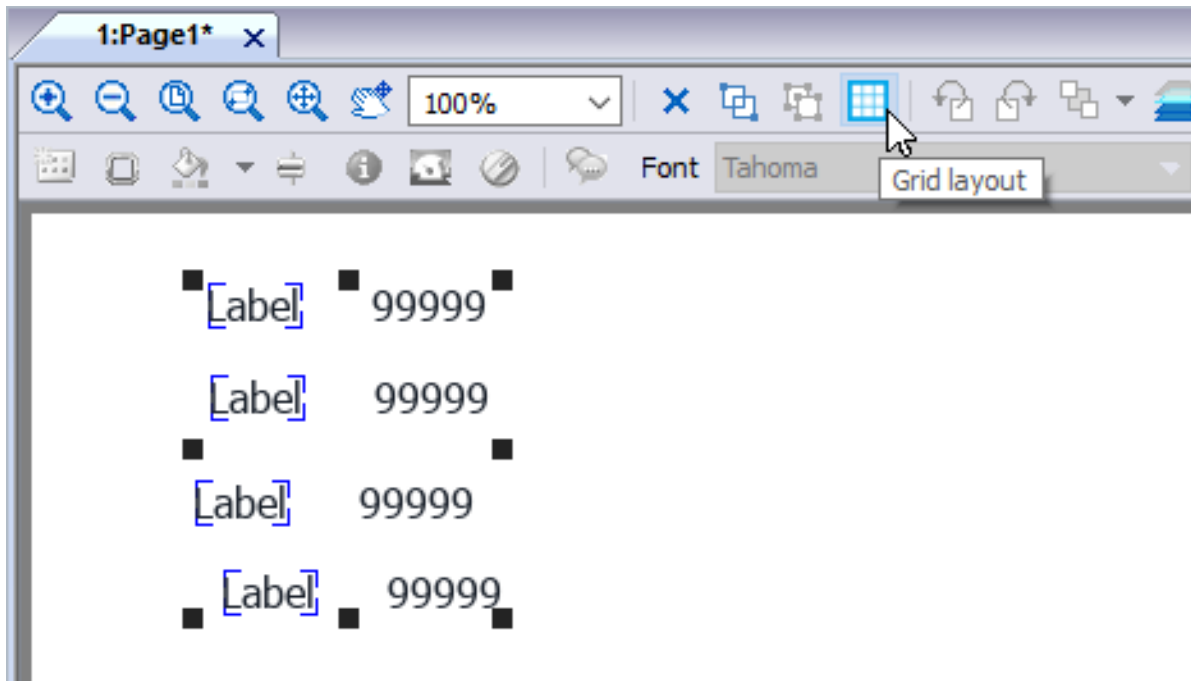
To create a grid layout:



- Enable the "Grid Layout" parameter of the group of widgets.

or

- Select the widgets that will be inside the table and click the "Grid Layout" button on page toolbar. The selected widgets will be aligned and collected inside a group with the grid layout property enabled.




There are several elements associated with the grid layout that can be configured:

- Grid properties
- Rows, Columns Properties
- Cells Properties

## Grid Properties

The screenshot shows a graphical user interface with a grid. The grid has 3 rows and 2 columns. The top row contains two text fields with the value '99999'. The middle row contains a text field with '99999' on the left and a circular button on the right. The bottom row contains two text fields with the value '99999'. To the right of the grid is a 'Properties' window for 'GroupWgt1'. The 'Grid Layout Group' section is expanded, showing the following properties:

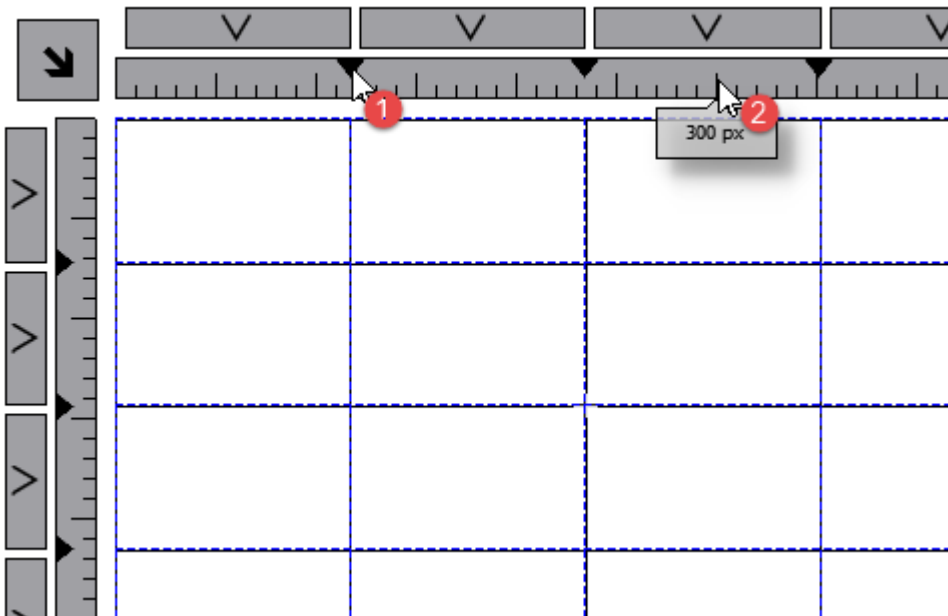
Property	Value
Enable	true
Num rows	3
Num columns	2
Horizontal Overflow	Scroll
Vertical Overflow	Scroll
Horizontal underflow mode	Center
Vertical underflow mode	Middle
Scrollbar color	[153, 153, 153]
Scrollbar image	
Scrollbar offset	2
Scrollbar size	5
Scrollbar autohide	AlwaysVisible
Margin Collapsed	true
External margin width	0
External margin color	[0, 0, 0]

Parameter	Description
<b>Enable</b>	<p>Enable the grid layout.</p> <p>A grid will be generate around the widgets of the group</p>
<b>Num rows</b> <b>Num columns</b>	<p>Number of rows and columns of the grids.</p> <p> Rows and columns can be removed only if their cells are empty .</p>
<b>Horizontal overflow</b> <b>Vertical overflow</b>	<p>This parameter define the behavior of the grid when it is too small to contain all rows and columns.</p> <ul style="list-style-type: none"> <li>• <b>Hidden</b> Rows and columns that do not fit into the grid are not displayed</li> <li>• <b>Visible</b> The grid can not be made smaller than the minimum size required to contain all defined rows and columns</li> <li>• <b>Scroll</b> When the grid is too small to hold all the defined rows and columns, the scrollbar can be used to shift the content of the grid.</li> </ul>

Parameter	Description
<b>Horizontal underflow</b> <b>Vertical underflow</b>	This parameter defines the behavior of the grid when it is larger than the size defined for the rows and columns <ul style="list-style-type: none"> <li>• Blocked The grid can not be made larger than the maximum size of rows and columns</li> <li>• Left, Center, Right - Top, Middle, Bottom Defines the position of the widgets when cells are bigger than the maximum defined sizes</li> </ul>
<b>Scrollbar color</b> <b>Scrollbar image</b> <b>Scrollbar offset</b> <b>Scrollbat size</b> <b>Scrollbar autohide</b>	Parameters to define look and position of the scroll bars
<b>Margin collapsed</b>	Collapse all left-right and top-bottom margin using the parameters of the stroke with greater width.
<b>External margin width</b> <b>External margin color</b>	External margin parameters

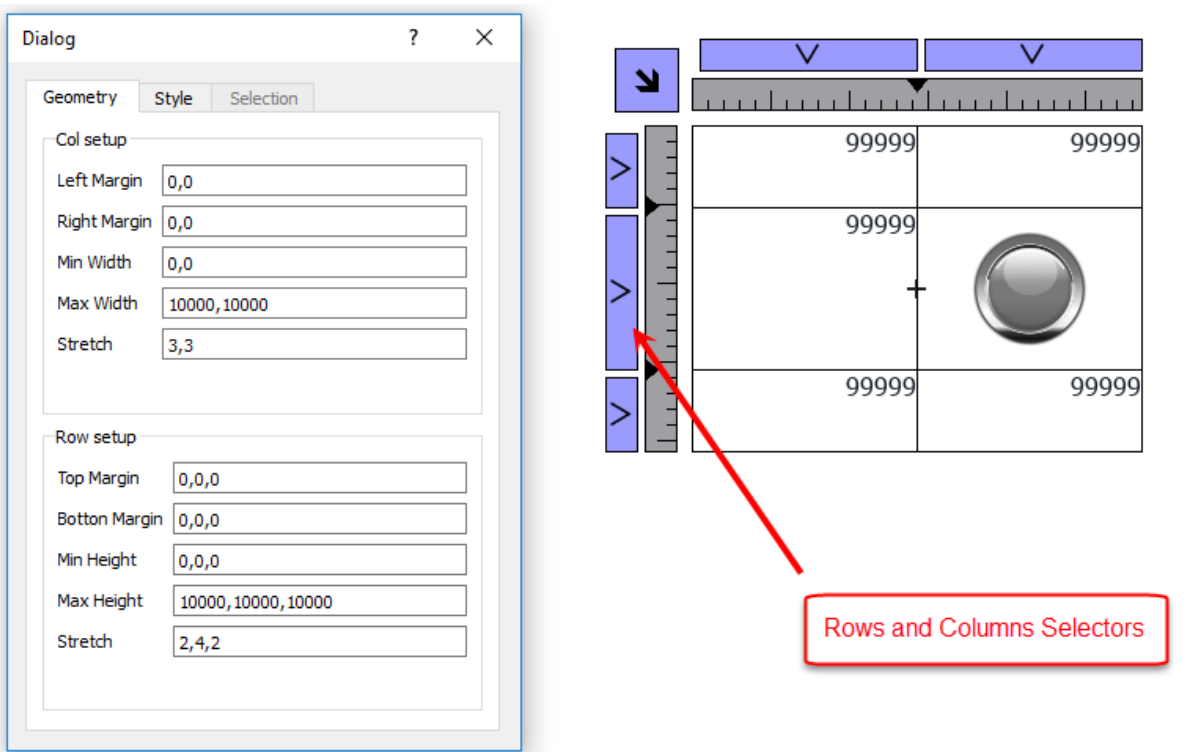
To merge or split rows or columns, double click over the grid, to enter in edit mode, and move the cursor over the ribbons:

- Double click the black triangle to merge the two adjacent rows or columns (1)
- Double click on ribbon to split the selected row or column (2)



### Rows, Columns Properties

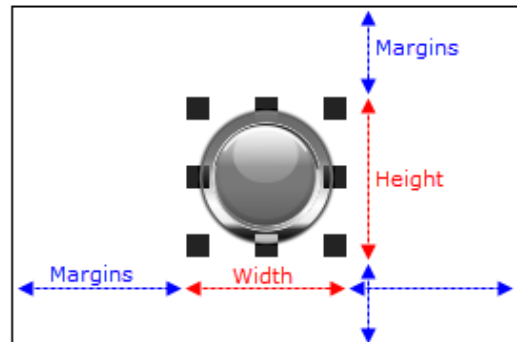
Row and columns properties are available inside a pop up dialog after clicking on the row and column selectors, that are visible after double clicking the group of widgets.



## Stretch



## Margins



### Geometry parameters

Parameter	Description
Left margin Right margin	Distance of the widget from the border of the cell
Min width Max width	Min/Max width that widget can assume when the cell is stretched
Stretch	Defines the relationship between the widths of the columns that will be maintained if the grid is stretched
Top margin	Distance of the widget from the border of the cell

Parameter	Description
<b>Bottom margin</b>	
<b>Min height</b> <b>Max height</b>	Min/Max height that widget can assume when the cell is stretched
<b>Stretch</b>	Defines the relationship between the heights of the rows that will be maintained if the grid is stretched

**Style parameters**

Parameter	Description
<b>Left stroke width</b> <b>Right stroke width</b> <b>Top stroke width</b> <b>Bottom stroke width</b>	Strokes width
<b>Left stroke color</b> <b>Right stroke color</b> <b>Top stroke color</b> <b>Bottom stroke color</b>	Strokes color
<b>Background color</b>	Row background color



The list of values that are separated by a comma, are related to rows and columns. Example, the first value is for row 0, the second value for row 1, and so on.



Color format could be #rrggbb or #rrggbbaa, where "aa" is the alpha value which defines the opacity of the color.

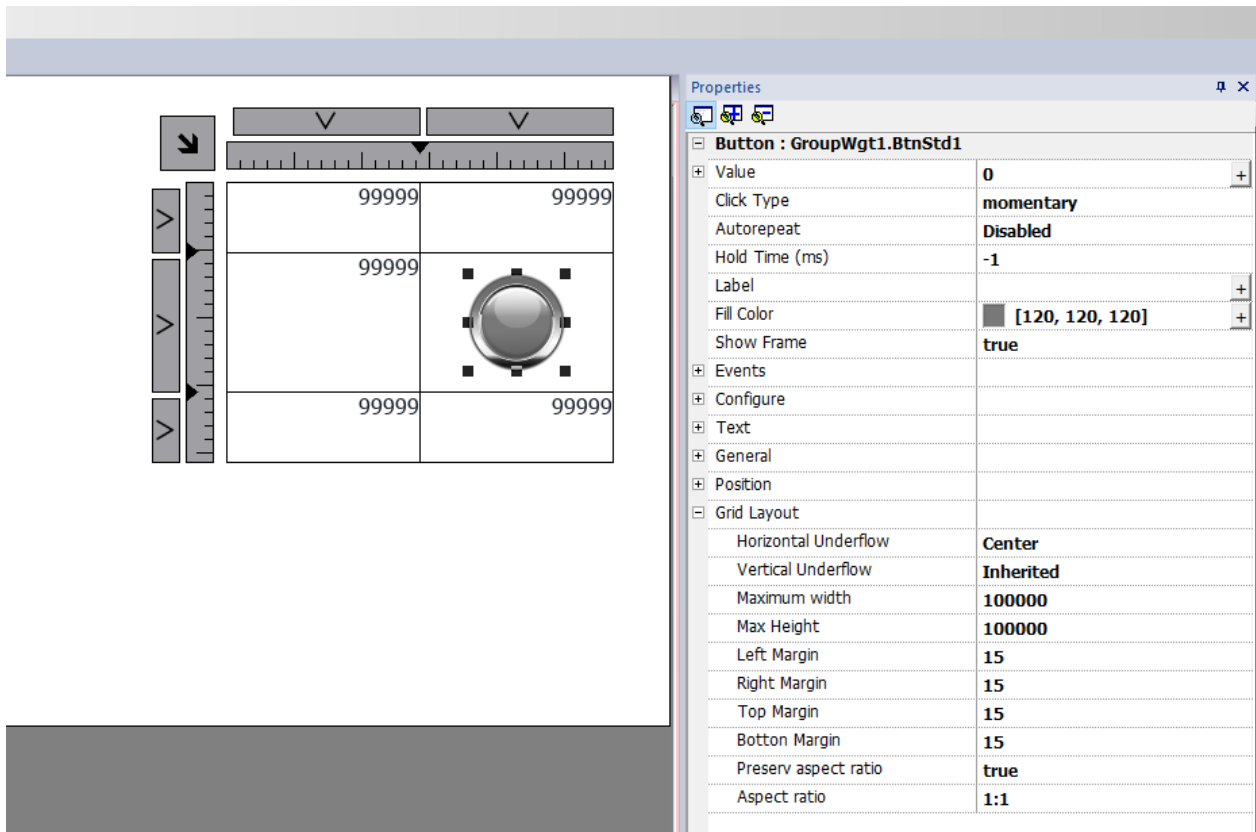
**Selection parameters**

The selection parameters is available only when the grid is used inside a Table Widget (see "[Table widget](#)" on page 319 for details)

Parameter	Description
<b>Foreground color</b> <b>Background color</b> <b>Stroke color</b>	Colors that the row assume when it is selected  The list of colors is related with row templates. First color is for row template 0, second color is for row template 1, and so on.

**Cells Properties**

Properties of a single cell are available inside the properties panel when a cell is selected. To select a cell: first double click the widget group, then click the cell to select.



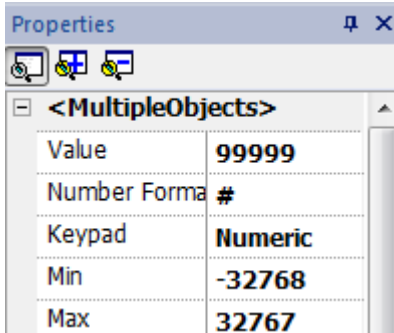
Parameter	Description
Horizontal underflow Vertical underflow	This parameter defines the behavior of the widget when the cell is larger than the size defined for widget. <ul style="list-style-type: none"> <li>Inherited Inherits the value used for the row or column</li> <li>Left, Center, Right - Top, Middle, Bottom Defines the position of the widgets when cells are bigger than the maximum defined sizes</li> </ul>
Max width Max height	Overwrite global grid parameters
Left margin Right margin Top margin Bottom margin	Overwrite global grid parameters Additional pixels that are added to the total margin.
Preserve aspect ratio	Preserve aspect ration of the widget
Aspect ratio	Available only when "Preserve aspect ratio" is true

## Changing multiple widgets properties

You can set the properties of more widgets of the same type all at once.

To change properties:

1. Select widgets.
2. Set common properties from **Properties** pane.
3. When multiple widgets are selected, the Properties pane title changes to **<MultipleObjects>**: all changes will be applied to all selected widgets.



Note: Not all properties can be modified for multiple widgets simultaneously and must therefore be modified individually.





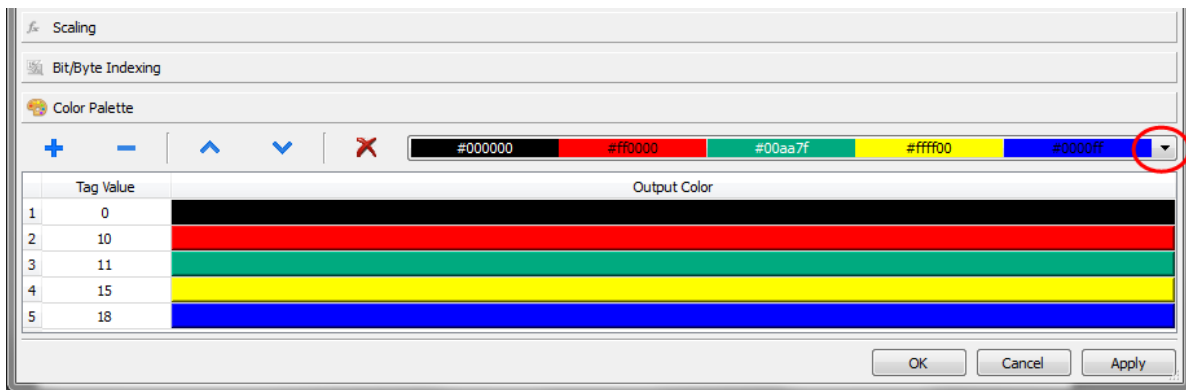
# Changing fill color property according to tag values

PB610 Panel Builder 600 allows to change the color property of a widget dynamically, based on tag values in two ways:

- Using ColorPalette
- Connecting the Color property to a String type tag

## Changing color property using ColorPalette

1. Create the tag (internal or PLC) that you want to refer to for color management. The tag can be of any data type. On the basis of the value of this tag, the color will change.
2. Attach this tag to the **Fill Color** property of an object (for example, a button).
3. In the same dialog select the **ColorPalette** tab and add the colors that will be used for the object according to the tag value.



Note: The last used colors' tables are saved and can be reused selecting them from the colors list box on the toolbar.

## Changing color property connecting Color property to a String type tag

1. Create the tag (internal or PLC) that you want to refer to for color management. On the basis of the value of this tag, the color will change. The tag must be of String type and the **Arraysizes** property of the tag must be big enough to contain the string formatted as explained here.
2. Attach this tag to the **Fill Color** property of an object (for example, a button).
3. Write in the **String** tag the RGB color code of the required color. Use one of these formats:
  - **#XXYYZZ**, Where XX, YY and ZZ are the RGB components of the needed color expressed in Hexadecimal format (range 00–FF).
  - **rgb(XXX,YYY,ZZZ)**, where XXX, YYY and ZZZ are the RGB components of the needed colors expressed in Decimal format (range 0–255).



Note: This feature can be applied to all the objects available in the Widget gallery that have a color property. The run-time change of the color is possible only thanks to the properties of the SVGs that are composing the object. This feature can not be applied to other image formats such as JPEG or BMP files.



# 6 Project properties

---

Project properties contain settings for the project.

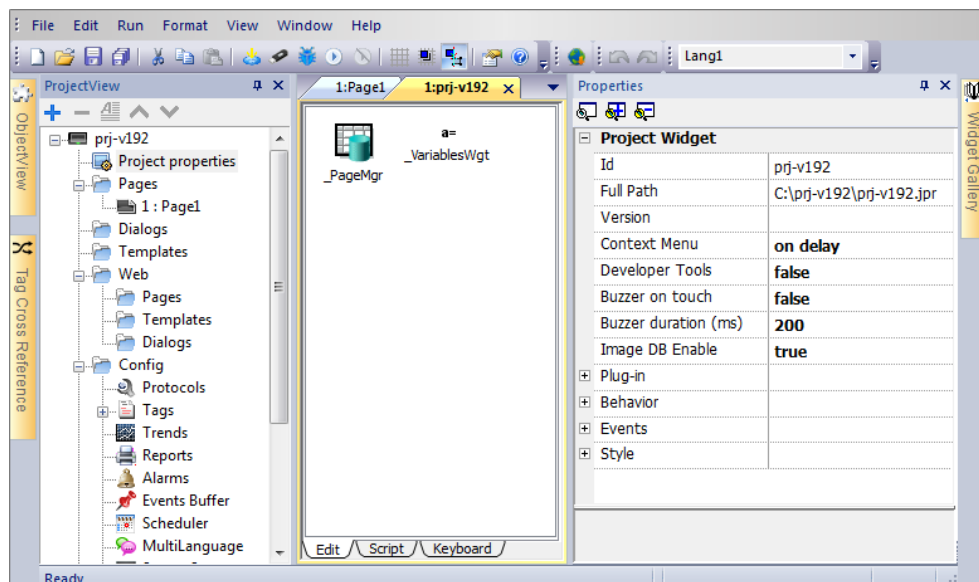
---

<b>Project properties pane</b> .....	<b>56</b>
<b>Developer tools</b> .....	<b>58</b>
<b>FreeType font rendering</b> .....	<b>61</b>
<b>Software plug-in modules</b> .....	<b>61</b>
<b>Behavior</b> .....	<b>62</b>
<b>Events</b> .....	<b>67</b>

# Project properties pane

Path: **ProjectView**> double-click **Project properties**> **Properties pane**

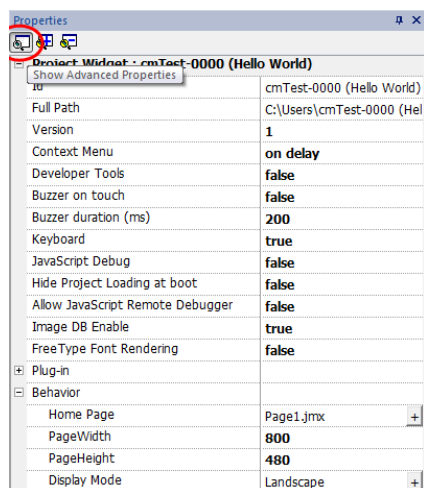
The project **Properties** pane contains a list of project level user-configurable data.



## Basic and advanced properties

To view all project properties:





- Click **Show Advanced Properties** button to expand the property view in the **Properties** pane.



## Main properties description



Note: Some properties are displayed only in advanced mode.

Property	Description
<b>Version</b>	The Version field is available for users to report the project version.
<b>Context Menu</b>	<p>Define how context menu should appear in the HMI project.</p> <p><b>on delay</b> = context menu appears touching/pressing and holding for a few seconds an empty area of the runtime screen, or via <b>Context menu</b> action</p> <p><b>on macro command</b> = context menu appears only via <b>Context menu</b> action.</p> <p>See "<a href="#">Widget actions</a>" on page 154 for details.</p>
<b>Developer Tool</b>	Enable/disables a collection of runtime debugging utility tools.
<b>Buzzer on Touch</b>	<p>Enables buzzer when touching a widget on HMI device screen.</p> <p>Supported widgets:</p> <ul style="list-style-type: none"> <li>• buttons</li> <li>• hotspots</li> <li>• needles</li> <li>• fields</li> <li>• external keys</li> <li>• combo boxes</li> <li>• tables items</li> <li>• control list items</li> </ul> <p> <i>On Windows CE panels, available for from v1.76 ARM / 2.79 MIPS.</i></p>
<b>Buzzer duration</b>	Default 200 ms
<b>Keyboard</b>	Enables the use of keyboard macros at run time when using external keyboards.
<b>JavaScript Debug</b>	Enables the JavaScript debugger at run time for the current project.
<b>Allow JS Remote Debugger</b>	<p>Enables JavaScript remote debugger for current project.</p> <p> Remote debugging not supported on HMI Client.</p>
<b>Hide Project Loading at boot</b>	<p>When hidden, the splash screen stay on the screen until the application is ready to run.</p> <p> <i>Available for Windows CE from v1.99 ARM</i></p>
<b>Image DB enable</b>	<p>Activates an engine used by the Runtime to optimize project performance.</p> <p> <b>WARNING: This property should only be disabled by technical support for debugging purposes since this might reduce performance at run time.</b></p>

Property	Description
<b>FreeType Font Rendering</b>	Switches to FreeType the font rendering used by PB610 Panel Builder 600 and runtime.
<b>Software plug-in modules</b>	Defines which software modules are downloaded to the Runtime with the project. See <a href="#">"Software plug-in modules" on page 61</a>
<b>Behavior</b>	These properties define different aspects of page behavior. See <a href="#">"Behavior" on page 62</a>
<b>Style</b>	Combo Box View Mode (see <a href="#">"Combo Box widget" on page 298</a> for details) <ul style="list-style-type: none"> <li>• Context</li> <li>• Full Screen</li> </ul>

## Developer tools

Collection of runtime debugging functions that can be enabled or disabled.

### Enabling developer tools

1. In **Properties** pane, set **Developer Tools** to **true**.
2. Download the project.
3. Open context menu.
4. Select **Developer tools**.

### Developer tool list

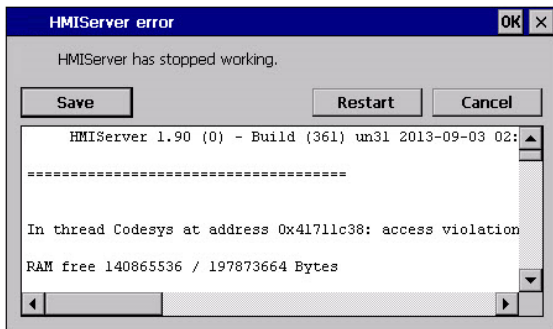
Tool	Description
<b>Show/Hide all</b>	Shows a dialog containing information about device status like CPU load, memory usage, event queues.
<b>CPU statistics</b>	Shows information on CPU load. See <a href="#">"CPU Statistics" on the facing page</a> .
<b>Memory statistics</b>	Shows information about system RAM . A negative value indicates that free memory is decreasing.
<b>Event queues</b>	Shows information on event queues (size, maximum achieved size, number of processed events, last and maximum processing time). Timing statistics are only available for non-UI queue.
<b>Timelog summary</b>	Show page loading time.
<b>Embed window</b>	Allows embedding in runtime the scene or leave the developer tool window as a standalone window (dialog).
<b>Reset queue stats</b>	Resets statistical information on event queues.

Tool	Description
<b>Disable watchdog</b>	Disable the watchdog function and prevents system restart in case of freeze or crash of services.
<b>Ignore exceptions</b>	Disables crash report function, exceptions are not saved in the crash report window.
<b>Launch VNC</b>	Launches the VNC server if available in runtime. VNC server is available as a plugin for Windows CE runtime only.
<b>Profiling</b>	Measures the time spent for loading/rendering the active page. See <a href="#">"Profiling" on the next page</a>

## Watchdog

This feature allows you to disable the watchdog. This way you can avoid system restart in case of a runtime crash and have the time to save the crash report or check system status information (for example, memory available, CPU load, events queue size and so on).

The crash report dialog is displayed automatically in case of a system freeze or crash allowing users to save a log file of crash.



**Important: Save this file for technical support.**

## CPU Statistics

```

2014-04-25 23:02:48, up: 0:08:27, idle: 24 *
Period 2110 ms (overhead 69ms)
  Thread      ID Prio  ms kernel/  user
 *           59637774  3  697  0/  697
  Codesys    78839810  0   8  0/   8
Other threads < 5ms
RAM free 125833216 / 194211840 Bytes (diff: 0)
ImageDB size ~2MB, free 44MB / RAMSIZE=76MB)
Page Preload 56MB free / RAMSIZE=64MB)
Page Cache 80MB free / RAMSIZE=40MB)
Storage free 45 / 92 MB

EvQueue  Size  MaxSize  Evts  ms  max(ms)
EvtMgr   0     0         0     0    0
ActionMgr 0     1         51    22   189
AlmMgr   0     0         0     0    0
MODR     0     0        122   11   15
UI       0     11        270   --   --

Timelog is disabled!
(Tap-tap to change position)
    
```

On the top row the current machine time is shown along with the total device uptime.

CPU statistics are collected with a frequency of 2000 milliseconds. The actual period and the overhead required to collect and visualize statistics are displayed as well. The more the actual period is far from the nominal 2000 milliseconds the higher is the system load. CPU consumption of threads is listed reporting the name of the thread (if available, main thread is marked with a \*), the thread ID, the thread priority and CPU time spent during the 2000 milliseconds period, divided in user and kernel time.

## Profiling

Profiling allows you to check time spent for loading/rendering the active page. Profiling will start from the next page load and will be active only for the first painting of the page to the screen (the configuration is retained).

```


2014-04-25 23:27:19, up: 0:32:58, idle: 36
Period 2053 ms (overhead 47ms)

Page "Alarms.jmox":
      START      dT (ms/cpuMs)
Time parsing    : +   6    45/   45
Time unloading  : +  54    5/    5
Time lst update : + 195    3/    0
Time gfx creation: + 198  300/  133
      OnLoad    :      241/   94
Time rendering  : + 535  390/  387
ImageDB cache 15 hit/0 miss(0 ms, cpu: 0 ms)

Page "TemplatePagel.jmox":
Time init/start : +  50  133/   86
Time lst update : + 195    2/    0
Time gfx creation: + 459  27/   27
      OnLoad    :      9/    9
ImageDB cache 28 hit/0 miss(0 ms, cpu: 0 ms)

(Tap-tap to change position)

```

Profiling option	Description
<b>Enable timelog</b>	Enable timelog capture. Timing will be visible inside the "Timelog summary" window.
<b>Save timelog to file</b>	Saves a report of profile details and the time spent loading a project and its pages into a timelog.txt file. This file can be exported and shared for further analysis.   <b>Important: The execution of this function may reduce page change performance.</b>
<b>Overlay OnLoad times</b> <b>Overlay Rendering times</b>	This view allows displaying time spent on single widgets and is available only for the rendering and OnLoad steps. The view gives an immediate feeling of where time is spent. Red zones represent the most time critical zones. Detailed widget times are visualized by a tooltip window (on Win32 platform attached to mouse over event, on Windows CE press drag and release over the region of interest). In case of out-of-the-scene widgets some arrows allow to navigate to these areas and hovering on them the tooltip will show the area summary
<b>Select overlay color</b>	Select the overlay color to use



## Timelog data

Data	Description
<b>Time parsing</b>	Time spent parsing current page. Depends on page complexity/number of widgets.
<b>Time gfx creation</b>	Time spent for image rendering. Mainly related to the <i>Onload</i> method.
<b>Time rendering</b>	Time spent rendering the page.
<b>Time unloading</b>	Time spent unloading the page, if current page depends from another page.

Times are provided in couples: wall time/CPU time. Wall time is the absolute time required by this part which can be higher than the actual CPU time required since higher priority threads are also running (for instance protocols). The start time column refers to the page load start time. It can be used to track the actual time required to load a page, since partial times only refer to the most time critical functions and do not include other times that often contribute significantly to the total time.

For example, the actual total wall time required to load a page is rendering (which is the last step) start time + rendering wall time.

## FreeType font rendering

New projects use the FreeType font engine as default. Projects created with older versions of PB610 Panel Builder 600 could use an older font engine also after project conversion to avoid any backward compatibility issue.



Switch to FreeType whenever possible for better page rendering.

Once you have switched to the new font rendering, save the project and verify that all texts are displayed correctly in all project pages.

## Font rendering issues

When switching to the FreeType font engine a project created with the older font engine, you may experience the following problems:

- text requires more/less pixels for rendering thus changing text layout
- widgets are resized to accommodate text
- better rendering can be obtained using antialiasing (antialiasing is a text widget property)

## Software plug-in modules

You can choose which software modules are downloaded to the runtime with the project. Software plug-in has been designed to reduce memory requirements for the HMI application in HMI devices where storage is limited. This option is not supported in Win32 platform

Software plug-in:

- WebKit (module required by browser widget – if available)
- PDF Reader
- VNC Server



Note: Not all software plug-in modules are compatible with all HMI device platform.

Once enabled, software plug-in become part of the runtime. Use PB610 Panel Builder 600 to install it using one of the following procedures:

- install Runtime/update Runtime
- update package

To remove plug-ins from runtime use one of the following functions in System Mode:

- format flash
- restore factory settings



**Important: The system cannot detect automatically which software plug-ins are required by the HMI application, make sure you select them all in the Project Properties.**



Note: Software plug-in support has been designed for embedded HMI devices where storage is limited. This option is not supported in Win32 platform.

## Behavior

These properties define various elements of page behavior.

### Home Page

The first page loaded at run time (after log-in page if security is enabled in project).

When security is enabled, you can specify a different homepage for each groups of users. In this case this setting is ignored. See "[User management and passwords](#)" on page 231 for details.

### Page Width/Page Height

Defines the default size in pixel of an HMI page. Default is the display resolution of the HMI device model selected when creating the project.

### Display Mode

Defines HMI device orientation.

### Project Type

Defines HMI device type for the project. According to the model, some project features and properties are automatically adjusted.



**WARNING: Starting from v2, the HMI Runtime will check if the selected project type is matching with the HMI device model and will advise with a message when the selected type is not matching: "HMI Type mismatch. Convert project and download again."**

## Panel Memory

Size of the available internal panel memory.

## PageRequest, CurrentPage and SyncOptions

It is possible to have HMI Runtime exchange devices information on the page shown by the HMI. You can synchronize pages shown on the HMI device and on HMI Client or to control an HMI project from a controller such as a PLC.

The following properties can be customized:

Property	Description
<b>PageRequest</b>	Page to be shown on the HMI device and on HMI Client. Attached tag must contain an integer value within the range of the available project pages and must be available at least as a Read resource.
<b>CurrentPage</b>	Page number displayed on the HMI device or on HMI Client or on both. Attached tag must be available at least as a Write resource and must have integer data type.
<b>SyncOptions</b>	Synchronization of project pages with the value contained into the <b>CurrentPage</b> property. Options can be: <ul style="list-style-type: none"> <li>• <b>disable</b>: page number value is ignored,</li> <li>• <b>local</b>: page number displayed on HMI,</li> <li>• <b>remote</b> : page number displayed on HMI Client.</li> <li>• <b>local + remote</b>: page number displayed on HMI and on HMI Client, if different pages are displayed the last page loaded is considered.</li> </ul>

### Example: forced page change from controller/PLC to HMI device and HMI Client

Set properties as follows:

<b>PageRequest</b>	attached to tag "A"
<b>CurrentPage</b>	empty
<b>SyncOptions</b>	disable

Set value of tag "A" to display the requested page on HMI device and HMI Client.

### Example: forced page change from controller/PLC to HMI and HMI Client. Read current page loaded on HMI

Set properties as follows:

<b>PageRequest</b>	attached to tag "A"
<b>CurrentPage</b>	attached to a tag "B" as read/write
<b>SyncOptions</b>	local

Set value of tag "A" to display the requested page on HMI device and HMI Client. Tag "B" will contain the number of page currently shown by the device.

**Example: forced page change from controller/PLC to HMI device and HMI Client. Read current page loaded on HMI Client.**

Set properties as follows:

<b>PageRequest</b>	attached to tag "A"
<b>CurrentPage</b>	attached to a tag "B" as read/write
<b>SyncOptions</b>	remote

Set value of tag "A" to display the requested page on HMI and HMI Client. Tag "B" will contain the number of page currently shown by HMI Client.

**Example: forced page change from controller/PLC to HMI device and HMI Client. Force HMI Client page synchronization with HMI device (not vice versa).**

Set properties as follows:

<b>PageRequest</b>	attached to a tag "A" as Read/Write
<b>CurrentPage</b>	attached to the same tag "A" as per <b>PageRequest</b>
<b>SyncOptions</b>	local

Set value of tag "A" to display the requested page on HMI and HMI Client. Change page on HMI to display the same page on HMI Client.

**Example: forced page change from controller/PLC to HMI device and HMI Client. Force HMI page synchronization with HMI Client (not vice-versa).**

Set properties as follows:

<b>PageRequest</b>	attached to a tag "A" as read/write
<b>CurrentPage</b>	attached to the same tag "A" as per <b>PageRequest</b>
<b>SyncOptions</b>	remote

Change value of tag "A" to display the requested page on HMI and HMI Client. Change page on HMI Client to display the same page on HMI.

**Example: synchronize displayed page between HMI device and on HMI Client**

Set properties as follows:

<b>PageRequest</b>	attached to a tag "A" as read/write
<b>CurrentPage</b>	attached to the same tag "A" as per <b>PageRequest</b>
<b>SyncOptions</b>	local+remote

Changing page on HMI device, same page will be shown on HMI Client and vice-versa.

## WebPageRequest

You can synchronize pages shown on the PB4Web Clients from a controller such as a PLC.

The following properties can be customized:

Property	Description
<b>WebPageRequest</b>	Page to be shown on the PB4Web Client. Attached tag must contain an integer value within the range of the available project pages and must be available at least as a Read resource.

## Hold Time/Autorepeat Time

Defines the values for hold time and autorepeat time for buttons and external keyboards.



Note: These properties can be redefined for each button or key in their widget property table.

## Web Inactivity Timeout

Defines a timeout for PB4Web client. When the timeout expires without any activity the current user is logged out.

<b>Range</b>	1–86400 s (form 1 s to 24 h)
<b>Default value</b>	600 s
<b>Values</b>	0 = disabled

## Web Icon

The favorite icon associate at the web pages

## Refresh Time

Defines the refresh time for the communication between the runtime and PB4Web clients.

<b>Range</b>	500–10000 ms
<b>Default value</b>	3000 ms

## Browser Optimization

<b>true</b>	Web engine optimization enable (default)
<b>false</b>	Web engine optimization disable (useful for old browsers that not support the web engine optimization)

## Enable Global JavaScript for remote

Define if the JavaScript code defined inside the Project Properties, general triggered from Alarms and Schedulers events, have to run only on local HMI device or even on remote clients.

<b>None</b>	Will not be executed on remote clients (run only inside the local HMI device)
<b>Client</b>	Will be executed on HMI Client
<b>Web</b>	Will be executed on Web client
<b>Both</b>	Will be executed on both HMI Client and Web clients

### getClientType

```
project.getClientType()
```

The JavaScript “getClientType” return the “Enable Global JavaScript for remote” value.

- 0 = None
- 1 = Client
- 2 = Web
- 3 = Both



Use this function inside JavaScript at page level.

## Max Bandwidth (Kbs)

Limit for maximum data sent by server (useful for old slow browsers). Set to 0 to use all the available bandwidth (default)

## Web clients connection mode

<b>Auto</b>	The connection mode is selected by the client (default)
<b>SSE</b>	Force the Server-Sent Events mode
<b>Long Polling</b>	Force the Long-polling mode

## Target Zoom Factor

It is the zoom factor of the HMI device that will be applied when project is loaded at run time.

<b>Range</b>	0.3–2.9
<b>Default value</b>	1 = no zoom

## Background color option

When the defined page is smaller of the entire display area, colorize the area that is not covered from the page (for example when page is Zoom Out)

Property	Description
None	Old mode, color is white (default)
Selected color	Color to use
Page background	Auto adjust color based on background of template or of page

## Events

### OnWheel

Used only in conjunction with wheel input devices. Normally the wheel is used to increase/decrease the value of a tag without an external keyboard device.

Attach this property to a change of wheel event and use an action like **StepTag** to increase/decrease a tag value.





# 7 The HMI simulator

---

HMI simulator allows you testing projects before downloading it to the HMI device. It may be used to test the project when no HMI device is available and to speed up development and debugging activities.

The HMI simulator supports:

- online simulation - in communication with real devices (only for protocols with Ethernet or RS-232 communication),
- offline simulation - simulating tag behavior

The data simulation method is set in the **Simulator** column of the Tag Editor.

---

<b>Data simulation methods</b> .....	<b>70</b>
<b>Simulator settings</b> .....	<b>70</b>
<b>Launching and stopping the simulator</b> .....	<b>71</b>

# Data simulation methods


Set tag simulation behavior in the **Simulator** field of Tag Editor.

Method	Description
<b>Variables</b>	Data is stored in a simulator variable. This variable holds the value of the tag so you can read and write the value.
<b>SawTooth</b>	A count value is incremented from <b>Offset</b> to <b>Amplitude + Offset</b> value with a <b>Period</b> of 60..3600 seconds. When the counter reaches <b>Amplitude + Offset</b> , the value is reset to <b>Offset</b> and the counter restarts.
<b>Sine Wave</b>	A sine wave value is generated and written to the tag value. <b>Min</b> , <b>Max</b> and <b>Period</b> values can be defined for each tag.
<b>Triangle Wave</b>	A triangle wave value is generated and written to the tag value. <b>Min</b> , <b>Max</b> and <b>Period</b> values can be defined for each tag.
<b>Square Wave</b>	A square wave value is generated and written to the tag value. <b>Min</b> , <b>Max</b> and <b>Period</b> values can be defined for each tag.

See ["Adding tags" on page 25](#) for details.

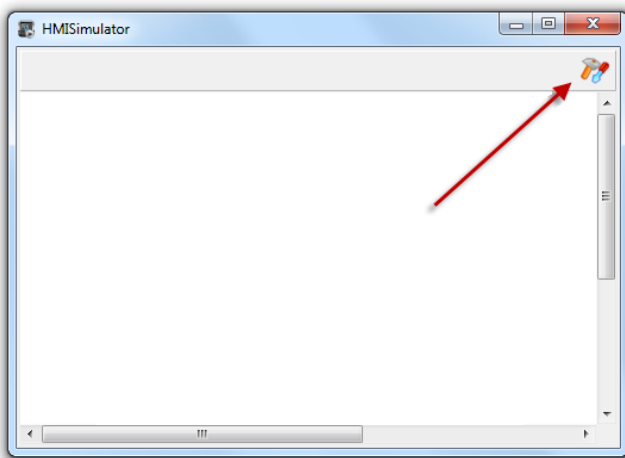
## Simulator settings

The Simulator works by default with simulated protocols. It can also work with real protocols (Ethernet or serial protocols)

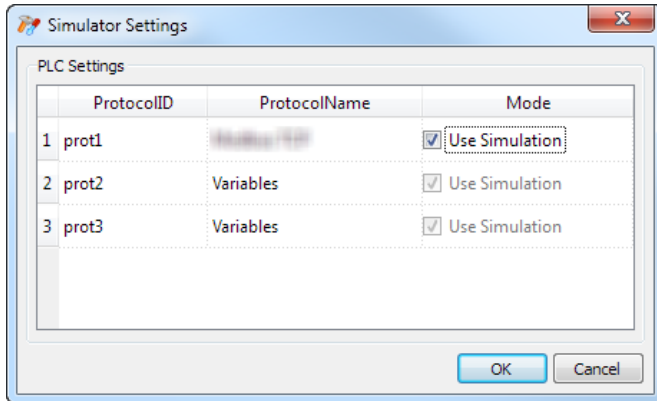
 Note: For protocols not supporting communication with external devices, such as the Variables protocol, this option is always disabled.

### Changing simulated protocols

1. Click the simulator **Settings** icon.



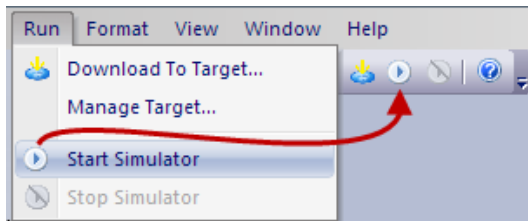
2. Select **Use Simulation** to use simulated protocols, otherwise real protocols will be used for communication with external devices.



## Launching and stopping the simulator

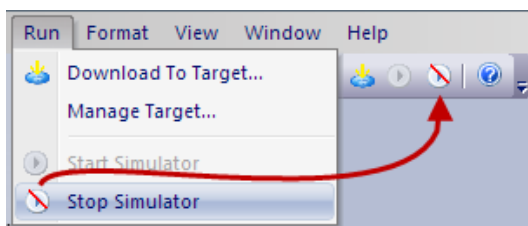
To launch the simulator:

1. On the **Run** menu, click **Start Simulator**: the Simulator runs on the computer in the same way as the server would run on the HMI device.



To stop the simulator:

1. On the **Run** menu, click **Stop Simulator** or on the simulated page double-click the **Exit** button.





# 8 Transferring the project to HMI device

---

To transfer the PB610 Panel Builder 600 project to the target HMI device you can use:

- function **Run > Download to Target**
- function **Run > Update Package** with the use of a USB device


---

<b>Download to HMI device</b> .....	<b>74</b>
<b>Update package</b> .....	<b>76</b>
<b>The Runtime loader</b> .....	<b>79</b>
<b>Upload projects</b> .....	<b>80</b>

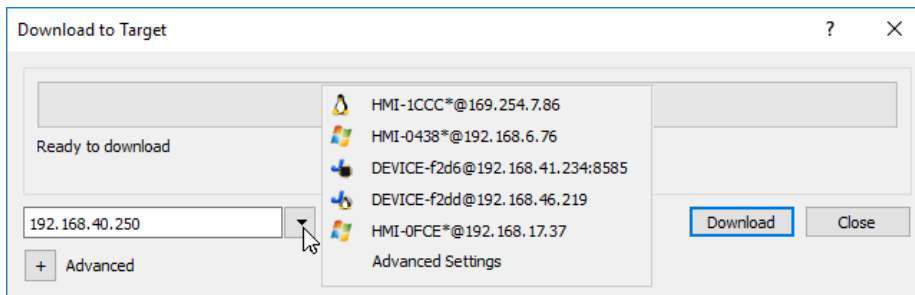
# Download to HMI device

## Path: Run > Download to Target

This function transfers project and HMI Runtime via Ethernet .

 Note: The HMI device must have a valid IP address. See "[HMI device basic settings](#)" on page 8 for details on how to assign an IP address.

1. Click the discovery button: a list of the detected IP addresses is displayed.
2. Select the HMI device IP address.

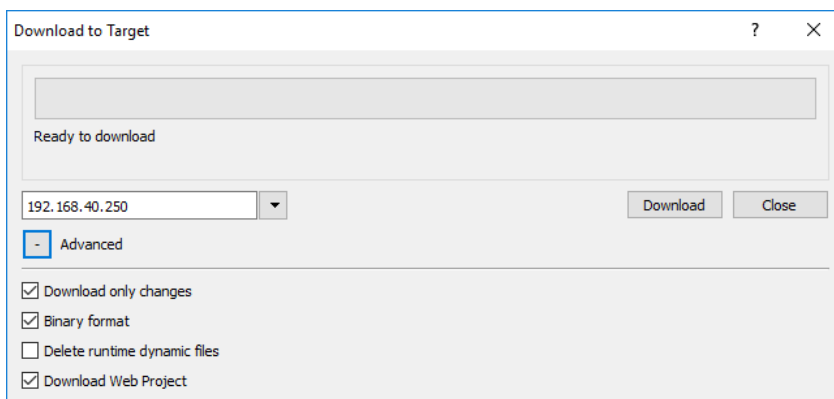


You can even enter the IP address manually or, if available, the host name provided by a DNS server. Using a service tool like Bonjour, Linux-based HMI devices can be discovered using their hostname (e.g HMI-0d37.local). Bonjour is a trademark of Apple inc.



3. Click **Download**: PB610 Panel Builder 600 will switch the HMI device to Configuration Mode and transfer the files.

When the download operation is completed, the HMI device automatically switched back to Operation Mode and the project is started.

## Advanced options



Option	Description
<b>Download only changes</b>	Transfers to the HMI device only the modified project files.
<b>Binary format</b>	Download files using binary format.

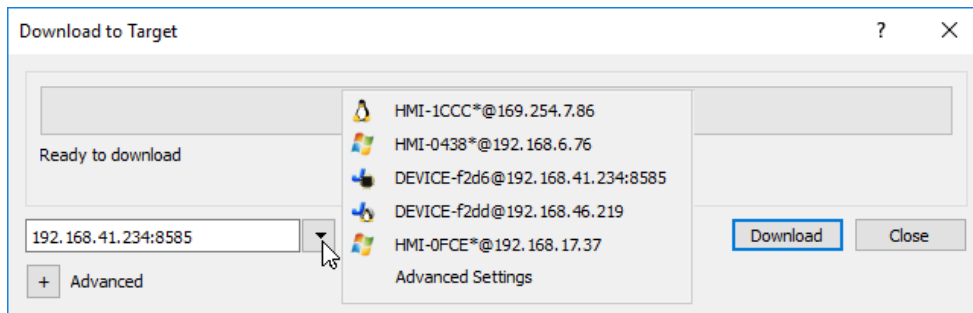
Option	Description
<b>Delete runtime dynamic files</b>	<p>Modified configuration of recipes, users, schedulers, etc. done at run time will be deleted and overwritten by the configuration defined in the project.</p> <p> <b>CAUTION: This operation cannot be undone, deleted dynamic files cannot be restored.</b></p> <p> <b>CAUTION: Dynamic files are not deleted if stored on external devices (USB or SD Cards).</b></p>
<b>Download Web Project</b>	<p>Download the PB4Web pages to HMI device.</p>

When transferring a project, PB610 Panel Builder 600 uses a combination of HTTP and FTP connections:

- HTTP connection - issues the commands to switch to transfer mode or to unload running project,
- FTP session - transfers the files to the flash memory in the HMI device.

### Advanced Settings

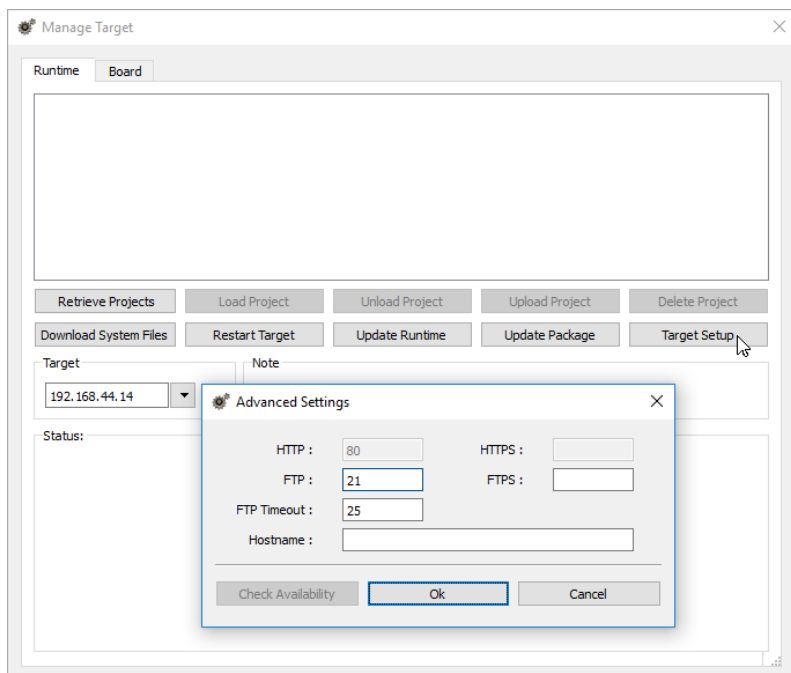
Using the “Advanced Settings” option, you can define the ports to use, but generally, you do not need to enter this information because HMI devices will provide the ports to use inside the panesI list.



## Changing HMI device connection settings

*Path: Run > Manage Target*

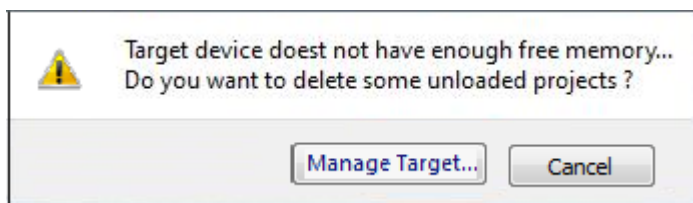
1. Click **Target Setup**: the **Advanced Settings** dialog is displayed. Default port for HTTP connections on the HMI device is port 80.



2. Set correct HTTP, FTP or HTTPS, FTPS ports for the HMI device. (These are the ports used by the system to connect to the HMI device and may need to be modified when default ports are used by other services or applications or if the local network requires specific settings.)
3. Specify **Hostname** to easily identify each device in a network where multiple devices are available. The default hostname is "HMI" for all devices.
4. Click **Download System Files**. At the next download the new ports will be used in the HMI device and new hostname will appear in the drop-down list

## Managing big projects

For successful download the project size should be at least 2 MB smaller than the available memory. If not, you run out of flash memory in the HMI device and a warning message is displayed.



To free more memory:

1. Click **Manage Target**.
2. Delete the projects you no longer need to make more memory available.

## Update package

To install or update HMI Runtime and project you may create a package to be loaded via USB.



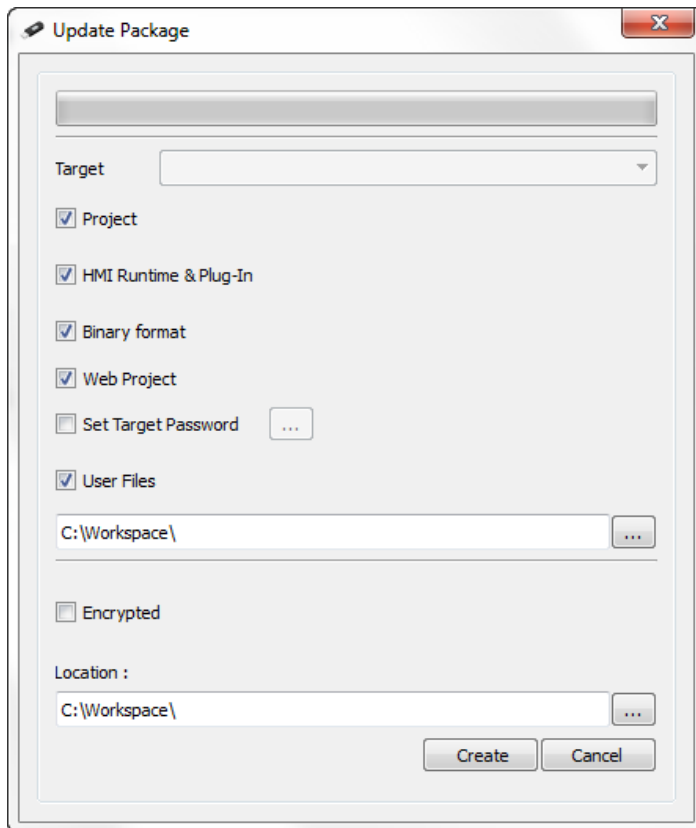


**Important: Always include both project and the Runtime in the update packages.**

If you need to use an old project with the latest Runtime version, convert the project first. See ["Installing the application" on page 3](#) for details.

## Creating an update package

**Path: Run > Update Package**



Option	Description
<b>Target</b>	HMI device type. Selected automatically if the project is open.
<b>Project</b>	Adds open project to update package.
<b>HMI Runtime &amp; Plug-In</b>	HMI Runtime is added to the update package. If the project is open the required plugins are also added to update package.
<b>Binary Format</b>	Download files using binary format.
<b>Web Project</b>	Download the PB4Web pages to HMI device.
<b>Set Target Password</b>	Sets password to perform critical tasks (for example, project download/upload , board management)  See <a href="#">"Protecting access to HMI devices" on page 427</a> .

Option	Description
<b>User Files</b>	Selects files to be copied to the QTHM folder of HMI device. Max size 5 MB
<b>Encrypted</b>	Enables encryption of update package so that it can only be unzipped by the HMI Runtime.
<b>Location</b>	Location of update package.

### Example of user's file location

Computer:

*C:\Users\Username\Desktop\myFolder*

- *subFolder1/file1*
- *subFolder1/file2*
- *file3*
- *file4*

WinCE devices:

*/Flash/QtHmi*

- *subFolder1/file1*
- *subFolder1/file2*
- *file3*
- *file4*

Linux devices:

*/mnt/data/hmi/qthmi*

- *subFolder1/file1*
- *subFolder1/file2*
- *file3*
- *file4*

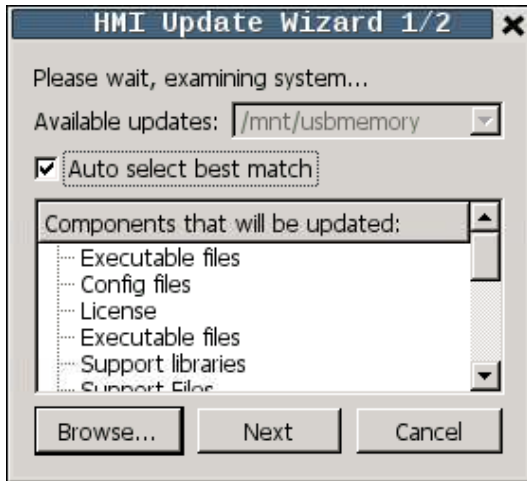


Note: User files copy is available only from the USB key.

## Loading an update package

*Path: from the context menu > **Update***

1. Assuming you have stored the package in the root folder of a USB drive, remove the drive from the computer, plug it in the HMI device, display the context menu by holding your finger for a few seconds on the screen and select **Update**.
2. The system will check for the presence of the update package in the USB drive root and ask confirmation to proceed with the update.



3. Select **Auto select best match** and click **Next**: the procedure is completed automatically. Alternatively use the browser button to select the file to use.

## The Runtime loader

HMI devices are delivered from factory without Runtime.

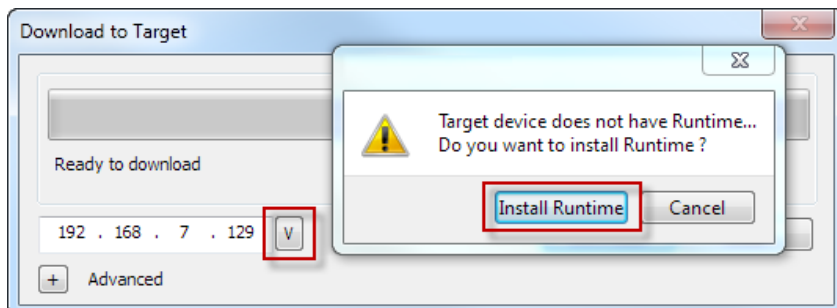
When you power up the device for the first time, the Runtime Loader window is displayed (see "[System Settings](#)" on [page 389](#) for details)



*The Runtime Loader presence depends on the device Operating System and may not be available on all the units. Old versions of HMI devices may not include the Runtime Loader. Contact technical support if you need further information.*

## Installing Runtime from PB610 Panel Builder 600

When you download a project the Runtime is automatically installed if needed.



See "[Transferring the project to HMI device](#)" on [page 73](#) for details.

1. Click **Install Runtime**: the procedure is run automatically.

## Installing Runtime from a USB drive

1. Prepare the Update Package as described in "[Update package](#)" on page 76
2. Plug the USB drive in the device and follow the instructions for the type of device (see "[System Settings](#)" on page 389 for details)



*Note: Old versions of HMI devices may not support automatic installation of Runtime. Contact technical support for more information.*

## Upload projects

*Path: Run > Manage Target*

You can copy a project from the Runtime to the computer where PB610 Panel Builder 600 is running.

1. In the **Runtime** tab, select the IP address of the device from the drop-down list **Target**.

The screenshot shows a software interface with a 'Target' dropdown menu. The dropdown is open, showing a list of options: winxp-client1@192.168.42.30, HMI@192.168.40.28, HMI@192.168.41.1 (highlighted), HMI@192.168.42.20, HMI@192.168.41.171, HMI\*@192.168.6.7, and Advanced Settings. The 'Target' field above the dropdown contains the IP address 192.168.40.28. There is also a 'Note' field and a 'Status:' label visible in the interface.

2. Click **Retrieve Projects**: a list of all the projects available is displayed.
3. Select project to upload
4. Click **Upload Project**



Upload could be password protected. See "[Protecting access to HMI devices](#)" on page 427 for details.

5. If required, enter password. The upload process starts.

A copy of the project is saved in:

`C:\Users\username\Documents\PB610 Panel Builder 600\workspace\Uploaded\Runtime\IPAddress\workspace\ProjectName`



*Note: If the upload operation fails, check firewall settings the computer where PB610 Panel Builder 600 is running.*

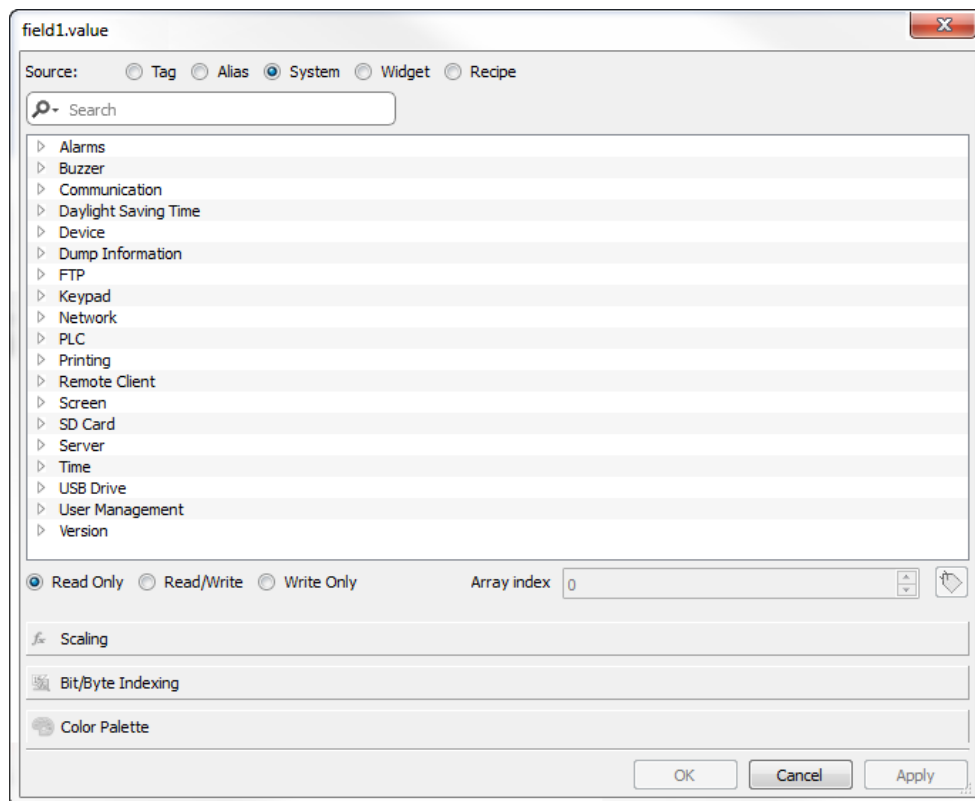
# 9 System Variables (Attach To)

Path: **Source**> **Attach to**

System variables are special tags containing information about the HMI runtime.



Note: System Variables are available also as a standard protocol in the Protocol Editor. Use System Variables as a protocol when you have to transfer data between system variables and tags from devices, or to select custom refresh rate for a system variable.



<b>Alarms variables</b> .....	<b>83</b>
<b>Buzzer variables</b> .....	<b>83</b>
<b>Communication variables</b> .....	<b>84</b>
<b>Database variables</b> .....	<b>84</b>
<b>Daylight Saving Time variables</b> .....	<b>85</b>
<b>Device variables</b> .....	<b>86</b>
<b>Dump information variables</b> .....	<b>87</b>
<b>FTP client variables</b> .....	<b>88</b>
<b>Keypad variables</b> .....	<b>89</b>
<b>Network variables</b> .....	<b>89</b>

---

---

<b>Printing variables</b> .....	<b>89</b>
<b>Remote Client variables</b> .....	<b>90</b>
<b>Version variables</b> .....	<b>91</b>
<b>Screen variables</b> .....	<b>91</b>
<b>SD card variables</b> .....	<b>91</b>
<b>Server variables</b> .....	<b>92</b>
<b>Time variables</b> .....	<b>92</b>
<b>Touch screen variables</b> .....	<b>93</b>
<b>USB drive variables</b> .....	<b>94</b>
<b>User management variables</b> .....	<b>94</b>

## Alarms variables

Number of alarms of the requested type.


Variable	Description	Data type
<b>Alarm not acknowledged</b>	True when alarms unacknowledged is pending (Not Triggered Not Acknowledged<>0) OR (Triggered Not Acknowledged<>0)	boolean read only
<b>Alarm triggered</b>	True when at least one alarm is triggered (Triggered Acknowledged<>0) OR (Triggered <>0) OR (Triggered Not Acknowledged<>0)	boolean read only
<b>Number of missed alarm events</b>	Alarms exceeding the event queue. Queue length is defined in the <i>engineconfig.xml</i> file.	int read only
<b>Number of not triggered acknowledged</b>	Alarm condition no longer active; alarms already acknowledged	int read only
<b>Number of not triggered not acknowledged</b>	Alarma condition no longer active; awaiting acknowledgment	int read only
<b>Number of triggered acknowledged</b>	Alarm condition active; alarms already acknowledged	int read only
<b>Number of triggered alarms</b>	Alarm active: acknowledgement not required	int read only
<b>Number of triggered not acknowledged</b>	Alarm condition active; awaiting acknowledgment	int read only



Note: For compatibility reasons, the older names are still valid but they usage is deprecated.

## Buzzer variables

Adjust buzzer behavior.

Variable	Description	Data type
<b>Buzzer Setup</b>	<p>0 = disabled            1 = enabled (buzzer sounds as audible on any touchscreen event)            2 = buzzer status controlled by <b>Buzzer Control</b> system variable or by <b>Buzzer on Touch</b> property inside the "<a href="#">Project properties</a>" on page 55</p> <p> <b>Buzzer on touchscreen (Setup=1) is not available on Linux platforms. See "Buzzer on Touch" property in alternative.</b></p>	int
<b>Buzzer Control</b>	<p>0 = buzzer off            1 = buzzer on            2 = buzzer blink</p>	int
<b>Buzzer Off Time</b>	Duration in milliseconds of off time when blink has been selected. Default = 1000. Range: 100–5000.	int
<b>Buzzer On Time</b>	Duration in milliseconds of on time when blink has been selected. Default = 1000. Range: 100–5000.	int

## Communication variables

Communication status between HMI device and controllers.

Variable	Description	Data type
<b>Protocol Communication Status</b>	<p>Summarize the status of the communication protocols.</p> <p>0 = No protocol running, protocol drivers might not have been properly downloaded to the HMI device.</p> <p>1 = Protocols loaded and started, no communication error.</p> <p>2 = At least one communication protocol is reporting an error.</p>	int Read only
<b>Protocol Error Message</b>	<p>Communication error with error source.</p> <p>For example: "[xxxx]" where "xxxx" is the protocol abbreviation, the error source.</p> <p>Multiple acronyms appear in case of multiple error sources. Blank when no errors are reported.</p>	ASCII string Read only
<b>Protocol Error Count</b>	Number of communication errors occurred since last reset. Reset value with Reset Protocol Error Count action, see " <a href="#">System actions</a> " on page 140.	int Read only

## Database variables

Database connection status .



Variable	Description	Data type
<b>Database link error message</b>	Last detected error description	string read only
<b>Database link status</b>	0 = Undefined (not yet initialized) 1 = OnLine (ready) 2 = OffLine (not available) 3 = Transfer in progress 4 = Error	int read only
<b>Database link error count</b>	Errors counter. Increased after each error.	int read only

Each database variable is an array where index select the database link connection (Range 1-10)



Note: Variables are updated only when any database connector action is executed.



Note: These variables are available as tags from the "System Variables" protocol..

## Daylight Saving Time variables

Information on the system clock. The variables contain information on the "local" time. Standard Time (solar time) and Day Light Saving time (DST) are available.





Note: All variables are read only; you cannot use them to update the system clock.



Variable	Description
<b>Standard Offset</b>	Offset in minutes when standard time is set, with respect to GMT (for example: -8x60 = -480 minutes).
<b>Standard Week</b>	Week in which the standard time starts (for example: First = 1).
<b>Standard Month</b>	Month in which the standard time starts. Range: 0–11. (for example: November = 10).
<b>Standard Day</b>	Day of week in which the standard time starts (for example: Sunday = 0).
<b>Standard Hour</b>	Hour in which the standard time starts (for example: 02 = 2).
<b>Standard Minute</b>	Minute in which the standard time starts (for example: 00 = 0).
<b>DST Offset</b>	Offset in minutes when DLS time is set, with respect to GMT

Variable	Description
<b>DST Week</b>	Week in which the DLS time starts
<b>DST Month</b>	Month in which the DLS time starts. Range: 0–11.
<b>DST Day</b>	Day of week in which the DLS time starts
<b>DST Hour</b>	Hour in which the DLS time starts
<b>DST Minute</b>	Minute in which the DLS time starts

## Device variables

Device settings and operating status information.

Variable	Description	Data type
<b>Available System Memory</b>	Free available RAM memory in bytes.	uint64 read only
<b>Backlight Time</b>	Activation time in hours of the display backlight since production of the device.	unsignedInt read only
<b>Battery LED</b>	Enables/disables the low battery LED indicator (when available).  0 = disabled 1 = enabled   Not available on Linux platforms (see <a href="#">"HMI devices capabilities" on page 441</a> for panels details)	int
<b>Battery Timeout</b>	Reserved   Not available on Linux platforms (see <a href="#">"HMI devices capabilities" on page 441</a> for panels details)	int
<b>Display Brightness</b>	Returns and adjusts brightness level.  Even when set to 0, the backlight is still on and the <b>Backlight Time</b> counter increases.  Range: 0–255  On WinCE device only: When set to a low light level (0..3), the backlight stays lit to a higher level for 8 seconds to allow the user to make the adjustments and then is switched-off.	int
<b>External Timeout</b>	Non-operational time after which the display backlight is automatically turned off. The backlight is automatically turned on when the user touches the screen.	int

Variable	Description	Data type
	<p><b>-1 =</b> switch off backlight and disable touch (switch display off). <b>Backlight Time</b> counter is stopped.</p> <p> Not available on Linux platforms (see "<a href="#">HMI devices capabilities</a>" on page 441 for panels details)</p> <p><b>0 =</b> switch backlight on (switch display on)</p> <p><b>1..n =</b> timeout, in seconds, for switch off backlight (screen saver timer)</p> <p> On Linux device (see "<a href="#">HMI devices capabilities</a>" on page 441 for panel details), timeout is managed in minutes. The entered value is converted to minutes rounded to next value, for example, 60, 120, 180.</p>	
<b>Flash Free Space</b>	Free space left in internal Flash memory.	uint64 read only
<b>Manufacturer Code</b>	Internal code that identify the HMI type	unsignedInt read only
<b>System Font List</b>	List of system fonts	string read only
<b>System Mode</b>	<p>Runtime operation status.</p> <p><b>1 =</b> booting</p> <p><b>2 =</b> configuration mode</p> <p><b>3 =</b> operating mode</p> <p><b>4 =</b> restart</p> <p><b>5 =</b> shutdown</p>	int
<b>System UpTime</b>	Time the system has been powered since production of the unit (hours).	unsignedInt read only

## Dump information variables

Status of the copy process to external drives (USB or SD Card) for trend and event buffers.

Variable	Description	Data type
<b>Dump Error Message</b>	Return error message if any error occurs during the dump operation	string read only
<b>Dump Archive Status</b>	0 = initial default state 1 = operation triggered 2 = operation complete successfully 3 = operation completed with errors	int read only
<b>Dump Recipe Status</b>	0 = initial default state 1 = operation triggered 2 = operation complete successfully 3 = operation completed with errors	int read only
<b>Dump Trend Status</b>	0 = initial default state 1 = operation triggered 2 = operation complete successfully 3 = operation completed with errors	int read only
<b>Reset Recipe Status</b>	0 = initial default state 1 = operation triggered 2 = operation complete successfully 3 = operation completed with errors	int read only
<b>Restore Recipe Status</b>	0 = initial default state 1 = operation triggered 2 = operation complete successfully 3 = operation completed with errors	int read only

## FTP client variables

The FTP client variables are updated when the FTP actions are used.

Variable	Description	Data type
<b>FTP Current Command</b>	Last FTP command	string read only
<b>FTP Error Message</b>	Last FTP error message	string read only
<b>FTP Progress</b>	Download/upload progress (0/100%)	short read only
<b>FTP Status</b>	Status of last FTP command: <ul style="list-style-type: none"> <li>• 0 = idle</li> <li>• 1 = active</li> <li>• 2 = done</li> <li>• 3 = error</li> </ul>	short read only

## Keypad variables

Keypad status.

Variable	Description	Data type
<b>Is keypad open</b>	<b>0</b> = no keypad open <b>1</b> = keypad open	int read only

## Network variables

Device network parameters.

Variable	Description	Data type
<b>Adapters Parameters</b>	This is a JSON string that can be use to read or update the network adapters parameters	string
<b>Gateway</b>	Gateway address of the main Ethernet interface of device	string read only
<b>IP Address</b>	IP address of the main Ethernet interface of device	string read only
<b>Mac ID</b>	MAC ID of the main Ethernet interface of device	string read only
<b>Status</b>	Contains the result of the last operation required by writing inside the Adapter Parameters. It is updated after each write operation. <ul style="list-style-type: none"> <li>• Empty string is meaning no errors</li> <li>• Last error descriptions</li> </ul>	string read only
<b>Subnet Mask</b>	Subnet Mask of the main Ethernet interface of device	string read only

## Printing variables

Information on printing functions.

Variable	Description	Data type
<b>Completion percentage</b>	Percentage of completion of current print job. Range: 0–100	read only
<b>Current disk usage</b>	Folder size in bytes where PDF reports are stored. If <i>Flash</i> has been selected as <i>Spool media type</i> , this value corresponds to <i>reportspool</i> .	read only
<b>Current job</b>	Name of the report the job is processing. Current job is the following: <ul style="list-style-type: none"> <li>• [report name] for a <b>Graphic Report</b></li> <li>• [first line of text] for a <b>Text Report</b></li> </ul>	read only
<b>Current RAM usage</b>	Size in bytes of the RAM used to process the current job	read only
<b>Disk quota</b>	Maximum size in bytes of the folder where PDF reports are stored	read only
<b>Graphic job queue size</b>	Number of available graphic jobs in the printing queue	read only
<b>Last error message</b>	Description of the last returned error	string read only
<b>RAM quota</b>	Maximum size in bytes of the RAM used to generate reports	read only
<b>Status</b>	Printing system status. Values: <ul style="list-style-type: none"> <li>• <b>idle</b></li> <li>• <b>error</b></li> <li>• <b>paused</b></li> <li>• <b>printing</b></li> </ul>	string read only
<b>Text job queue size</b>	Number of available text jobs in the printing queue	read only

## Remote Client variables

The following system variables are associated to the transferring files to a remote HMI device.

Variable	Description	Data type
<b>Download from HMI error message</b>	Error description	ASCII string read only
<b>Download from HMI percentage</b>	Download progress (0→100)	read only
<b>Download from HMI status</b>	<b>0</b> = idle, action is not in use or completed <b>1</b> = file download in progress	int (32 bit) read only

Variable	Description	Data type
	<b>2</b> = error	
<b>Upload to HMI error message</b>	Error description	ASCII string read only
<b>Upload to HMI percentage</b>	Upload progress (0→100)	read only
<b>Upload to HMI status</b>	<b>0</b> = idle, action is not in use or completed <b>1</b> = file upload in progress <b>2</b> = error	int (32 bit) read only

## Version variables

Operating System and runtime version.

Variable	Description	Data type
<b>Main OS Version</b>	Version of Main OS.	string
<b>Runtime Version</b>	Version of runtime.	string

## Screen variables

Screen status.

Variable	Description
<b>Time remaining to unlock</b>	Time remaining to unlock screen (see <b>LockScreen</b> action, " <a href="#">Page actions</a> " on page 129)
<b>X Screen resolution</b>	Display horizontal screen size in pixel
<b>Y Screen resolution</b>	Display vertical screen size in pixel

## SD card variables

Information on the external SD card.

Variable	Description	Data type
<b>SD Card FreeSpace</b>	Available space on card in bytes	uint64 read only
<b>SD Card Name</b>	Name of SD card	string read only

Variable	Description	Data type
SD Card Size	Size in bytes of the card plugged in the slot	uint64 read only
SD Card Status	0 = SD card unplugged 1 = SD card plugged	int read only

## Server variables

Server status.



**Important: All variables refer to server, not to HMI Client.**

Variable	Description	Data type
Current page	Name of current page	string
Current project	Name of current project	string
Operating mode time	Seconds elapsed since device started operating mode	uint64
Project load time	Date when the project was loaded on the HMI Runtime as in <b>System Date</b> format (milliseconds).	uint64

## Time variables

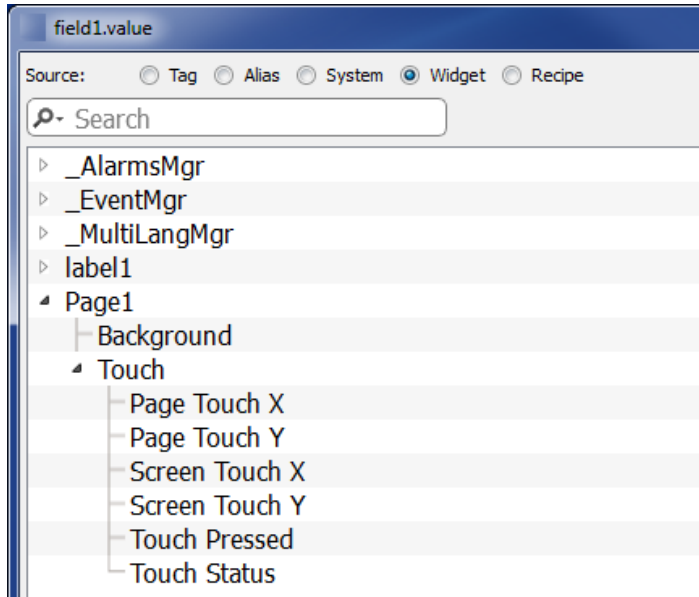
System time expressed in UTC format.

Variable	Description	Data type
Day Of Month	Range: 1–31	int
Day of Week	Range: 0 = Sunday, .. , 6 = Saturday	int
Hour	Range: 0–23	int
Minute	Range: 0–59	int
Month	Range: 1–12	int
Second	Range: 0–59	int
System Time	The same as UTC time. It can also be set as date/time for this variable.	unsignedInt
Year	Current Year	int



# Touch screen variables

Cursor status and position on the touchscreen. These are properties of the active page and can be selected in the **Widget** section.



Note: Page size can be different than HMI device display size.

Variable	Description	Java Script
<b>Page Touch X</b>  <b>Page Touch Y</b>	Cursor position related to page	page.primaryTouch.x  page.primaryTouch.y
<b>Screen Touch X</b>  <b>Screen Touch Y</b>	Cursor position related touchscreen	page.primaryTouch.screenX page.primaryTouch.screenY
<b>Touch Press</b>	0 = screen not pressed  1 = screen pressed	page.primaryTouch.pressed
<b>Touch Status</b>	Generic touch screen changes. This variable contains the concatenation of <b>Screen Touch X</b> , <b>Screen Touch Y</b> and <b>Touch Press</b> values (for example, "924,129,0").  The main usage of this variable is to trigger an event, using the OnDataUpdate feature, when something (x, y or click) is changed.	page.primaryTouchStatus

## USB drive variables

Information on the external USB drive connected to the device.

Variable	Description	Data type
<b>USB Drive free space</b>	Available space in bytes	uint64 read only
<b>USB Drive Name</b>	Name of USB device	string read only
<b>USB Drive Size</b>	Size in bytes of the device plugged in the USB port	uint64 read only
<b>USB Drive Status</b>	0 = USB Drive unplugged 1 = USB Drive plugged	int read only

## User management variables

Information on users and groups.

Variable	Description	Data type
<b>No of Remote-Clients Alive</b>	Number of HMI Clients connected to the server	short read only
<b>This Client Group-Name</b>	Group of currently logged user	string read only
<b>This Client ID</b>	Only for HMI Clients. Local and remote clients connected to the same server (for example, runtime) get a unique ID.	short read only
<b>This Client User-Name</b>	Name of the user logged to the client where the system variable is displayed.	string read only

# 10 System Variables (Protocol)

---

System Variables communication driver allows to create Tags that point to system information.



System Variables communication driver is not counted as physical protocol.  
Refer to **Table of functions and limits** from main manual in "Number of physical protocols" line.

---

<b>Protocol Editor Settings</b> .....	<b>96</b>
<b>Default variables</b> .....	<b>96</b>
<b>Retentive Memory variables</b> .....	<b>110</b>
<b>Tag Import</b> .....	<b>116</b>

# Protocol Editor Settings

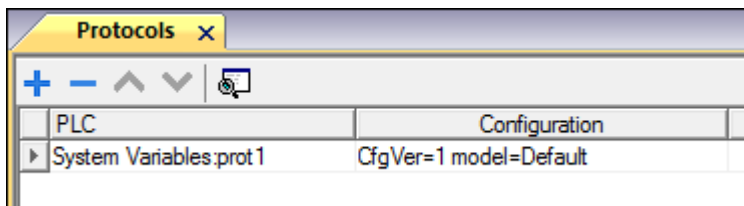
## Adding a protocol

To configure the protocol:

1. In the **Config** node double-click **Protocols**.
2. To add a driver, click **+**: a new line is added.
3. Select the protocol from the **PLC** list.

The driver configuration dialog is displayed.

From PLC Model list select the specific System Variables type.



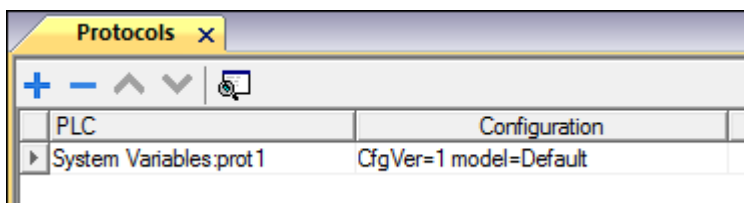
## Default variables

System Variables - Default protocol allows to create Tags that point to HMI system variables regarding:

- [Alarms](#)
- [Buzzer](#)
- [Communication](#)
- [Database](#)
- [Daylight Saving Time](#)
- [Device](#)
- [Dump information](#)
- [Network](#)
- [Screen](#)
- [SD Card](#)
- [Server](#)
- [Time](#)
- [USB Drive](#)
- [Version](#)
- [Virtual Com Switch](#)

## Protocol Editor Settings

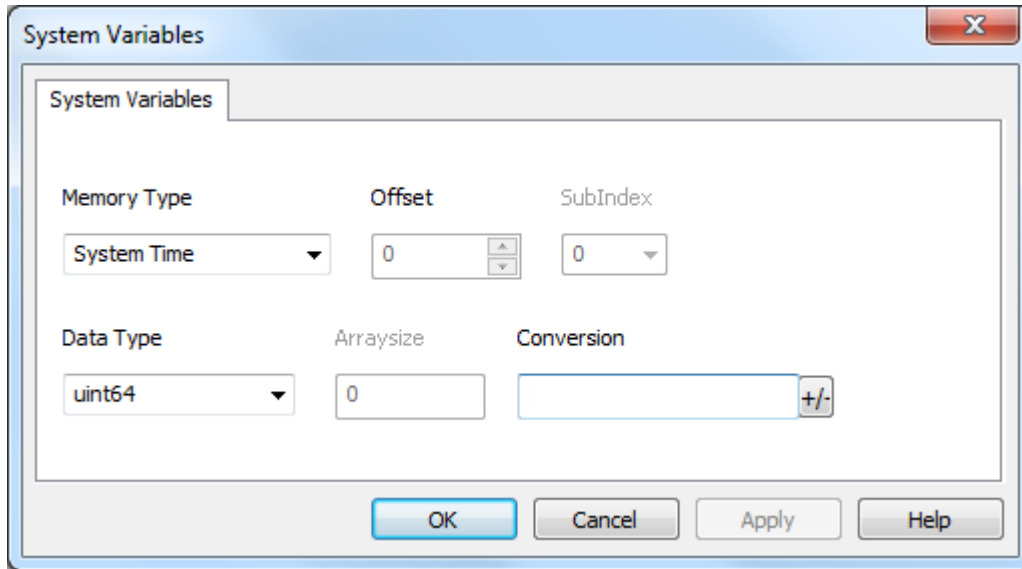
From PLC Model list of Protocol Editor dialog, select Default.




## Tag Editor Settings

Path: **ProjectView** > **Config** > double-click **Tags**

1. To add a tag, click +: a new line is added.
2. Select **System Variables** from the **Driver** list: tag definition dialog is displayed.











Element	Description																											
<b>Memory Type</b>	Represents the system variable to which the Tag refers to.  The below section shows the full list of possible system variables, grouped by category.																											
	<b>Alarms Variables</b>																											
	<table border="1"> <thead> <tr> <th>Variable Name</th> <th>Description</th> <th>Data Type</th> </tr> </thead> <tbody> <tr> <td><b>Alarm not acknowledged</b></td> <td>True when alarms unacknowledged is pending (Not Triggered Not Acknowledged&lt;&gt;0) OR (Triggered Not Acknowledged&lt;&gt;0)</td> <td>boolean read only</td> </tr> <tr> <td><b>Alarm triggered</b></td> <td>True when at least one alarm is triggered (Triggered Acknowledged&lt;&gt;0) OR (Triggered &lt;&gt;0) OR (Triggered Not Acknowledged&lt;&gt;0)</td> <td>boolean read only</td> </tr> <tr> <td><b>Number of missed alarm events</b></td> <td>Alarms exceeding the event queue. Queue length is defined in the engineconfig.xml file.</td> <td>int read only</td> </tr> <tr> <td><b>Number of not triggered acknowledged</b></td> <td>Alarm condition no longer active; alarms already acknowledged</td> <td>int read only</td> </tr> <tr> <td><b>Number of not triggered not acknowledged</b></td> <td>Alarm condition no longer active; awaiting acknowledgment</td> <td>int read only</td> </tr> <tr> <td><b>Number of triggered acknowledged</b></td> <td>Alarm condition active; alarms already acknowledged</td> <td>int read only</td> </tr> <tr> <td><b>Number of triggered alarms</b></td> <td>Alarm active: acknowledgment not required</td> <td>int read only</td> </tr> <tr> <td><b>Number of triggered not acknowledged</b></td> <td>Alarm condition active; awaiting acknowledgment</td> <td>int read only</td> </tr> </tbody> </table>	Variable Name	Description	Data Type	<b>Alarm not acknowledged</b>	True when alarms unacknowledged is pending (Not Triggered Not Acknowledged<>0) OR (Triggered Not Acknowledged<>0)	boolean read only	<b>Alarm triggered</b>	True when at least one alarm is triggered (Triggered Acknowledged<>0) OR (Triggered <>0) OR (Triggered Not Acknowledged<>0)	boolean read only	<b>Number of missed alarm events</b>	Alarms exceeding the event queue. Queue length is defined in the engineconfig.xml file.	int read only	<b>Number of not triggered acknowledged</b>	Alarm condition no longer active; alarms already acknowledged	int read only	<b>Number of not triggered not acknowledged</b>	Alarm condition no longer active; awaiting acknowledgment	int read only	<b>Number of triggered acknowledged</b>	Alarm condition active; alarms already acknowledged	int read only	<b>Number of triggered alarms</b>	Alarm active: acknowledgment not required	int read only	<b>Number of triggered not acknowledged</b>	Alarm condition active; awaiting acknowledgment	int read only
	Variable Name	Description	Data Type																									
	<b>Alarm not acknowledged</b>	True when alarms unacknowledged is pending (Not Triggered Not Acknowledged<>0) OR (Triggered Not Acknowledged<>0)	boolean read only																									
	<b>Alarm triggered</b>	True when at least one alarm is triggered (Triggered Acknowledged<>0) OR (Triggered <>0) OR (Triggered Not Acknowledged<>0)	boolean read only																									
	<b>Number of missed alarm events</b>	Alarms exceeding the event queue. Queue length is defined in the engineconfig.xml file.	int read only																									
	<b>Number of not triggered acknowledged</b>	Alarm condition no longer active; alarms already acknowledged	int read only																									
	<b>Number of not triggered not acknowledged</b>	Alarm condition no longer active; awaiting acknowledgment	int read only																									
	<b>Number of triggered acknowledged</b>	Alarm condition active; alarms already acknowledged	int read only																									
<b>Number of triggered alarms</b>	Alarm active: acknowledgment not required	int read only																										
<b>Number of triggered not acknowledged</b>	Alarm condition active; awaiting acknowledgment	int read only																										



Element	Description		
	<b>Buzzer Variables</b>		
	<b>Variable Name</b>	<b>Description</b>	<b>Data Type</b>
	<b>Buzzer Setup</b>	<p><b>0</b> = disabled</p> <p><b>1</b> = enabled (buzzer sounds as audible on any touchscreen event)</p> <p><b>2</b> = buzzer status controlled by Buzzer Control system variable or by Buzzer on Touch property inside the "Project properties" of main manual</p> <p> <b>Buzzer on touchscreen (Setup=1) is not available on Linux platforms. See "Buzzer on Touch" property in alternative.</b></p>	int
	<b>Buzzer Control</b>	<p><b>0</b> = buzzer off</p> <p><b>1</b> = buzzer on</p> <p><b>2</b> = buzzer blink</p>	int
	<b>Buzzer Off Time</b>	Duration in milliseconds of off time when blink has been selected. Default = 1000. Range: 100–5000	int
	<b>Buzzer On Time</b>	Duration in milliseconds of on time when blink has been selected. Default = 1000. Range: 100–5000	int

Element	Description	
	<b>Communication Variables</b>	
	<b>Variable Name</b>	<b>Description</b>
	<b>Protocol Communication Status</b>	Summarize the status of the communication protocols.  <b>0</b> = No protocol running, protocol drivers might not have been properly downloaded to the HMI device  <b>1</b> = Protocols loaded and started, no communication error  <b>2</b> = At least one communication protocol is reporting an error
	<b>Protocol Error Message</b>	Communication error with error source.  For example: "[xxxx]" where "xxxx" is the protocol abbreviation, the error source.  Multiple acronyms appear in case of multiple error sources. Blank when no errors are reported.
	<b>Protocol Error Count</b>	Number of communication errors occurred since last reset. Reset value with Reset Protocol Error Count action, see "System actions" of main manual
	<b>Database Variables</b>	
	<b>Variable Name</b>	<b>Description</b>
	<b>Database link error message</b>	Last detected error description
	<b>Database link status</b>	<b>0</b> = Undefined (not yet initialized)  <b>1</b> = OnLine (ready)  <b>2</b> = OffLine (not available)  <b>3</b> = Transfer in progress  <b>4</b> = Error
	<b>Database link error count</b>	Errors counter. Increased after each error





Element	Description	
	<div style="display: flex; align-items: flex-start;">  <p>Each database variable is an array where index select the database link connection (Range 1-10) Variables are updated only when any database connector action is executed</p> </div>	
<b>Daylight Saving Time Variables</b>		
Variable Name	Description	Data Type
<b>Standard Offset</b>	Offset in minutes when standard time is set, with respect to GMT (for example: -8x60 = -480 minutes)	int read only
<b>Standard Week</b>	Week in which the standard time starts (for example: First = 1)	int read only
<b>Standard Month</b>	Month in which the standard time starts. Range: 0–11. (for example: November = 10)	int read only
<b>Standard Day</b>	Day of week in which the standard time starts (for example: Sunday = 0)	int read only
<b>Standard Hour</b>	Hour in which the standard time starts (for example: 02 = 2)	int read only
<b>Standard Minute</b>	Minute in which the standard time starts (for example: 00 = 0)	int read only
<b>DST Offset</b>	Offset in minutes when DLS time is set, with respect to GMT	int read only
<b>DST Week</b>	Week in which the DLS time starts	int read only
<b>DST Month</b>	Month in which the DLS time starts. Range: 0–11	int read only
<b>DST Day</b>	Day of week in which the DLS time starts	int read only
<b>DST Hour</b>	Hour in which the DLS time starts	int read only
<b>DST Minute</b>	Minute in which the DLS time starts	int read only

Element	Description																								
	<p data-bbox="300 309 367 376"> All variables are read only: they cannot be used to update the system clock.</p> <table border="1" data-bbox="287 448 1324 1892"> <thead> <tr> <th colspan="3" data-bbox="287 448 1324 504">Device Variables</th> </tr> <tr> <th data-bbox="287 504 587 560">Variable Name</th> <th data-bbox="587 504 1165 560">Description</th> <th data-bbox="1165 504 1324 560">Data Type</th> </tr> </thead> <tbody> <tr> <td data-bbox="287 560 587 672"><b>Available System Memory</b></td> <td data-bbox="587 560 1165 672">Free available RAM memory in bytes</td> <td data-bbox="1165 560 1324 672">uint64 read only</td> </tr> <tr> <td data-bbox="287 672 587 784"><b>Backlight Time</b></td> <td data-bbox="587 672 1165 784">Activation time in hours of the display backlight since production of the device</td> <td data-bbox="1165 672 1324 784">unsignedInt read only</td> </tr> <tr> <td data-bbox="287 784 587 1108"><b>Battery LED</b></td> <td data-bbox="587 784 1165 1108">           Enables/disables the low battery LED indicator (when available)   <b>0</b> = disabled   <b>1</b> = enabled    Not available on Linux platforms (see <a href="#">"HMI devices capabilities" on page 441</a> for panels details)         </td> <td data-bbox="1165 784 1324 1108">int</td> </tr> <tr> <td data-bbox="287 1108 587 1288"><b>Battery Timeout</b></td> <td data-bbox="587 1108 1165 1288">           Reserved    Not available on Linux platforms (see <a href="#">"HMI devices capabilities" on page 441</a> for panels details)         </td> <td data-bbox="1165 1108 1324 1288">int</td> </tr> <tr> <td data-bbox="287 1288 587 1624"><b>Display Brightness</b></td> <td data-bbox="587 1288 1165 1624">           Returns and adjusts brightness level.             When set to a low light level (0..3), the backlight stays lit to a higher level for 8 seconds to allow the user to make the adjustments and then is switched-off.             Even when set to 0, the backlight is still on and the Backlight Time counter increases. Range: 0–255         </td> <td data-bbox="1165 1288 1324 1624">int</td> </tr> <tr> <td data-bbox="287 1624 587 1892"><b>External Timeout</b></td> <td data-bbox="587 1624 1165 1892">           Non-operational time after which the display backlight is automatically turned off. The backlight is automatically turned on when the user touches the screen   <b>-1</b> = Switch off backlight and disable touch (switch display off). <b>Backlight Time</b> counter is stopped.         </td> <td data-bbox="1165 1624 1324 1892">int</td> </tr> </tbody> </table>	Device Variables			Variable Name	Description	Data Type	<b>Available System Memory</b>	Free available RAM memory in bytes	uint64 read only	<b>Backlight Time</b>	Activation time in hours of the display backlight since production of the device	unsignedInt read only	<b>Battery LED</b>	Enables/disables the low battery LED indicator (when available)  <b>0</b> = disabled  <b>1</b> = enabled   Not available on Linux platforms (see <a href="#">"HMI devices capabilities" on page 441</a> for panels details)	int	<b>Battery Timeout</b>	Reserved   Not available on Linux platforms (see <a href="#">"HMI devices capabilities" on page 441</a> for panels details)	int	<b>Display Brightness</b>	Returns and adjusts brightness level.  When set to a low light level (0..3), the backlight stays lit to a higher level for 8 seconds to allow the user to make the adjustments and then is switched-off.  Even when set to 0, the backlight is still on and the Backlight Time counter increases. Range: 0–255	int	<b>External Timeout</b>	Non-operational time after which the display backlight is automatically turned off. The backlight is automatically turned on when the user touches the screen  <b>-1</b> = Switch off backlight and disable touch (switch display off). <b>Backlight Time</b> counter is stopped.	int
Device Variables																									
Variable Name	Description	Data Type																							
<b>Available System Memory</b>	Free available RAM memory in bytes	uint64 read only																							
<b>Backlight Time</b>	Activation time in hours of the display backlight since production of the device	unsignedInt read only																							
<b>Battery LED</b>	Enables/disables the low battery LED indicator (when available)  <b>0</b> = disabled  <b>1</b> = enabled   Not available on Linux platforms (see <a href="#">"HMI devices capabilities" on page 441</a> for panels details)	int																							
<b>Battery Timeout</b>	Reserved   Not available on Linux platforms (see <a href="#">"HMI devices capabilities" on page 441</a> for panels details)	int																							
<b>Display Brightness</b>	Returns and adjusts brightness level.  When set to a low light level (0..3), the backlight stays lit to a higher level for 8 seconds to allow the user to make the adjustments and then is switched-off.  Even when set to 0, the backlight is still on and the Backlight Time counter increases. Range: 0–255	int																							
<b>External Timeout</b>	Non-operational time after which the display backlight is automatically turned off. The backlight is automatically turned on when the user touches the screen  <b>-1</b> = Switch off backlight and disable touch (switch display off). <b>Backlight Time</b> counter is stopped.	int																							

Element	Description	
	<b>Device Variables</b>	
	<b>Variable Name</b>	<b>Description</b>
		<p> Not available on Linux platforms (see "HMI devices capabilities" on page 441 for panels details)</p> <p><b>0</b> = Switch backlight on (switch display on)</p> <p><b>1..n</b> = Timeout, in seconds, for switch off backlight (screen saver timer)</p> <p> On Linux device (see "HMI devices capabilities" on page 441 for panel details), timeout is managed in minutes. The entered value is converted to minutes rounded to next value, for example, 60, 120, 180.</p>
	<b>Flash Free Space</b>	Free space left in internal Flash memory
		uint64 read only
	<b>Manufacturer Code</b>	Code number that identifies the HMI
		short read only
	<b>System RAM Usage</b>	Current RAM memory used from HMI, expressed in byte
		uint64 read only
	<b>System Font List</b>	List of system fonts
		string read only
	<b>System Mode</b>	Runtime operation status
		<p><b>1</b> = booting</p> <p><b>2</b> = configuration mode</p> <p><b>3</b> = operating mode</p> <p><b>4</b> = restart</p> <p><b>5</b> = shutdown</p>
		int
	<b>System UpTime</b>	Time the system has been powered since production of the unit (hours)
		unsignedInt read only

Element	Description	
	<b>Dump information Variables</b>	
	<b>Variable Name</b>	<b>Description</b>
	<b>Dump Error Message</b>	Return error message if any error occurs during the dump operation
	<b>Dump Archive Status</b>	<ul style="list-style-type: none"> <li>0 = initial default state</li> <li>1 = operation triggered</li> <li>2 = operation complete successfully</li> <li>3 = operation completed with errors</li> </ul>
	<b>Dump Recipe Status</b>	<ul style="list-style-type: none"> <li>0 = initial default state</li> <li>1 = operation triggered</li> <li>2 = operation complete successfully</li> <li>3 = operation completed with errors</li> </ul>
	<b>Dump Trend Status</b>	<ul style="list-style-type: none"> <li>0 = initial default state</li> <li>1 = operation triggered</li> <li>2 = operation complete successfully</li> <li>3 = operation completed with errors</li> </ul>
	<b>Reset Recipe Status</b>	<ul style="list-style-type: none"> <li>0 = initial default state</li> <li>1 = operation triggered</li> <li>2 = operation complete successfully</li> <li>3 = operation completed with errors</li> </ul>
	<b>Restore Recipe Status</b>	<ul style="list-style-type: none"> <li>0 = initial default state</li> <li>1 = operation triggered</li> <li>2 = operation complete successfully</li> <li>3 = operation completed with errors</li> </ul>
	<b>Network Variables0</b>	
	<b>Variable Name</b>	<b>Description</b>
	<b>Gateway</b>	Gateway address of the main Ethernet interface of HMI
	<b>IP Address</b>	IP address of the main Ethernet interface of HMI
	<b>Mac ID</b>	MAC ID of the main Ethernet interface of HMI
	<b>Network Adapter</b>	JSON string that can be use to read or update

Element	Description		
	<b>Network Variables0</b>		
	<b>Variable Name</b>	<b>Description</b>	<b>Data Type</b>
	<b>Parameters</b>	the network adapters parameters	
	<b>Network Status</b>	Contains the result of the last operation required by writing inside the Adapter Parameters. It is updated after each write operation. <ul style="list-style-type: none"> <li>• Empty string is meaning no errors</li> <li>• Last error descriptions</li> </ul>	string read only
	<b>Subnet Mask</b>	Subnet Mask of the main Ethernet interface of HMI	string read only
	<b>Screen Variables</b>		
	<b>Variable Name</b>	<b>Description</b>	<b>Data Type</b>
	<b>X Screen resolution</b>	Display horizontal screen size in pixel	int read only
	<b>Y Screen resolution</b>	Display vertical screen size in pixel	int read only
	<b>SD Card Variables</b>		
	<b>Variable Name</b>	<b>Description</b>	<b>Data Type</b>
	<b>SD Card FreeSpace</b>	Available space on card in bytes	uint64 read only
	<b>SD Card Name</b>	Name of SD card	string read only
	<b>SD Card Size</b>	Size in bytes of the card plugged in the slot	uint64 read only
	<b>SD Card Status</b>	<b>0</b> = SD card unplugged <b>1</b> = SD card plugged	int read only

Element	Description	
	<b>Server Variables</b>	
	<b>Variable Name</b>	<b>Description</b>
	<b>Page name</b>	Name of current page string read only
	<b>Current project</b>	Name of current project string read only
	<b>Project load time</b>	Date when the project was loaded on the HMI Runtime as in System Date format (milliseconds) uint64 read only
	<b>Last operating mode start time</b>	Seconds elapsed since device started operating mode uint64 read only
	 All variables refer to server, not to HMI Client.	
	<b>Time Variables</b>	
	<b>Variable Name</b>	<b>Description</b>
	<b>Day Of Month</b>	Range: 1–31 int
	<b>Day of Week</b>	Range: 0 = Sunday, .. , 6 = Saturday int
	<b>Hour</b>	Range: 0–23 int
	<b>Minute</b>	Range: 0–59 int
	<b>Month</b>	Range: 1–12 int
	<b>Second</b>	Range: 0–59 int
	<b>System Time</b>	The same as UTC time. It can also be set as date/time for this variable unsignedInt
	<b>Year</b>	Current Year int
	 System time expressed in UTC format	

Element	Description		
	<b>USB Drive Variables</b>		
	<b>Variable Name</b>	<b>Description</b>	<b>Data Type</b>
	<b>USB Drive FreeSpace</b>	Available space in bytes	uint64 read only
	<b>USB Drive Name</b>	Name of USB device	string read only
	<b>USB Drive Size</b>	Size in bytes of the device plugged in the USB port	uint64 read only
	<b>USB Drive Status</b>	<b>0</b> = USB Drive unplugged <b>1</b> = USB Drive plugged	int read only
	<b>Version Variables</b>		
	<b>Variable Name</b>	<b>Description</b>	<b>Data Type</b>
	<b>Main OS version</b>	Version of Main OS	string read only
	<b>Runtime version</b>	Version of Runtime	string read only
	<b>Virtual Com Switch Variables</b>		
	<b>Variable Name</b>	<b>Description</b>	<b>Data Type</b>
	<b>VCS status</b>	Provides status of VCS service. <b>0</b> = Service enabled <b>1</b> = Client connected in interleaved mode <b>2</b> = Client connected in exclusive mode <b>3</b> = Service disabled (default)	unsignedByte read only
	<b>VCS disable</b>	Provides manual override of VCS service. <b>0</b> = VCS service enabled <b>1</b> = VCS service disabled (default)	boolean
	<b>VCS port</b>	Provides current listening TCP port on HMI by VCS service	unsignedShort

Element	Description																								
<b>Data Type</b>	<p data-bbox="288 365 1129 394">Each system variable has a specific data type, described in above tables.</p> <p data-bbox="288 416 1209 445">The following table shows the details of any data type used for system variables.</p> <table border="1" data-bbox="288 472 1327 963"> <thead> <tr> <th data-bbox="288 472 588 528">Data Type</th> <th data-bbox="588 472 956 528">Memory Space</th> <th data-bbox="956 472 1327 528">Limits</th> </tr> </thead> <tbody> <tr> <td data-bbox="288 528 588 584"><b>short</b></td> <td data-bbox="588 528 956 584">16-bit data</td> <td data-bbox="956 528 1327 584">-32768 ... 32767</td> </tr> <tr> <td data-bbox="288 584 588 640"><b>int</b></td> <td data-bbox="588 584 956 640">32-bit data</td> <td data-bbox="956 584 1327 640">-2.1e9 ... 2.1e9</td> </tr> <tr> <td data-bbox="288 640 588 696"><b>unsignedByte</b></td> <td data-bbox="588 640 956 696">8-bit data</td> <td data-bbox="956 640 1327 696">0 ... 255</td> </tr> <tr> <td data-bbox="288 696 588 752"><b>unsignedShort</b></td> <td data-bbox="588 696 956 752">16-bit data</td> <td data-bbox="956 696 1327 752">0 ... 65535</td> </tr> <tr> <td data-bbox="288 752 588 808"><b>unsignedInt</b></td> <td data-bbox="588 752 956 808">32-bit data</td> <td data-bbox="956 752 1327 808">0 ... 4.2e9</td> </tr> <tr> <td data-bbox="288 808 588 864"><b>uint64</b></td> <td data-bbox="588 808 956 864">64-bit data</td> <td data-bbox="956 808 1327 864">0 ... 1.8e19</td> </tr> <tr> <td data-bbox="288 864 588 963"><b>string</b></td> <td colspan="2" data-bbox="588 864 1327 963">Array of elements containing character code defined by selected encoding</td> </tr> </tbody> </table>	Data Type	Memory Space	Limits	<b>short</b>	16-bit data	-32768 ... 32767	<b>int</b>	32-bit data	-2.1e9 ... 2.1e9	<b>unsignedByte</b>	8-bit data	0 ... 255	<b>unsignedShort</b>	16-bit data	0 ... 65535	<b>unsignedInt</b>	32-bit data	0 ... 4.2e9	<b>uint64</b>	64-bit data	0 ... 1.8e19	<b>string</b>	Array of elements containing character code defined by selected encoding	
Data Type	Memory Space	Limits																							
<b>short</b>	16-bit data	-32768 ... 32767																							
<b>int</b>	32-bit data	-2.1e9 ... 2.1e9																							
<b>unsignedByte</b>	8-bit data	0 ... 255																							
<b>unsignedShort</b>	16-bit data	0 ... 65535																							
<b>unsignedInt</b>	32-bit data	0 ... 4.2e9																							
<b>uint64</b>	64-bit data	0 ... 1.8e19																							
<b>string</b>	Array of elements containing character code defined by selected encoding																								

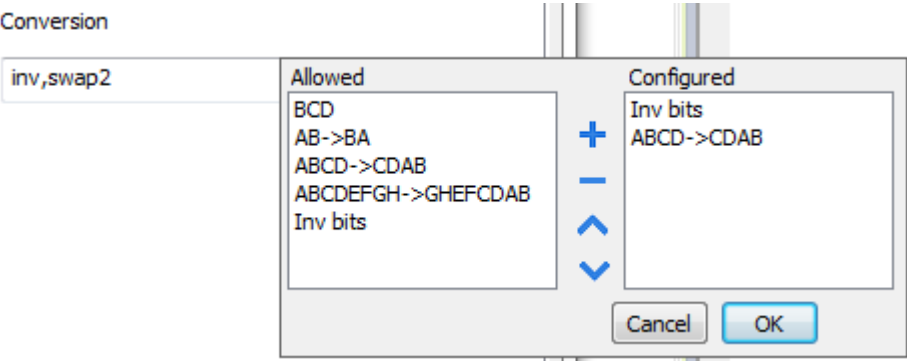


Element	Description
<b>Arraysizesize</b>	<p>In case of string Tag, this property represents the maximum number of bytes available in the string Tag.</p> <p>Note: number of bytes corresponds to number of string chars if Encoding property is set to UTF-8 or Latin1 in Tag Editor.</p> <p>If Encoding property is set to UCS-2BE, UCS-2LE, UTF-16BE or UTF-16LE one char requires 2 bytes.</p>

**Conversion**

Conversion to be applied to the Tag.

Conversion



Depending on data type selected, the **Allowed** list shows one or more conversions, listed below.


Value	Description
<b>Inv bits</b>	<p>Invert all the bits of the tag.</p> <p><i>Example:</i>                      1001 → 0110 (in binary format)                      9 → 6 (in decimal format)</p>
<b>Negate</b>	<p>Set the opposite of the tag value.</p> <p><i>Example:</i>                      25.36 → -25.36</p>
<b>AB -&gt; BA</b>	<p>Swap nibbles of a byte.</p> <p><i>Example:</i>                      15D4 → 514D (in hexadecimal format)                      5588 → 20813 (in decimal format)</p>
<b>ABCD -&gt; CDAB</b>	<p>Swap bytes of a word.</p> <p><i>Example:</i>                      9ACC → CC9A (in hexadecimal format)                      39628 → 52378 (in decimal format)</p>
<b>ABCDEFGH</b>	<p>Swap bytes of a double word.</p>


Element	Description	
	<b>Value</b>	<b>Description</b>
	-> <b>GHEFCDAB</b>	<i>Example:</i> 32FCFF54 → 54FFFC32 (in hexadecimal format) 855441236 → 1426062386 (in decimal format)
	<b>ABC...NOP</b> -> <b>OPM...DAB</b>	Swap bytes of a long word.  <i>Example:</i> 142.366 → -893553517.588905 (in decimal format) 0 10000000110 000111001011101101100100010110100001110010101100000 1 → 1 10000011100 101010100001010001011011011001011011000010011110 1 (in binary format)
	<b>BCD</b>	Separate the byte in two nibbles, and reads them as decimal (from 0 to 9)  <i>Example:</i> 23 → 17 (in decimal format) 0001 0111 = 23 0001 = 1 (first nibble) 0111 = 7 (second nibble)
	<p>Select the conversion and click on plus button. The selected item will be added on <b>Configured</b> list.</p> <p>If more conversions are configured, they will be applied in order (from top to bottom of <b>Configured</b> list).</p> <p>Use the arrow buttons to order the configured conversions.</p>	

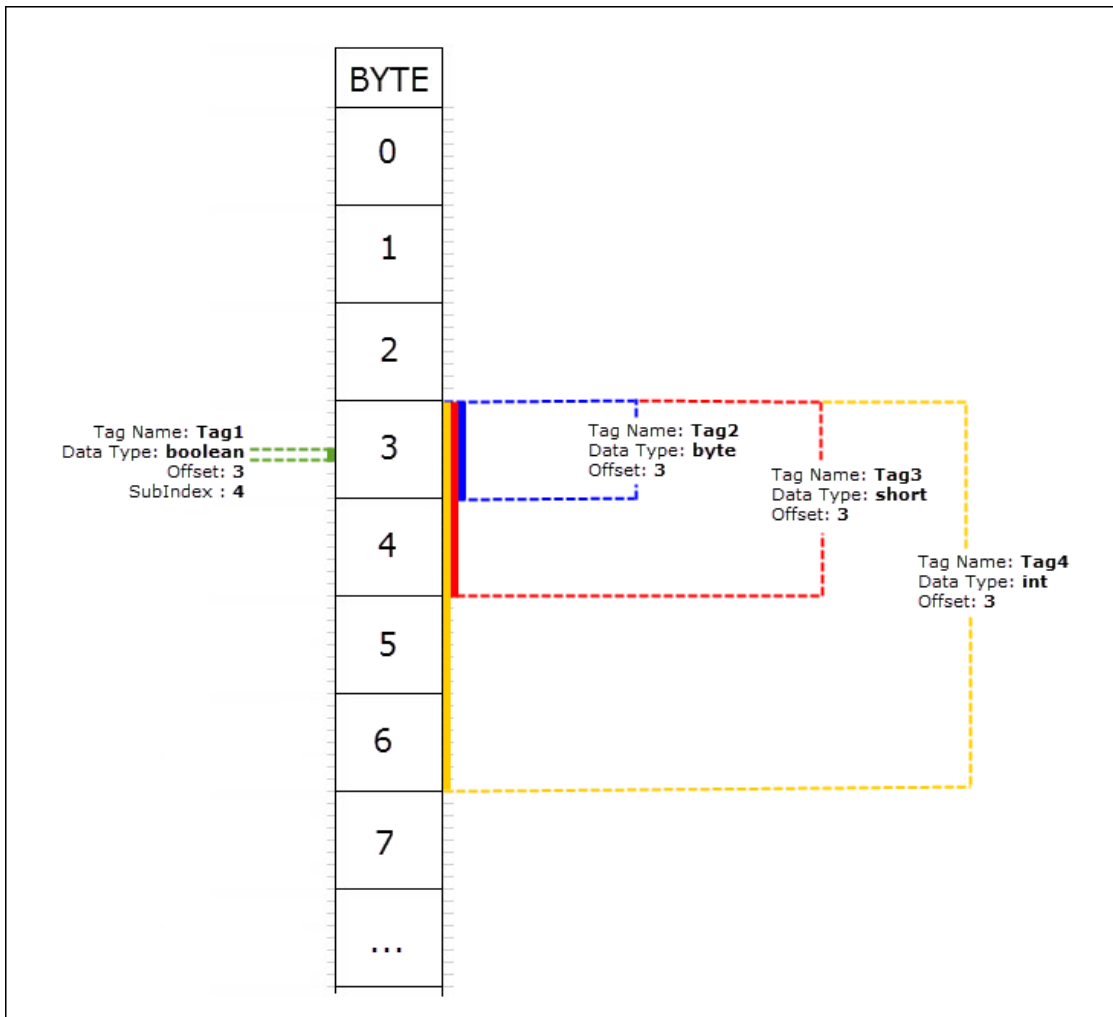
## Retentive Memory variables

System Variables - Retentive Memory protocol allows to create Tags that point to a memory area whose content is maintained when HMI is powered off.

The physical support for retentive memory is based on FRAM technology.

 **Important: Not all HMI devices include FRAM memory. If FRAM memory is not available, persistency is supported using user memory storage (Flash or hard disk drive). Flash technology has a limitation in the maximum number of write operations. The use of Flash as storage media for retentive memory with frequent write operations may damage the memory components. Check HMI device data for availability of FRAM memory.**

 **Important: Retentive memory is 16 KB flat memory area organized in bytes and accessible through an offset. Refer to schema below.**

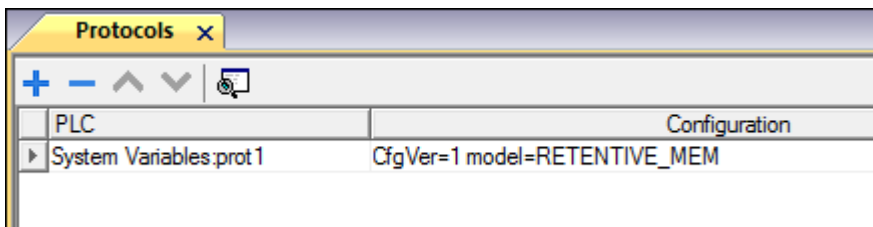


### Retentive memory vs. recipes storage

Recipe data is saved in flash memory (except for PB610 PC Runtime) while retentive data is saved in a FRAM. Flash memory is not suitable for a high number of write operations, while FRAM supports a virtually unlimited number of write operations and should be preferred when frequent write operations are required.

### Protocol Editor Settings

From PLC Model list of Protocol Editor dialog, select Retentive Memory.




### Tag Editor Settings

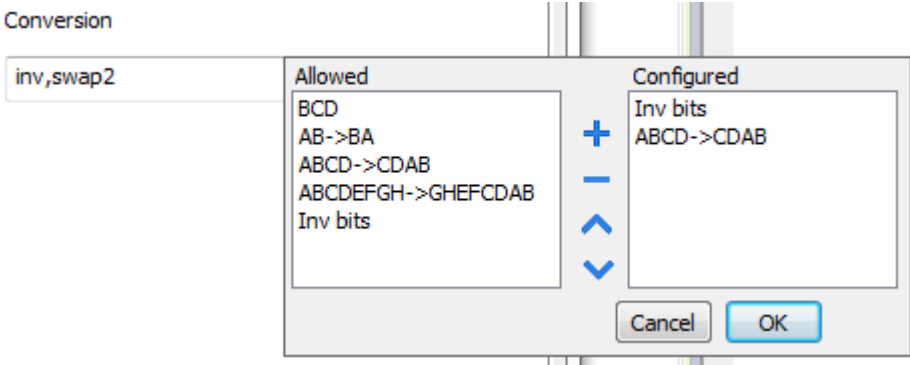
Path: **ProjectView > Config > double-click Tags**

1. To add a tag, click **+**: a new line is added.
2. Select **System Variables** from the **Driver** list: tag definition dialog is displayed.

Element	Description																																				
<b>Memory Type</b>	Fixed to Retentive Memory																																				
<b>Offset</b>	Offset address where tag is located. Range: 0-16383																																				
<b>SubIndex</b>	This parameter allows resource offset selection based on selected Data Type																																				
<b>Data Type</b>	<table border="1"> <thead> <tr> <th>Data Type</th> <th>Memory Space</th> <th>Limits</th> </tr> </thead> <tbody> <tr> <td><b>boolean</b></td> <td>1-bit data</td> <td>0 ... 1</td> </tr> <tr> <td><b>byte</b></td> <td>8-bit data</td> <td>-128 ... 127</td> </tr> <tr> <td><b>short</b></td> <td>16-bit data</td> <td>-32768 ... 32767</td> </tr> <tr> <td><b>int</b></td> <td>32-bit data</td> <td>-2.1e9 ... 2.1e9</td> </tr> <tr> <td><b>int64</b></td> <td>64-bit data</td> <td>-9.2e18 ... 9.2e18</td> </tr> <tr> <td><b>unsignedByte</b></td> <td>8-bit data</td> <td>0 ... 255</td> </tr> <tr> <td><b>unsignedShort</b></td> <td>16-bit data</td> <td>0 ... 65535</td> </tr> <tr> <td><b>unsignedInt</b></td> <td>32-bit data</td> <td>0 ... 4.2e9</td> </tr> <tr> <td><b>uint64</b></td> <td>64-bit data</td> <td>0 ... 1.8e19</td> </tr> <tr> <td><b>float</b></td> <td>IEEE single-precision 32-bit floating point type</td> <td>1.17e-38 ... 3.4e38</td> </tr> <tr> <td><b>double</b></td> <td>IEEE double-precision 64-bit floating point type</td> <td>2.2e-308 ... 1.79e308</td> </tr> </tbody> </table>	Data Type	Memory Space	Limits	<b>boolean</b>	1-bit data	0 ... 1	<b>byte</b>	8-bit data	-128 ... 127	<b>short</b>	16-bit data	-32768 ... 32767	<b>int</b>	32-bit data	-2.1e9 ... 2.1e9	<b>int64</b>	64-bit data	-9.2e18 ... 9.2e18	<b>unsignedByte</b>	8-bit data	0 ... 255	<b>unsignedShort</b>	16-bit data	0 ... 65535	<b>unsignedInt</b>	32-bit data	0 ... 4.2e9	<b>uint64</b>	64-bit data	0 ... 1.8e19	<b>float</b>	IEEE single-precision 32-bit floating point type	1.17e-38 ... 3.4e38	<b>double</b>	IEEE double-precision 64-bit floating point type	2.2e-308 ... 1.79e308
Data Type	Memory Space	Limits																																			
<b>boolean</b>	1-bit data	0 ... 1																																			
<b>byte</b>	8-bit data	-128 ... 127																																			
<b>short</b>	16-bit data	-32768 ... 32767																																			
<b>int</b>	32-bit data	-2.1e9 ... 2.1e9																																			
<b>int64</b>	64-bit data	-9.2e18 ... 9.2e18																																			
<b>unsignedByte</b>	8-bit data	0 ... 255																																			
<b>unsignedShort</b>	16-bit data	0 ... 65535																																			
<b>unsignedInt</b>	32-bit data	0 ... 4.2e9																																			
<b>uint64</b>	64-bit data	0 ... 1.8e19																																			
<b>float</b>	IEEE single-precision 32-bit floating point type	1.17e-38 ... 3.4e38																																			
<b>double</b>	IEEE double-precision 64-bit floating point type	2.2e-308 ... 1.79e308																																			

Element	Description		
	Data Type	Memory Space	Limits
	<b>string</b>	Array of elements containing character code defined by selected encoding	
	<b>binary</b>	Arbitrary binary data	
	 Note: to define arrays, select one of Data Type format followed by square brackets like “byte []”, “short[]”...		

<b>Arraysizes</b>	<ul style="list-style-type: none"> <li>In case of array Tag, this property represents the number of array elements.</li> <li>In case of string Tag, this property represents the maximum number of bytes available in the string Tag.</li> </ul> <p>Note: number of bytes corresponds to number of string chars if Encoding property is set to UTF-8 or Latin1 in Tag Editor. If Encoding property is set to UCS-2BE, UCS-2LE, UTF-16BE or UTF-16LE one char requires 2 bytes.</p>
-------------------	--

<b>Conversion</b>	<p>Conversion to be applied to the Tag.</p>  <p>Depending on data type selected, the <b>Allowed</b> list shows one or more conversions, listed below.</p> <table border="1" style="width: 100%;"> <thead> <tr> <th style="background-color: #cccccc;">Value</th> <th style="background-color: #cccccc;">Description</th> </tr> </thead> <tbody> <tr> <td><b>Inv bits</b></td> <td>Invert all the bits of the tag. <i>Example:</i> 1001 → 0110 (in binary format) 9 → 6 (in decimal format)</td> </tr> <tr> <td><b>Negate</b></td> <td>Set the opposite of the tag value. <i>Example:</i> 25.36 → -25.36</td> </tr> <tr> <td><b>AB -&gt; BA</b></td> <td>Swap nibbles of a byte.</td> </tr> </tbody> </table>	Value	Description	<b>Inv bits</b>	Invert all the bits of the tag. <i>Example:</i> 1001 → 0110 (in binary format) 9 → 6 (in decimal format)	<b>Negate</b>	Set the opposite of the tag value. <i>Example:</i> 25.36 → -25.36	<b>AB -&gt; BA</b>	Swap nibbles of a byte.
Value	Description								
<b>Inv bits</b>	Invert all the bits of the tag. <i>Example:</i> 1001 → 0110 (in binary format) 9 → 6 (in decimal format)								
<b>Negate</b>	Set the opposite of the tag value. <i>Example:</i> 25.36 → -25.36								
<b>AB -&gt; BA</b>	Swap nibbles of a byte.								

Element	Description	
	<b>Value</b>	<b>Description</b>
		<i>Example:</i> 15D4 → 514D (in hexadecimal format) 5588 → 20813 (in decimal format)
	<b>ABCD → CDAB</b>	Swap bytes of a word.  <i>Example:</i> 9ACC → CC9A (in hexadecimal format) 39628 → 52378 (in decimal format)
	<b>ABCDEFGH → GHEFCBAB</b>	Swap bytes of a double word.  <i>Example:</i> 32FCFF54 → 54FFFC32 (in hexadecimal format) 855441236 → 1426062386 (in decimal format)
	<b>ABC...NOP → OPM...DAB</b>	Swap bytes of a long word.  <i>Example:</i> 142.366 → -893553517.588905 (in decimal format) 0 1000000110 000111001011101101100100010110100001110010101100001 → 1 1000011100 1010101000010100010110110110010110110000100111101 (in binary format)
	<b>BCD</b>	Separate the byte in two nibbles, and reads them as decimal (from 0 to 9)  <i>Example:</i> 23 → 17 (in decimal format) 0001 0111 = 23 0001 = 1 (first nibble) 0111 = 7 (second nibble)
	Select the conversion and click on plus button. The selected item will be added on <b>Configured</b> list.  If more conversions are configured, they will be applied in order (from top to bottom of <b>Configured</b> list).  Use the arrow buttons to order the configured conversions.	

## Cleaning Retentive Memory

Use the **ClearRetentiveMemory** action to clear the content of the retentive memory.



Tip: Use this action to set the memory content to a known status at any time.

See *Actions > Tag Actions* section of main manual for more details.

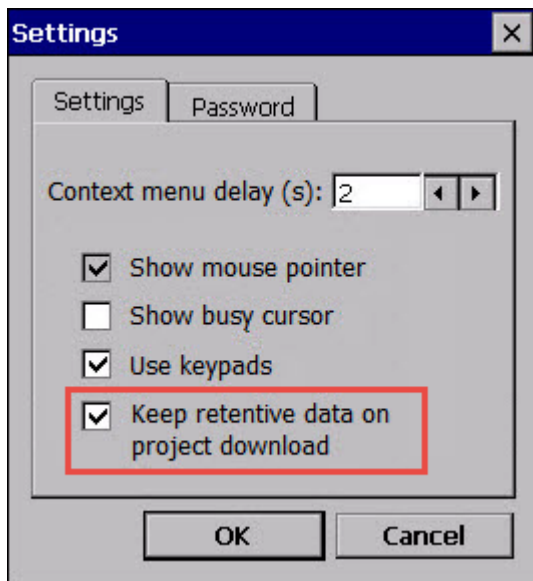


JavaScript interface for this action is:  
`project.clearRetentiveMemory();`

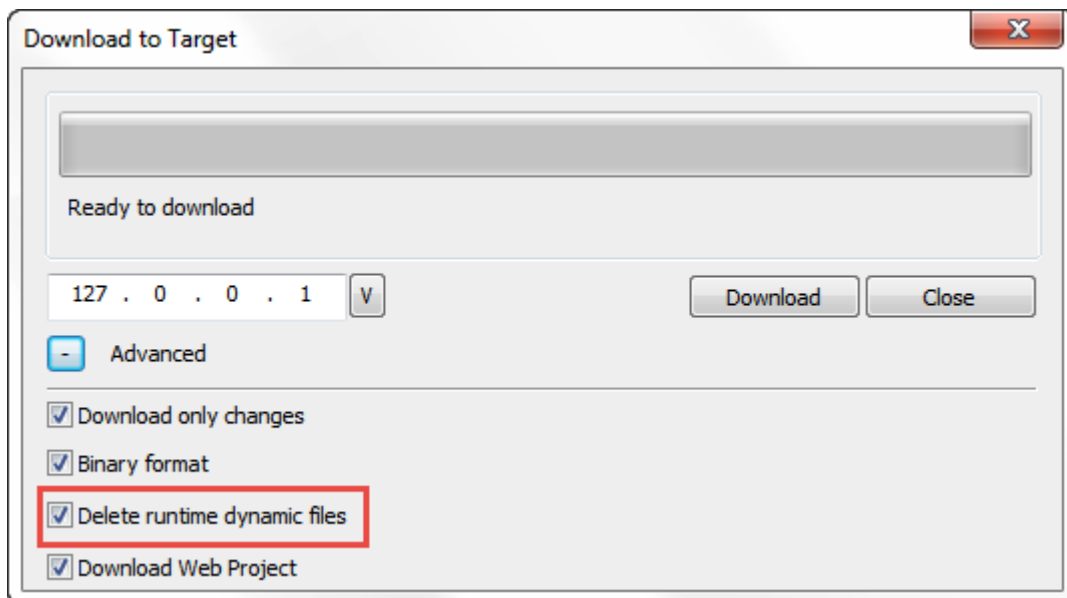
## Preserving Retentive Memory at project download

When a project file is downloaded to an HMI, or when the active project is modified, the content of retentive memory is usually deleted.

If is needed to preserve the content of retentive data at project download or update, select the **Keep retentive data on project download** option in the settings tabs of the HMI device.

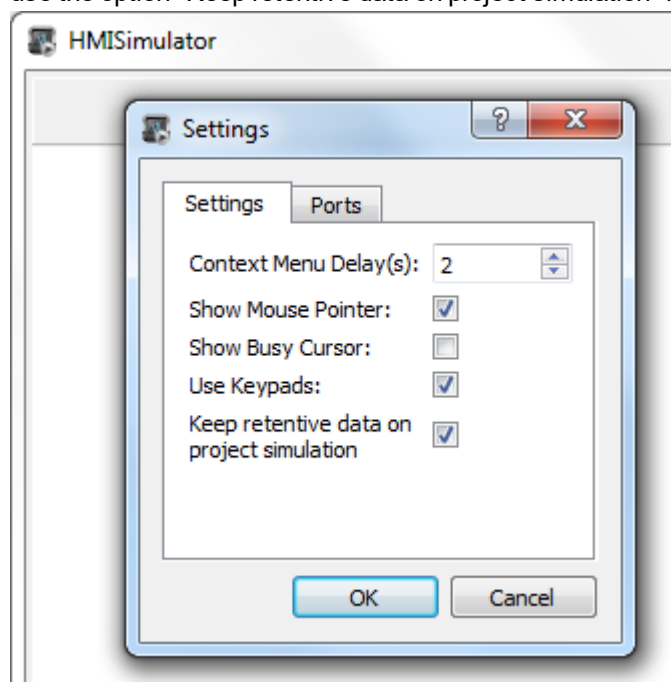


This setting will be ignored if **Delete runtime dynamic files** option is selected from *Download to Target* window.



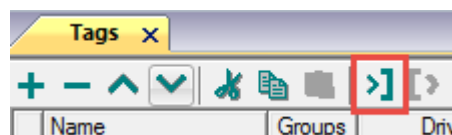
## Preserving Retentive Memory in Simulator

Simulator of PB610 Panel Builder 600 supports the retentive memory. To enable retentive memory during project simulation use the option "Keep retentive data on project simulation" in context menu.

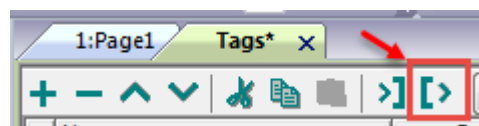


## Tag Import

Select the driver in Tag Editor and click on the **Import Tags** button to start the importer.



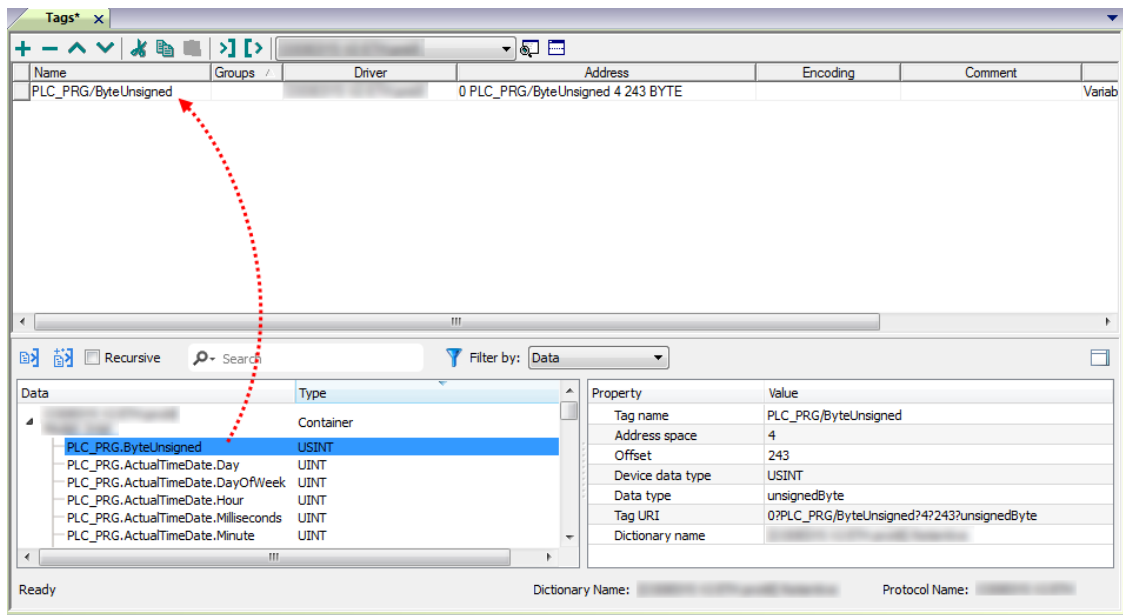
The system will require a generic XML file exported from Tag Editor by appropriate button.





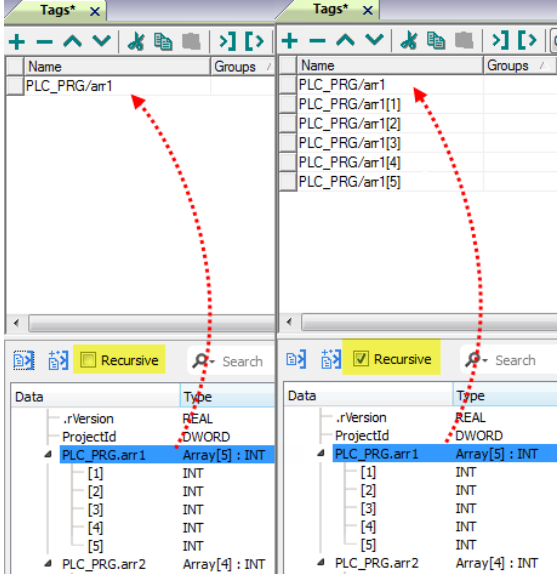
Once the importer has been selected, locate the symbol file and click **Open**.

Tags included in the symbol file are listed in the tag dictionary. The tag dictionary is displayed at the bottom of the screen.





Toolbar item	Description
	<p><b>Import Tag(s).</b></p> <p>Select tags to be imported and click on this icon to add tags from tag dictionary to the project</p>
	<p><b>Update Tag(s).</b></p> <p>Click on this icon to update the tags in the project, due a new dictionary import.</p>

Toolbar item	Description
<div data-bbox="92 309 236 353" style="border: 1px solid #ccc; padding: 2px; display: inline-block;"> <input type="checkbox"/> Recursive                 </div>	<p>Check this box to import all sub-elements of a tag.</p> <p>Example of both checked and unchecked result:</p> 
<div data-bbox="92 1019 598 1075" style="border: 1px solid #ccc; padding: 2px; display: inline-block;"> <input type="text" value="Search"/> <span style="margin-left: 10px;">Filter by: <span style="border: 1px solid #ccc; padding: 2px;">Tag name</span></span> </div>	<p>Searches tags in the dictionary basing on filter combo-box item selected.</p>

# 11 Actions

---

Actions are functions used to interact with the system and are normally executed when events are triggered.

Events can be triggered by various widgets, for example on press and on release of a button. Not all actions are available for all the events of an object.

Actions are linked to widgets in the **Event** section of the Property pane (Page Editor).

---

<b>Alarm actions</b> .....	<b>120</b>
<b>Database actions</b> .....	<b>120</b>
<b>Event actions</b> .....	<b>123</b>
<b>MultiLanguage actions</b> .....	<b>124</b>
<b>Keyboard actions</b> .....	<b>124</b>
<b>Media Player actions</b> .....	<b>126</b>
<b>FTP actions</b> .....	<b>126</b>
<b>Page actions</b> .....	<b>129</b>
<b>Print actions</b> .....	<b>133</b>
<b>Recipe actions</b> .....	<b>135</b>
<b>Remote Client actions</b> .....	<b>139</b>
<b>System actions</b> .....	<b>140</b>
<b>Tag actions</b> .....	<b>147</b>
<b>Trend actions</b> .....	<b>148</b>
<b>User management actions</b> .....	<b>152</b>
<b>Widget actions</b> .....	<b>154</b>

## Alarm actions

Used to acknowledge or reset alarms.

### SelectAllAlarms

Selects all alarms in the alarm widget.

### AckAlarm

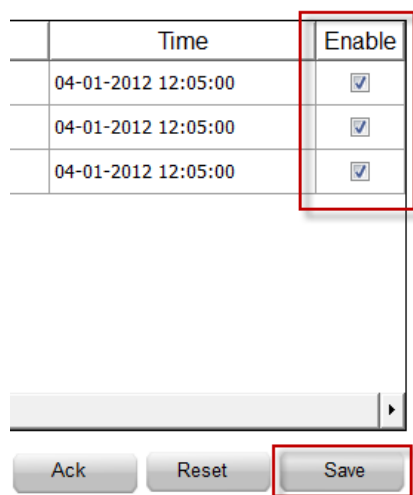
Acknowledges selected alarms.

### ResetAlarm

Resets selected acknowledged alarms.

### EnableAlarms

Saves changes made in the **Enable** column in the alarm widget. This action is used with the **Save** button in the alarm widget.



## Database actions

### DBInit



**Important:** This action is used only once on an empty database. It is not an initialization command to be called any time the HMI device starts.

Creates the set of tables required by the project. You do not need to use this action if the database already contains the necessary tables.

Action Properties

<b>DBInit</b>	
Link Name	myRemoteDB
Custom SQL query	
<b>Link Name</b>	
Database link name	

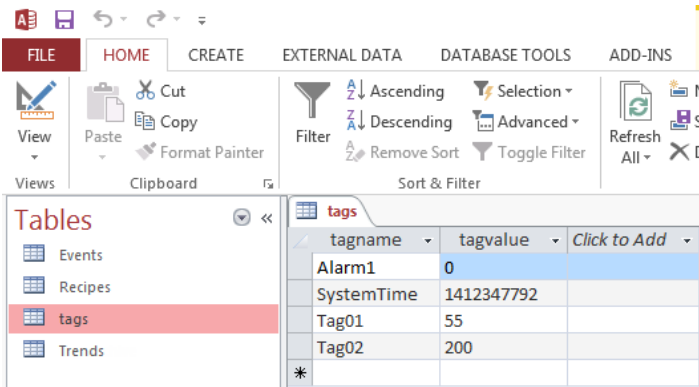
Use **Custom SQL query** parameter to define the pages to be created. Leave empty to generate default table names



Tip: Add this command inside a Setup page of your project, used by authorized personal only when installing the application for the first time.

### JavaScript Interface

```
project.dbInit(dbLinkName, sqlCustomQuery);
```



### DBWriteTags, DBReadTags

Transfer the values of the selected tags to/from the remote database.

Action Properties

<b>DBWriteTags</b>	
Link Name	myRemoteDB
Custom SQL query	
Tag names	Tag01;Tag02
<b>Link Name</b>	
Database link name	

Action Properties

<b>DBReadTags</b>	
Link Name	myRemoteDB
Custom SQL query	
Tag names	Tag01;Tag02
<b>Link Name</b>	
Database link name	

### JavaScript Interface

```
project.dbWriteTags(dbLinkName, sqlCustomQuery, Tags);
```

```
project.dbReadTags(dbLinkName, sqlCustomQuery, Tags);
```

## DBWriteGroups, DBReadGroups

Transfer groups of tags between the HMI device and the database.

Action Properties		Action Properties	
<b>DBWriteGroups</b>		<b>DBReadGroups</b>	
Link Name	myRemoteDB	Link Name	myRemoteDB
Custom SQL query		Custom SQL query	
Group names	Group1	Group names	Group1
<b>Link Name</b> Database link name		<b>Link Name</b> Database link name	

### JavaScript Interface

```
project.dbWriteGroups(dbLinkName, sqlCustomQuery, Groups);
```

```
project.dbReadGroups(dbLinkName, sqlCustomQuery, Groups);
```

## DBWriteTrend

Inserts the values of the last data sampled in the selected range of time inside the Trends table of the remote database.

Action Properties	
<b>DBWriteTrends</b>	
Link Name	myRemoteDB
Custom SQL query	
Trend names	Trend1
Duration	10 min
<b>Link Name</b> Database link name	

### JavaScript Interface

```
project.dbWriteTrends(dbLinkName, sqlCustomQuery, trendName, durationIndex)
```

## DBWriteEvents

Inserts the values of the last events in the selected range of time inside the Events table of the remote database.

Action Properties		Action Properties	
<b>DBWriteEvents</b>		<b>DBWriteEvents</b>	
Link Name	myRemoteDB	Link Name	myRemoteDB
Custom SQL query		Custom SQL query	
Buffer	AlarmBuffer1	Buffer	AuditTrail
Duration	1 hour	Duration	1 hour
<b>Buffer</b> Select Event buffer		<b>Buffer</b> Select Event buffer	

## JavaScript Interface

```
project.dbWriteEvents (dbLinkName, sqlCustomQuery, archiveName, durationIndex)
```

## DBWriteRecipes, DBReadRecipes

Transfer the recipe data to/from the remote database.

Action Properties	
<b>DBWriteRecipes</b>	
Link Name	myRemoteDB
Custom SQL query	
Recipe names	Recipe1 +
<b>Recipe names</b> Recipe names seperated by semicolon(;)	

Action Properties	
<b>DBReadRecipes</b>	
Link Name	myRemoteDB
Custom SQL query	
Recipe names	Recipe1 +
<b>Recipe names</b> Recipe names seperated by semicolon(;)	

## JavaScript Interface

```
project.dbWriteRecipes(dbLinkName, sqlCustomQuery, recipeNames)
```

```
project.dbReadRecipes(dbLinkName, sqlCustomQuery, recipeNames)
```

## DBResetErrors

Reset all the three status variables of the selected database link. ["Database variables" on page 84.](#)

Action Properties	
<b>DBResetErrors</b>	
Link Name	myRemoteDB
<b>Link Name</b> Database link name	

## JavaScript Interface

```
project.dbResetErrors(dbLinkName)
```

## Event actions

Used by Alarm History widget to scroll events/alarms backward/forward in table view (event buffer widget).

### ScrollEventsBackward

Scrolls events/alarms backward in table view (event buffer widget).

### ScrollEventsForward

Scrolls events/alarms forward in table view (event buffer widget).

## MultiLanguage actions

Selects the application language.

### SetLanguage

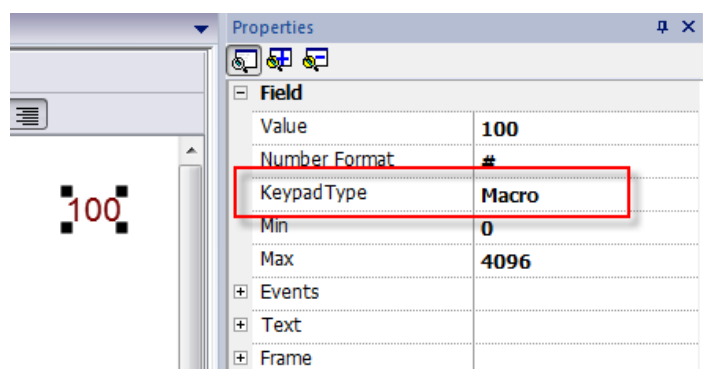
Sets the language used. The selected language will be applied at run time to all applicable widgets.

## Keyboard actions

Changes the use of keypads.

### SendKey

Sends one character to a numeric widget. The **KeypadType** property of the numeric widget must be set as **Macro**.



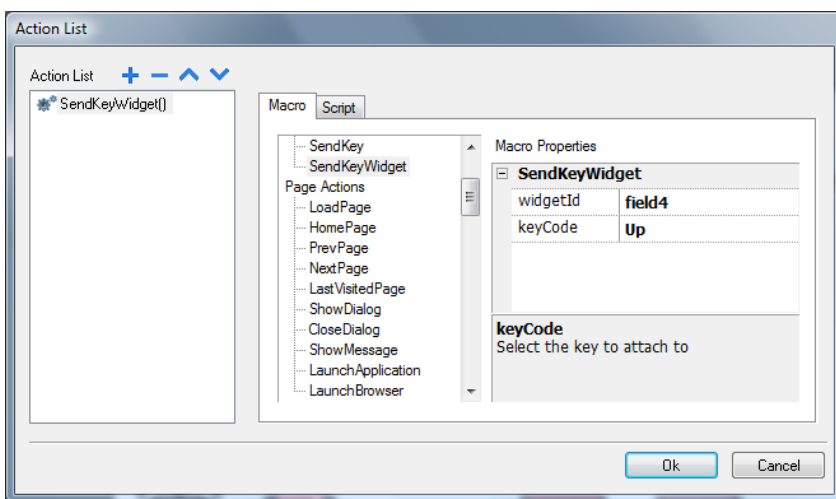
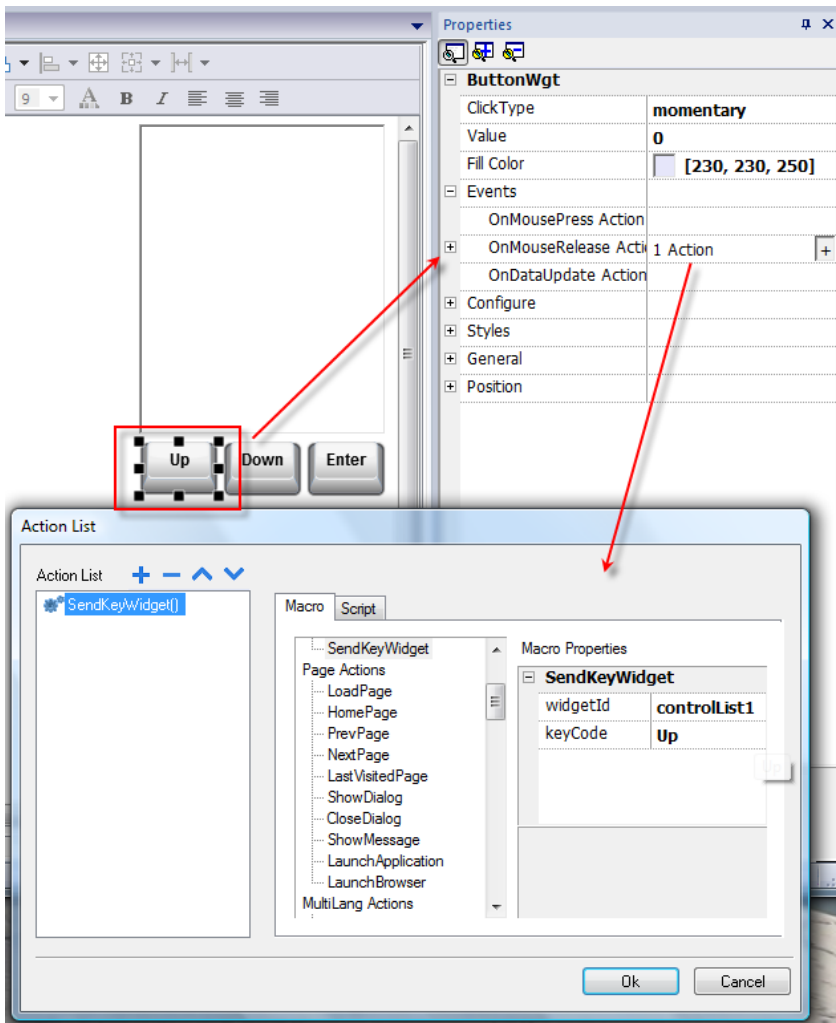
### SendKeyWidget

Sends one character to a specific widget.

#### Example

The **Up** and **Down** buttons use the **SendKeyWidget** action in association with the **Control List Widget**.





## ShowKeyPad

Shows the default operating system touch keypad.

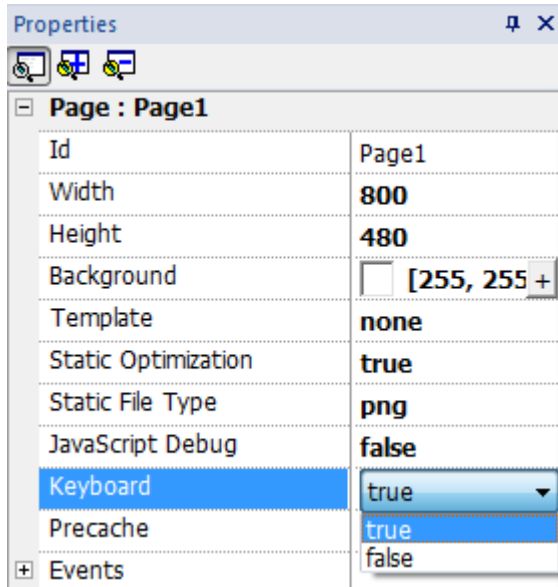


Note: might not be supported by all operating systems.

## Keyboard

Enables/disables the use of actions when using external keyboards. Action execution can be enabled/disabled both at project and at page level.

The effect is equivalent to the use of the property Keyboard for project and page.



## Media Player actions

Interact with the Media Player widget at run time.

Action	Description
<b>PlayMedia</b>	Starts playing the video.
<b>StopMedia</b>	Stops the video.
<b>ReloadMedia</b>	Restarts video from the beginning.
<b>PauseMedia</b>	Pauses the video.
<b>BrowseMedia</b>	Selects the video to play.



Not available on Linux platforms (see "[HMI devices capabilities](#)" on page 441 for panels details)

## FTP actions

Used to upload and download files to and from a remote FTP server.

### ftpGET

Download files from a remote FTP server

Parameter	Description
<b>FtpConfig</b>	Configuring the FTP parameters
<b>FtpRemoteFileName</b>	File name on the remote FTP server to download (source)
<b>FtpLocalFileName</b>	File name on local HMI device (destination)

## ftpPUT

Upload files to a remote FTP server

Parameter	Description
<b>FtpConfig</b>	Configuring the FTP parameters
<b>FtpLocalFileName</b>	File name on local HMI device (source)
<b>FtpRemoteFileName</b>	File name on the remote FTP server to download (Destination)



Filenames can contain wildcards.

When transferred, system variables are updated with the status of ongoing operations (see ["FTP client variables" on page 88](#) for details).

## FTP Server Configuration

To configure the FTP parameter, enter the following information for the **FtpConfig** setting:

Parameter	Description
<b>FTP Address</b>	FTP server IP Address
<b>Server Port</b>	Port for FTP connection (default = 21).
<b>Authentication</b>	Select the FTP authentication to use: <ul style="list-style-type: none"> <li>• Normal (Username and password required)</li> <li>• Anonymous</li> </ul>
<b>User Name</b>	Username of the remote FTP account
<b>Password</b>	Password of the remote FTP account

Click + to add more FTP servers configuration.



Tip: Use tags if you want change the server parameters dynamically from the HMI Runtime.

## FTP JavaScript Interface

### ftpConfig

```
ftpCONFIG (IPAddress, Port, Authentication, UserName, Password)
```

Set the FTP parameters to use on next FTP calls

Parameter	Description
<b>IPAddress</b>	FTP server IP Address.
<b>Port</b>	Port for FTP connection (default = 21).
<b>Authentication</b>	Select the FTP authentication to use: <ul style="list-style-type: none"> <li>• Normal (Username and password required)</li> <li>• Anonymous</li> </ul>
<b>UserName</b>	Username of the remote FTP account
<b>Password</b>	Password of the remote FTP account

### ftpGET

```
ftpGET (remoteFileName, localFileName, [callback])
```

Download files from a remote FTP server

Parameter	Description
<b>remoteFileName</b>	File name on the remote FTP server to download (source)
<b>localFileName</b>	File name on local HMI device (destination)
<b>callback</b>	Function that will be call at the end of the FTP transfer

### ftpPUT

```
ftpPUT (remoteFileName, localFileName, [callback])
```

Upload files to a remote FTP server

Parameter	Description
<b>remoteFileName</b>	File name on the remote FTP server to download (source)
<b>localFileName</b>	File name on local HMI device (destination)
<b>callback</b>	Function that will be call at the end of the FTP transfer

Example:

```
project.ftpCONFIG("192.168.0.200", "21", "true", "admin", "admin");
```

```
project.ftpGET( "data.txt",
               "\\USBMemory\\data.txt",
               function(ftpStatus) {fnFtpGetFinished(ftpStatus);} );

function fnFtpGetFinished(ftpStatus) {
    alert(ftpStatus);
}
```

## Page actions

Page navigation. Page actions can be used with the following events:

- OnMouseClicked,
- OnMouseRelease,
- OnMouseHold
- OnActivate
- OnDeactivate
- Alarms
- Schedulers.

### LoadPage

Go to the selected page of the project.

### HomePage

Go to the home page.

You can set the home page in the **Behavior** section of the **Project Widget**, see ["Behavior" on page 62](#)

### PrevPage

Go to the previous page.

### NextPage

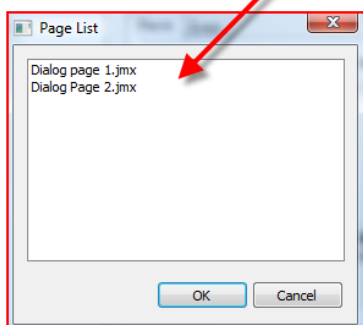
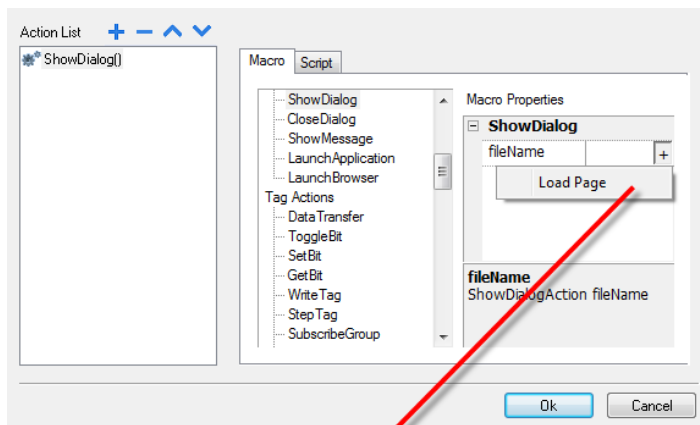
Go to the next page.

### LastVisitedPage

Go to the previously displayed page

### ShowDialog

Opens a dialog page defined in the project.

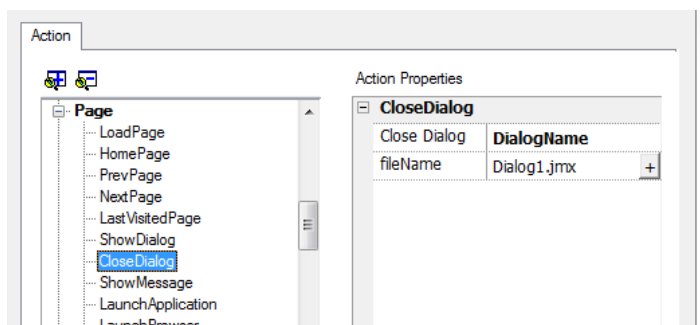


## CloseDialog

Close dialog pages.



Note: This action is applicable only to dialog pages.



### CloseDialog options

Option	Description
All	Closes all open dialogs
Selected	Closes only active dialog
DialogName	Closes dialog specified as <b>fileName</b> property

### JavaScript Interface

`project.closeDialog(DialogID);`

Where *DialogID*:

<b>All</b>	Closes all open dialogs
<b>Selected</b>	Closes only active dialog
<b>DialogName.jmx</b>	Closes dialog specified as <b>fileName</b> parameter

## Examples

Example	Behavior
<code>project.closeDialog("All");</code>	All open dialogs are closed
<code>project.closeDialog("Selected");</code>	The selected dialog is closed
<code>project.closeDialog("Dialog1.jmx");</code>	All instances of Dialog1 are closed

The function `project.closeDialog()`; without parameter works as `project.closeDialog("Selected");`.

## ShowMessage

Displays a popup message. Enter the text of the message to be displayed.

## LaunchApplication

Launches an external application.

Parameter	Description
<b>App Name</b>	Executable name with extension (for example, "notepad.exe" to run Notepad)
<b>Path</b>	Application path.
<b>Arguments</b>	Application specific arguments (for example, <code>\\flash\qthmi\Manual.pdf</code> to open the document "Manual.pdf")
<b>Single Instance</b>	Argument to start the application in a single instance or multiple instances.  When single instance is selected, the system first verifies whether the application is already running; if so, then the application is brought to the foreground, if not, then the application is launched.
<b>FlushRuntimeCache</b>	Flush all runtimes cache to free as more ram as possible before running the application.




Note: Arguments with spaces must be quoted (for example, "\\Storage Card\Manual.pdf")

Example:

LaunchApplication	
Application Name	\Windows\cmd.exe
Executable path	
arguments	/c "\Flash\New Folder\test.bat" Par1 Par2
Single Instance	true


## LaunchBrowser

Opens the default web browser. You can define URL address as argument.

 Note: Only works on platforms having a native web browser (for example, on Windows CE PRO with Internet Explorer enabled).

## LaunchVNC


Starts VNC server and opens the configuration.

 Macro available only for HMI devices based on Windows CE platform. On HMI devices based on Linux platform the VNC service can be enabled from the "Service" tab of the "Linux Devices" on page 397BSP v1.0.44 or higher required.

See "Software plug-in modules" on page 61 to include it on Windows CE devices.

## LaunchPDFViewer

Starts PDF Viewer.

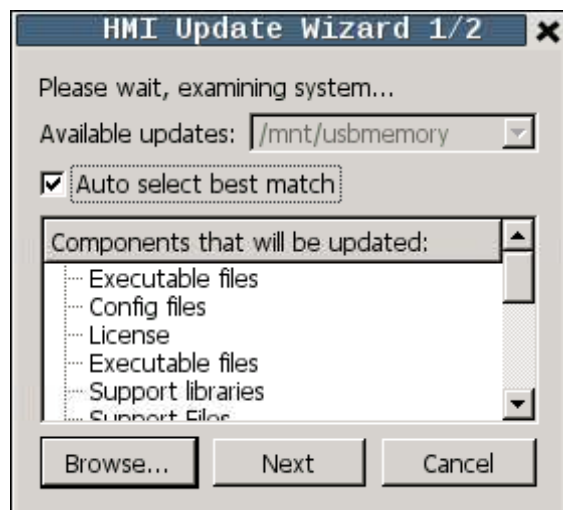
 Note: only works on devices that include PDF Viewer. See "Software plug-in modules" on page 61 to include it on Windows CE devices. On Linux devices is included from BSP v1.00.44.

## LaunchUpdater

Updates project and runtime from an external device.

Use **Path** parameter to specify the folder that will contain the update package file. Leave the path parameter empty if you prefer select the file manually on the HMI device when the macro is invoked.

When the LaunchUpdater macro is executed, the below dialog is showed on HMI device







Note: Not supported in devices based on Win32.

## JavaScript Interface

*project.launchUpdater(strPath)*

## Examples

```
project.launchUpdater("\\USBMemory")
```



Macro available only for HMI devices based on Windows CE platform.

On HMI devices based on the Linux platform the Service Cloud can be enabled from the "Service" tab of the "Linux Devices" on page 397.

## LockScreen

Temporarily locks the touch screen. Allows cleaning the touch screen.

The system variable **Time remaining to unlock** displays the time remaining to unlock. See "Screen variables" on page 91

## LoadProject

Unload current project and load the selected project inside the HMI device.

The project name has to be specified using relative path, as for the below example:

Action Properties

LoadProject	
projectName	workspace/project2/project2.jpr

## LastVisitedProject

Unload current project and return to previous project

## Print actions

Manages print tasks.

## PrintGraphicReport

Prints a graphic report.

Parameter	Description
reportName	Assigns a name to the report
silent	<b>false</b> = allows to set printer properties at run time

## PrintText

Prints a string.

Parameter	Description
<b>text</b>	String to be printed
<b>silent</b>	<b>false</b> = allows to set printer properties at run time

This action works in line printing mode and uses a standard protocol common to all printers that support it. Text is printed immediately line by line or after a timeout custom for each printer model.



Note: printing could a few minutes for models not designed for line printing.



Not available on Linux platforms (see ["HMI devices capabilities" on page 441](#) for panels details)

## PrintBytes

Prints an hexadecimal string representing data to print (for example, "1b30" to print < ESC 0 >).

Parameter	Description
<b>bytes</b>	Exadecimal string to print
<b>silent</b>	<b>false</b> = allows to set printer properties at run time

This action works in line printing mode and uses a standard protocol common to all printers that support it. Text is printed immediately line by line or after a timeout custom for each printer model.



Note: printing could a few minutes for models not designed for line printing.



Not available on Linux platforms (see ["HMI devices capabilities" on page 441](#) for panels details)

## EmptyPrintQueue

Flushes the current printing queue. If executed while executing a job, the queue is cleared at the end of the job.

## PausePrinting

Puts the current printing queue on hold. If executed while executing a job, the queue is paused at the end of the job.

## ResumePrinting

Restarts a queue previously put on hold.

## AbortPrinting

Stop the execution of the current job and removes it from the queue. If the queue has another job, then, after aborting, the next job starts.

## Recipe actions

Used to program recipe management.

### DownloadRecipe

Copy recipe data from HMI device flash memory to the controller (e.g. PLC, local variable, depending on the protocol).

Parameter	Description
<b>RecipeName</b>	Name of recipe to download
<b>RecipeSet</b>	Number of recipe set to copy. <b>curSet</b> = download currently selected recipe set

### UploadRecipe

Saves recipe data from the controller (e.g. PLC, local variable, depending on the protocol) to the device Flash Memory.

Parameter	Description
<b>RecipeName</b>	Name of recipe to upload
<b>RecipeSet</b>	Number of recipe set to copy. <b>curSet</b> = upload currently selected recipe set

### WriteCurrentRecipeSet

Sets the selected recipe as current recipe set.

Parameter	Description
<b>RecipeName</b>	Name of recipe to set as current recipe
<b>RecipeSet</b>	Recipe set to define as current recipe set

### DownloadCurRecipe

Downloads current set of recipe data to the controller.

No parameter is required.

### UploadCurRecipe

Uploads set of controller data to current recipe set.

No parameter is required



### ResetRecipe

Restores factory settings for recipe data. Original recipe data will overwrite uploaded recipes

Select the recipe that you want to reset to factory data.

## DumpRecipeData



Dumps recipe data to internal or external storage. Data is saved in .csv format.

Parameter	Description
<b>RecipeName</b>	Name of recipe to dump
<b>FilePath</b>	Destination folder <ul style="list-style-type: none"> <li>• Internal = <code>\Flash\QTHMI\workspace\Dump</code></li> <li>• USB drive = <code>\USBMemory</code></li> <li>• SD Card = <code>\Storage Card</code></li> <li>• Public Network = <code>\\&lt;hostname or IP&gt;\sharePath</code></li> <li>• Private Network = <code>\\&lt;username&gt;:&lt;password&gt;@&lt;hostname or IP&gt;\sharePath</code></li> </ul> <p> Note: supported formats for external memory are FAT or FAT32 (NTFS format is not supported).</p> <p> Note: Private networks are supported only from Linux devices with BSP 1.0.25 and above.</p>
<b>FileName</b>	Tag that specifies a filename.
<b>DateTimePrefixFileName</b>	<b>true</b> = the dumped file will have date and time as prefix to its name (for example D2012_01_01_T10_10_recipe1.csv)
<b>TimeSpec</b>	Time format: <ul style="list-style-type: none"> <li>• <b>Local</b> = the time values exported are the time of the HMI device.</li> <li>• <b>Global</b> = the time values exported are in UTC format.</li> </ul>

## RestoreRecipeData

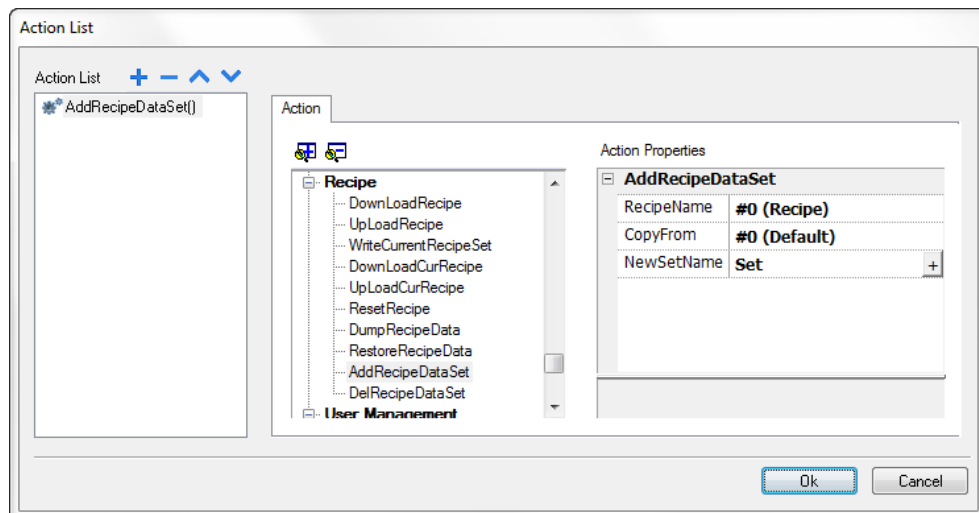
Restores previously saved recipe data.

Parameter	Description
<b>RecipeName</b>	Recipes to restore: <ul style="list-style-type: none"> <li>• AllRecipes Data of all recipes will be replaced with the data read from the external file</li> <li>• CurrentRecipe Only the data of the current selected recipe will be replaced with the data read from the external file</li> </ul>
<b>RecipeDataSet</b>	Available only when RecipeName=CurrentRecipe. Select the data sets to restore: <ul style="list-style-type: none"> <li>• AllRecipeDataSet All data set will be restored</li> </ul>

Parameter	Description
	<ul style="list-style-type: none"> <li>curSet Only the data set of the current selected data set will restore</li> </ul>
<b>Restore Type</b>	<p>Available only when RecipeDataSet=AllRecipeDataSet.</p> <p>This parameter define the behavior when the numbers of data sets inside the file to restore is not matching with the data set number inside the HMI device</p> <ul style="list-style-type: none"> <li>Replace All data sets that are inside the device are removed and replaced with the data sets from the csv file</li> <li>Match Replace only the data set inside the device that have the same data set id</li> <li>MatchAndAdd Replace the data set inside the device that have the same data set id and add the additional data set found inside the csv file (Note: data sets that are inside the device but not inside the csv file are not removed from the device)</li> </ul>
<b>FilePath</b>	<p>Source folder</p> <ul style="list-style-type: none"> <li>Internal = <i>\Flash\QTHMI\workspace\Dump</i></li> <li>USB drive = <i>\USBMemory</i></li> <li>SD Card = <i>\Storage Card</i></li> <li>Public Network = <i>\\&lt;hostname or IP&gt;\sharePath</i></li> <li>Private Network = <i>\\&lt;username&gt;:&lt;password&gt;@&lt;hostname or IP&gt;\sharePath</i></li> </ul> <p> Note: supported formats for external memory are FAT or FAT32 (NTFS format is not supported).</p> <p> Note: Private networks are supported only from Linux devices with BSP 1.0.25 and above.</p>
<b>FileName</b>	Attached tag from which read the file name at run time.
<b>BrowseForFile</b>	<p><b>true</b> = shows the Open dialog to browse the file to read.</p> <p><b>false</b> = no dialog is shown,</p>

## AddRecipeDataSet

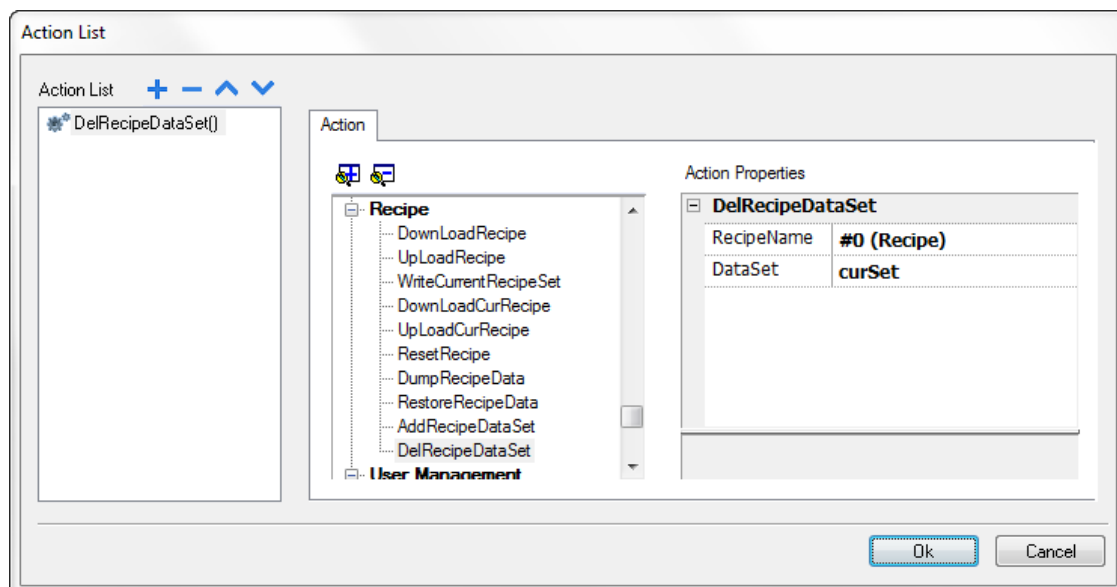
Adds a new dataset to the selected recipe. The new dataset is appended at the end of the already defined datasets.



Parameter	Description
<b>RecipeName</b>	Recipe where the dataset is added.
<b>CopyFrom</b>	Dataset from where parameters values are copied from to initialize the new dataset
<b>NewSetName</b>	Name of new dataset. Here you can use a tag reference.

## DelRecipeDataSet

Deletes a dataset from the selected recipe. Deleting a dataset will rearrange the position number of the datasets that follow.



Parameter	Description
<b>RecipeName</b>	Recipe where the dataset is to be deleted.
<b>DataSet</b>	Dataset to be deleted.

## Remote Client actions

Used to upload and download files to and from a remote HMI device. These actions can only be used from a remote HMI Client to access remote files via FTP.



**Important: Enable FTP support and give all necessary user rights to the folders used to transfer files.**

### UploadToHMI

Opens a file Open dialog to select a file to be uploaded to the remote HMI device.

Parameter	Description
<b>Destination</b>	Destination path on HMI device for file upload
<b>Filter</b>	File extensions of the files to be displayed separated by commas (for example, *.txt)

### DownloadFromHMI

Opens a file Open dialog to select a file to be downloaded from the remote HMI device.



Note: Only files matching the set filter are displayed and can be downloaded.

Parameter	Description
<b>Source</b>	Source path on the HMI device for file download
<b>Filter</b>	File extensions of the files to be displayed separated by commas (for example, *.txt)

### JavaScript Interface

```
boolean project.uploadToHMI (dirPath, strFilter);
```

```
boolean project.downloadFromHMI (dirPath, strFilter);
```

Parameter	Description
<b>dirPath</b>	Source path on the HMI device for file download/upload
<b>strFilter</b>	File extensions of the files to be displayed separated by commas (for example, *.txt)

Return values:

<b>True</b>	Transfer successful
<b>False</b>	Transfer failed



Note: When transferred, system variables are updated with the status of ongoing operations.

## System actions

Used to manage system properties.

### Restart

Restarts the runtime.

### DumpTrend

Stores historical trend data to external drives (USB drive or SD card).

Parameter	Description
<b>TrendName</b>	Name of historical trend to store
<b>FolderPath</b>	<p>Destination folder:</p> <ul style="list-style-type: none"> <li>• Internal = <code>\Flash\QTHMI\workspace\Dump</code></li> <li>• USB drive = <code>\USBMemory</code></li> <li>• SD Card = <code>\Storage Card</code></li> <li>• Public Network = <code>\\&lt;hostname or IP&gt;\sharePath</code></li> <li>• Private Network = <code>\\&lt;username&gt;:&lt;password&gt;@&lt;hostname or IP&gt;\sharePath</code></li> </ul> <p> Note: supported formats for external memory are FAT or FAT32 (NTFS format is not supported).</p> <p> Note: Private networks are supported only from Linux devices with BSP 1.0.25 and above.</p>
<b>FileFormat</b>	<p><b>Binary</b> = the buffer is dumped in binary format (a .dat file and .inf file). Both these files are then required to convert data in .csv format by an external utility.</p> <p><b>Compatibility CSV</b> = the buffer is dumped to the specified location as a .csv file format compatible with versions 1.xx</p> <p><b>Compact CSV</b> = the buffer is dumped to the specified location as a .csv file using a newer format</p> <p>See <a href="#">"Exporting trend buffer data" on page 193</a></p>
<b>DateTimePrefixFileName</b>	<b>true</b> = the dumped file will have date and time as prefix to its name (for example D2012_01_01_T10_10_Trend1.csv)



Parameter	Description
<b>timeSpec</b>	Time format: <ul style="list-style-type: none"> <li>• <b>Local</b> = the time values exported are the time of the HMI device.</li> <li>• <b>Global</b> = the time values exported are in UTC format.</li> </ul>
<b>FileName</b>	Enabled when the DateTimePrefixFileName=true The below wildcards are supported <ul style="list-style-type: none"> <li>• %n = Trend name</li> <li>• %y = Year</li> <li>• %M = Month</li> <li>• %d = Day</li> <li>• %h = Hour</li> <li>• %m = Minutes</li> <li>• %s = Seconds</li> </ul> Example: \%n\%y%M%d\%h%m%s



Note: execution of the DumpTrend action will automatically force a flush to disk of the data temporarily maintained in the RAM memory. See "[History trends](#)" on page 196 for details on how to save sampled data to disk.



Note: external drives connected to USB port must have format FAT or FAT32. NTFS format is not supported.



**WARNING: Be aware there are limits in the max number of files that can create inside a folder. Limits are depending of different factors and are not simple to calculate, you can think as 999 the max number of files that can be use inside a folder.**

### To convert binary dump files to .csv

The TrendBufferReader.exe tool is stored in the *Utils* folder of the PB610 Panel Builder 600 installation folder.

Use the following syntax:

```
TrendBufferReader -r Trend1 Trend1.csv 1
```

where:

Trend1 = name of the trend buffer without extension resulting from the dump (original file name is trend1.dat)

Trend1.csv = name for the output file.

### .csv file structure

The resulting .csv file has five columns

Column	Description
<b>Data Type</b>	Data type of sampled tag: 0 = empty 1 = boolean 2 = byte 3 = short 4 = int 5 = unsignedByte 6 = unsignedShort 7 = unsignedInt 8 = float 9 = double
<b>Value</b>	Value of the sample
<b>Timestamp (UTC)</b>	Timestamp in UTC format
<b>Sampling Time(ms)</b>	Sampling interval time in milliseconds
<b>Quality</b>	Tag value quality. Information coded according the OPC DA standard and stored in a byte data (8 bits) defined in the form of three bit fields; Quality, Sub status and Limit status.  The eight quality bits are arranged as follows: QQSSSSL. For a complete and detailed description of all the single fields, please refer to the OPC DA official documentation.

### Commonly quality values

The most commonly used quality values returned by the HMI acquisition engine are:

Quality Code	Quality	Description
0	BAD	The value is bad but no specific reason is given
4	BAD	Specific server problem with the configuration. For example, the tag has been deleted from the configuration file (tags.xml).
8	BAD	No value may be available at this time, for example the value has not been provided by the data source.
12	BAD	Device failure detected
16	BAD	Timeout before device response.
24	BAD	Communication failure

Quality Code	Quality	Description
28	BAD	No data found for upper or lower bound value Trend interface specific flag.
32	BAD	No data collected (for example, archiving not active. Trend interface specific flag. This value is also used to indicate a temporary offline status (for any condition where sampling was stopped).
64	UNCERTAIN	No specific reason.
65	UNCERTAIN	No specific reason. The value has 'pegged' at some lower limit.
66	UNCERTAIN	No specific reason. The value has 'pegged' at some higher limit.
67	UNCERTAIN	No specific reason. The value is a constant and cannot move.
84	UNCERTAIN	Returned value outside its defined limits defined. In this case the <b>Limits</b> field indicates which limit has been exceeded but the value can move farther out of this range.
85	UNCERTAIN	Returned value outside its defined limits defined. In this case the <b>Limits</b> field indicates which limit has been exceeded but the value can move farther out of this range. The value has 'pegged' at some lower limit.
86	UNCERTAIN	Returned value outside its defined limits defined. In this case the <b>Limits</b> field indicates which limit has been exceeded but the value can move farther out of this range. The value has 'pegged' at some higher limit
87	UNCERTAIN	Returned value outside its defined limits defined. In this case the <b>Limits</b> field indicates which limit has been exceeded but the value can move farther out of this range. The value is a constant and cannot move.
192	GOOD	-




## DeleteTrend



Deletes saved trend data.

Define the name of the trend from which you want to delete logs.

## DumpEventArchive

Stores historical alarm log and audit trail data to external drives, such as USB memory or SD card.

Parameter	Description
<b>EventArchive</b>	Name of buffer to dump data
<b>FolderPath</b>	<p>Destination folder</p> <ul style="list-style-type: none"> <li>• Internal = <code>\Flash\QTHMI\workspace\Dump</code></li> <li>• USB drive = <code>\USBMemory</code></li> <li>• SD Card = <code>\Storage Card</code></li> <li>• Public Network = <code>\\&lt;hostname or IP&gt;\sharePath</code></li> <li>• Private Network = <code>\\&lt;username&gt;:&lt;password&gt;@&lt;hostname or IP&gt;\sharePath</code></li> </ul> <p> Note: supported formats for external memory are FAT or FAT32 (NTFS format is not supported).</p> <p> Note: Private networks are supported only from Linux devices with BSP 1.0.25 and above.</p>
<b>DumpConfigFile</b>	Dump the description files of the archives
<b>DumpAsCSV</b>	<p><b>true</b> = the buffer is dumped to the specified location as a .csv file</p> <p><b>false</b> = the buffer is dumped in binary format (a .dat file and .inf file). Both these files are then required to convert data in .csv format by an external utility.</p>
<b>DateTimePrefix</b>	<b>true</b> = the dumped file will have date and time as prefix to its name (for example D2012_01_01_T10_10_alarmBuffer1.csv)
<b>timeSpec</b>	<p>Time format:</p> <ul style="list-style-type: none"> <li>• <b>Local</b> = the time values exported are the time of the HMI device.</li> <li>• <b>Global</b> = the time values exported are in UTC format.</li> </ul>
<b>csv Colums</b>	<p>Select the columns to dump into the .csv file.</p> <p> Available only when the EventArchive is an alarms buffer</p>
<b>FileName</b>	<p>The below wildcards are supported</p> <ul style="list-style-type: none"> <li>• %n = Event archive name</li> <li>• %y = Year</li> <li>• %M = Month</li> <li>• %d = Day</li> <li>• %h = Hour</li> <li>• %m = Minutes</li> <li>• %s = Seconds</li> </ul>

Parameter	Description
	Example: \%n\%y%M%d\%h%m%s  Available only when the DateTimePrefixFileName=true
<b>Language</b>	Select the language to use. When empty, dump will execute on all languages.  Available only when the EventArchive is an alarms buffer

### Example

When exporting Event buffers in binary format and **DumpConfigFile** is set to true (recommended settings), there are two folders:

- **data**, containing data files,
- **config**, containing configuration files for .csv conversion.

Once the two folders are copied from the USB drive to the computer disk, the folder structure will be:

`\config\`

`alarms.xml`

`eventconfig.xml`

`\data\`

`AlarmBuffer1.dat`

`AlarmBuffer1.inf`

`\`

`AlarmBufferReader.exe`

### To convert dump files to .csv

The AlarmBufferReader.exe tool is stored in the *Utils* folder of the PB610 Panel Builder 600 installation folder.

Use the following syntax:

```
AlarmBufferReader AlarmBuffer1 FILE ./AlarmBuffer1.csv
```

where:

AlarmBuffer1 = name of the dumped .dat without extension

AlarmBuffer1.csv = name for the output file.

The utility AuditTrailBufferReader.exe is available for Audit Trail buffers.



Note: set DumpConfigFile to **true**.

The result of the dump is a folder structure similar to the one generated for Events.

Use the following syntax:

```
AuditTrailBufferReader AuditTrail FILE ./AuditTrail.csv
```

where:

AuditTrail = name of the dumped buffer without extension and

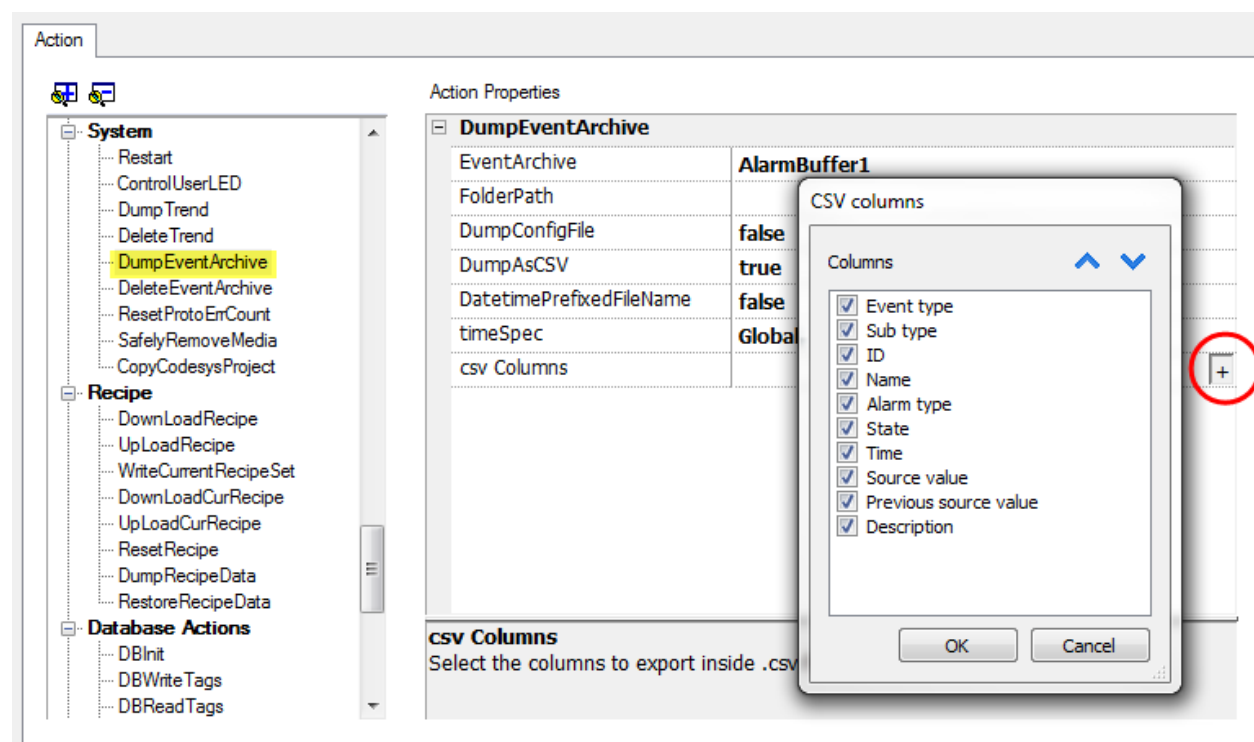
AuditTrail1.csv = name for the output file.

## csv Columns



Note: available only for Alarms buffers.

For Alarms buffers, additional columns can be included in the dump .csv file.



## DeleteEventArchive

Deletes saved Event buffers log data.

Specify the name of Event buffer to delete from the Event logs.

## ResetProtoErrCount

Resets the Protocol Error Count system variable.

See "[System Variables \(Attach To\)](#)" on page 81 for details.

## SafelyRemoveMedia

Provides for safe removal of SD card or USB drive from HMI.



Not available on Linux platforms (see "[HMI devices capabilities](#)" on page 441 for panels details)

## Tag actions

Interacts with tags.

### DataTransfer

Exchanges data between:

- two controllers,
- registers within a controller,
- from system variables to controllers,
- from controllers to system variables

The various tag types include a controller tag, a system variable, a recipe tag and widget property.

### ToggleBit

Toggles a bit value of a tag.

**BitIndex** allows you to select the bit to be toggled: toggling requires a read-modify-write operation; the read value is inverted and then written back to the tag.

### SetBit

Sets the selected bit to "1".

**BitIndex** allows you to select the bit position inside the tag.

### ResetBit

Resets the selected bit to "0"

**BitIndex** allows you to select the bit position inside the tag.

### WriteTag

Writes constant values to the controller memory. Specify tag name and value.

### StepTag

Increments or decrements tag value.

Parameter	Description
<b>TagName</b>	Name of tag to increase/decrease
<b>Step</b>	Step value
<b>Do not step over limit</b>	Enables step limit
<b>Step Limit</b>	Value of step limit, if enabled.

## ActivateGroup

Forces the update of a group of tags.

Tags are updated either when used in the current page or continuously, if defined as active in the Tag Editor. This action forces all the tags of a group to be continuously updated.

## DeactivateGroup

Deactivates a group of tags, that is stops forcing the update of a group of tags.

## EnableNode

Enable/disables action for offline node management. No communication is done with a disabled node.

Parameter	Description
Protocol ID	Unique identifier of selected protocol
NodeID	Node identifier in selected protocol. Can be attached to a tag.
Enable	Node communication status: <b>False</b> = disabled <b>True</b> = enabled When attached to a tag, tag = 0 means <b>False</b>

## BACnetClearPriority

Refer to the BACnet manual inside the "Communication Drivers" folder for a detailed description of BACnet actions.

## BACnetClearAllPriorities

Refer to the BACnet manual inside the "Communication Drivers" folder for a detailed description of BACnet actions.

## BACnetSetPriority

Refer to the BACnet manual inside the "Communication Drivers" folder for a detailed description of BACnet actions.

## ClearRetentiveMemory

When set to 0, clears the content of the Retentive Memory.

## ForceReadTag

Force a refresh of the specified tag from the remote controller.

# Trend actions

Used for Live Data Trends and Historical Trends Widget.



## RefreshTrend

Refreshes the **Trend** window.

It can be used in any Trends/Graphs widgets. Specify the widget as a parameter for the action.

## ScrollLeftTrend

Scrolls the **Trend** window to the left side, by one-tenth (1/10) of the page duration.



Note: with the real-time trends pause the trend using the **PauseTrend** action, or the window will be continuously shifted to the current value.

## ScrollRightTrend

Scrolls the **Trend** window to the right side, by one-tenth (1/10) of the page duration.



Note: with the real-time trends pause the trend using the **PauseTrend** action, or the window will be continuously shifted to the current value.

## PageLeftTrend

Scrolls the **Trend** window by one-page. For example, if the page size is 10 minutes, then use the **PageLeftTrend** action to scroll the trend left for 10 minutes.

## PageRightTrend

Scrolls the **Trend** window by one-page. For example, if the page size is 10 minutes, then use the **PageRightTrend** action to scroll the trend right for 10 minutes.

## PageDurationTrend

Sets the page duration of the **Trend** window.

Define trend name and page duration.



Note: you can set page duration at run time using a combo box widget.

## ZoomInTrend

Reduces page duration.

## ZoomOutTrend

Extends page duration.

## ZoomResetTrend

Reset the zoom level back to the original zoom level.

## ZoomInYAxisTrend

Reduces Y Axis.

## ZoomOutYAxisTrend

Extends Y Axis.

## ZoomResetYAxisTrend

Reset the Y Axis zoom level back to the original zoom level.

## PauseTrend

Stops plotting the trend curves in the **Trend** window.

When used with real time trend the plotting stops when the curve reaches the right border of the graph. This action does not stop trend logging.

## ResumeTrend

Resumes trend plotting if paused.

## ShowTrendCursor

Shows value of the curve at a given point on the X axis.

It activates the trend cursor. A cursor (vertical line) will be displayed in the trend widget.

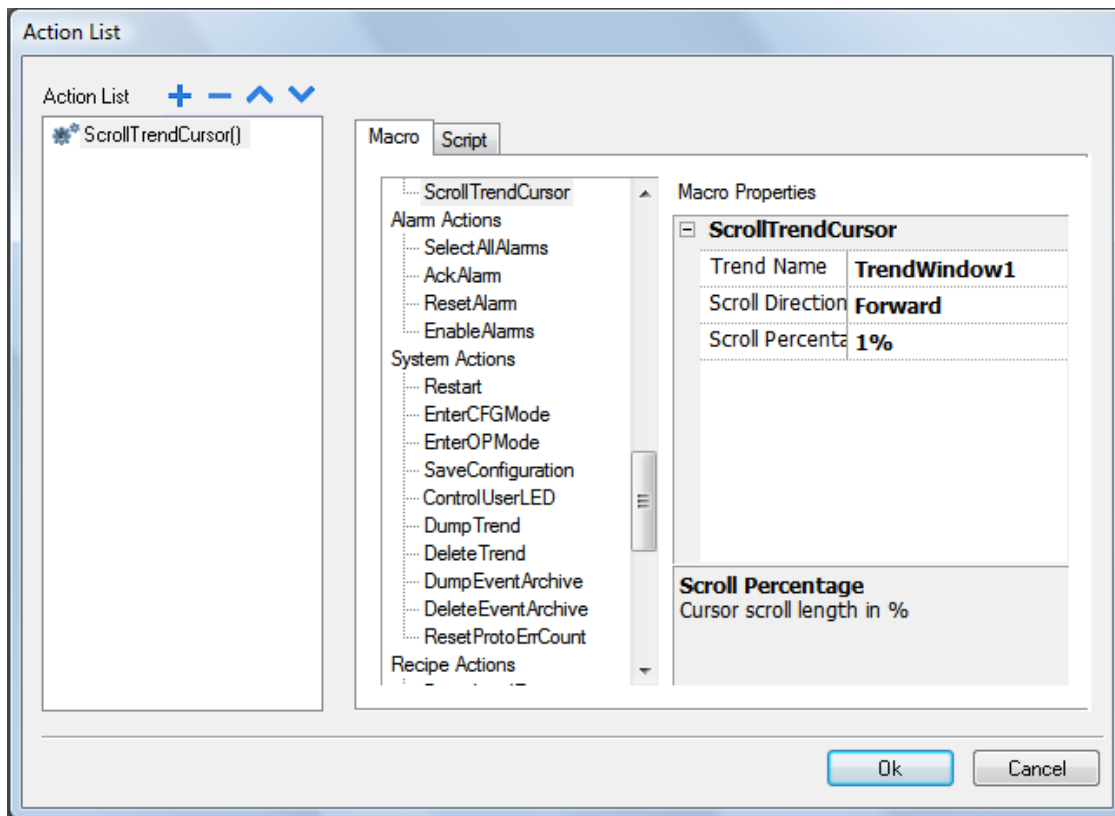
When the graphic cursor is enabled, the scrolling of the trend is stopped.

The **ScrollCursor** action moves the graphic cursor over the curves, or over the entire **Trend** window.

## ScrollTrendCursor

Scrolls the trend cursor backward or forward.

The Y cursor value will display the trend value at the point of the cursor. Scrolling percentage can be set at 1% or 10%. The percentage is calculated on the trend window duration.



## ScrollTrendToTime

Scrolls the **Trend** window to a specified point in time.

Use this action when you need to scroll to a specific position in a trend window when a specific event occurred.

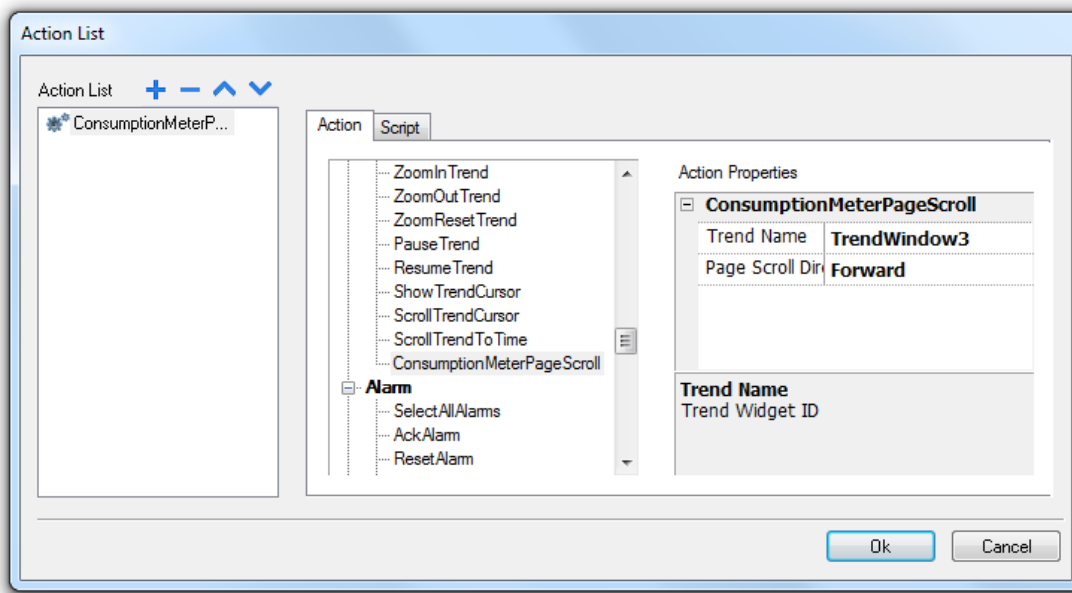
### Example

1. Configure an action for an event (for example, an alarm) that executes a data transfer of the system time into a tag.
2. Select that tag as **ScrollTrendtoTime** parameter: the trend windows will be centered at the time when the event was triggered.

## ConsumptionMeterPageScroll

Scrolls the page backward or forward in a Consumption Meter widget.

Parameter	Description
<b>Trend Name</b>	Trend widget ID (for example, TrendWindow3)
<b>Page Scroll Direction</b>	Direction of page scrolling (Forward/backward)



## User management actions

User management and security settings.

### LogOut

Logs off the current user. The default user is then automatically logged in. If no default user has been configured, the logon window is displayed.

### SwitchUser

Switches between two users without logging off the logged user: the user login dialog appears. User can click **Back** to go back to the previously logged user.

User name:

Password:

Show password

The server continues running with the previously logged user, until the next user logs on. One user is always logged onto the system.

### ChangePassword

Change current user password: a dialog appears

No parameter is required.

## ResetPassword

Restores the original password together with the settings specified in the project for the current user.

No parameter is required.

## AddUser

*Reserved to users with **Can manage other users** property set.*

Adds a user at run time: a dialog appears.

---

User name:	<input type="text" value="user3"/>
Password:	<input type="password" value="*****"/> <input type="checkbox"/> Show password
Group:	<input type="text" value="admin"/>
Comments:	<input type="text"/>

---

Password must contain number:	<input type="checkbox"/>
Password must contain special character:	<input type="checkbox"/>
User must change his initial password:	<input type="checkbox"/>
Enable logoff time:	<input type="checkbox"/>
Inactivity logoff time:	<input type="text" value="0"/> min

---

<input type="button" value="Add"/>	<input type="button" value="Cancel"/>
------------------------------------	---------------------------------------

---

## DeleteUser

*Reserved to users with **Can manage other users** property set.*

Deletes a user at run time: a dialog appears.

No parameter is required.

User name:	<input type="text" value="admin"/>
Group:	<input type="text" value="admin"/>

<input type="button" value="Delete"/>	<input type="button" value="Cancel"/>
---------------------------------------	---------------------------------------

## EditUsers

*Reserved to users with **Can manage other users** property set.*

Edits user settings.

---

User name:

Password:   Show password

Group:

Comments:

---

Password must contain number:

Password must contain special character:

User must change his initial password:

Enable logoff time:

Inactivity logoff time:  min

---

---

## DeleteUMDynamicFile

Deletes the dynamic user management file. Changes made to users settings at run time are erased. The original settings are restored from the project information.

No parameter is required.

## ExportUsers

Exports user settings to an .xml file (*usermgnt\_user.xml*) in encrypted format to be restored when needed.

Set destination folder for the export file.



**Important: The user file is encrypted and cannot be edited.**



Note: supported formats are FAT or FAT32. NTFS format is not supported.

## ImportUsers

Imports user settings from a previously saved export .xml file (*usermgnt\_user.xml*).

Set source folder for the import file.



Note: supported formats are FAT or FAT32. NTFS format is not supported.

# Widget actions

## ShowWidget

Shows or hides page widgets.

Property	Description
Widget	Widget to show/hide

## SlideWidget

Shows the sliding effect of a widget, or of a widget group.



Note: The widget or grouped widgets can actually be outside of visible part of the page in the project and slide in and out of view.

Property	Description
Widget	Widget to slide
Direction	Sliding direction
Speed	Transition speed of sliding widget
X Distance	Travel distance of X coordinate in pixels
Y Distance	Travel distance of Y coordinate in pixels
Slide Limit	Enable/Disable movement limits of the widget with respect to the x, y coordinates
X Limit	Limit position of slide action for x coordinate
Y Limit	Limit position of slide action for y coordinate
Toggle Visibility	Show/hide widget at the end of each slide action
Image Widget	Image displayed during slide action

## BeginDataEntry

Displays a keypad and starts data entry on a data field without touching the widget itself. This action can be used to activate data entry using a barcode scanner.

### Java Script Interface

```
project.beginDataEntry(wgtName [, pageName])
```

Parameter	Description
wgtNameWidget	Widget name
pageName	Active page for data entry. Optional parameter. Useful to select a data field inside a non-modal active dialog box.

## TriggerIPCamera

Captures an image from an IP Camera. Only works on pages that include an IP Camera widget.

## MoveIPCamera

Sends remote commands to a camera that supports them. See ["IP Camera widgets" on page 307](#) for details. Make sure that the IP Camera supports movement commands.

## RefreshEvent

Refreshes the event buffer for **Alarm History** widget. See ["Alarms History widget" on page 178](#) for details.

## ContextMenu

Displays the context menu.

If **Context Menu** property of Project Widget has been set to **On delay** context menu can appear also touching for a few seconds the background area of the screen. See ["Project properties pane" on page 56](#)

## ReplaceMedia

Replaces existing media files with new files from USB/SD card. Can be used to replace video files of MediaPlayer widgets, or images of project.



Note: New media files must have same name and format of the files to be replaced.

Parameter	Description
<b>Media Type</b>	Type of file to update
<b>Device</b>	Device where new media files are supplied
<b>sourcePath</b>	Folder where new media files are stored (for example, "\USBMemory")
<b>Image Resize</b>	Resizes new images to the size of images to be replaced. Not applicable to video files.
<b>Silent</b>	Replaces media automatically. As default a dialog is displayed for the user to specify file location.

## Java Script Interface

```
void replaceMedia(var sourcePath, var bSilent, var Device, var nMediaType, var bResize)
```

```
project.replaceMedia("Images", true, "\USBMemory", 1, true);
```



# 12 Using the Client application

---

HMI Client is a standalone application which provides remote access to the HMI Runtime, and is included in the PB610 Panel Builder 600. HMI Client uses the same graphic rendering system as the runtime in the HMI devices, it relies on a specified HMI Runtime as server for live data.

To run the HMI Client application:

1. From the **Start** menu > **PB610 Panel Builder 600** > **HMI Client**: the client opens in a browser-like style window.
2. Type the server/device IP address in the address bar (for example: <http://192.168.1.12>): HMI Client will connect to the server and the same graphical application running on the device will be loaded in the client window.

HMI Client acts as a remote client and communicates to the server, sharing the local visualization with the tag values that are maintained or updated by the communication protocol.

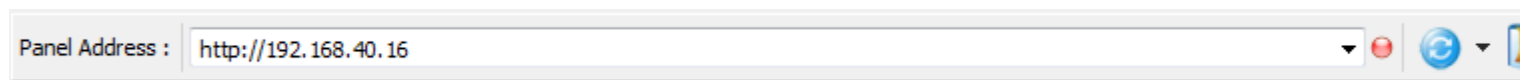
HMI projects contain properties indicating which page is currently displayed on the HMI and can force the HMI to switch to a specific page. You can use these properties to synchronize pages showed on the HMI device and HMI Client or to control an HMI device with a PLC.

See "[Behavior](#)" on page 62 for details.

---

<b>The Client application toolbar</b> .....	<b>158</b>
<b>Workspace</b> .....	<b>158</b>
<b>Settings and time zone options</b> .....	<b>158</b>
<b>Transferring files to a remote HMI device</b> .....	<b>159</b>

## The Client application toolbar



Element	Description
HMI server address	HMI device address
Connection status	Network request status. Red during data exchange.
Reload from cache	Reloads project
BookMark	Bookmarks preferred pages and reload them.
Settings	Opens <b>Settings</b> dialog

### Reload options

Option	Description
F5	Reloads project from cache
Shift + F5	Downloads project to client

## Workspace

Project files are uploaded from the device and stored in HMI Client into the following cache folder.

`%appdata%\ABB\[build number]\client\cache`

where:



`[build number]` = folder named as build number, for example 01.90.00.608.

## Settings and time zone options

In the **Settings** dialog you can configure client settings and decide how to display project timestamp information.

### HTTP settings

Parameter	Description
Protocols	Communication protocol used by HMI Client to communicate with an HMI device.
Update Rate	Polling frequency to synchronize data from server. Default = 1 s.
Timeout	Maximum wait time before a request is repeated by the HMI Client. Default = 5 s.
Reuse connection	Enables reuse of the same TCP connection for multiple HTTP requests to reduce network traffic.

Parameter	Description
	 Note: When enabled, this option may cause high latency if the proxy server does not immediately terminate old requests thus saturating connection sockets. This is often the case with 3G connections.
<b>Enable compression</b>	Compresses data to reduce download times. Default = disabled.  <b>CAUTION: enabling this option could causes excessive CPU overhead.</b>
<b>Time Settings</b>	Used by the client to adapt the widget time stamp information.

## FTP settings

Parameter	Description
<b>Port</b>	FTP communication port

## Time settings

Parameter	Description
<b>Use Widget Defaults</b>	Displays time information according to the widget settings.
<b>Local Time</b>	Translates all timestamps in the project into the computer local time where the client is installed.
<b>Global Time</b>	Translates all timestamps in the project into UTC format.
<b>Server Time</b>	Translates all timestamps in the project into the same used by HMI device/server in order to show the same time.



**Important: Make sure you set the HMI RTC correct time zone and DST options.**

## Transferring files to a remote HMI device

You can upload and download files to and from a remote HMI device using two dedicated actions. These actions can only be used from a remote HMI Client and access remote files via FTP.



**Important: Enable FTP support and give all necessary user rights to the folders used to transfer files.**

See ["Remote Client actions" on page 139](#).

See ["Remote Client variables" on page 90](#).



# 13 Using the integrated FTP server

HMI Runtime system uses an integrated FTP server.

Connect to the HMI device FTP server using any standard FTP client application. The FTP server responds on the standard port 21 as default.



**Important:** The server supports only one connection at a time; if you are using a multiple connection FTP client disable this feature on the client program or set the maximum number of connections per session to 1.

## FTP settings

### FTP default credentials

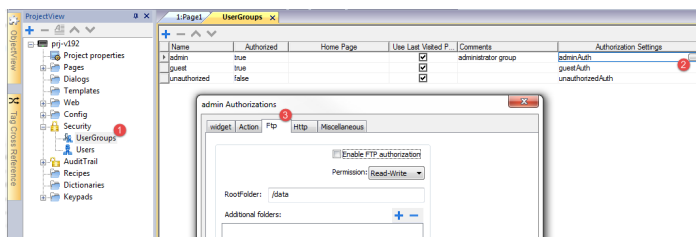
When User Management/Security is disabled use the following credentials for incoming connections:

<b>User name</b>	admin
<b>Password</b>	admin

### Changing FTP settings

**Path:** *ProjectView* > *Security* > *UserGroups* > *Authorization Settings*

You can change FTP permissions and account information in the **Ftp** tab of the **admin authorizations** dialog.



See "[Configuring groups and authorizations](#)" on page 232 for details.



# 14 Using VNC for remote access

---

VNC is a remote control software which allows you to see and control the HMI application remotely using your local mouse and keyboard.

Remote access is particularly useful for administration and technical support. In order to use it you need to:

- start a server in the HMI device
- install a viewer on the remote device

---

<b>Starting VNC server on WinCE devices</b> .....	<b>164</b>
<b>Starting VNC server on Linux devices</b> .....	<b>165</b>
<b>Starting VNC viewer</b> .....	<b>165</b>

# Starting VNC server on WinCE devices

VNC server is a plug-in. It can be enabled and downloaded as part of the Runtime. ["Software plug-in modules" on page 61.](#)

## Installing VNC server

*Path: ProjectView > Project properties*

1. In the **Properties** pane set **VNC Server** to **true** to enable the plug-in.
2. Install or update the runtime to add the VNC server.

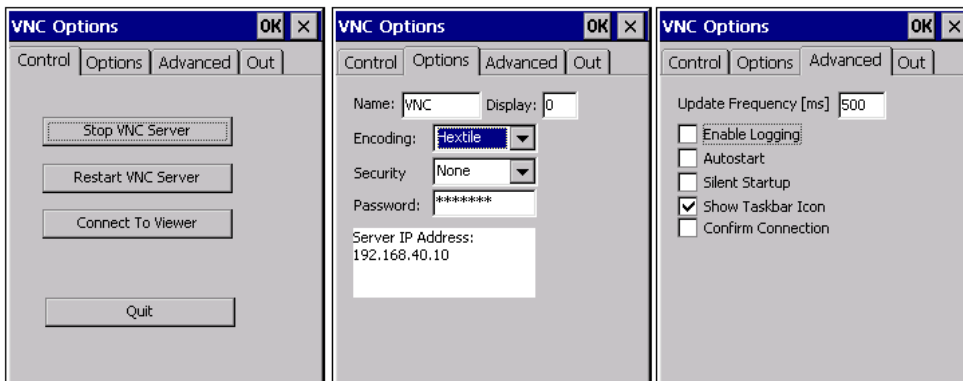
## Starting/stopping the VNC server



The VNC server is located in the folder `\Flash\qthml\VNC` and is activated using the action `launchVNC`. If enabled from the project properties, it can also be activated from the runtime context menu **Developer tools > Launch VNC**.

To enable the runtime contextual menu see ["Project properties" on page 55](#)

## VNC Options dialog

From the **VNC Options** dialog you can perform several tasks.



Tab	Functions
<b>Control</b>	Star/stop the VNC server and connect to viewer
<b>Options</b>	Define security information for server access using a VNC viewer
<b>Advanced</b>	<p>Enable automatic activation of VNC server at HMI device startup.</p> <p> Select <b>Silent Startup</b> to keep the <b>VNC Options</b> dialog in the background when <b>Autostart</b> is enabled.</p> <p> Enable <b>Show Taskbar Icon</b> when debugging out of <b>KIOSK mode</b>.</p>
<b>Out</b>	Contains the configuration settings for an outgoing connection to a listening VNC viewer software.





**Important: Settings in the Advanced tab are reserved to expert users and should be modified when the VNC server is used in conjunction with a VNC repeater to overcome firewall problems or optimize VNC performances according to the network configuration.**

## Connecting to viewer

Many modern VNC viewers offer the possibility to start the software in listening mode. The reason is that mobile devices most of the time do not have a public IP address to refer to. So it is practical to have a public IP address on an Office Computer which runs a listening VNC viewer. A user can then easily call for support by pressing the **Connect to viewer** button on the Control tab.

## VNC default settings

TCP port	5900
Password	null



**Important: The VNC server allows only a single client.**

## Starting VNC server on Linux devices

VNC server is a service embedded inside the BSP that can be activated from the Services tab of the device System Settings. See "[System Settings](#)" on page 400 for details.

The screenshot shows the 'System Settings' application with the 'Service Settings' tab selected. On the left, a sidebar lists various settings categories, with 'Services' highlighted. The main area displays a list of services with their status (Enabled/Disabled) indicated by a toggle switch. The 'VNC Service' is selected and highlighted in blue. Below the list, the specific settings for the 'VNC Service' are shown: Port (5900), Multiple clients (Enabled), View-only (Disabled), Encryption (compatible clients) (Disabled), and Authentication (Disabled). An 'Edit' button is located at the bottom right of the VNC Service settings section.

## Starting VNC viewer

No VNC viewer is provided as part of PB610 Panel Builder 600.

Many compatible VNC viewers are available for free download (for example, TightVNC).



# 15 Alarms

---

The alarms handling system has been designed to provide alerts through pop-up messages, typically to display warning messages indicating any abnormal condition or malfunction in the system under control.

Whenever a bit changes, or the value of a tag exceeds a threshold set in the alarm configuration, a message is displayed. Specific actions can also be programmed to be executed when an alarm is triggered.



**Important: No default action is associated with any alarm.**

You can define how an alarm is displayed on the HMI device, if it requires user acknowledgment, and if and how it is logged into the event list.

Alarms are configured in the Alarms Configuration Editor and, thus, are available for all the pages of the project. An alarm widget can display more than one alarm at a time, if sized appropriately. You can trigger the opening or closing of the Alarm window with an event.

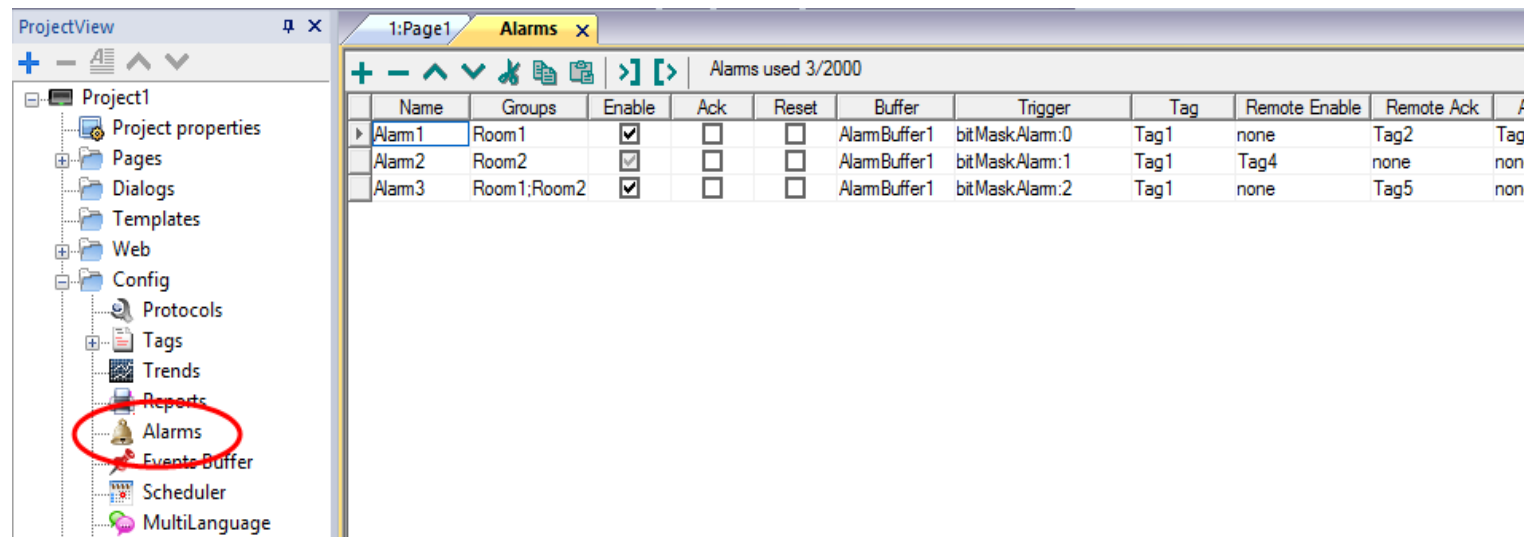
You work with alarms in the same way as you work with any other event. You may not want to display a dialog when an alarm is triggered and you can associate to it any other available action.

---

<b>Alarms Editor</b> .....	<b>168</b>
<b>Remote alarms acknowledge</b> .....	<b>170</b>
<b>Alarm state machine</b> .....	<b>171</b>
<b>Setting events</b> .....	<b>172</b>
<b>Active Alarms widget</b> .....	<b>174</b>
<b>Alarms History widget</b> .....	<b>178</b>
<b>Managing alarms at run time</b> .....	<b>179</b>
<b>Enable/disable alarms at run time</b> .....	<b>179</b>
<b>Displaying live alarm data</b> .....	<b>180</b>
<b>Exporting alarm buffers to .csv files</b> .....	<b>180</b>
<b>Exporting alarm configuration</b> .....	<b>181</b>


# Alarms Editor


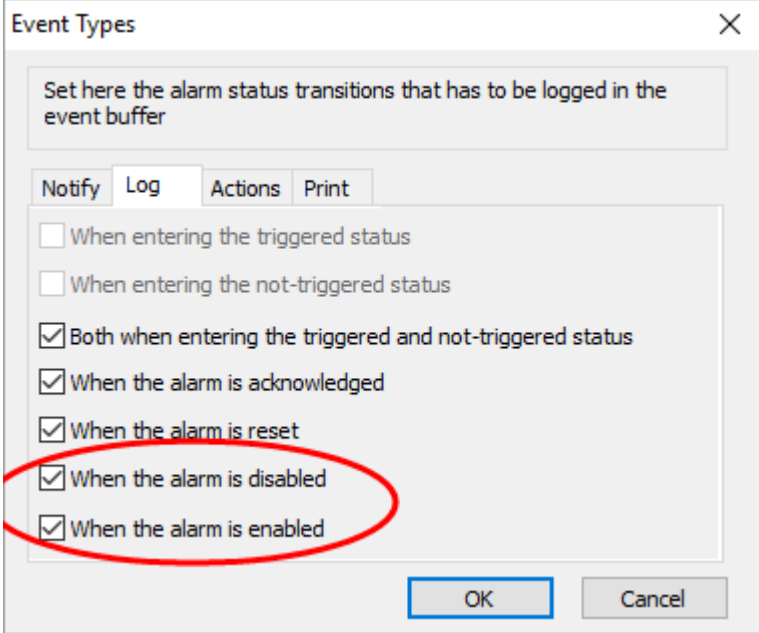
Path: **ProjectView**> **Config** > double-click **Alarms**



## Adding an alarm

Click **+** to add an alarm.

Parameter	Description
<b>Name</b>	Name of alarm
<b>Groups</b>	Groups associated with the alarm. They can be used in widgets display filters.
<b>Enable</b>	Enable/disable triggering of alarm.  Alarms can be enabled or disabled at run time as well (see " <a href="#">Enable/disable alarms at run time</a> " on page 179 for details).
<b>Ack</b>	Enable/disable acknowledgment of alarm, if selected the operator must acknowledge the alarm once triggered to remove it from the <b>Active Alarm</b> widget.
<b>Reset</b>	Used with the <b>Ack</b> option, if selected, acknowledged alarms stay in the alarm list, labeled as <b>Not Triggered Acked</b> , until the operator presses the <b>Reset</b> button in the alarm widget.
<b>Buffer</b>	Buffer file where the alarm history will be saved.
<b>Trigger</b>	Triggering condition depending on alarm type: <ul style="list-style-type: none"> <li>• <b>limitAlarm</b>: alarm triggered when tag value exceeds its limits. The alarm is not triggered if the value reaches the limits.</li> <li>• <b>valueAlarm</b> alarm is triggered when tag value is equal to the configured value</li> </ul>

Parameter	Description
	<ul style="list-style-type: none"> <li>• <b>bitMaskAlarm</b>: the bitwise AND operator compares each bit of the bitmask with the tag value corresponding to that Alarm. If both bits are on, the alarm is set to true. You can specify one or more bit positions (starting from 0) inside the tag. The Bit position must be given in decimal format; if more bits are specified, each position must be separated by a ",".</li> <li>• <b>deviationAlarm</b>: alarm triggered if the percentage of deviation of the tag value from the set point exceeds a set deviation.</li> </ul> $ Value_{now} - SetPoint  > \left( \frac{deviation}{100} \times SetPoint \right)$
<b>Tag</b>	<p>Tag whose value will trigger the alarm when it exceeds the set limits.</p> <p>The alarm can refer to the value of this tag, or to the state of a bit if <b>bitMaskAlarm</b> has been selected as trigger.</p>
<b>Remote Enable</b>	<p>Tag used by the PLC to enable/disable the alarm.</p> <ul style="list-style-type: none"> <li>• Changing the enable status from the Alarms Widget will change the tag value</li> <li>• When the tag cannot be read (e.g. communication error) the alarm is disabled</li> <li>• No tags related to the alarm are refreshed when alarm is disabled.</li> </ul> <p> Tip: It could be useful to enable the logging of the alarm's enable flag</p> 
<b>Remote Ack</b>	<p>Tag used by the PLC to acknowledge the alarm. A transition of this tag from 0 to a non zero value is considered an acknowledgment request.</p> <p>Leave empty if remote acknowledgment is not required.</p> <p>See "<a href="#">Remote alarms acknowledge</a>" on the next page for details.</p>
<b>Ack Notify</b>	<p>Tag used by the HMI device to notify when the alarm is acknowledged from the device or from the PLC.</p>

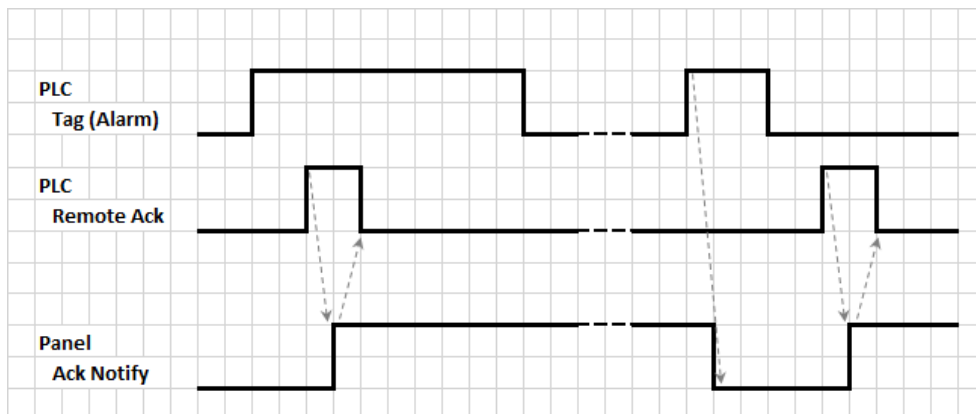
Parameter	Description
	0 = set to this value when alarm is triggered 1 = set to this value when alarm is acknowledged.
<b>Action</b>	Actions executed when the alarm is triggered. Additional conditions can be specified in the <b>Events</b> column.  See " <a href="#">Setting events</a> " on page 172 for details.
<b>User Action</b>	Actions executed when user press the action button in the active alarm widget.  See " <a href="#">Active Alarms widget</a> " on page 174 for details.
<b>Description</b>	Alarm description. This text supports the multiple language features and can be a combination of static and dynamic parts, where the dynamic portion includes one or more tag values.  See " <a href="#">Displaying live alarm data</a> " on page 180 for details.
<b>Color</b>	Foreground and background colors of alarm rows based on the status of alarm.
<b>AckBlink</b>	Blinking for triggered alarms. If selected the alarm rows blinks until acknowledged. Only effective if <b>Ack</b> is selected.
<b>Severity</b>	Severity of the alarm. If multiple alarms are triggered simultaneously, actions will be executed based on severity settings.  0 = not important 1 = low 2 = below normal 3 = normal 4 = above normal 5 = high 6 = critical
<b>Events</b>	Conditions in which the alarms are notified, logged or printed.  See " <a href="#">Setting events</a> " on page 172 for details.

## Remote alarms acknowledge

When the **Remote Ack** parameter is set, an alarm can be acknowledged from a PLC device setting a tag value to a nonzero value. The acknowledged status is notified to the PLC device by the **Ack Notify** flag.

### Alarms acknowledgement process

**Remote Ack** tag is set/reset by the PLC to request the acknowledge, and **Ack Notify** is set/reset by HMI device to notify the execution of the acknowledge.



1. When an alarm condition is detected the HMI device set **Ack Notify** to 0 and all related actions are executed.
2. When the alarm is acknowledged (by HMI device or remotely), **Ack Notify** is set to 1
3. It's up to the controller to set **Remote Ack** to 1 to acknowledge the alarm or reset it to 0 when the HMI device send a notification that the alarm has been acknowledged (**Ack Notify** = 1)



**WARNING:** When an alarm is triggered, some signals need to be update/communicated through the connected devices. We assume the Acknowledge to be a signal pushed from an operator and not released automatically from a controller device. This allows for time required to communicated the original signals.



Tip: Using the same tag both for **Remote Ack** and **Ack Notify** can connect more devices to the same controller and acknowledge the alarms from any HMI device.

## Alarm state machine

The runtime implements the alarm state machine described in this diagram.

States and transitions between states are described according to the selected options and desired behavior.





Here you define the behavior of the default alarm widget available in the Widget gallery and decide in which cases the widget is updated by a change in an alarm status.



**CAUTION:** Make only the adjustments required by the specific application while leaving all other settings as default.

## Logging events

Path: **ProjectView** > **Config** > **Alarms** > **Events** column > **Log** tab

Set conditions for which you want to store the specific event in an alarm history buffer.

The alarm history is logged in the Event Buffer.

## Executing actions

Path: **ProjectView** > **Config** > **Alarms** > **Events** column > **Actions** tab

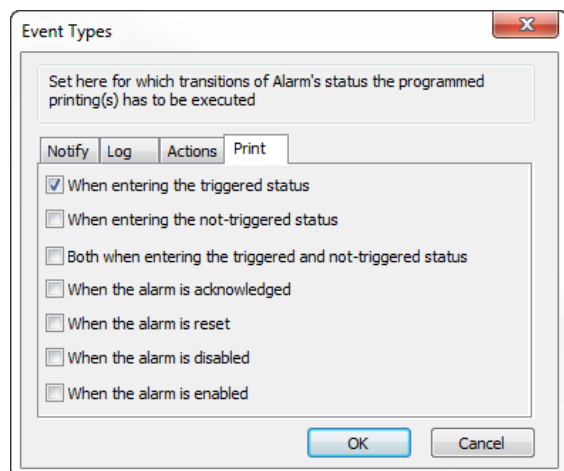
Set conditions under which the action(s), configured for the specific alarm, must be executed.

By default, actions are executed only when the alarm is triggered; other alarm states can also be set to execute actions.

## Print events

Path: **ProjectView** > **Config** > **Alarms** > **Events** column > **Print** tab

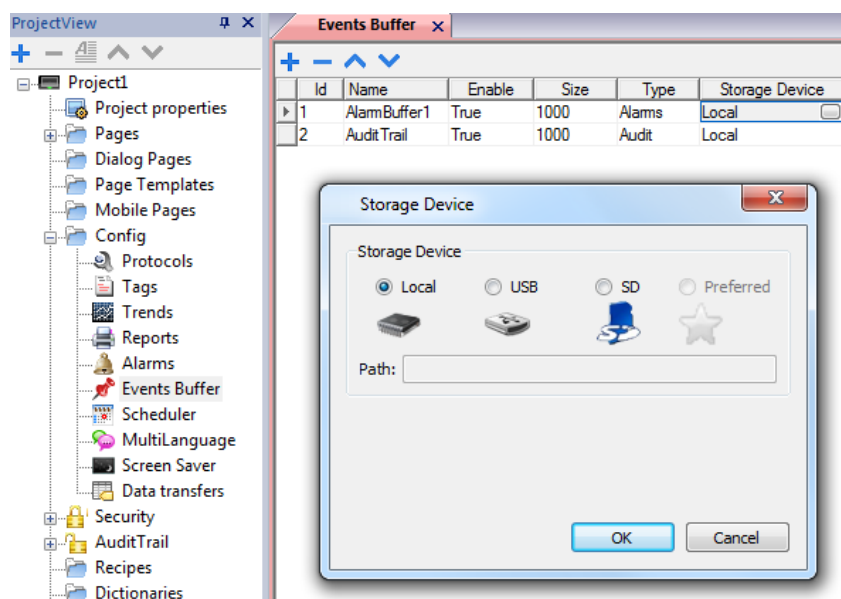
Set conditions for which you want to print the specific event



## Setting storage device

Path: **ProjectView** > **Config** > **Events Buffer** > **Storage Device** tab

1. Open the **Storage Device** dialog.
2. Select a device for event data storage.



Data is automatically saved every five minutes except for alarm data which is saved immediately.

## Active Alarms widget

You can insert the **Active Alarms** widget in a page to display the alarms and to acknowledge, reset or enable/disable them.

## Active Alarms

Select	Name	State	Value	Time	Description	Severity	Enable

Filter :

## Alarm filters

*Path: ActiveAlarm widget > Properties pane > Filter*

Define filters used to display only some of the configured alarms. Filters are based on alarm fields, which means you can filter alarms according to name, severity, description and so on.

Filter 1 is the default filter. It's managed by the combo box **Filter 1**, and has two options: **Show all alarms** and **Hide Not Triggered** which, when selected, allows to display only active alarms.

Filter 2 is, by default, not configured and available for customization.

Filter's expressions make use of AWK language, the expressions are applied to the data contained in the selected **Filter** column of the Alarm widget.

Alarms List	
Columns	
Sorting	false
Sort Column	Severity
Text	
Filter	
Filter Column	State
Filter 1	Hide Not Triggered
DataLink	itemData:Combo2
Filter Column	Select
Filter 2	

## Setting filters

*Path: ActiveAlarm widget > Properties pane > Filter*

To set one of the two available filters:

1. Select **Filter Column 1** and choose the value to filter for (e.g.: Name, State, Time, Groups)
2. In **DataLink** attach a combo box widget. Use Shift+ left-click to select the combo box.
3. In the **Properties** pane select list property and open dialog to customize combo box values
4. In the combo box configuration dialog, specify **String List** and the regular expression to filter values.

See <http://www.gnu.org/software/gawk/manual/gawk.html> for details on how to use regular expressions.

## Filters first example

You want to show all alarms matching Filter 1 with value equal to 10. Then properties settings: **Filter column 2 = Value**, **Filter 2 = 10**

The screenshot shows the 'Active Alarms' widget interface with a table containing 'State' and 'Value' columns. Below the table are buttons for 'Ack', 'Reset', and 'Save', and a dropdown menu currently set to 'Not Triggered'. To the right, the 'Properties' panel for the 'Alarms List' widget is visible. Under the 'Filter' section, 'Filter Column 2' is set to 'Value' and 'Filter 2' is set to '10'. A red circle highlights these two settings.

## Filters second example

You want to show all alarms matching a Severity value from 3 to 6 (Normal to Critical). Then properties settings: **Filter column 2 = Severity**, **Filter 2 = [3-6]**

The screenshot shows the 'Active Alarms' widget interface with a table containing 'State' and 'Value' columns. Below the table are buttons for 'Ack', 'Reset', and 'Save', and a dropdown menu currently set to 'Not Triggered'. To the right, the 'Properties' panel for the 'Alarms List' widget is visible. Under the 'Filter' section, 'Filter Column 2' is set to 'Severity' and 'Filter 2' is set to '[3-6]'. A red circle highlights these two settings.

## Filters third example

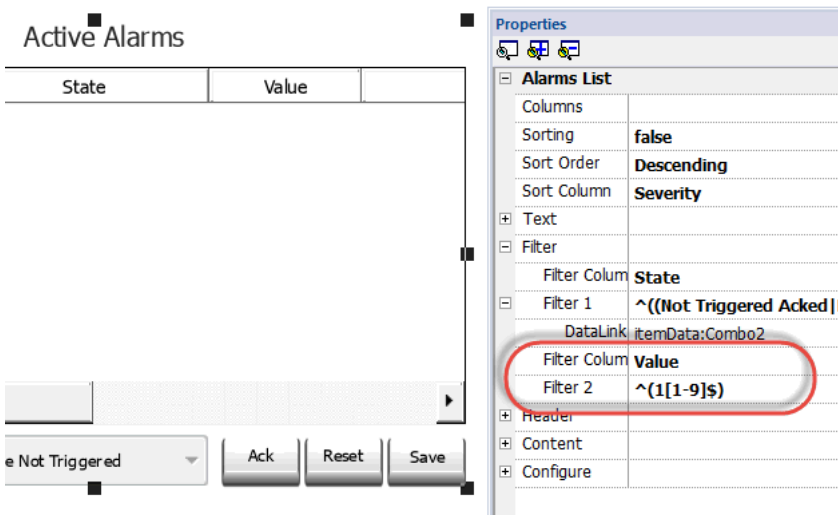
You want to show all alarms matching a value from 11 to 19. Then properties settings: **Filter column 2 = Severity**, **Filter 2 = ^([1-9])\$)**

Meaning:

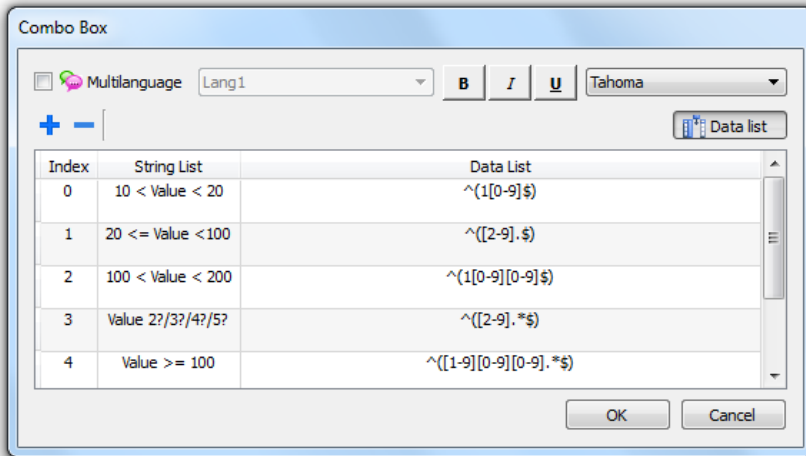
^ = match must start from the beginning of the string

1[1-9] = first char must be 1 and the second char must be between 1 and 9

\$ = end of the comparison.



**Filters expression examples**



Filter by	String list	Data list
State	Hide Not Triggered	^((Not Triggered Acked Not Triggered Not Acked Triggered).*\$)
Value	10 < Value < 20	^(1[0-9])\$
Value	20 <= Value < 100	^([2-9].)\$
Value	100 < Value < 200	^(1[0-9][0-9])\$
Value	Value 2?/3?/4?/5?	^[2-9].*\$
Value	Value >= 100	^[1-9][0-9][0-9].*\$
Value	Value >= 20	^[2-9].*\$ [1-9][0-9][0-9].*\$

**Sorting alarms**

Path: **ActiveAlarm** widget > **Properties** pane > **Sorting**

The sorting function allows you to sort alarms at run time in the alarms widget by clicking on the column header.





Note: The severity value displayed here is set in the Alarm Editor.

## Action

When the "User Action" associate with the alarm (see ["Alarms Editor" on page 168](#) for details) contains valid actions, the Action icon is showed. Pressing the icon, the configured actions will be executed.

### Active Alarms

Action	Name	State	Time
	Alarm1	Not Triggered	03/08/2016 11:07:43 AM
	Alarm2	Triggered	03/08/2016 11:07:55 AM
	Alarm3	Not Triggered	03/08/2016 11:07:43 AM

Check/Uncheck All Filter : Show All Ack Reset Save



**WARNING:** If you are using an older converted project, you have to substitute the old Active Alarms Widget with the new one from the Widgets gallery



Note: The image can be modified from the Columns property of the Active Alarms widget

Table Column Editor

Columns + - ^ v

- Action
- Select
- Enable
- Name
- Groups
- State
- Value
- Time
- Description
- Severity

Col 0 Info

Header	Action
Value	aUserAction
Width	100
Type	Image
Visible	true
Image path	images\action.png

OK Cancel

Alarms List : ActiveAlarms

Columns	
Sorting	false
Sort Order	Descending
Sort Column	Severity
Text	
Filter	
Header	
Content	
Configure	
General	
Position	

## Alarms History widget

Logs and display an alarm list if **Buffer** property in Alarms Configuration Editor is set.

Alarms History

From : 09/24/13 - 16:04:49      Duration : 1 Min      Refresh

To : 09/24/13 - 16:04:49

Name	State	Value	Time	Description	Event Type

Backward      Forward

### Attaching widget to buffer

Path: AlarmHistory widget> Properties pane> Buffer > EventBuffer

In Properties pane > Event select the Event Buffer from which the alarm list is retrieved

## Managing alarms at run time

When an alarm is triggered it is displayed in the Active Alarms widget where you can acknowledge and reset it. You can filter the alarms displayed using several filters, for example you can hide not triggered alarms or show all alarms.

See "Active Alarms widget" on page 174 for details.



**IMPORTANT:** The Active Alarms widget is not displayed automatically. You must add a dedicated action that will open the page containing the alarm widget when the alarm is triggered.

## Enable/disable alarms at run time

You can enable or disable the alarms at run time.

To enable an alarm select the **Enable** option in the alarm widget.

Disabled alarms are not triggered and therefore not displayed at run time.

Select	Id	Source Value	State	Date	Time	Enable
<input type="checkbox"/>	Alarm1	23	Not Triggered Not Acked	25-01-2011	16:59:31	<input checked="" type="checkbox"/>
<input type="checkbox"/>	Alarm2	23	Not Triggered Not Acked	25-01-2011	16:59:31	<input checked="" type="checkbox"/>
<input type="checkbox"/>	Alarm3	23	Not Triggered Not Acked	25-01-2011	16:59:31	<input checked="" type="checkbox"/>
<input type="checkbox"/>	Alarm4	23	Not Triggered Not Acked	25-01-2011	16:59:31	<input checked="" type="checkbox"/>
<input type="checkbox"/>	Alarm5	23	Not Triggered Not Acked	25-01-2011	16:59:31	<input checked="" type="checkbox"/>
<input type="checkbox"/>	Alarm6	23	Not Triggered Not Acked	25-01-2011	16:59:31	<input checked="" type="checkbox"/>
<input type="checkbox"/>	Alarm7	23	Not Triggered Not Acked	25-01-2011	16:59:32	<input checked="" type="checkbox"/>
<input type="checkbox"/>	Alarm8	23	Not Triggered Not Acked	25-01-2011	16:59:32	<input checked="" type="checkbox"/>
<input type="checkbox"/>	Alarm9	23	Not Triggered Not Acked	25-01-2011	16:59:32	<input checked="" type="checkbox"/>

Check/Uncheck All      Filter : Show All      Ack      Reset      Save



Note: Alarms can be configured to be enable/disable even from the PLC.  
See [Alarm Configuration Editor](#) for details.

## Displaying live alarm data

Path: **ProjectView > Config > double-click Alarms**

Both in the Active Alarms and in the History Alarms widget you can set the alarm description to display live tag data.

Id	Name	Enable	Ack	Reset	Tag	Buffer	Trigger	Action	Description
1	Alarm1	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Tag1	AlarmBuffer1	bitMaskAlarm:	ShowDialog	Alarm 1 Tag Value is [Tag1]
2	Alarm2	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Tag1	AlarmBuffer1	bitMaskAlarm:1	ShowDialog	Alarm 2 Tag Value is [Tag2]
3	Alarm3	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Tag1	AlarmBuffer1	bitMaskAlarm:1	ShowDialog	Alarm 3 Tag Value is [Tag3]

To show the tag value, set a placeholder in **Description** entering the tag name in square brackets, for example "[Tag1]". At run time, in **Description** column of Active Alarms widget the current value of the tag will be displayed. In History Alarms widget or in .csv file the value at the time the alarm was triggered is displayed



Use '\ ' before '[' if you want to show the '[' in the description string, for example: `\[Tag\1\]` will display the string "[Tag1]".

Use '\', even when the tag label contains square brackets. For example, to display the live tag value of tag "TAG]3" or "TAG[3]" use:

- TAG\]3 = [TAG]3
- TAG\[3 = [TAG[3]

### Example of Alarm widget

Select	Id	Source Value	State	Description	Date
<input type="checkbox"/>	Alarm1	123	Triggered Not Acked	Alarm 1 Tag value is 123	25-01-2011
<input type="checkbox"/>	Alarm2	1234	Triggered Not Acked	Alarm 2 Tag value is 1234	25-01-2011
<input type="checkbox"/>	Alarm3	456	Triggered Not Acked	Alarm 3 Tag value is 456	25-01-2011
<input type="checkbox"/>	Alarm4	987	Triggered Not Acked	Alarm 4 Tag value is 987	25-01-2011
<input type="checkbox"/>	Alarm5	555	Triggered Not Acked		25-01-2011
<input type="checkbox"/>	Alarm6	1234	Triggered Not Acked		25-01-2011
<input type="checkbox"/>	Alarm7	1234	Triggered Not Acked		25-01-2011

Filter:



Note: The csv file resulting from the dump of the alarm events list will also display the tag value in the description column.

## Exporting alarm buffers to .csv files

To export an event buffer containing an history alarms list, use the **DumpEventArchive** action.

See "[System actions](#)" on page 140 for details.





**Note:** Tag values displayed in the alarms description are also included in the buffer. Tags are sampled when the alarm is triggered and that value is logged and included in the description.

## Exporting alarm configuration

Path: **ProjectView** > **Config** > double-click **Alarms**

Name	Enable	Ack	Buffer	Trigger	Tag
Alarm1	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	AlarmBuffer1	bitMaskAlarm:0	MRTU1
Alarm2	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	AlarmBuffer1	deviationAlarm:50.0	MRTU2
Alarm3	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	AlarmBuffer1	limitAlarm:10-100	Tag1
Alarm4	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	AlarmBuffer1	valueAlarm:30	Tag2
Alarm5	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	AlarmBuffer1	valueAlarm:@Tag4	Tag3
Alarm6	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	AlarmBuffer1	bitMaskAlarm:0	Application/IOCONFIG_GLOBALS_MAPPING/IN0
Alarm7	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	AlarmBuffer1	bitMaskAlarm:0	Application/IOCONFIG_GLOBALS_MAPPING/IN1
Alarm8	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	AlarmBuffer1	deviationAlarm:50.0	Application/PLC_PRG/supercar

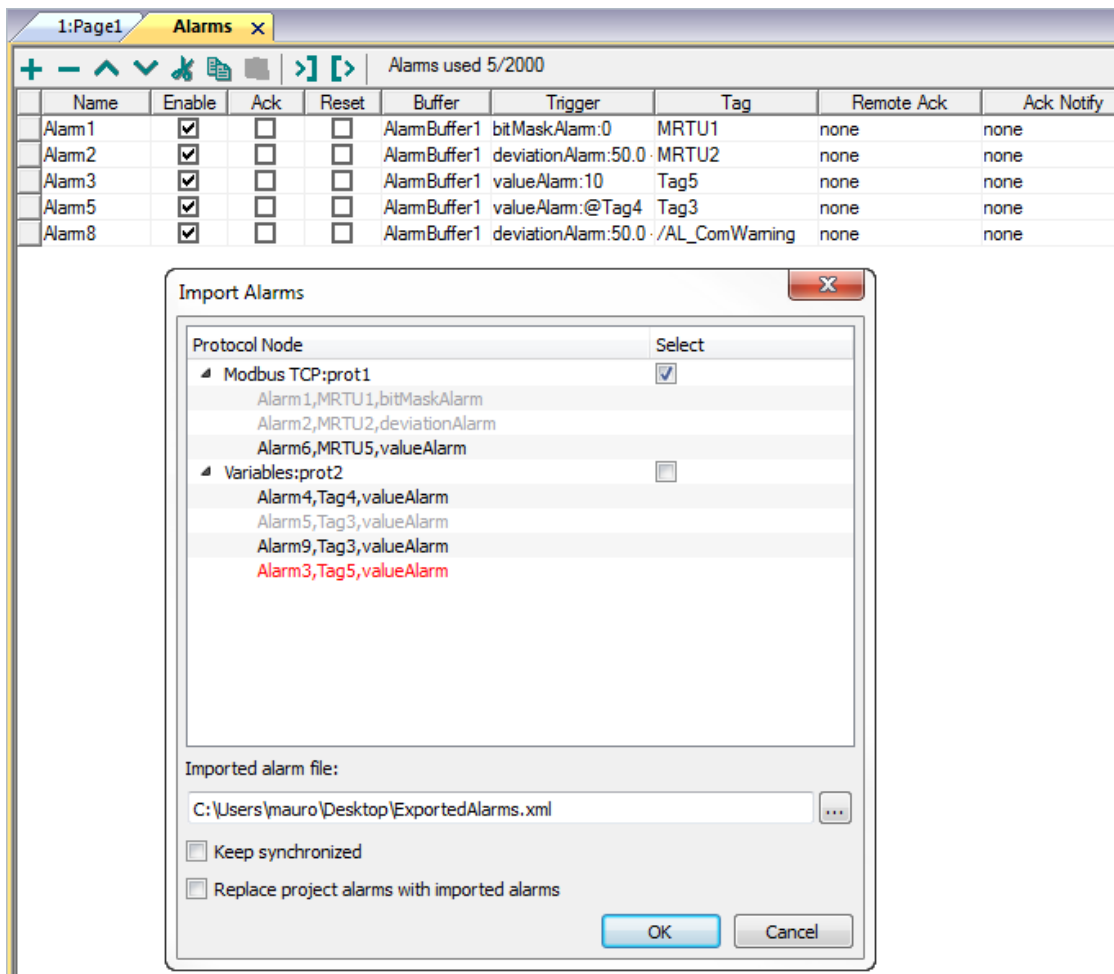
Click the **Export Alarms** button: the alarms configuration table is exported into an .xml file.

You can edit the resulting .xml file using third part tools (for example, Microsoft Excel).

eventBuffer	logToEventArchive	eventType	subType	storeAlarmInfo	name	source
n/a	TRUE	0	0	FALSE	n/a	n/a
AlarmBuffer1	TRUE	14	1	TRUE	Alarm1	MRTU1
AlarmBuffer1	TRUE	14	1	TRUE	Alarm2	MRTU2
AlarmBuffer1	TRUE	14	1	TRUE	Alarm3	Tag1
AlarmBuffer1	TRUE	14	1	TRUE	Alarm4	Tag2
AlarmBuffer1	TRUE	14	1	TRUE	Alarm5	Tag3
AlarmBuffer1	TRUE	14	1	TRUE	Alarm6	Application/IOCONFIG_GLC
AlarmBuffer1	TRUE	14	1	TRUE	Alarm7	Application/IOCONFIG_GLC
AlarmBuffer1	TRUE	14	1	TRUE	Alarm8	Application/PLC_PRG/supe

## Importing alarm configuration

Path: **ProjectView** > **Config** > double-click **Alarms**



1. Click the **Import Alarms** button and select the .xml file from which to import the alarms configuration: the **Import Alarms** dialog is displayed.
2. Select the group of alarms to import and click **OK** to confirm.

Differences are highlighted in the **Import Alarms** dialog using different colors

Color	Description
Black	This is a new alarm and it will be imported
Red	This alarm has not been found and will be removed (only if check "Replace project alarms with imported alarms" is checked)
Blue	This alarm has been modified and will be updated.
Gray	This alarm is already part of the project and will be skipped.

## Automatic synchronization

Select the **Keep synchronized** option in the **Import Alarms** dialog to enable the automatic synchronization of the alarm configuration file.

Whenever changes occur in the alarms configuration, the file will be automatically updated in silent mode.



Tip: Enable this function when the alarm file is managed by a different tool (for example, PLC programming software) as well as by PB610 Panel Builder 600.



# 16 Recipes

---

Recipes are collections of tag values organized in sets that satisfy specific application requirements.

For example, if you have to control room variables (temperature and humidity) in the morning, afternoon and evening. You will create three sets (morning, afternoon and evening) in which you will set the proper tag values.

Each element of the recipe is associated to a tag and can be indexed into sets for a more effective use. This feature allows you to extend the capabilities of controllers that have limited memory.

You can add controller data to a page using a recipe widget. Recipe data contains all the controller data items; however data is no longer read directly from the controller but rather from the associated recipe element in the HMI device.

Recipe data is configured in PB610 Panel Builder 600 workspace; the user can specify default values for each element of the data records. In HMI Runtime, data can be edited and saved to a new data file, any change to recipe data is therefore stored to disk. With the use of a separate data file HMI Runtime ensures that modified recipe values are retained throughout different project updates. In other words, a subsequent project update does not influence the recipe data modified by the user in the HMI Runtime.

See "[Recipe actions](#)" on page 135 for details on how to reset recipe data.



Note: Recipe data can be stored on a Flash memory, on a USB drive or on a SD card.

---

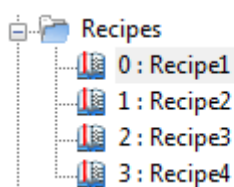
Managing recipes .....	185
Configuring a recipe widget .....	188
Recipe status .....	189
Uploading/downloading a recipe .....	189
Backup and restore recipes data .....	190

## Managing recipes

### Creating a recipe

To create a recipe for your project:

1. In **ProjectView** right-click **Recipes** and select **Insert Recipe**: an empty recipe is added. You create and configure recipes using the Recipe Editor.



## Recipe editor

Path: **ProjectView > Recipes > double-click RecipeName**

index	Element Name	Tag	Fill Tank 1	Fill Tank 3	Fill Tank 5	Fill Tank 7	Fill Tank 1	Empty Tank	Empty Tank	Empty Tank 75_	Em
0	Home Valve	Recipe_HomeV: 1	1	1	1	1	0	0	0	0	0
1	Truck Valve	Recipe_TruckV: 0	0	0	0	0	1	1	1	1	1
2	Fill Flow Meter	Recipe_FillFlow: 15	35	50	75	100	75	50	25		15
3	Empty Flow Meter	Recipe_EmptyFl: 0	0	0	0	0	25	50	75		85
4	Chemical1	Recipe_Chemic: 0	0	0	0	0	0	0	0		0
5	Chemical2	Recipe_Chemic: 0	0	0	0	0	0	0	0		0

## Configuring recipe properties

In the **Properties** pane of each recipe you set the following parameters:

Parameter	Description
<b>Recipe Name</b>	Name of the recipe
<b>Number of sets</b>	Number of values sets for each recipe element. Each set has a different configurable name.

**Properties**

Recipe : \_RecipeMgr

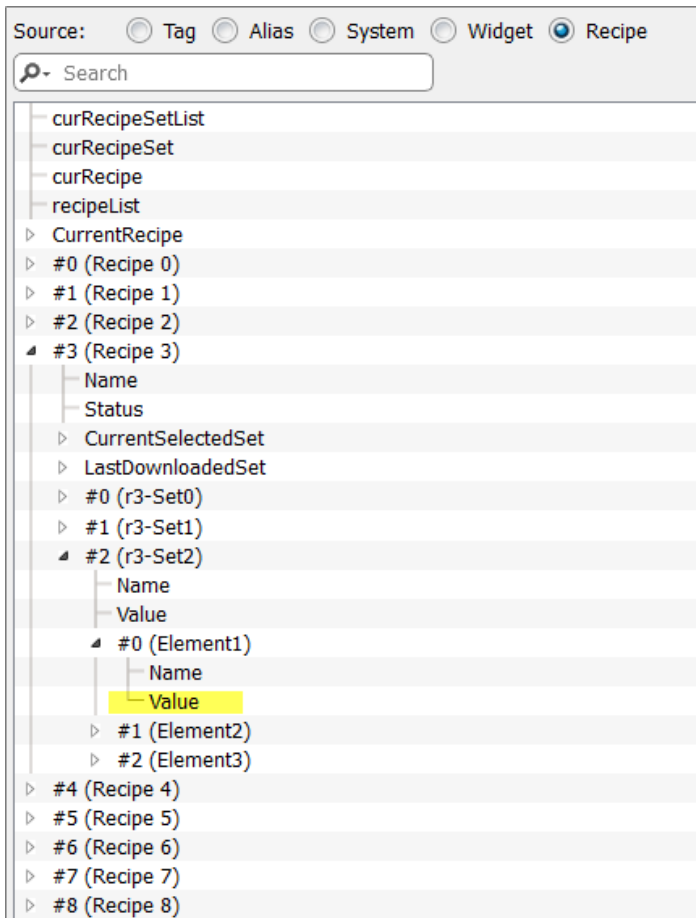
Recipe Name	Recipe1
Number of sets	10
Set 0	Fill Tank 15_
Set 1	Fill Tank 35_
Set 2	Fill Tank 50_
Set 3	Fill Tank 75_
Set 4	Fill Tank 100_
Set 5	Empty Tank 25_
Set 6	Empty Tank 50_
Set 7	Empty Tank 75_
Set 8	Empty Tank 90_
Set 9	Empty Tank 100_

## Setting up a recipe

1. Click **+** to add an element of the recipe.
2. Link the tags to each recipe element.

## Defining recipe fields

Create a recipe field in the page using a numeric widget and attaching it to a recipe item after selecting Recipe as the Source.



In the **Attach to** dialog you have the choice of all the different recipe variables, such as:


- Current Recipe >Current Selected Recipe Set> Element > Value
- Selected Recipe > Selected Set0 > Element > Value
- recipeList

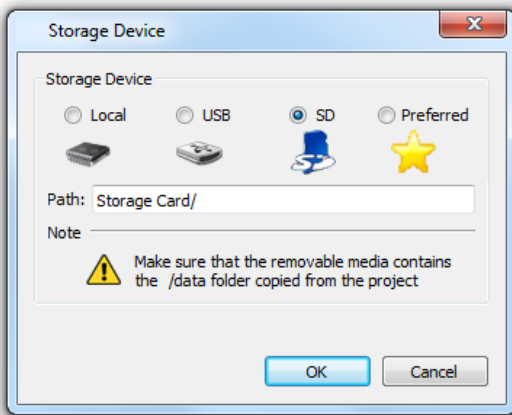
When numeric widgets are defined as read/write, the default recipe data can be edited at run time. These new values are stored in a separate file as modified recipe data.



Note: Since JavaScript API functions are used, the recipe elements and sets can be referenced by name or by position. To avoid ambiguity between names and index, the names of the recipe elements and sets must include at least one alphanumeric character.

## Storing recipe data

In the Recipe Editor click the storage type icon  to select where to store recipe data: the **Storage Device** dialog is displayed.



For USB drive and SD card storage you can provide the folder location.



**WARNING:** Recipe configuration files are created automatically when the project is saved and stored in the data subfolder of the project. To use external storage devices, you need to copy this folder into the external device. Note that you have the responsibility to manage the data folder inside external devices. Even dynamic files are not deleted when project is updated using the “Delete dynamic file” option.



**Important:** You can add a subfolder but you must not rename the "data" subfolder.

## Configuring a recipe widget

You can choose one of the two recipe widgets available in the **Widget Gallery**:

- **Recipe set:** allows you to select a recipe set for upload or download. See "[Uploading/downloading a recipe](#)" on the facing page
- **Recipe menu:** when more recipes have been created for a project, use this widget to manage all recipes and select the desired sets for each of them.

### Recipe Set

Recipe Set

Download

Upload

### Recipe Menu

Recipe

Recipe Set

Download

Upload

## Configuring the Recipe Set widget

In the **Properties** pane of each **Recipe Set** widget set the following parameter:



Parameter	Description
Recipe Name	Name of the recipe

## Recipe status

After every recipe upload or download, or recipe set modification, the recipe **Status** parameters contain a value with the result of the operation.

Code	Function	Description
0	Set modified	Selected set changed
1	Download triggered	Download request triggered
2	Download Done	Download action completed
3	Download Error	Error during download (for example, unknown set, unknown recipe, controller not ready, Tags write failed etc.)
4	Upload triggered	Upload request triggered
5	Upload done	Upload action completed
6	Upload Error	Error during upload - same as for download
7	General Error	General error (for example, data not available)



Note: On device startup the value of recipe **Status** is 0.

## Uploading/downloading a recipe

### Uploading a recipe

You upload a recipe to an HMI device using a recipe widget and the **UpLoadRecipe**, **UpLoadCurRecipe** action in one of the following ways:

- attach the action to an event of a button or a switch (see [""Attach to" parameters" on page 34](#) for details)
- configure the action in an alarm action list (see ["Alarm actions" on page 120](#) for details)
- configure the action in a scheduler action list (see ["Scheduling events at run time" on page 228](#) for details)

### Downloading a recipe

You download a recipe from an HMI device using a recipe widget and the **DownloadRecipe**, **DownLoadCurRecipe** action. See ["Recipe actions" on page 135](#)

## Backup and restore recipes data

The recipe data stored in an HMI device can be exported for backup and later restored. This is done using the **DumpRecipeData** or the **RestoreRecipeData** actions.

See "[Recipe actions](#)" on page 135 for details.

# 17 Trends

---

Trends allow you to sample and record the values of specified tags according to specific sampling conditions. The trend function includes trend acquisition and trend display.

Trend acquisition parameters are set in the Trend editor so that data can be stored. Stored data can then be displayed in a graphical format using a trend widget.

---

<b>Data logging</b> .....	<b>192</b>
<b>Exporting trend buffer data</b> .....	<b>193</b>
<b>Trend widgets</b> .....	<b>194</b>
<b>History trends</b> .....	<b>196</b>
<b>Trend widget properties</b> .....	<b>197</b>
<b>Trend widget gestures</b> .....	<b>198</b>
<b>Values outside range or invalid</b> .....	<b>199</b>
<b>Showing trend values</b> .....	<b>200</b>
<b>Scatter diagram widget</b> .....	<b>201</b>

# Data logging

Data can be logged and stored to HMI memory. Data logging allows you to store the values of a group of tags all at the same time to a buffer. Data logging can be triggered by a timer or by a dedicated tag. Logged data can be exported to a .csv file or displayed using the historical trend widget. Logged data can be saved locally on a USB device or SD card, or on any available custom network folder.



**WARNING:** The operation with removable memory devices (USB Flash drives, SD memory cards) containing a very large number of files may result in a decrease of system performance.



**WARNING:** The max number of files inside a SD memory card depends on the type of formatting (e.g. FAT32 max 65536 files; FAT max 513 files).



**WARNING:** Flash cards support a limited number of write operations. We suggest to use only good quality memory cards; in the case your application use intensively the memory card consider a regular substitution of the memory card.



**WARNING:** If the data/time is moved back, the samples with invalid date/time are removed from the trend buffer. When system detects that data/time is invalid (e.g. battery low), a popup is shown to advise the user and the date/time of the last sample is used to avoid losing data.

Storage is based on trend buffers. Trend buffers are organized as a FIFO queue: when the buffer is full, the oldest values are discarded unless you configure your trend to create a backup copy of the buffer.

## Adding a trend buffer

Path: **ProjectView** > **Config** > double-click **Trends**



1. Click **Add** to add a new buffer.
2. Click **+** next to each trend buffer to display all configuration parameters.

The screenshot shows the 'Trends' configuration window in ProjectView. The window has a 'Total memory Space' indicator at 6.3%. Below this are 'Add' and 'Delete' buttons. The main configuration area for 'Trend1' includes:

- Sampling time(s):** 60
- Number of Samples:** 40000
- Storage Device:** Local (selected), USB, SD, Preferred
- Path:** Data/
- Trigger:** None
- Sampling Filter:** Current Sample value - Previous Sample value < 0.00, Current Sample value - Previous Sample value > 0.00
- Buffer:**  Save a copy when full

At the bottom, there is a table with columns 'Name', 'Tag', and 'Comment':

Name	Tag	Comment
1 Temperature	Tag1	This is a comment
2 Pressure	Tag2	
3 Umidity	Tag3	

Element	Description
<b>Total memory Space</b>	<p>Memory currently used by the trend buffer. See "<a href="#">Table of functions and limits</a>" on page 440 for maximum number of samples allowed for project.</p> <p>This percentage is calculated as follows:</p> $\text{Total Memory Space} = \frac{\text{Total Number of Samples used in the Project}}{\text{Max Number of Samples allowed for a Project}} * 100$
<b>Trend Name</b>	Name of trend that will be displayed in the window property pane.
<b>Active</b>	<p>When enabled, the trend runs by default at system startup.</p> <p> Note: Trends cannot be activated at run time.</p>
<b>Source</b>	Tags sampled by the trend.
<b>Sampling Time (s)</b>	Sampling interval in seconds.
<b>Trigger</b>	<p>Tag triggering the sample. When the value of this tag changes, a sample is collected.</p> <p> Note: Trigger and Source can refer to the same tag.</p>
<b>Number of Samples</b>	Buffer size.
<b>Storage Device</b>	Where trend buffer data will be stored.
<b>Buffer</b>	If <b>Save a copy when full</b> option is enabled, a backup copy of the buffer data is created before it is overwritten by newer data.
<b>Sampling Filter / Trigger Filter</b>	<p>If triggering condition is time, a new sample is stored when its value, compared with the last saved value, exceeds the specified limits.</p> <p>If triggering condition is a tag, a new sample is stored at each change of the trigger tag value.</p>
<b>Sampled tags table</b>	<p><b>Name:</b> name of trend</p> <p><b>Tag:</b> tag to be sampled.</p> <p><b>Comment:</b> trend description</p>

## Exporting trend buffer data

Use the **DumpTrend** action to export trend buffer data to a .csv file.

Format of trend data exported to a .csv file can be selected from a macro parameter as shown in figure. All tags specified in the trend buffer are exported

Dump normal mode (compatibility mode)

	A	B	C	D	E	F	G	H	I	J	K
1	Type	Value	Time Stamp	Refresh Time	Quality	Type	Value	Quality	Type	Value	Quality
2	4	0	2015-09-18T14:42:22.000Z	1000	192	8	0.00E+00	192	3	0	192
3	4	0	2015-09-18T14:42:23.000Z	1000	192	8	0.00E+00	192	3	0	192
4	4	0	2015-09-18T14:42:24.000Z	1000	192	8	0.00E+00	192	3	0	192
5	4	40	2015-09-18T14:42:25.000Z	1000	192	8	0.00E+00	192	3	0	192
6	4	40	2015-09-18T14:42:26.000Z	1000	192	8	0.00E+00	192	3	0	192
7	4	40	2015-09-18T14:42:27.000Z	1000	192	8	0.00E+00	192	3	0	192
8	4	40	2015-09-18T14:42:28.000Z	1000	192	8	5.00E+01	192	3	0	192
9	4	40	2015-09-18T14:42:29.000Z	1000	192	8	5.00E+01	192	3	0	192
10	4	40	2015-09-18T14:42:30.000Z	1000	192	8	5.00E+01	192	3	0	192

Dump extended mode (compact mode)

	A	B	C	D	E	F	G
1	Timestamp	Tag1	4 Tag2	8 Tag3	3		
2		Value	Quality	Value	Quality	Value	Quality
3	2015-09-18T14:42:22.000Z	0	192	0.00E+00	192	0	192
4	2015-09-18T14:42:23.000Z	0	192	0.00E+00	192	0	192
5	2015-09-18T14:42:24.000Z	0	192	0.00E+00	192	0	192
6	2015-09-18T14:42:25.000Z	40	192	0.00E+00	192	0	192
7	2015-09-18T14:42:26.000Z	40	192	0.00E+00	192	0	192
8	2015-09-18T14:42:27.000Z	40	192	0.00E+00	192	0	192
9	2015-09-18T14:42:28.000Z	40	192	5.00E+01	192	0	192
10	2015-09-18T14:42:29.000Z	40	192	5.00E+01	192	0	192



Note: The first row of the header contains the tags names and tags data types

See "[System actions](#)" on page 140 for details.

## Trend widgets

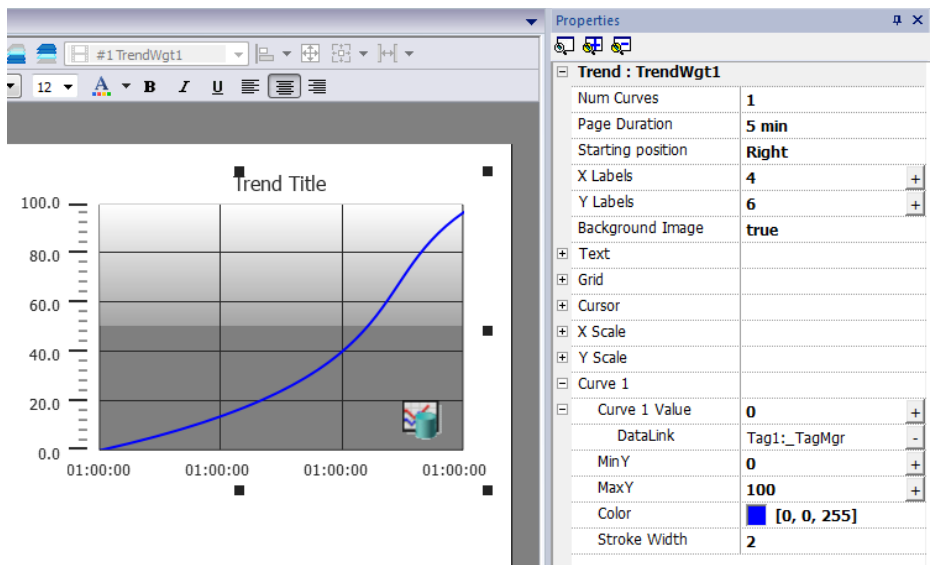
Data logged by the HMI device can be displayed in graphical format using trend widgets.

### RealTime trend widget

The real-time trend widget can be used to display the changes of value of a tag. Data is not stored in a trend buffer and cannot be retrieved for later analysis.


To display a real-time trend:

1. Drag and drop the **RealTime Trend** widget from the widget gallery to the page.



2. Attach the tag that you want to sample to the **Curve n Value**. Data is always plotted against time.

### RealTime trend widget properties

Property	Description
<b>Num Curves</b>	Number of trend curves to be displayed (Max. 5)
<b>Page Duration</b>	Time range of the x-axis.  Tip: You can attach a <b>Date Time</b> combo widget to the <b>Page Duration</b> property and dynamically change page duration at run time.
<b>Starting Position</b>	Specifies the starting point of the curve when the page is opened.
<b>X Labels</b>	Number of ticks on the x-axis scale
<b>Y Labels</b>	Number of ticks in the y-axis scale.
<b>Text</b>	Trend title and font properties (font size, label, etc.)
<b>Grid</b>	Properties of grid presentation (colors)
<b>Cursor</b>	Properties of cursor presentation (enable and color)
<b>X Scale</b>	Properties of X Scale presentation
<b>Y Scale</b>	Properties of Y Scale presentation
<b>Curve "n"</b>	Tag that will be plotted in the trend widget. See " <a href="#">Trend widget properties</a> " on page 197 for details. You can set the minimum and maximum of the curves ( <b>MinY</b> , <b>MaxY</b> ). You can attach a tag to minimum and maximum properties. This enhances the ability to change the minimum and maximum values dynamically at run time.

## Scaling data

Tag values can be scaled using the X Forms in the **Attach to** dialog. See [""Attach to" parameters" on page 34](#) for details.

## History trends

Trend data stored in trend buffers can be analyzed using the **History Trend** widget.

This is a two-step process:

- first you create a trend buffer to collect data for specified tags at specific points in time,
- then you configure a History Trend widget to display the collected data in a graphical format.

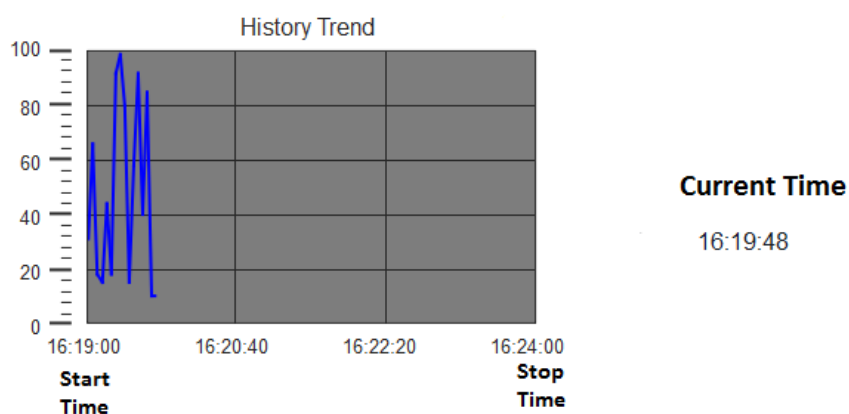
See ["Data logging" on page 192](#) for details on how to create a trend buffer.

### History Trend widget

History Trend widget displays in graphical format the content of a trend buffer.

Start time is the current time and stop time will be the current time plus the duration of the window. The curve starts from the left and progresses to the right, data is automatically refreshed during a certain interval time, until the stop time.

When the curve reaches the stop time, the curve will scroll left and the update of the curve will continue until it again reaches the stop time. At that moment a new scroll is automatically performed and the process repeats.



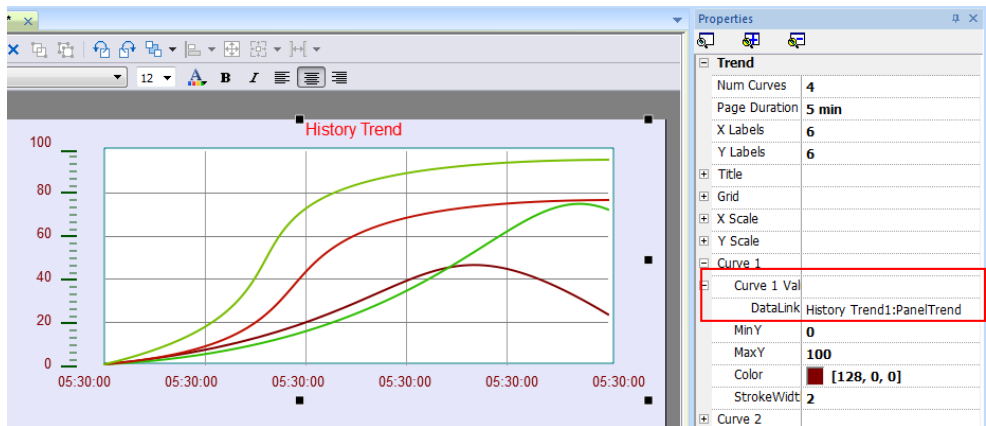
History trends require a proper configuration of trend buffer.

See ["Data logging" on page 192](#) for details on how to work in the Trend editor.

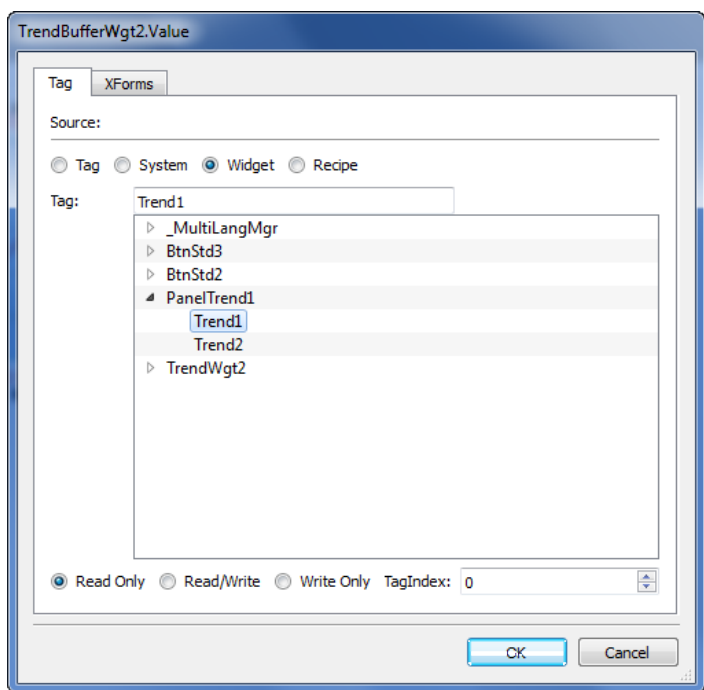
### Configuring the History Trend widget

1. From the **Trends/Graphs** section of the **Widget Gallery**, drag and drop the **History Trend** widget to the page.





2. In the **Properties** pane, attach the trend buffer to be plotted in the widget.



## Trend widget properties

Some Trend widget properties are only available when the Properties pane is in Advanced view.

### Request Samples

**Request Sample** property can be set for each curve and indicates the maximum numbers of samples read by the widget at one time from the trend buffer.

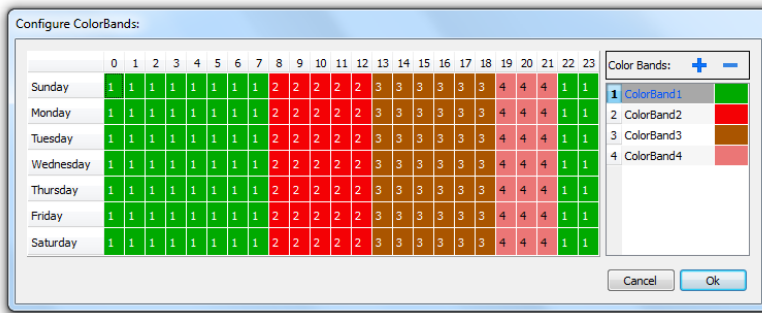


Tip: You normally do not need to modify the default value. Adjust it to fine tune performances in the trend widget refresh, especially when working with remote clients.

## Color bands

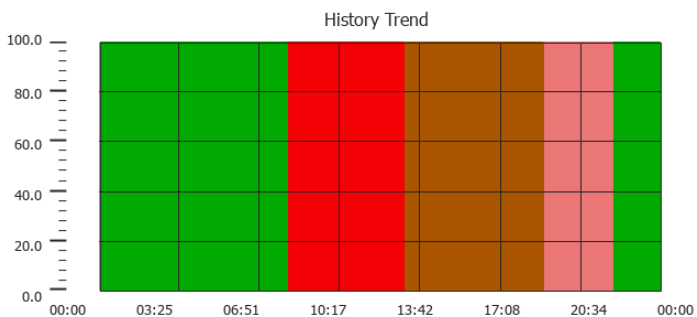
Use the color bands configuration to customize your graphs background, for example to make certain days or hours stand out (weekends, night hours, etc.).

1. In the **Properties** pane, in **Color Bands** property click **+**: the **Configure Bands** window appears.
2. Click **+** to add as many colors you need.
3. Select multiple cells and click on a color band to assign the color to the selected range of cells.



Note: This feature only uses local time in the trend widget, not the global time option.

### Calendar color bands example



## Trend widget gestures

Trend widgets support gesture commands:

Gesture	Description
pan	Touch the widget to scroll the curve within the widget area
pinch	Use two fingers to pinch the curve and perform zoom operations



**WARNING: Only multi touch HMI devices can generate pinch events**



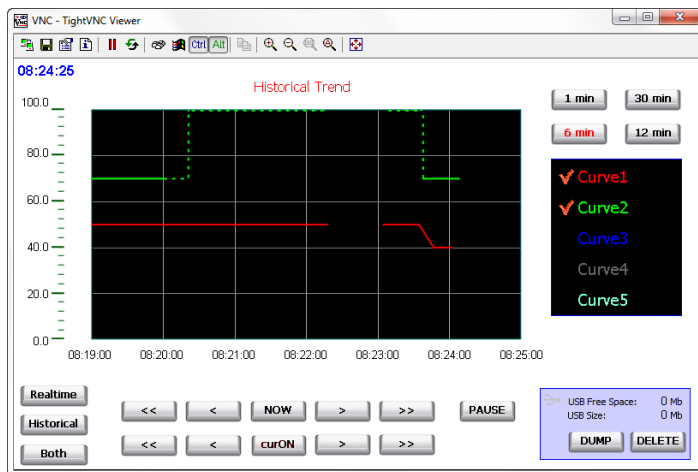
Note: In order to support gestures on Y axis, Min/Max properties of the trend widget must be linked to Min/Max values of Behavior parameters (default for new trends).

Properties

<b>Trend : RealtimeTrend</b>	
Num Curves	1
Page Duration	5 min +
Y Page Size	100 +
Starting position	Right
<b>Behavior</b>	
Min Y	0 +
Max Y	100 +
X Labels	4 +
Y Labels	6 +
Background Image	true
<b>Text</b>	
<b>Grid</b>	
<b>Cursor</b>	
<b>X Scale</b>	
<b>Y Scale</b>	
Min	0 +
DataLink	y0:RealtimeTrend.wnd -
Access Type	R
Max	100 +
DataLink	y1:RealtimeTrend.wnd -
Access Type	R

## Values outside range or invalid

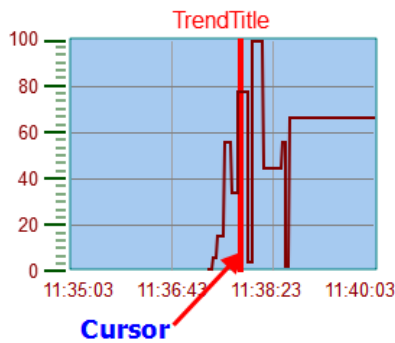
When trend value goes beyond the limits set for the trend widget, a dotted line is displayed. When the value of the tag is not available, for example the controller device is offline, no curve is drawn.



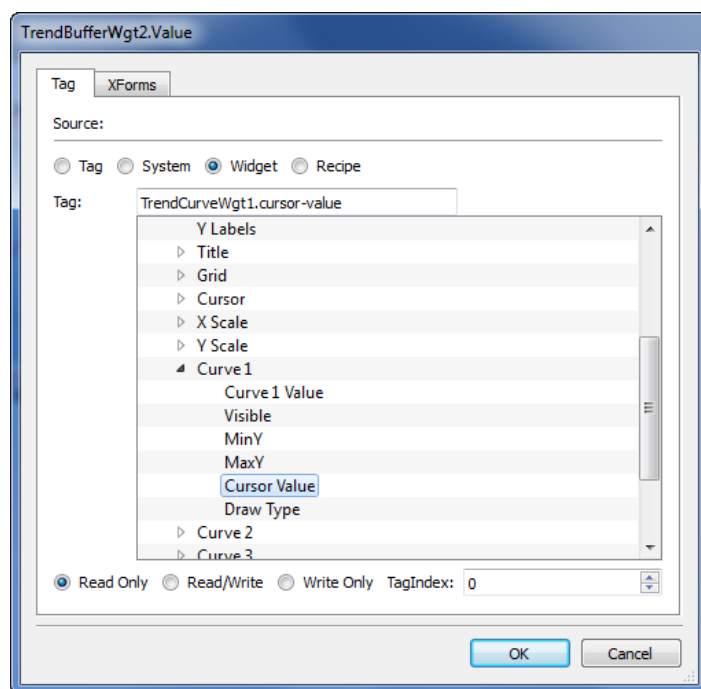
## Showing trend values

Trend cursor displays the trend value at a specific point.

Use the actions **ShowTrendCursor** and **ScrollTrendCursor** to enable the trend cursor and move it to the required point to get the value of the curve at that particular point in time.

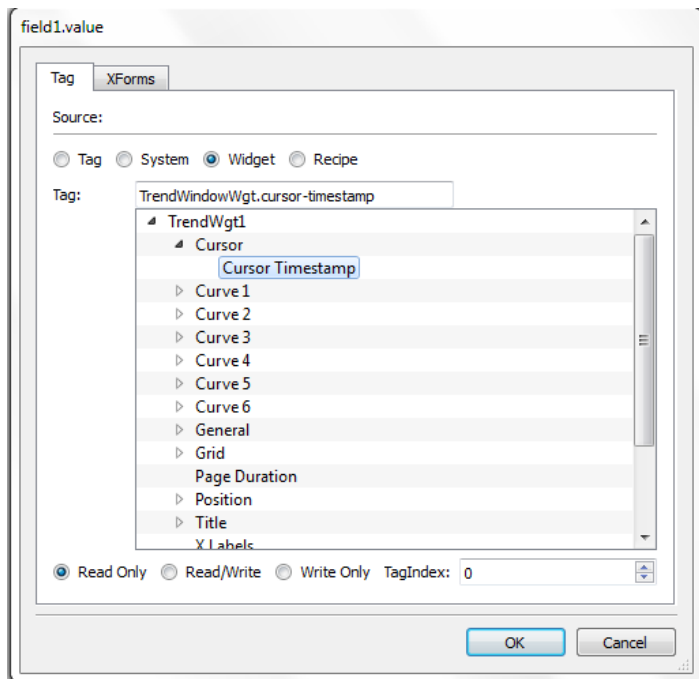


To display the value of the trend cursor on the page, define a numeric field and attach it to the **Cursor Value** widget tag.



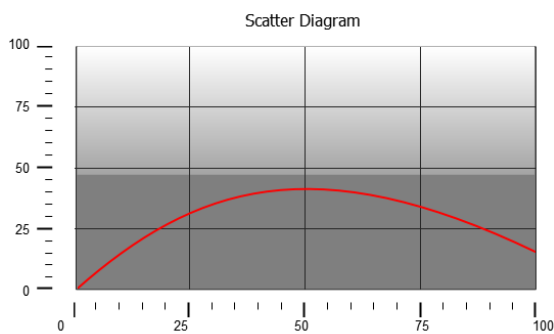
In this example the Y axis value of the cursor is displayed.

To display the trend timestamp at the position of the cursor, define a numeric field and attach it to **Cursor Timestamp** widget tag.



## Scatter diagram widget

A scatter diagram is a type of diagram to display values for two variables from a set of data using Cartesian coordinates. The data is displayed as a collection of points, each having the value of one variable determining the position on the horizontal axis and the value of the other variable determining the position on the vertical axis. For this reason it is often called *XY graph*.



Scatter diagram curves are obtained by a linear interpolation of points. To create a new scatter diagram:

1. Add a **Scatter Diagram** widget to the page.
2. Select the number of curves to show: each curve is named as Graph1, Graph2,...
3. Customize the general graph properties such as **X Min**, **X Max**, **Grid** details.
4. Define the max number of samples/values for each curve by setting the **Max Samples** parameter.

Here you set the max number of values to be displayed in the graph starting from first element in the array.

For example: Tag1[20] and Max Samples = 10 will show just first 10 elements of the Tag1 array.

5. Define for each curve the two tags of type array to be displayed (**X-Tag** and **Y-Tag**).

When the array tags change, you can force a refresh with the **RefreshTrend** action .



Note: Scatter diagrams support only the **RefreshTrend** action.

# 18 Data transfer

---

Data transfer allows you transferring variable data from one device to another. Using this feature an HMI device can operate as a gateway between two devices, even if they do not use the same communication protocol.

---

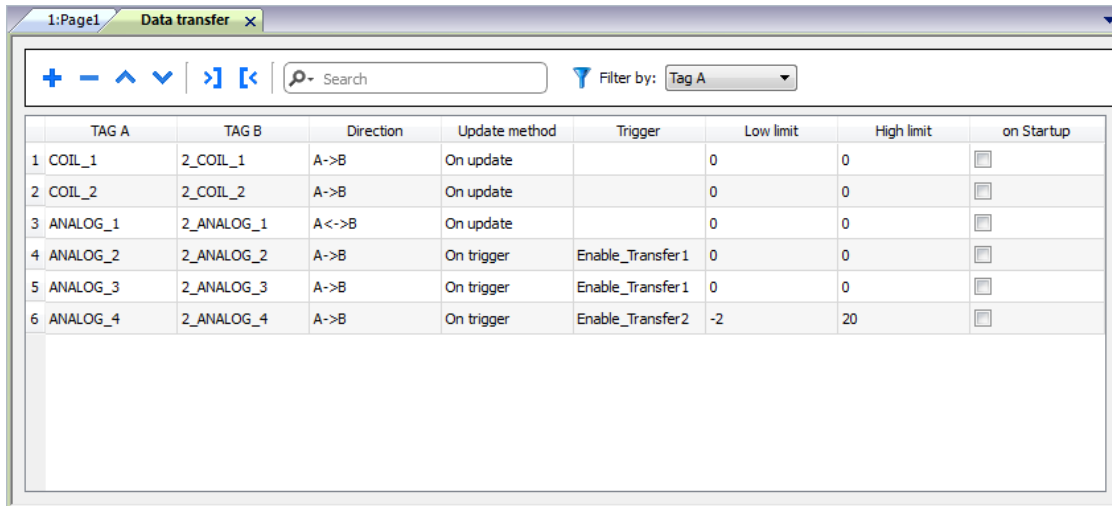
<b>Data transfer editor</b> .....	<b>204</b>
<b>Exporting data to .csv files</b> .....	<b>206</b>
<b>Data transfer limitations and suggestions</b> .....	<b>206</b>

# Data transfer editor

Path: **ProjectView**> **Config** > double-click **Data transfer**

Use the Data transfer editor to map transfer rules.

Each line in the Data transfer editor defines a mapping rule between two tags. Define more mapping rules if you need different direction, update method or trigger.



	TAG A	TAG B	Direction	Update method	Trigger	Low limit	High limit	on Startup
1	COIL_1	2_COIL_1	A->B	On update		0	0	<input type="checkbox"/>
2	COIL_2	2_COIL_2	A->B	On update		0	0	<input type="checkbox"/>
3	ANALOG_1	2_ANALOG_1	A<->B	On update		0	0	<input type="checkbox"/>
4	ANALOG_2	2_ANALOG_2	A->B	On trigger	Enable_Transfer 1	0	0	<input type="checkbox"/>
5	ANALOG_3	2_ANALOG_3	A->B	On trigger	Enable_Transfer 1	0	0	<input type="checkbox"/>
6	ANALOG_4	2_ANALOG_4	A->B	On trigger	Enable_Transfer 2	-2	20	<input type="checkbox"/>

To add a new rule, click **+**: a new tag line is added.







## Data transfer toolbar

Parameter	Description
<b>Import/ Export</b>	Imports or exports data transfer settings from or to a .csv file.
<b>Search</b>	Displays only rows containing the search keyword.
<b>Filter by</b>	Display only rows matching filter and search field.

## Data transfer parameters

Parameter	Description
<b>TAG A/ TAG B</b>	Pair of tags to be mapped for exchanging through the HMI device.
<b>Direction</b>	Transfer direction.  <b>A-&gt;B</b> and <b>B-&gt;A</b> : Unidirectional transfers, values are always copied from one tag and sent to the other tag in the specified direction.  <b>A&lt;-&gt;B</b> : Bidirectional transfer, values are transferred to and from both tags.
<b>Update Method</b>	<b>On trigger</b> : Data transfer occurs when the value of the tag set as trigger changes above or below the values set as boundaries. Limits are recalculated on the previous tag value, the same that triggered the update.



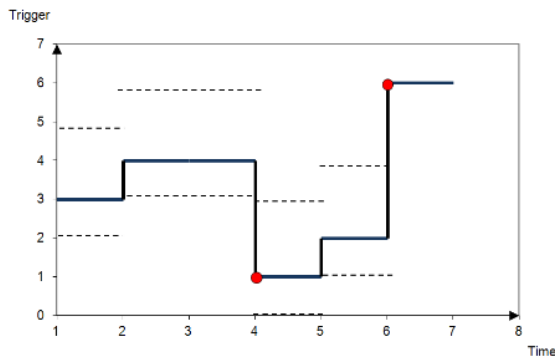
Parameter	Description
	<p> Note: This method applies only to unidirectional transfers (A-&gt;B or B-&gt;A).</p> <p><b>On Update:</b> Data transfer occurs whenever the value of the source tag changes.</p> <p> Note: This method applies both to unidirectional and to bidirectional transfers (A-&gt;B, B-&gt;A and A&lt;-&gt;B).</p> <p> Note: The Runtime cyclically monitors source tags changes (trigger tag when using On Trigger or tags to transfer when using On Update) based on Tag editor <b>Rate</b> parameter. If <b>Rate</b> setting for source Tag is 500 ms (default), the system checks for updates every 500 ms.</p> <p> Note: Changes on source tags faster than <b>Rate</b> may be not detected .</p>
<p><b>Trigger, High limit, Low limit</b></p>	<p>Tag that triggers the data transfer process. When this tag changes its value outside the boundaries set as <b>High limit</b> and <b>Low limit</b>, data transfer is started. The range of tolerance is recalculated according to the specified limits on the tag value which triggered the previous update. No action is taken if the change falls within the limits.</p> <p>This mechanism allows triggering data transfers only when significant variations of the reference values occur.</p> <p><b>Low limit</b> is less or equal to zero.</p> <p> Note: If both <b>Low limit</b> and <b>High limit</b> are set to "0", data transfer occurs whenever the value of the trigger tag changes.</p>
<p><b>on Startup</b></p>	<p>When selected, data transfer is forced:</p> <ul style="list-style-type: none"> <li>• on HMI startup if the quality of the source tag is good</li> <li>• after communication errors, when the associate device nodes return active</li> </ul> <p>See "<a href="#">Objects</a>" on page 356 for details on quality.</p> <p> <b>Important: Data transfers executed on startup may have major impact on the HMI device boot time. Enable this option only when necessary.</b></p>

### Example of limit setting

**High limit** = 1,9

**Low limit** = - 0,9

• = points where the data transfer is triggered




## Exporting data to .csv files

Configuration information for data transfers can be exported to a .csv file.

### Example of data transfer settings in .csv file

A	B	C	D	E	F	G	H	I	J
COIL_1	2_COIL_1	A->B	On update		0	0	data1	true	1
COIL_2	2_COIL_2	A->B	On update		0	0	data2	true	1
ANALOG_1	2_ANALOG_1	A<->B	On update		0	0	data3	true	1
ANALOG_2	2_ANALOG_2	A->B	On trigger	Enable_Transfer1	0	0	data4	true	1
ANALOG_3	2_ANALOG_3	B->A	On trigger	Enable_Transfer1	0	0	data5	true	1
ANALOG_4	2_ANALOG_4	A->B	On trigger	Enable_Transfer2	-10	20	data6	true	1

Column	Description
<b>A to G</b>	Same data as in the Data transfer editor
<b>H</b>	Unique identifier automatically associated to each line.   <b>Important: When you edit the .csv file and you add any extra line, make sure you enter a unique identifier in this column.</b>
<b>I and J</b>	Reserved for future use.



Import/export use the separator character defined inside Windows Regional Settings.

## Data transfer limitations and suggestions

Correct definition of data transfer rules is critical for the good performance of the HMI devices. To guarantee reliability of operation and performance, keep in mind the following rules.

### On trigger method

The **On trigger** method allows only unidirectional transfers, (A->B or B->A)

Data transfer based on the **On Trigger** mode should be preferred since it allows you to force the transfer and monitors only the trigger tags and not all the tags involved in the transfer.

## On update method

The **On update** method allows changing the values in accordance with the direction settings only when the source value changes.

Using the **On Update** method you force the system to continuously read all the defined source tags to check if there are changes that need to be transferred. The default value of the update rate of each tag is 500 ms and can be modified with Tag editor.

## Performance observations

Data transfer performance depends on:

- number of data transfers defined,
- number of data transfers eventually occurring at the same time,
- frequency of the changes of the PLC variables that are monitored,



**Important: Always test performance of operation during project development.**



**Important: If inappropriately set, data transfer tasks can lead to conditions where the tags involved create loops. Identify and avoid such conditions.**



Tip: Use the scheduler to calibrate the update rate based on the performance of your entire project.



Tip: Use array type tags to optimize data transfer and reduce workload.



Tip: Reduce the number of data transfers to reduce page change time and boot time.



# 19 Offline node management

---

When one of the controllers communicating with the HMI device goes offline, communication performance of the system may eventually decrease.

The offline node management feature recognizes offline controllers and removes them from communication until they come back online.

Additionally, if you know that any of the controllers included in the installation is going to be offline for a certain time, you can manually disable it to maximize system performance.



Note: This feature is not supported by all communication protocols. Check protocol documentation to know if it is supported or not.

---

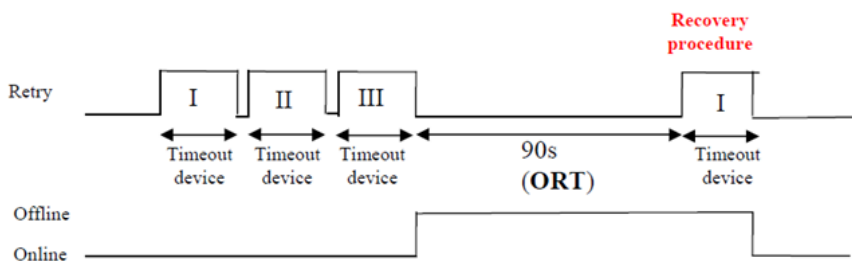
<b>Offline node management process</b> .....	<b>210</b>
<b>Manual offline node management process</b> .....	<b>210</b>
<b>Manual offline configuration</b> .....	<b>210</b>
<b>Automatic offline node detection</b> .....	<b>211</b>

## Offline node management process

Steps of the process are:

- The system communicates normally with a certain device. When the device is not responding to a communication request, the system will repeat the request twice before declaring the device offline.
- When a device is offline, the system sends communication requests to the device with a longer interval, called Offline Retry Timeout. If the device answers to one of these requests, the system declares it online and restarts normal communication.

The diagram shows the three communication attempts and the recovery procedure that starts when the Offline Retry Timeout is elapsed.



## Manual offline node management process

Offline node management can be done manually. When a specific device is online and it is communicating normally you can:

- use an action to declare the device offline: the system stops communication with the device.
- use an action to declare the device online: the system restarts normal communication with the device.

## Manual offline configuration

When you know that some devices in communication with the HMI device are going to remain offline for a certain period of time, you can exclude them from communication using the **EnableNode** action.



**WARNING: All disabled device nodes will remain disabled if the same project is downloaded on the device, on the other hand, if a different project is downloaded, all disabled devices will be re-enabled. The same happens with a package update.**



**Tip:** To make this feature more dynamic, you may decide not to indicate a specific **NodeID** but attach it to the value of a tag or to an internal variable created to identify different devices that might be installed in your network.

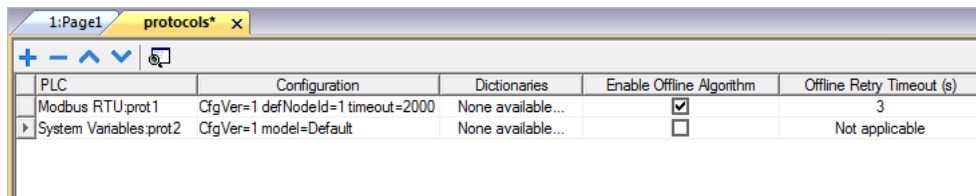


**Note:** When using the action **EnableNode** to force a device node back online, communication will start immediately.

## Automatic offline node detection

When a device is not answering to communication requests, it is de-activated. The HMI device stops sending requests to this device. After three seconds, the HMI device sends a single command to check if device is available, if so the communication is restarted, otherwise it is disabled for another timeout interval.

Default settings can be modified in Protocol editor.



PLC	Configuration	Dictionaries	Enable Offline Algorithm	Offline Retry Timeout (s)
Modbus RTU:prot1	CfgVer=1 defNodeId=1 timeout=2000	None available...	<input checked="" type="checkbox"/>	3
System Variables:prot2	CfgVer=1 model=Default	None available...	<input type="checkbox"/>	Not applicable



Note: Not all protocols support this feature.

Parameter	Description
<b>Enable Offline Algorithm</b>	Enables offline management for the protocol
<b>Offline Retry Timeout</b>	Interval in seconds for the retry cycle after a device has been deactivated. Range: 1–86.400 seconds (24h).





# 20 Multi-language

---

Multi-language feature has been designed for creating HMI applications that include texts in more than one language at the same time

Multi-language feature uses code pages support to handle the different languages. A code page (or a script file) is a collection of letter shapes used inside each language.

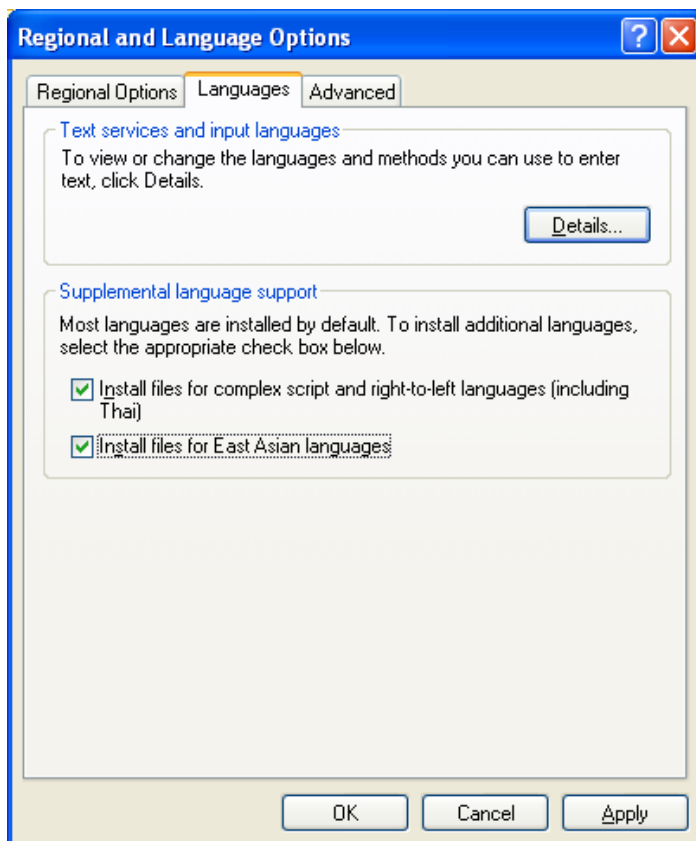
Multi-language feature can be used to define languages and character sets in a project. PB610 Panel Builder 600 also extends the TrueType Fonts provided by Windows systems to provide different font faces associated with different character sets.

PB610 Panel Builder 600 also allows you to provide strings for each of the languages supported.

PB610 Panel Builder 600 also allows you to change the display language so that you can see the page look and feel during the design phase.



**Important: In Windows XP operating systems you have to install the support for complex script and East Asian languages.**



## Supported fonts for Simplified Chinese

For Simplified Chinese, the following fonts are supported:

Font name	Font file
Fangsong	simfang.ttf
Arial Unicode MS	ARIALUNI.TTF
Kaiti	simkai.ttf
Microsoft Yahei	msyh.ttf
NSImSun	simsun.ttc
SimHei	simhei.ttf
Simsun	simsun.ttc

## Supported fonts for Traditional Chinese

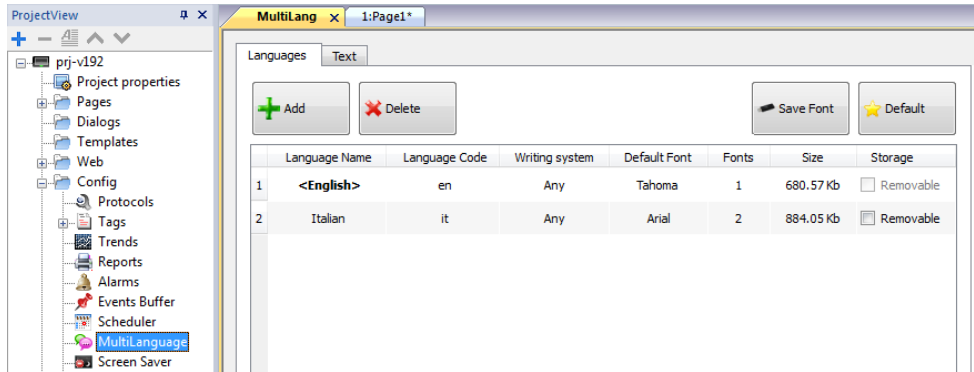
For Traditional Chinese, the following fonts are supported:

Font name	Font file
DFKai-SB	kaiu.ttf
Microsoft Sheng Hai	msjh.ttf
Arial Unicode MS	ARIALUNI.TTF
MingLiU	mingliu.ttc
PMingLiU	mingliu.ttc
MingLiU_HKSCS	mingliu.ttc



<b>The Multi-language editor</b> .....	<b>215</b>
<b>Changing language</b> .....	<b>216</b>
<b>Multi-language widgets</b> .....	<b>216</b>
<b>Exporting/importing multi-language strings</b> .....	<b>218</b>
<b>Changing language at run time</b> .....	<b>220</b>
<b>Limitations in Unicode support</b> .....	<b>220</b>

# The Multi-language editor

Path: **ProjectView**> **Config** > double-click **MultiLanguage**




## Language settings

Parameter	Description
<b>Language Name</b>	Name identifying the language in the project.
<b>Language Code</b>	ISO 639 language code identifier, used to match language items when importing resources from external xml files.
<b>Writing system</b>	Select the set of fonts to be used with the language
<b>Default Font</b>	Default font for project's widgets.   Note: When you choose a new font you are prompted to replace the font used in the widgets you already created.
<b>Fonts</b>	Number of fonts associated with the selected language.
<b>Size</b>	Memory used to store font files.
<b>Storage</b>	Location of file fonts is a removable external memory.   Tip: Store large font files on removable memory to free memory requirements in the HMI device.

## Adding a language

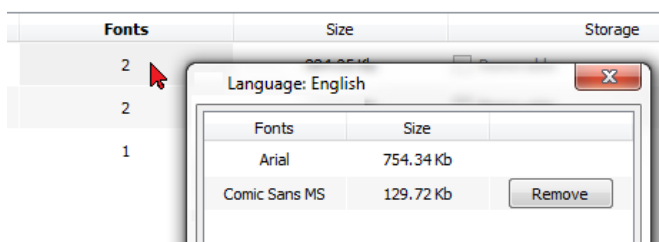
1. In the **Languages** tab, click **+**: a line is added to the table.
2. Enter all language settings.
3. Click **Default** to set the selected language as the default language when the Runtime starts.
4. Click **Save Font** to copy the fonts you marked as **Removable** on an external memory.

 **Important:** Font files configured to be stored on removable memory must be provided to the final user to complete font installation on the HMI device.

## Removing fonts

To remove fonts no longer needed:

1. Click on the font number in the Multi-language editor: a dialog with the list of the used fonts is displayed.

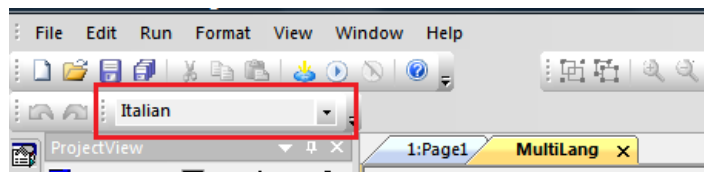


2. Select the fonts to be removed and click **Remove**: removed fonts are replaced with the default font.

## Changing language

### Changing language during page design

A combo box is available for changing language during page design. If no texts appears, please check **Text** tab in the Multilanguage editor and insert missing string.

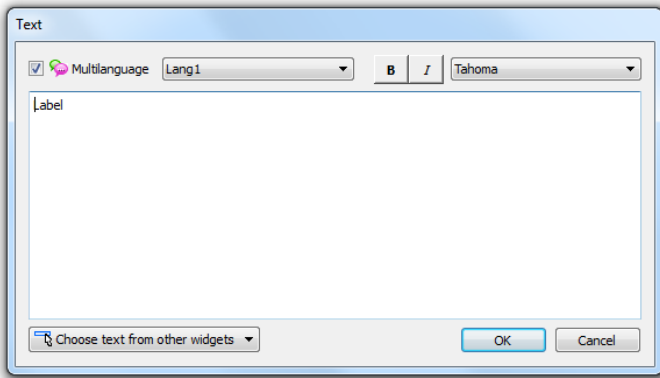


## Multi-language widgets

Multi-language support is available for objects such as buttons, static text, messages, alarm descriptions and pop-up messages.

### Multi-language for label widgets

Double-click on a text widget in a page to open the **Text** dialog.



Enable/disable multi-language function, edit the text for the selected language and choose the font.

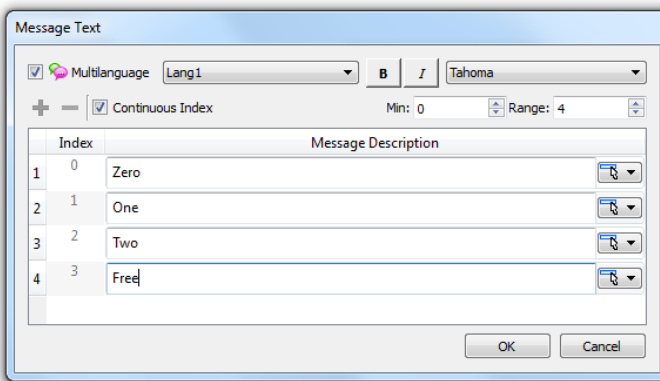


Note: Bold, italic and color properties set here for the widget are applied to all languages .

Parameter	Description
<b>Multilanguage</b>	Enable/disable multi-language function for the widget.
<b>Choose text from other widget</b>	Click on button to browse existing message strings in project to pick text for the widget.

## Multi-language for message widgets

Double-click on a message widget in a page to open the **Message Text** dialog.

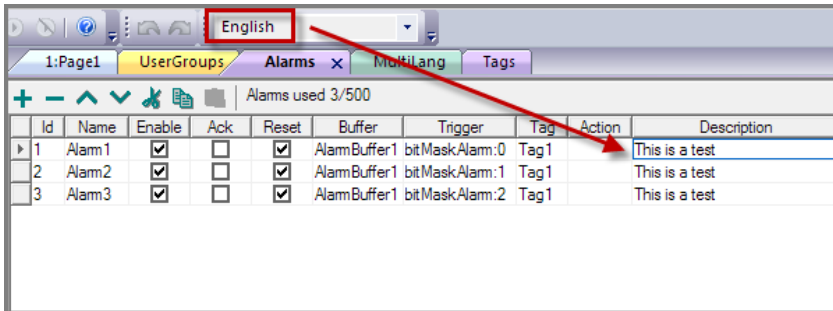


Parameter	Description
<b>Multilanguage</b>	Enable/disable multi-language function for the widget.
<b>Continuous Index</b>	Index for the widget is set of contiguous numbers (example 3, 4,5,6)
<b>Min</b>	Starting number for index
<b>Range</b>	Number of messages
<b>Choose text from other widget</b>	Click on button to browse existing message strings in project to pick text for the widget.

## Multi-language for alarm messages

To add a multi-language strings for alarm messages:

1. Open the Alarm editor.
2. Select a language using the language combo box.
3. Enter the text for the alarm in the **Description** column.

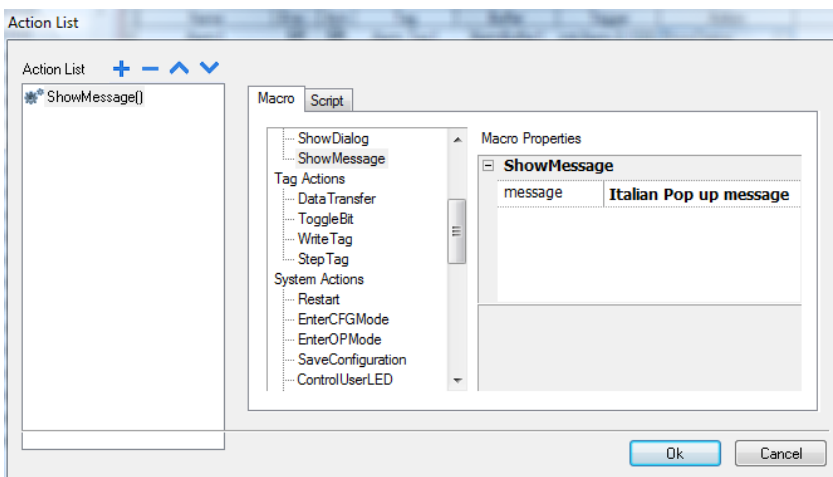


Tip: Text labels with alarm states displayed by alarms widgets can be translated or personalized through the Multilanguage text editor.

## Multi-Language for pop-up messages

To add a multi-language pop-up message:

1. Select a language from the language combo box.
2. Add the Page action **ShowMessage** and enter the text in the selected language.



## Exporting/importing multi-language strings

The easiest way to translate a project into multiple languages is to export all texts to a .csv file, translate the resulting document and then import the translated text back into the project.



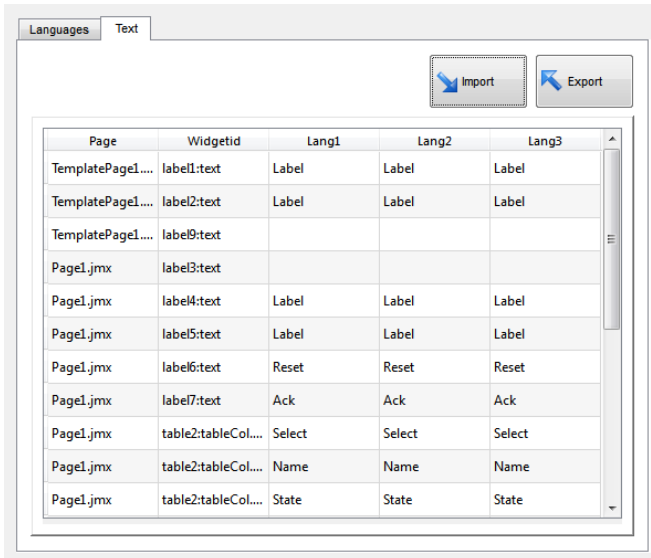
**Important:** The .csv file exported by PB610 Panel Builder 600 is coded in Unicode, to edit it you need a specific tool supporting Unicode encoded .csv files.

## Exporting and reimporting strings

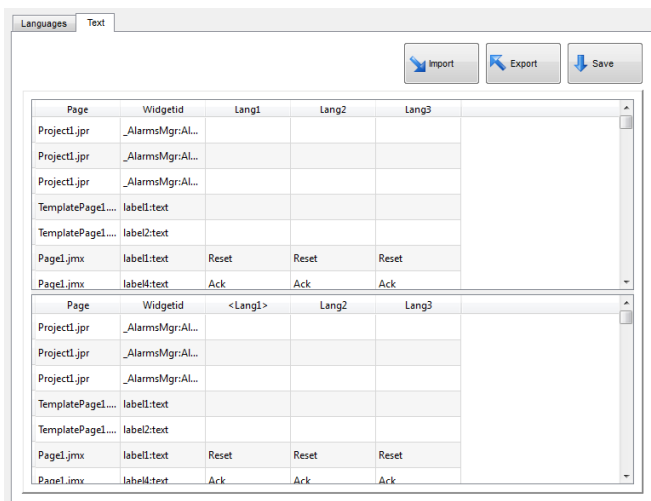
Path: **ProjectView** > **Config** > double-click **MultiLanguage**

To export and re-import multi-language strings:

1. In the **Text** tab, click **Export**: all multi-language strings are exported to a .csv file.



**Important:** Set all languages that will be used in the project before exporting the file. This will guarantee that the exported file will contain all columns and language definitions.



2. Once the strings have been translated, click **Import** to re-import them into the project: strings are imported matching the widget ID and the page number of each widget.
3. Click **Save** to save the new widget data.



**Note:** To change the separator used in the exported file, change the regional settings of your computer. When importing, the separator information is retrieved from the file; if not found, the default character "," is used.

## Import constraints

The following formats are supported for import:

- Comma Separated Values (.csv)
- Unicode Text (.txt)



Note: Use the Unicode Text file format when you import a file modified using Microsoft® Excel®.

## Changing language at run time

### Changing language with an action

After the project download, the HMI Runtime will start using the language set as default. You can change the language using the **SetLanguage** action. See "[MultiLanguage actions](#)" on page 124.



Note: Once the language has been changed, it will be used also in future sessions.

### Missing fonts

When you change language, if the required fonts are not available in the device memory, a pop-up message prompts you to insert the memory card containing the missing fonts. At the end of the operation you can remove the memory card.



## Limitations in Unicode support

PB610 Panel Builder 600 has been designed for working with Unicode text. However, for compatibility issues with some platforms, Unicode is supported only in a subset of properties.

Area	Property	Charset Accepted	Reserved Chars/Strings
Protocol editor	Alias	ASCII [32..126]	(space), ; : . < * >'
	Tag editor	Name	. \ / * ? : > <   " & # % ; =
	Group	ASCII [32..126]	<New> \ / * ? : > <   " & # % ;
	Comment	Unicode	



Area	Property	Charset Accepted	Reserved Chars/Strings
<b>Trends</b>	Name	ASCII [32..126]	\\*?:>< "&#%;
<b>Printing Reports</b>	Name	ASCII [32..126]	\\*?:>< "&#%;
<b>Alarms</b>	Name	ASCII [36..126]	\\*?:>< "&#%;
	Description	Unicode	[] - for live tags, \ escape seq for [ and \
<b>Events</b>	Buffer Name	ASCII [32..126]	\\*?:>< "&#%;
<b>Scheduler</b>	Name	ASCII [32..126]	\\*?:>< "&#%;
<b>Languages</b>	Language Name	ASCII [32..126]	\\*?:>< "&#%;
	Texts in widgets	Unicode	-
	Texts from import files	Unicode	-
<b>User Group</b>	Group Name	a-z A-Z _	admin,guest,unauthorized
	Comments	Unicode	-
<b>User</b>	Name	ASCII [32..126]	\\*?:>< "&#%;
	Password	Unicode	-
	Comment	Unicode	-
<b>Recipes</b>	Name	ASCII [32..126]	\\*?:>< "&#%;!\$'() <sub>+</sub> ,=@[]{}~`
	Set Name	ASCII [32..126]	\\*?:>< "&#%;!\$'() <sub>+</sub> ,=@[]{}~`
	Element name	ASCII [32..126]	\\*?:>< "&#%;!\$'() <sub>+</sub> ,=@[]{}~`
<b>General</b>	Project Name	A-Z,a-z,0-9,-,_,	"PUBLIC", "readme", "index.html"
	Page Name	A-Z,a-z,0-9,-,_,	-
	Dialog Page Name	A-Z,a-z,0-9,-,_,	-
	Template Page Name	A-Z,a-z,0-9,-,_,	-
	Keypad Name	A-Z,a-z,0-9,-,_,	-
	Files (Images/Video/etc..)	A-Z,a-z,0-9,-,_,	-

---

Area	Property	Charset Accepted	Reserved Chars/Strings
	Widgets ID	A-Z,a-z,0-9,-, _	-
<b>Runtime</b>	PLC Communication	UTF-8, Latin1, UCS-2BE, UCS-2LE, UTF-16BE, UTF-16LE	-

# 21 Scheduler

---

PB610 Panel Builder 600 provides a scheduler engine that can execute specific actions at set intervals, or on a time basis.

Creating a schedule is typically a two-step process:

1. You create a schedule with a list of actions to be executed when the scheduled event occurs. You do this in the Scheduler editor
2. You create a run-time user interface that allows the end-user to change settings for each schedule. You do this adding a **Scheduler** widget to a page of your project and configuring it to fit user scheduling needs.

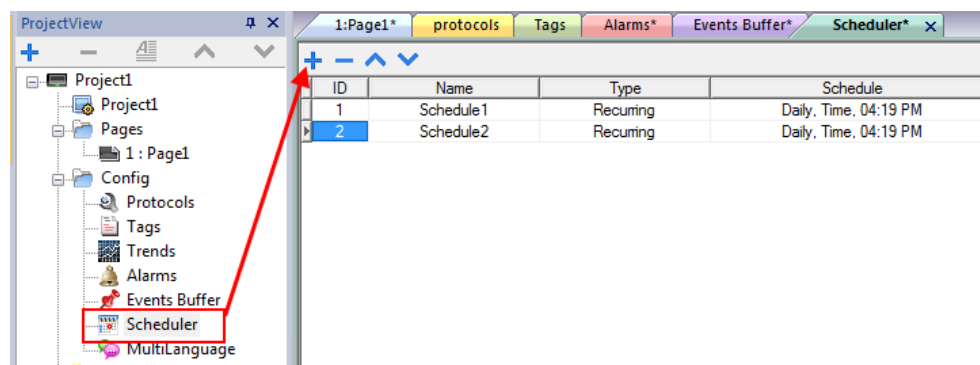
---

<b>Creating a schedule</b> .....	<b>224</b>
<b>HighResolution schedule</b> .....	<b>224</b>
<b>Recurring schedule</b> .....	<b>224</b>
<b>Configuring location for schedules</b> .....	<b>226</b>
<b>Configuring the Scheduler widget</b> .....	<b>227</b>
<b>Scheduling events at run time</b> .....	<b>228</b>

## Creating a schedule

Path: *ProjectView*> *Config*> double-click *Scheduler*

- Click **+** to add a schedule.




### Schedule parameters

Parameter	Description
<b>ID</b>	Unique code assigned automatically to the schedule
<b>Name</b>	Name of schedule
<b>Type</b>	Type of schedule: <ul style="list-style-type: none"> <li>• <b>Recurring</b>, see "<a href="#">Recurring schedule</a>" below for details.</li> <li>• <b>HighResolution</b>, see "<a href="#">HighResolution schedule</a>" below for details</li> </ul>
<b>Schedule</b>	Scheduler settings and options. See " <a href="#">Recurring schedule</a> " below for details.
<b>Action</b>	Actions to be executed at the scheduled time
<b>Priority</b>	Priority level for the event. If two schedules occur at the same time, the event with the higher priority will be executed first.

### HighResolution schedule



The **HighResolution** schedule is used to perform actions that need to be repeated at specified intervals. The interval between executions is set in milliseconds in the **Schedule** column.

 Note: You cannot change at run time the settings of this type of schedule. If you need to change the action time settings at run time, choose **Recurring** schedule and set **Type** to **Every**. See "[Recurring schedule](#)" below for details.

### Recurring schedule

The Recurring schedule is used to perform actions at specified points in time. Settings can be modified at run time.

## Recurring scheduler parameters

Parameter	Description
<b>Type</b>	Frequency of the scheduled actions
<b>Mode</b>	Specific settings required by each scheduler type
<b>Condition</b>	<p>Boolean tag (true/false) to activate the specified actions at the moment the timer is triggered. Actions will be executed if tag = true. By default, actions are executed when the timer is triggered.</p> <p> Note: Only tags attached to the Boolean data type are shown.</p>
<b>Actions</b>	<p>Actions to be executed by the schedule.</p> <p> <b>Important: Actions and schedule parameters cannot be modified at run time</b></p>
<b>Date</b>	Date when the scheduled actions will be executed
<b>Time/Offset</b>	<p>This field display one of the following:</p> <p><b>Time</b> = when the scheduled actions will be executed</p> <p><b>Offset</b>= delay or advance with respect to the selected mode.</p>
<b>Location</b>	Reference location to calculate sunset/sunrise time.
<b>weekdays</b>	Days of the week in which the scheduled actions will be executed.
<b>On startup</b>	Executes schedule at start up
<b>Enable schedule</b>	Enables/disables the schedule
<b>Execute only at startup</b>	Executes the schedule only once at start up

## Schedule type options

Option	Description
<b>By Date</b>	Actions are executed on the specified date and time.
<b>Daily</b>	Actions are executed daily at the specified time.
<b>Every</b>	Actions are executed with the specified interval (Range: 1 s–1 day)
<b>Hourly</b>	Actions are executed every hour at the specified minute.
<b>Monthly</b>	Actions are executed every month at the specified date and time.

Option	Description
<b>Weekly</b>	Actions are executed every week on the specified weekday(s) and time.
<b>Yearly</b>	Actions are executed every year at the specified date and time.

## Schedule mode options

Option	Description
<b>Time</b>	Depends on the schedule type. Allows you to specify date/time/week data.
<b>Random10</b>	Actions are executed in the time interval of 10 minutes before or after the set time. For example, if set time is 10:30, actions are executed any time between 10:20 and 10:40.
<b>Random20</b>	Actions are executed in the time interval of 20 minutes before or after the set time. For example, if set time is 10:30, actions are executed any time between 10:10 and 10:50.
<b>Sunrise+</b>	Actions are executed with a specified delay after sunrise. The delay is set in minutes/hours and sunrise time is location specific.
<b>Sunrise-</b>	Actions are executed with a specified advance before sunrise. The advance is set in minutes/hours and sunrise time is location specific.
<b>Sunset+</b>	Actions are executed with a specified delay after sunset. The delay is set in minutes/hours and sunset time is location specific.
<b>Sunset-</b>	Actions are executed with a specified advance before sunset. The advance is set in minutes/hours and sunset time is location specific.

See "[Configuring location for schedules](#)" below for details on sunset and sunrise settings.



Note: **Mode** options are not available for all schedule types.

## Configuring location for schedules

Scheduled actions can be configured to be executed at a specific time with respect to sunrise and/or sunset. To do this you need to define the correct location, based on UTC information. The system will automatically calculate the sunrise and sunset time.

Only a few locations are available by default. If your location is not listed, you can add it by entering latitude, longitude and UTC information in the Target\_Location.xml file.



**Important: Each platform has its own Target\_Location.xml file.**

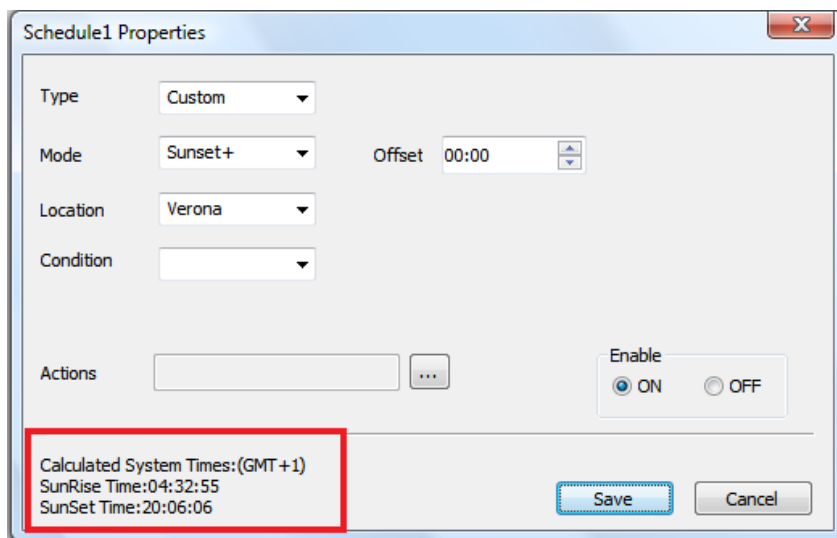
## Location files position

Application	Location file path
PB610 Panel Builder 600	ABB\Panel Builder 600 Suite\languages\shared\studio\config\Target_Location.xml
HMI Devices	ABB\Panel Builder 600 Suite\runtime\<HW Platform>\config\Target_Location.xml
Simulator	ABB\Panel Builder 600 Suite\simulator\config\Target_Location.xml
PB610 PC Runtime	ABB\Panel Builder 600 Suite\server\config\Target_Location.xml

For example, the information for the city of Verona (IT) is shown below:

```
<file city="Verona" latitude="45.44" longitude="10.99" utc="1"/>
```

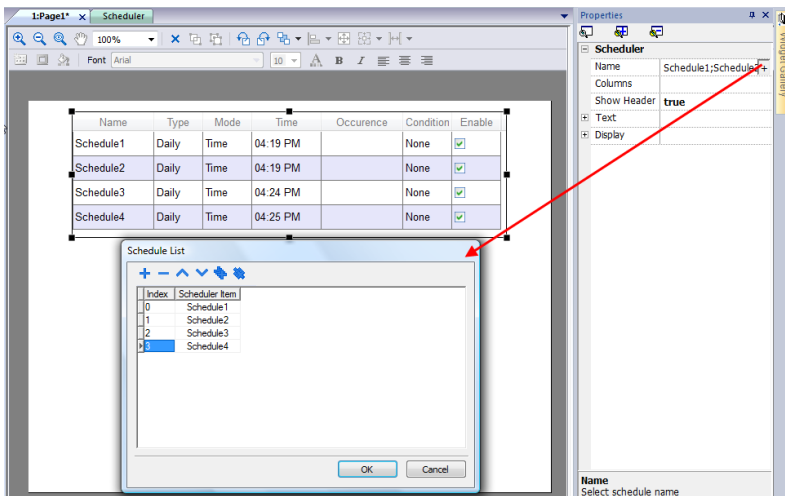
Location information is also displayed in the dialog together with sunset and sunrise times.



## Configuring the Scheduler widget

To display scheduler data on a page:

1. Drag and drop a **Scheduler** widget from the widget gallery into the page.
2. In the **Properties** pane, click **+** for the **Name** parameter: the **Schedule List** dialog is displayed.
3. Add all the schedules you want to display in the page.



4. In the **Properties** pane, customize all settings.

## Scheduler settings

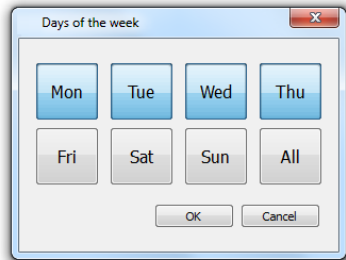
Parameter	Description
<b>Name</b>	Schedule to be displayed
<b>Columns</b>	Columns to be displayed and their characteristics
<b>Show Header</b>	Shows/hides column headers
<b>Time Spec</b>	Time to be displayed at run time
<b>Text</b>	Font used for text
<b>Display</b>	Table styles

## Scheduling events at run time

At run time you can modify the following scheduling parameters.



Name	Type	Mode	Time	Occurrence	Condition	Enable
Schedule1	By Date	Time	11:01	JUN 20,2013	None	<input checked="" type="checkbox"/>
Schedule3	Monthly	Sunrise+	11:01	Day : 3	None	<input checked="" type="checkbox"/>
Schedule4	Weekly	Rando...	16:19	M T W T F S S	None	<input checked="" type="checkbox"/>
Schedule5	Yearly	Time	01:00			
Schedule6	Custom	Time	01:16			



Parameter	Description
<b>Occurrence</b>	Information on the type of schedule and time of execution
<b>Condition</b>	Condition applied to action execution
<b>Enable</b>	Enabels/disables the execution of the scheduled actions without deleting the schedule.

See "[Recurring schedule](#)" on page 224 for details on schedule parameters.



# 22 User management and passwords

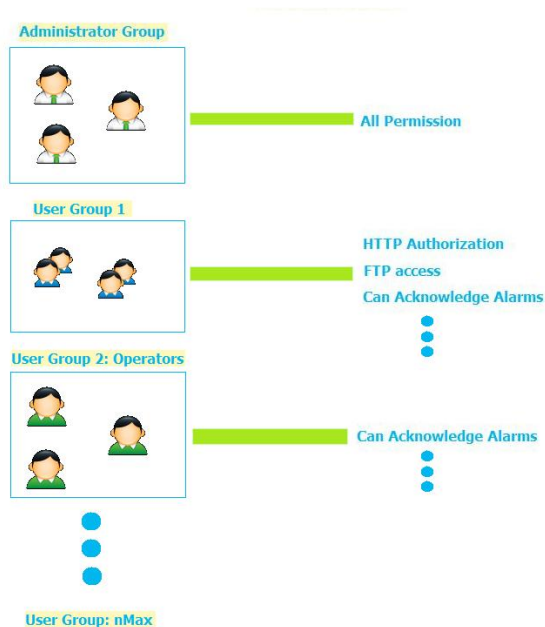
You can restrict access to various widgets and operations by configuring users, users groups and assigning specific authorizations to each group.

Each user must be member of one and only one group. Each group has specific authorizations and permissions.

Authorizations and permissions are divided in two categories:

- Widget permissions: hide, read only, full access
- Action permissions: allowed or not allowed.

By organizing permissions and groups you can define the security options of a project.

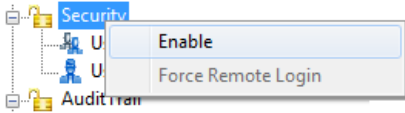


<b>Enable/disable security management</b> .....	<b>232</b>
<b>Configuring groups and authorizations</b> .....	<b>232</b>
<b>Modifying access permissions</b> .....	<b>233</b>
<b>Assigning widget permissions from page view</b> .....	<b>238</b>
<b>Configuring users</b> .....	<b>239</b>
<b>Default user</b> .....	<b>239</b>
<b>Managing users at run time</b> .....	<b>240</b>
<b>Force remote login</b> .....	<b>240</b>

# Enable/disable security management

Path: **ProjectView**> right-click **Security**> **Enable**

The padlock symbol indicates whether the function is enabled or disabled.



**Important:** Security settings are effective only if the security function is enabled.

# Configuring groups and authorizations

Path: **ProjectView**> **Security**> double-click **UserGroups**

Name	Authorized	Home Page	Use Last Visited Page	Comments	Authorization Settings
admin	true	Page1	<input checked="" type="checkbox"/>	Admin	adminAuth
guest	true	Page1	<input checked="" type="checkbox"/>	Guest	guestAuth
unauthorized	false		<input checked="" type="checkbox"/>	Unauthorized	unauthorizedAuth

Three predefined groups are available by default (**admin**, **guest** and **unauthorized**): they cannot be deleted nor renamed. You can, however, modify authorizations and other settings.

## Adding a user group

Click **+** to add user group.

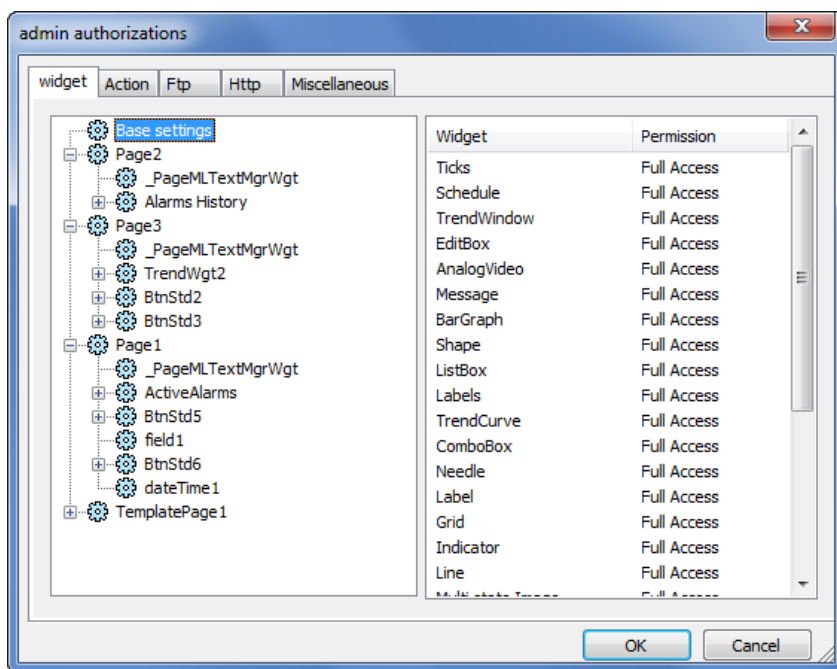
Parameter	Description
<b>Name</b>	Name of users group
<b>Authorized</b>	Authorization granted
<b>Home Page</b>	Page displayed when users belonging to this group log in
<b>Use Last Visited Page</b>	When selected, the last page displayed by the previous user will be displayed when users belonging to this group log in

Parameter	Description
Comments	Any comment or description for the group
Authorization Settings	Opens the Admin Authorization dialog to set access permissions. See " <a href="#">Modifying access permissions</a> " below for details.

## Modifying access permissions

Path: **ProjectView** > **Security** > double-click **UserGroups** > **Authorization Settings** column

Click the button: a dialog appears with a list of widgets and actions. You can modify access permissions for each one in the list.



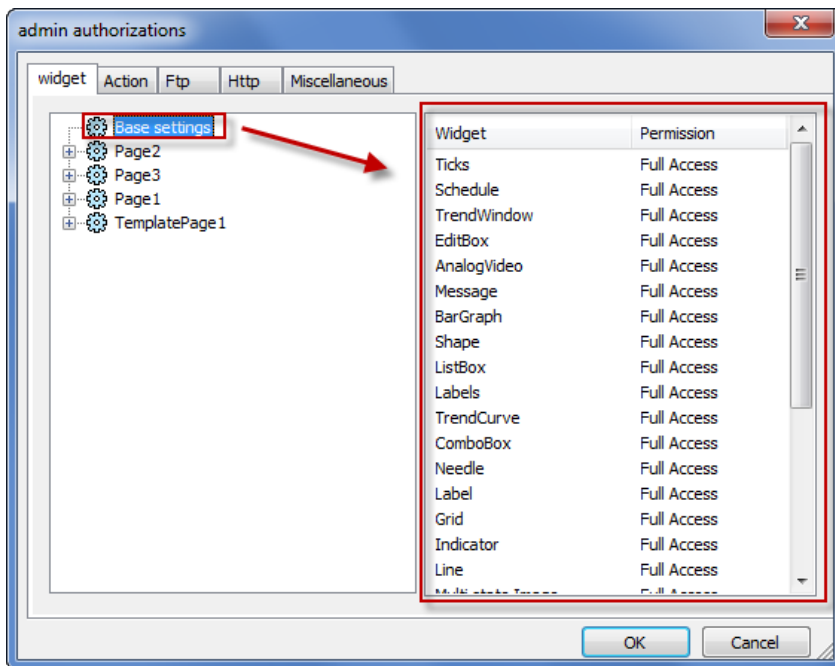
### Widget permissions

In the **Widget** tab you can define widget access options at project level, at page level or at widget level for all the widgets used in the project. Lower levels permission (for example, widget level) overrides higher levels (that is, page and project levels).

Use **Base settings** to set default permissions at project level.

Possible settings are:

- **Full Access** to enable read/write access to the widget
- **Read Only** to enable readonly access to the widget
- **Hide** to hide widget for selected group



## Changing a widget permission

To change access permission for an individual widget in a page of the project, navigate to that widget within its page on the right pane and customize its access options. Otherwise, all widgets take the permissions set at project or page level.

For example, if page permission for a widget is set at project level to **Read Only**, then all the same widgets will have permission **Read Only**. When you select a widget inside a page from the tree structure, permission is actually set to **Use Base Settings**. You can change this setting and modify access permissions only for this widget in this page.

## Access priority

Widget permissions are considered with the following priority:

Permission level	Priority
Project level - Basic settings	Low
Page level	Medium
Widget level	High

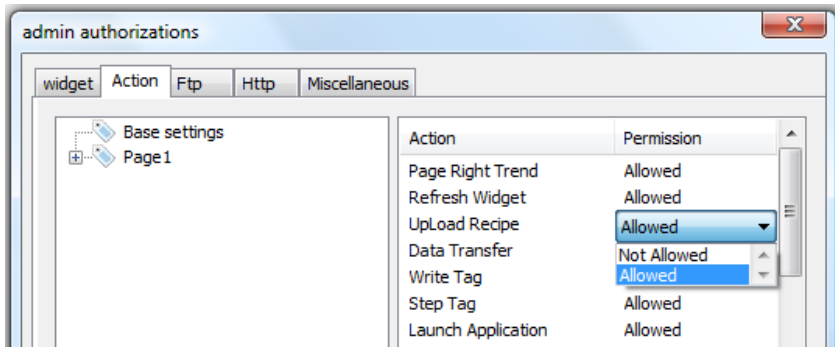
This allows you to specify exceptions for an action or a widget directly from the page view.

For example, if you set permissions for a widget at project level to Read Only and to Full Access at page level then the page level settings will prevail.

Access permissions can be modified directly from the project page. See ["Assigning widget permissions from page view" on page 238](#) for details.

## Action permissions

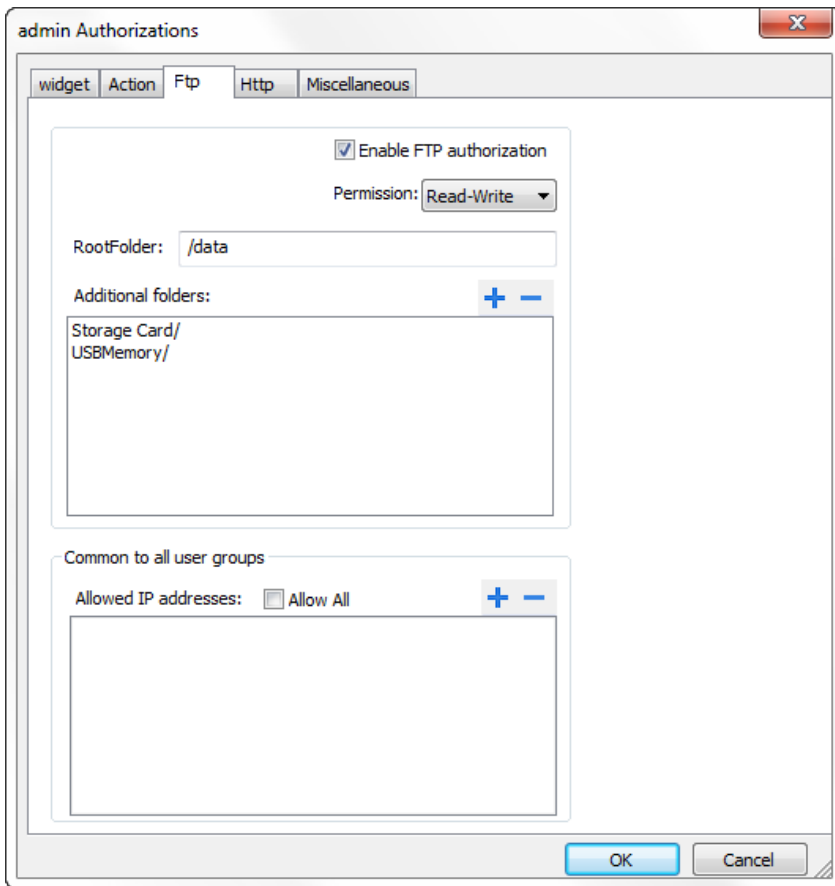
In the **Action** tab you can define action authorizations at project level, at page level or at widget level. Actions can be either **Allowed** or **Not Allowed**.




Action permissions can be modified directly from the project page. See ["Assigning widget permissions from page view"](#) on page 238 for details.

## FTP authorizations

In the **Ftp** tab you can set specific authorizations for the FTP server.



Element	Description
<b>Enable FTP authorization</b>	Enables the FTP function for the specific group
<b>Permission</b>	Type of permission: <ul style="list-style-type: none"> <li><b>Read-Only</b></li> </ul>

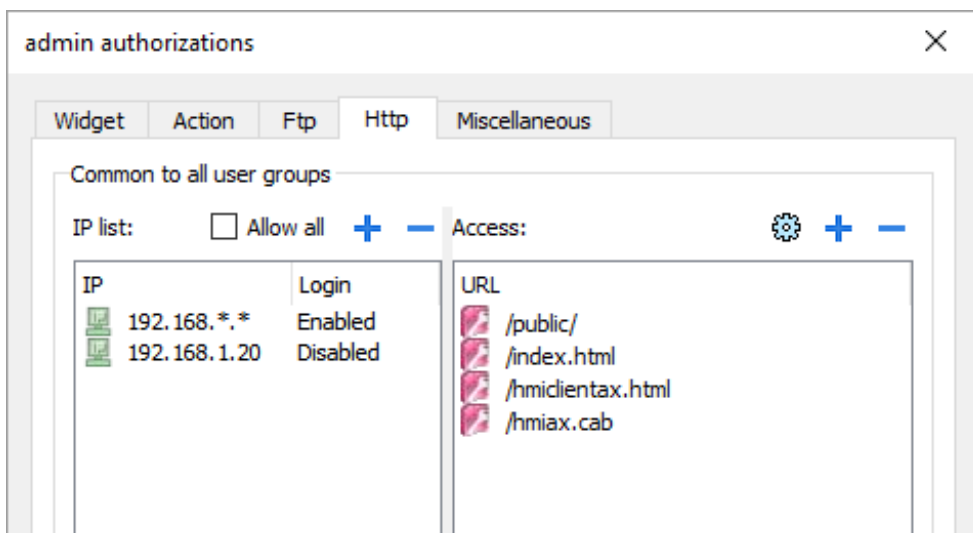
Element	Description
	<ul style="list-style-type: none"> <li>• <b>Read-Write</b></li> </ul>
<b>Root Folder</b>	Folder to be used as root for FTP access. This is a relative path.
<b>Additional folder</b>	Extra folders to be used as root for FTP access (for example, on USB drive or SD card)
<b>Allowed IP Addresses</b>	List of IP addresses from which FTP connection can be accepted.  <b>Important: This setting is common to all users groups.</b>

## HTTP authorizations

In the **HTTP** tab you set restrictions to HTTP access to the web server integrated in HMI Runtime.

Wildcards can be used to identify a range of IP addresses.

For example, the two following rules set the HMI device unit can only be accessed by all the IP addresses 192.168.\*.\* on your local network in which only the IP address of 192.168.1.20 can access the device without entering a login name.



Element	Description
<b>IP list</b>	IP addresses authorized to access the HTTP server. By default all.
<b>Login</b>	When disabled, the username and password are not required.
<b>Access limits</b>	List of resources for which access is limited

Effect of these settings depends on whether the option **Force Remote Login** has been selected. See "[Force remote login](#)" on page 240 for details.



Force Remote Login	Default Access to workspace	Access limits
-	Full	-
Disable	Full	Can be used to block access to some files/folders or to require authorization
Enable	No Access	Can be used to open access to files/folders



**Important: This setting is common to all users groups.**

## Adding an HTTP configuration

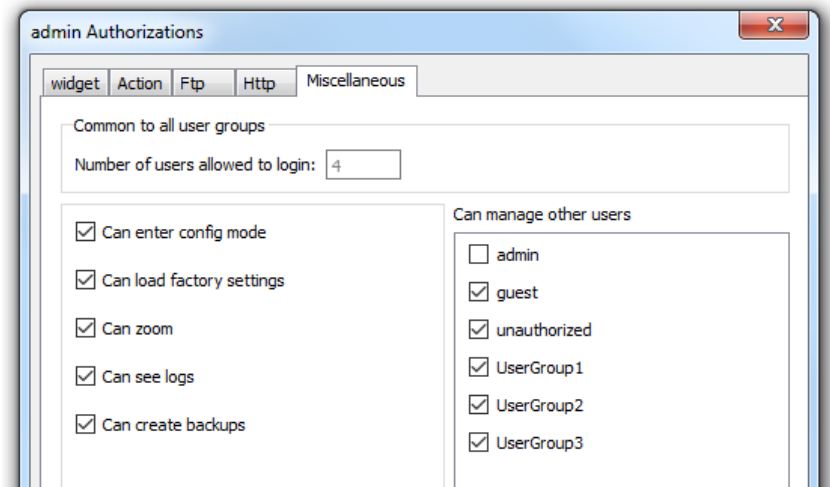
To add and configure a new access click **+**: the **Access limits** dialog is displayed.

To restore the default configuration click the **Set default access limits** icon. Default configuration allows access to the following:

- PUBLIC folder and Index.html

## Miscellaneous settings

In the **Miscellaneous** tab you can define various authorization settings.



**Note:** Some of these settings are group specific, while other are common to all groups.

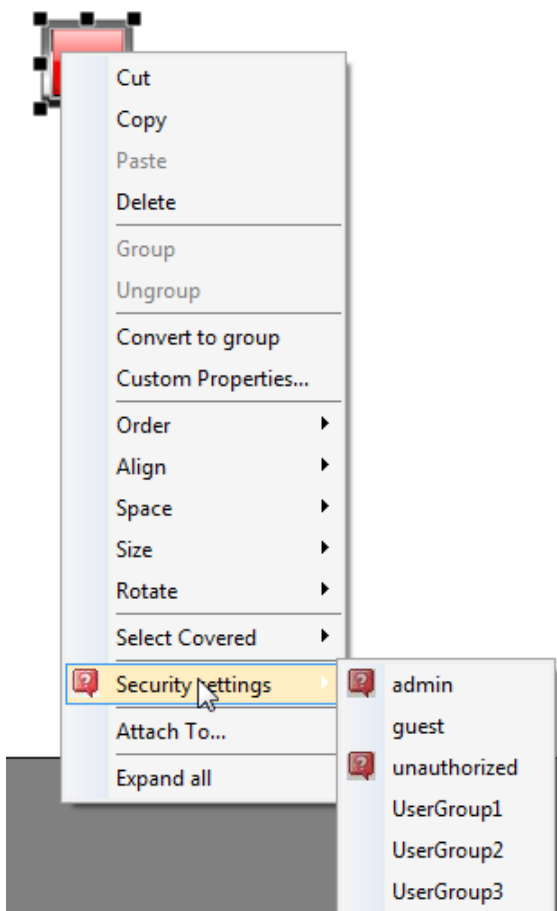
Option	Description
<b>Can enter config mode</b>	Enables switching from runtime to configuration mode. Normally used for maintenance.
<b>Can manage other users</b>	Gives super user privileges at run time to manage the select groups. Allows adding, deleting and modifying users' permissions.

Option	Description
<b>Can load factory settings</b>	Restores factory settings.
<b>Can zoom</b>	Enables zoom in/out in context menu at run time
<b>Can see log</b>	Allows user to see logs at run time
<b>Can create backup</b>	Allows user to backup project.
<b>Number of users allowed to login</b>	Maximum number of users that can be connected to the HMI Runtime at the same time. Default is 3.

## Assigning widget permissions from page view

You can assign different levels of security, to different user groups, on a single widget, directly from the project pages.

1. Right-click on the widget and select **Security settings**.
2. Choose the group: the authorization dialog for the group is displayed.
3. Set the security properties to access the widget.

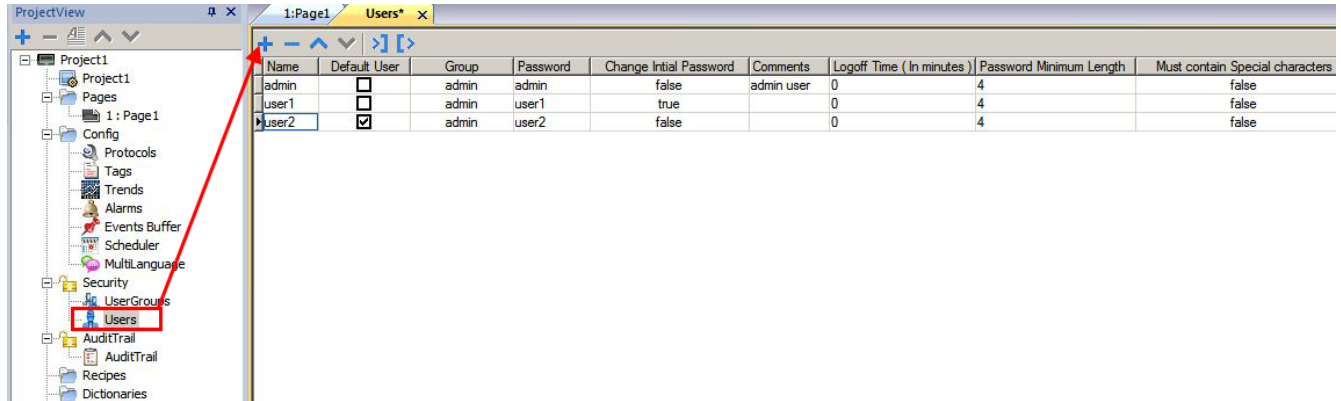


See "[Modifying access permissions](#)" on page 233 for details.

# Configuring users

Path: **ProjectView**> **Security**> double-click **Users**

In the Users editor, click **+** to add a user: one row is added to the table.



Parameter	Description
<b>Name</b>	User name
<b>Default User</b>	This user is automatically logged in when the system is started or after another user has logged off. Only one Default user can be set.
<b>Group</b>	User group
<b>Password</b>	User password
<b>Change Initial Password</b>	This user is forced to change his password at first log in.
<b>Comments</b>	Further user description
<b>Logoff time</b>	Minutes of inactivity after which the user is logged off. Set to 0 to disable.
<b>Password Minimum Length</b>	Minimum length of password
<b>Must Contain Special Characters</b>	Password must contain at least one special character.
<b>Must Contain Numbers</b>	Password must contain at least one numeric digit.

## Default user

You can define only one default user in a project. This is the user automatically logged in at system start up and when the currently logged user logs out or is logged out after time-out.

To log into HMI Runtime with a different user, use one of the actions:

- **SwitchUser**
- **LogOut**

See "[User management actions](#)" on page 152 for details.

## Managing users at run time

The default user, if any, is automatically logged in when the HMI Runtime is started. If no default user is configured, the system requires a user name and password. See "[User management actions](#)" on page 152 for details on the actions that can be executed on users.

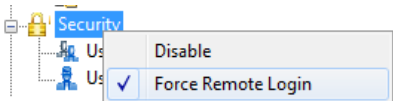
### Removing user data

All the user information modified at run time is stored in dedicated files. To remove these dynamic files and all the changes applied to user configuration at run time you can:

- on HMI Runtime: execute the action DeleteUMDynamicFile
- with PB610 Panel Builder 600: select the **Delete Dynamic Files** in the download dialog.

## Force remote login

*Path: ProjectView > right-click Security > Force Remote Login*



Select this option to force user to log in when using remote access via HMI Client. If not selected, remote access will use the same level of protection of local access.



**Important: This function only works when user management is enabled.**



**Tip:** Use this option when you have a default user but at the same time you want to protect remote access.

See "[Enable/disable security management](#)" on page 232 for details.

The only files/folders still accessible when this flag is enabled are:

- PUBLIC folder and Index.html.

See "[Modifying access permissions](#)" on page 233 for details on HTTP access limits.

# 23 Audit trails

---

The Audit trail is a chronological sequence of audit records. Each record contains information on the actions executed and the user that performed them.

This function provides process tracking and user identification with time stamp for events.

If User Management is enabled, the actions are traced together with the name of the user. Only administrator user can modify this setting.

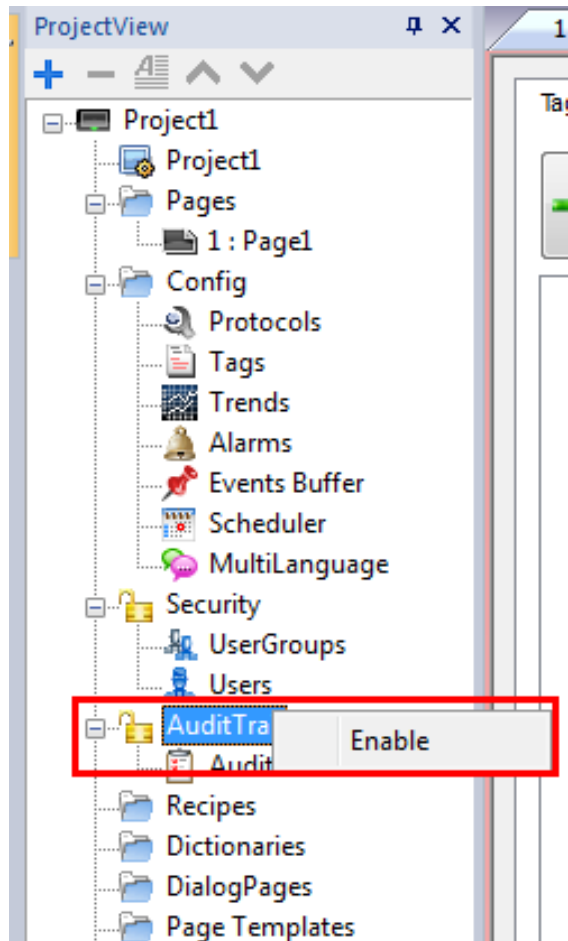
---

<b>Enable/disable audit trail</b> .....	<b>242</b>
<b>Configure audit events</b> .....	<b>242</b>
<b>Configure tags for audit trail</b> .....	<b>243</b>
<b>Configure alarms for audit trail</b> .....	<b>244</b>
<b>Configure recipes for audit trail</b> .....	<b>244</b>
<b>Configure login/logout details</b> .....	<b>245</b>
<b>Exporting audit trail as .csv files</b> .....	<b>245</b>
<b>Viewing audit trails</b> .....	<b>246</b>

## Enable/disable audit trail

Path: **ProjectView**> right-click **AuditTrail**> **Enable**

The padlock symbol indicates status of the function.

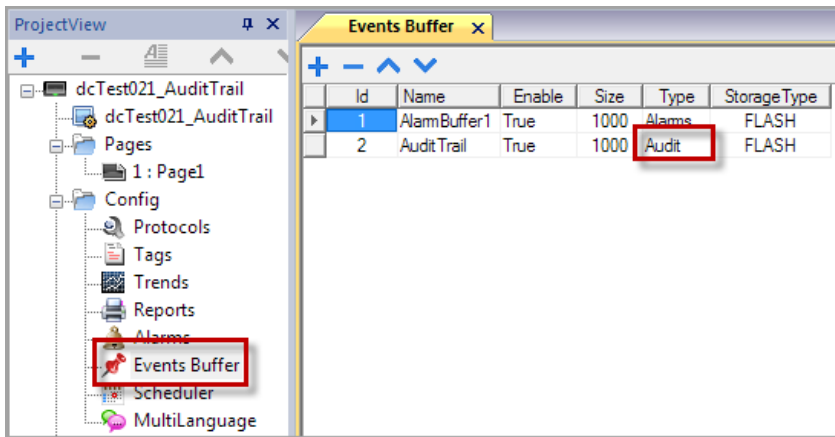


## Configure audit events

You can have more than one set of audit records. You need to configure a dedicated event buffer.

### Creating an event buffer

Path: **ProjectView**> **Config**> double-click **Event Buffer**



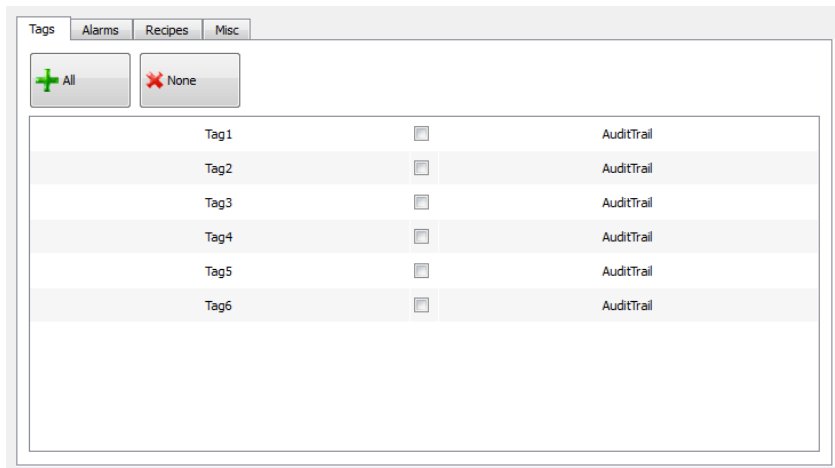
1. In the **Event Buffer** editor, click **+**: a row is added to the table.
2. Select **Audit** for **Type**.
3. Configure buffer parameters.

Parameter	Description
<b>Id</b>	Buffer identification number
<b>Name</b>	Buffer name
<b>Enable</b>	Enable/disable logging
<b>Size</b>	Size of log file. Data is automatically saved to disk every 5 minutes.
<b>Type</b>	Type of events logged: <ul style="list-style-type: none"> <li>• <b>Alarms</b></li> <li>• <b>Audit</b></li> <li>• <b>Generic</b></li> </ul>
<b>Storage Device</b>	Device where audit data will be stored

## Configure tags for audit trail

*Path: ProjectView > AuditTrail > click AuditTrail*

Track only the tags related to actions that you want to keep under control. For tracked tags, all write operations will be logged together with the time stamp and user that performed the operation.

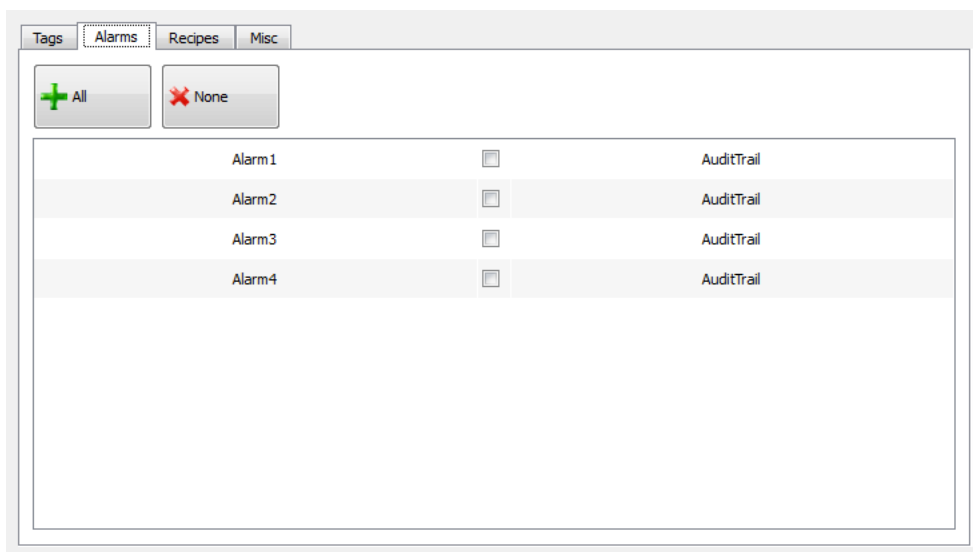


## Configure alarms for audit trail

**Path:** *ProjectView*> *AuditTrail*> click *AuditTrail*

You can specify the alarms to be tracked by the audit trail.

1. In Audit Trail editor, select the **Alarms** tab.
2. Select all the alarms to log in the audit trail: all operations performed on the specified alarms will be logged.

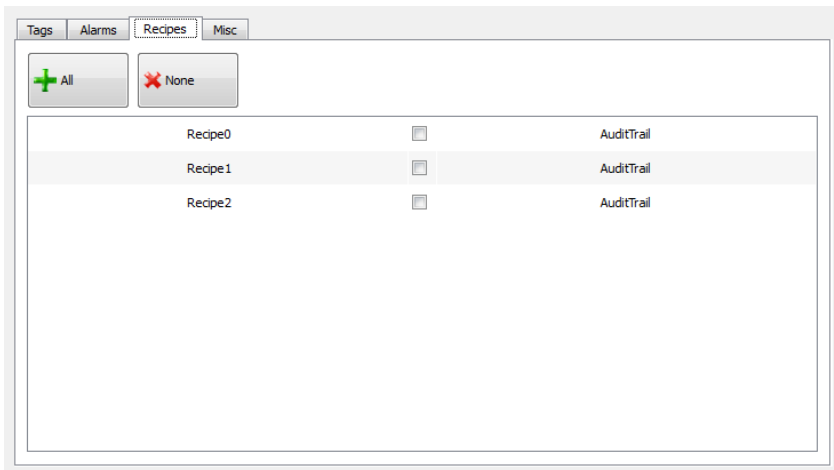


## Configure recipes for audit trail

**Path:** *ProjectView*> *AuditTrail*> click *AuditTrail*

Track only the recipes related to actions that you want to keep under control. For tracked recipes, all transfer operations will be logged together with the time stamp and user that performed the operation.



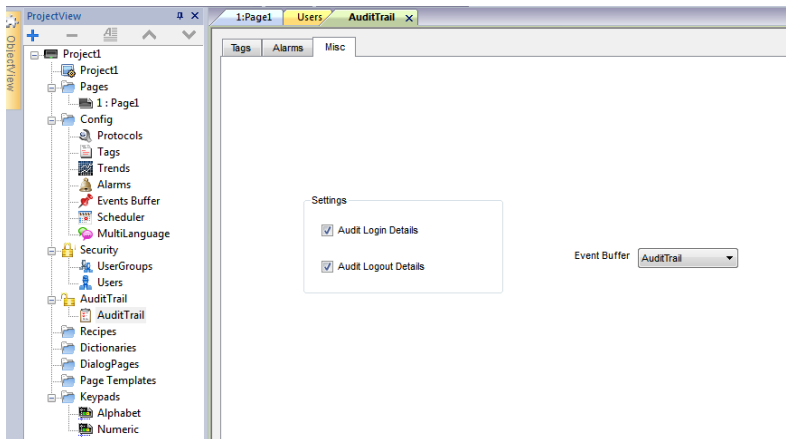


## Configure login/logout details

Path: **ProjectView**> **AuditTrail**> click **AuditTrail**

Audit trail can trace information about user login and user logout events.

1. In Audit Trail editor, select the **Misc** tab.



2. Select the information you want to log.
3. If you created additional event buffers of type **Audit**, then you can choose them from the **Event Buffer** combo box or you can leave the value **AuditTrail** that will use the default buffer.

## Exporting audit trail as .csv files

To view audit trail data you have to export it to a csv file using the **DumpEventArchive** action. See "[System actions](#)" on page 140 for details.

## File structure

A	B	C	D	E	F
EventType	SubType	TimeStamp	Interface	Action	Information
18	1	2015-05-26T08:42:32.135+05:30	LOCAL	LOGIN	Status:1(S_OK); User:user2; Data:-1;
18	1	2015-05-26T08:42:35.607+05:30	LOCAL	WRITE_TAG	Status:1(S_OK); User:user2; Data:Tag4;111;
18	1	2015-05-26T09:01:30.635+05:30	CGI	LOGIN	Status:1(S_OK); User:admin; Data:c2367249b48189cde33fc43cc4352c56;
18	1	2015-05-26T09:01:30.647+05:30	CGI	LOGOUT	Status:1(S_OK); User:admin; Data:c2367249b48189cde33fc43cc4352c56;
18	1	2015-05-26T09:01:30.662+05:30	CGI	LOGIN	Status:1(S_OK); User:admin; Data:9e84a4f45b7afd310b768af62b59f57e;
18	1	2015-05-26T09:01:31.195+05:30	CGI	LOGOUT	Status:1(S_OK); User:admin; Data:9e84a4f45b7afd310b768af62b59f57e;
18	1	2015-05-26T09:01:31.196+05:30	CGI	LOGIN	Status:1(S_OK); User:admin; Data:5ee6d7fe1ef88c00f12da86d47a1f1f4;
18	1	2015-05-26T09:01:31.202+05:30	CGI	LOGOUT	Status:1(S_OK); User:admin; Data:5ee6d7fe1ef88c00f12da86d47a1f1f4;
18	1	2015-05-26T09:01:31.349+05:30	CGI	LOGIN	Status:1(S_OK); User:admin; Data:98f8942d1c587a232c4478b94f9e722e;
18	1	2015-05-26T09:01:35.446+05:30	CGI	WRITE_TAG	Status:1(S_OK); User:admin; Data:Tag5;222;
18	1	2015-05-26T09:01:38.696+05:30	CGI	WRITE_TAG	Status:1(S_OK); User:admin; Data:Tag1;1;
18	1	2015-05-26T09:01:41.163+05:30	CGI	WRITE_TAG	Status:1(S_OK); User:admin; Data:Tag1;0;
18	1	2015-05-26T09:01:44.109+05:30	CGI	ACK_ALARM	Status:1(S_OK); User:admin; Data:Alarm1;
18	1	2015-05-26T09:01:44.109+05:30	CGI	ACK_ALARM	Status:-1(E_FAIL); User:admin; Data:Alarm2;
18	1	2015-05-26T09:01:44.109+05:30	CGI	ACK_ALARM	Status:-1(E_FAIL); User:admin; Data:Alarm3;
18	1	2015-05-26T09:01:45.219+05:30	CGI	RESET_ALARM	Status:1(S_OK); User:admin; Data:Alarm1;
18	1	2015-05-26T09:01:45.219+05:30	CGI	RESET_ALARM	Status:-1(E_FAIL); User:admin; Data:Alarm2;
18	1	2015-05-26T09:01:45.219+05:30	CGI	RESET_ALARM	Status:-1(E_FAIL); User:admin; Data:Alarm3;

Exported data file has the following content:

<b>EventType</b>	For internal use
<b>SubType</b>	
<b>TimeStamp</b>	Event time stamp. Time can be configured as local or global from the dump action.
<b>Interface</b>	LOCAL, when the action is performed in HMI Runtime. CGI, when the action is performed by a remote client.
<b>Action</b>	Action executed.
<b>Information</b>	Action status and operation executed. For example, write Tag - Tag1:50

## Viewing audit trails

Audit trail data must be exported as a data file for viewing.

See "[Exporting audit trail as .csv files](#)" on the [previous page](#) for details.

# 24 Reports

---

A report is a collection of information that will be printed when triggered by an event. When the programmed event is triggered, the printing starts in background.

You can configure reports, their contents, trigger conditions and output printer in the Reports editor.

Not all widgets can be used in reports. When configuring reports, PB610 Panel Builder 600 provides access to a dedicated widget gallery featuring only widgets available for reports.

Reports format can be customized using predefined templates for page layout.



Note: Report printing is not supported by HMI Client.

---



<b>Adding a report</b> .....	<b>248</b>
<b>Configuring text reports</b> .....	<b>248</b>
<b>Configuring graphic reports</b> .....	<b>249</b>
<b>Print triggering events</b> .....	<b>250</b>
<b>Default printer</b> .....	<b>251</b>

## Adding a report

Path: **ProjectView** > **Config** > double-click **Reports**

In **Reports** editor, click **Graphic Report** or **Text Report**: one new row is added to the table.

### Report types

Report type	Description
<b>Text Reports</b>	<p>Use for line-by-line printing of alarms.</p> <p>Only used for line printers.</p> <p>Text is sent to the printer without using any special driver.</p> <p> <b>Important: This printing mode requires using a physical port and only works on Windows CE platforms.</b></p>
<b>Graphic Reports</b>	<p>Contain graphical elements and may include complex widgets such as screenshots or alarms.</p> <p> <b>Important: Each printer requires a specific printer driver. See "<a href="#">Configuring graphic reports</a>" on the facing page for a list of supported printer drivers.</b></p>

## Configuring text reports

Use the **Reports** editor . **Paper Size** in number of characters.

### Setting printer options

Use printer options to control flush of pages on printer.

Printing starts either immediately or after a timeout. In printer options you can force flush as soon as a specific condition occurs, after a specified number of events, lines or seconds.



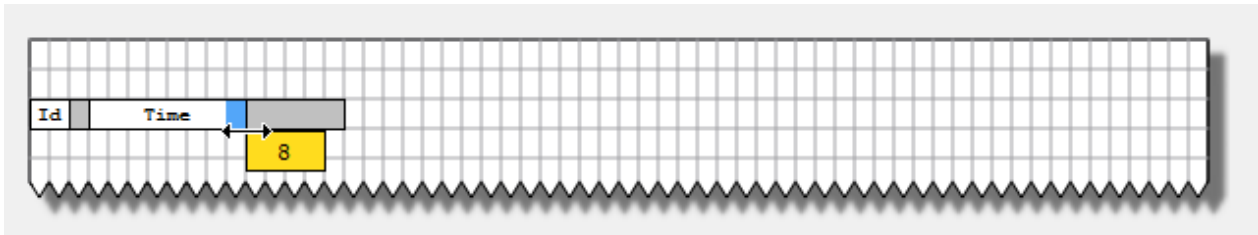
Note: Text reports do not support PDF format.

### Setting alarms layout

**Paper Size** is the width of paper in number of characters.

### Adding fields to the report

To add an item to the report, drag and drop it on the template page from the **Available fields** list.



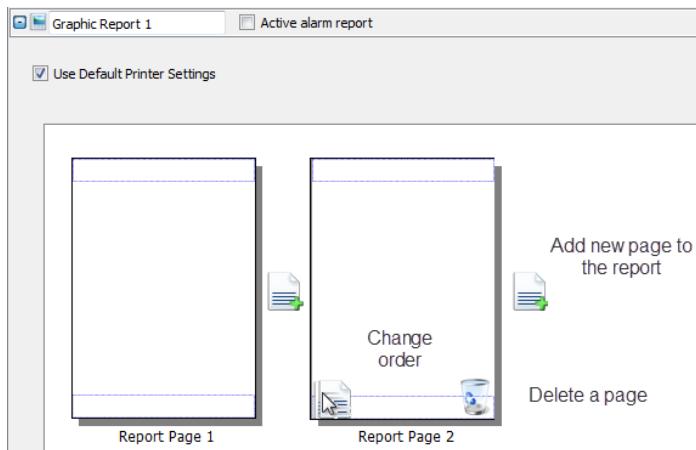
Re-size the field using the mouse, a tool tip shows the dimension in number of characters.



Note: If the text does not fit in the dedicated space, the auto wrap is applied.

## Configuring graphic reports

Use the **Report** editor to configure graphic reports.



### Adding a report page

Click **+** to add a new page to the report layout.

When the mouse goes over a page, two icons are displayed and allow you to reorder or delete the pages.

### Modifying report page content

1. Double click on a page to edit its content: the **Graphic Report** editor appears.


Each page is divided in: header, footer and page body.

2. Double click on the area you want to edit: the edit area is shown in white, others are grayed out.

The Widget Gallery is context-sensitive and displays only the widgets available for the area you are editing.

### Widgets available for reports

Widgets that can be used for a graphic report:

Widget	Function
Page Number	Automatic page numbering
Screenshot	Screen capture of the page currently displayed by the HMI device. The report page is automatically resized to fit the HMI device page.   Note: The full screen is printed, including all open dialogs.
Alarm	Entire contents of the event buffer (default buffer is Alarm Buffer1).
Text	Widgets such as labels and numeric fields

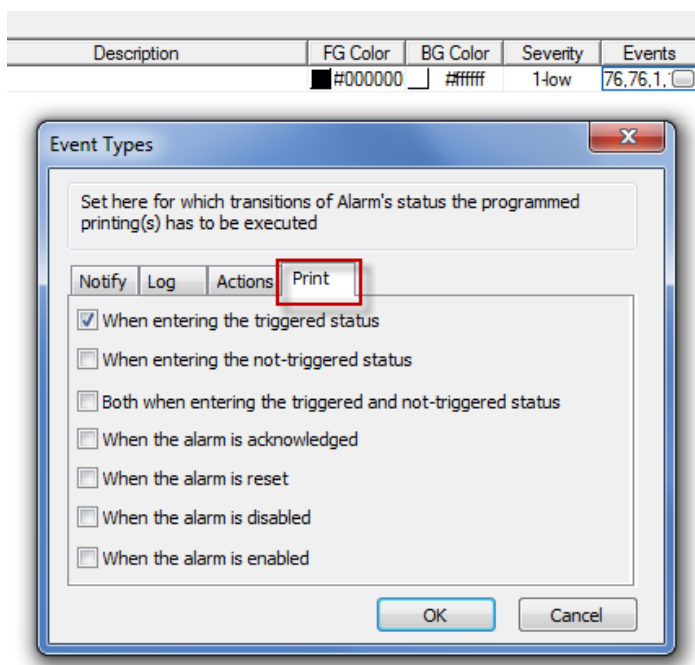
## Print triggering events

Report printing can be triggered by events.

### Configuring alarm printing

Path: **ProjectView** > **Config** > double-click **Alarms**

1. In the Alarms editor, open the **Event Types** dialog from the **Events** column.
2. In **Print** tab select all the conditions for which you want to trigger printing.

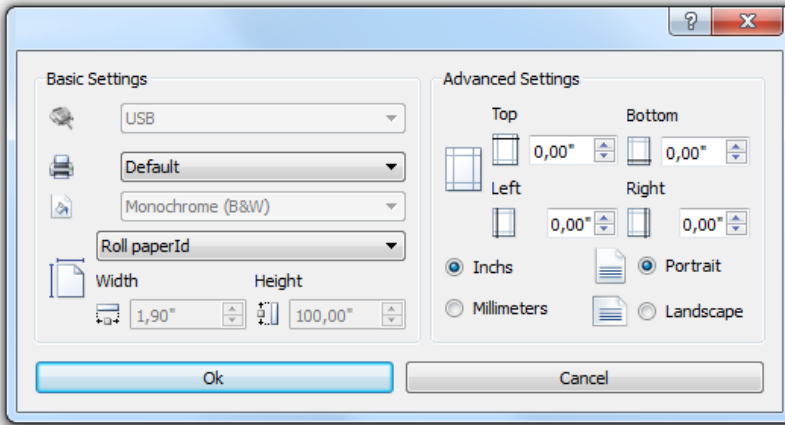


**Important: Only one report can be set as Active alarm report in a project and it can be either a text report or a graphic report.**

## Adjusting printer settings at run time

A graphic report printing can be started also using the action **PrintGraphicReport**.

Set the action property **silent** to **false** to have a pop-up dialog.



## Default printer

### Printer setting

You can set a default printer for all graphic reports. Each report can then be configured to use the default printer or any other printer available. Click **Printer Setting** button to set printer parameters.

For PDF printers you also define the folder where files are saved by using **Printed Files Location**.

### Supported printers

List of printers and printer languages supported by the Windows CE driver printCE.dll. Printers not available in the list but compatible with these languages are supported.

Printer	Languages
<b>HP PCL 3, HP PCL 5e, HP PCL3GUI</b>	HP PCL3/PCL5e/PCL3GUI, including DeskJet, LaserJet, DesignJet
<b>Epson ESC/P2</b>	ESC/P2, LQ
<b>Epson Stylus Color</b>	Epson Stylus Color
<b>Epson LX (9-pin)</b>	9-pin printers, Epson LX, FX, PocketJet
<b>Cannon iP100, iP90, BubbleJet</b>	BubbleJet, iP90, iP100
<b>PocketJet II, 200, 3</b>	Pocket Jet
<b>MTE Mobile Pro Spectrum</b>	MTE Mobile Pro Spectrum
<b>Adobe PDF File</b>	Adobe PDF file

Printer	Languages
SPT-8	SPT-8
M1POS	M1POS
MP300	MP300
Zebra	Zebra CPCL language
Intermec PB42, PB50, PB51, PB2, PB3	Intermec PB42/50/51/2/3 with ESC/P language
Datamax Apex	Datamax Apex

## Supported ports

The following ports are supported:


- LPT1 (USB printers)
- File (PDF)



Note: On Win32 platform, only PDF and default printers are supported. Default printer is the default OS printer and it can be connected with any kind of port (not only USB).


## Tested printers

The following printers have been tested with printCE drivers in Windows CE HMI devices.

Driver	Printer Model	Graphic	Line
Custom	Plus 4 Kube II	Yes	Yes
Epson ESC/P 2	Epson AcuLaser M2310	Yes	Simulate
Epson LX (9-pin)	Epson LX-300+II	No	Yes
HP PCL 3	HP LaserJet P2015dm	Yes	Simulate
	HP LaserJet 4700dtn	Yes	Yes
HP PCL 3 GUI	HP Deskjet 1010	Yes	No
	HP Deskjet D5560	Yes	No
	HP LaserJet 4700dtn	No	Yes
HP PCL 5e	HP LaserJet P2015dm	Yes	Simulate
	HP LaserJet 4700dtn		
INTERMEC	Intermec PB50 with ESC/P language with 4 inch roll paper.  Note: The HMI device crashes when trying to print on	Yes	Yes



---

Driver	Printer Model	Graphic	Line
	 Intermec PB50 printers in standby mode after a first successful print job.		
PDF	-	Yes	No



# 25 Screen saver

Screen saver can be used to display a slide show when the HMI device is not in use. The slide show starts after a timeout if none of the following events occur:

- touch of display
- mouse movement
- external keyboard key pressed

## Enabling the screen saver function

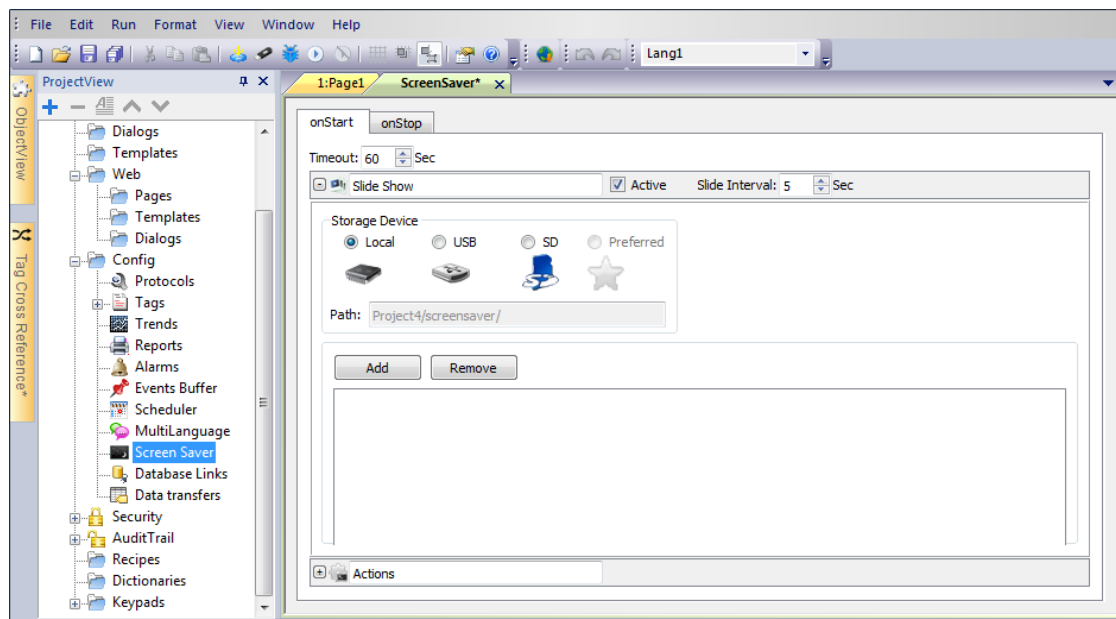
Path: **ProjectView**> **Config** > right-click **Screen Saver**> **Enable**



Important: You must enable the screen saver before you can configure it.

## Configuring a screen saver


Path: **ProjectView**> **Config** > double-click **Screen Saver**



## Slide show parameters

Parameter	Description
Timeout	Time after which the slide show starts
Slide Interval	Interval between slides

---

Parameter	Description
<b>Storage Device</b>	<p>Location of the images used in the slide show.</p> <p>Images stored locally are saved in <i>workspace\projectname\screensaver</i> and can be downloaded to the HMI device when the project is downloaded.</p> <p>Images stored on USB or SD devices are saved in a screensaver folder on the device itself.</p> <p> <b>Important: Only JPEG and PNG images are supported.</b></p>

## Associating actions to the screen saver

Actions can be triggered by the screen saver start and/or stop.

- Click **+** next to **Actions** in the **onStart** tab to configure actions to be executed when the screen saver starts.
- Click **+** next to **Actions** in the **onStop** tab to configure actions to be executed when the screen saver stops.

# 26 Backup/restore of Runtime and project

---

You can backup all the content of the HMI device, including HMI Runtime and project, to an external memory. This backup copy can be used to restore the content of the HMI device at a later time or copy it to a new HMI device.

The backup function is available only if enabled for the logged user. See "[Modifying access permissions](#)" on page 233 for details.



Note: Backup is not supported in Win32 / HMI Client.

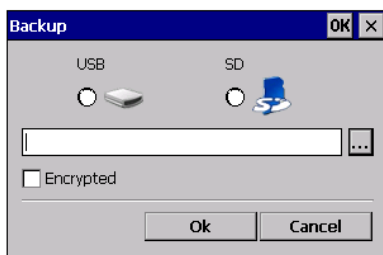
## Backup function

The backup function automatically performs the following procedure:

1. Unloads the current project to unlock files in use.
2. Archives the content of the \QTHMI folder (containing HMI Runtime, projects, dynamic files such as recipes, alarms, trends and so on) to a .zip file (standard or encrypted).
3. Reloads the project.

To start the backup procedure:

1. In HMI Runtime right click to open the context menu.
2. Select **Backup**: the **Backup** dialog is displayed.



3. Select the path for storing the backup file.



Note: The backup process does not include files stored in USB and SD cards. Dynamic data such as recipes, trends, events stored in these devices will not be included in the backup.

## Restore function

Restore the backup package can be perform on HMI device

- from the Context Menu (see "[Update package](#)" on page 76 for details)
- or from the System Settings (see "[System Settings](#)" on page 389 for details)



# 27 Keypads

Several keypads are provided by default in the PB610 Panel Builder 600 so that they can be used for data entry.

The alphabet keypad can be use associate with a string data type



The numeric keypad can be use associate with a numeric data type



The calendar keypad can be use associate with a date data type



<b>Creating and using custom keypads</b> .....	<b>261</b>
<b>Deleting or renaming custom keypads</b> .....	<b>263</b>
<b>Keypad type</b> .....	<b>263</b>



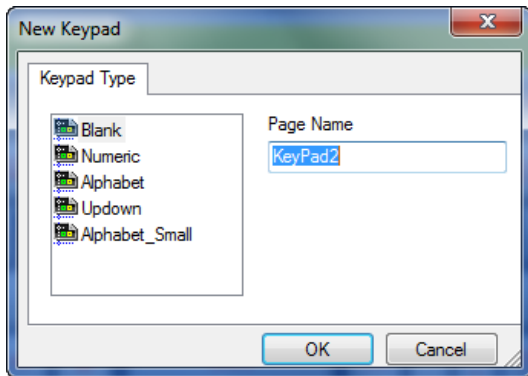


# Creating and using custom keypads

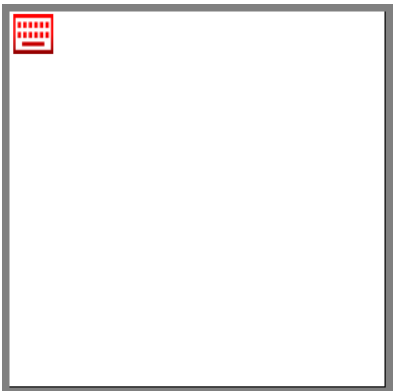
You can either create a new keypad or customize an existing one.

## Creating a keypad

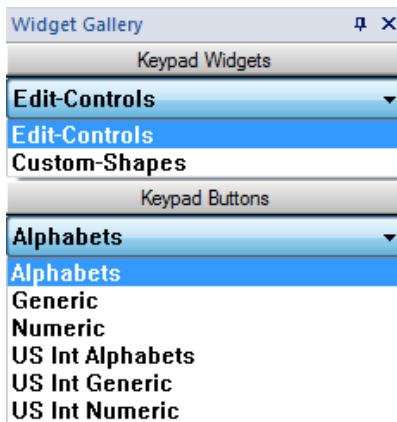
1. In **ProjectView**, right-click **Keypads** and select **Insert Keypad**: the **New Keypad** dialog is displayed.



2. Select one of the available keypads, or **Blank** to create a keypad from scratch. In this case a blank keypad is displayed.



3. Use the **Keypad Widgets** and **Keypad Buttons** from the Widget Gallery to create your custom keypad.

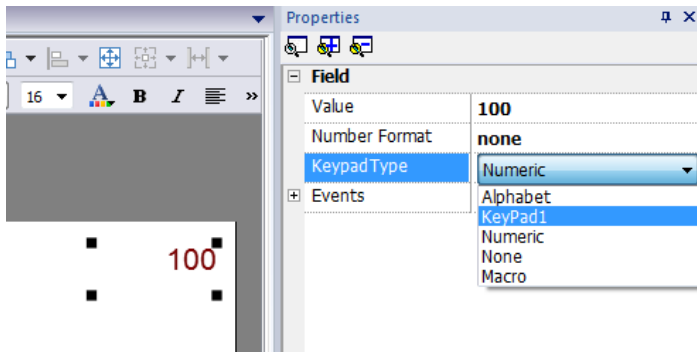


The keypad you create, as in this example, will be saved in the project folder.



## Attaching custom keypads to fields

Custom keypads can then be reused for any field where the **Keypad** property points to it as in this example.



## Tips and tricks with custom keypads

By default, any numeric widget (read/write numeric field) are assigned the numeric keypad.

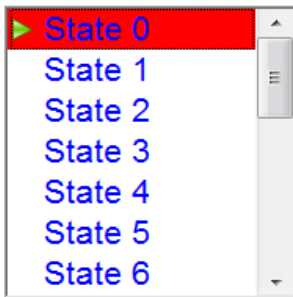
If you want to apply a customized version of the numeric keypad to all the numeric widgets you add to your project proceed as follows:

1. Create a new keypad and select **Numeric** as **Keypad** type. This will be a backup of the original settings for the numeric keypad.
2. Customize the default numeric keypad and save it. This customized version of the numeric keypad will now be assigned as default in the project.

See "[Deleting or renaming custom keypads](#)" on the facing page for details on how to rename a custom keypad.

## Up-down arrows keypad

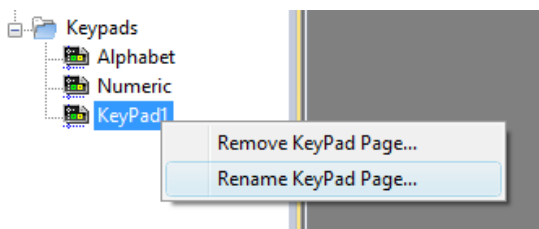
This type of keypad is particularly useful to move the cursor up and down within widget requiring this functionality. Here an example using a **Control List** widget. See "[Control list widgets](#)" on page 303 for details.



## Deleting or renaming custom keypads

In **ProjectView**, right-click on a custom keypad and select one of the options:

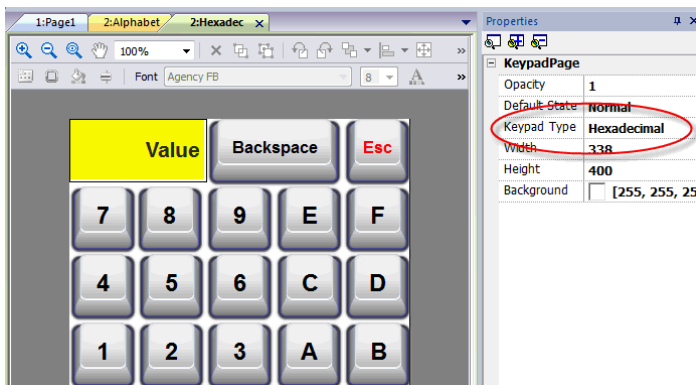
- **Remove KeyPad Page** to remove the keypad from the project
- **Rename KeyPad Page** to rename the keypad.



## Keypad type

**Path:** *ProjectView* > *Keypads* > *double-click a keypad* > *Properties*

Set **Keypad Type** parameter for a keypad to define the type of data entry.



Keypad Type	Description
<b>Auto</b>	Default setting
<b>Decimal</b>	Only numeric keys are accepted. Entering 10, the keypad returns 10 that will be displayed as "10" if the attached field is numeric or ASCII, as 'A' if the attached field is hexadecimal.
<b>Hexadecimal</b>	Only hexadecimal keys are accepted. Entering 10, the keypad returns 16 that will be displayed as "16" if the attached field is numeric or ASCII, as "10" if the attached field is hexadecimal.
<b>Ascii</b>	All keys are enabled. Entering 1A, the keypad returns 1A that will be displayed as '1' if the attached field is numeric, as "1A" if the attached field is ASCII or if the attached field is hexadecimal.

## Keypad position

**Runtime Positioning** property of keypads can be used to define where keypads will appear in the screen.

Option	Description
<b>Automatic</b>	The best position is selected according to here data entry is required.
<b>Absolute</b>	X,Y coordinates are entered to identify the exact position
<b>Left-top</b>	Predefined screen positions
<b>Left-center</b>	
<b>Left-bottom</b>	
<b>Center-top</b>	
<b>Center-center</b>	
<b>Center-bottom</b>	
<b>Right-top</b>	
<b>Right-cente</b>	
<b>Right-bottom</b>	

Select the **Lock Keypad position** option if you don't want the keypad to be moved by dragging.

# 28 External keyboards

HMI Runtime has been designed to work with external keyboards connected via USB.

Keyboards can be used for:

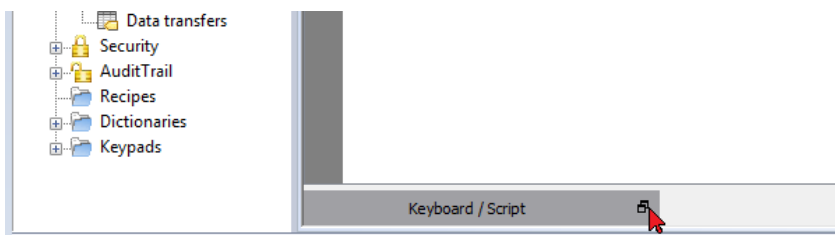
- data entry (default)
- execute actions mapped on specific keys

For example, the right arrow key **OnClick** event can be mapped to the **LoadPage** action.

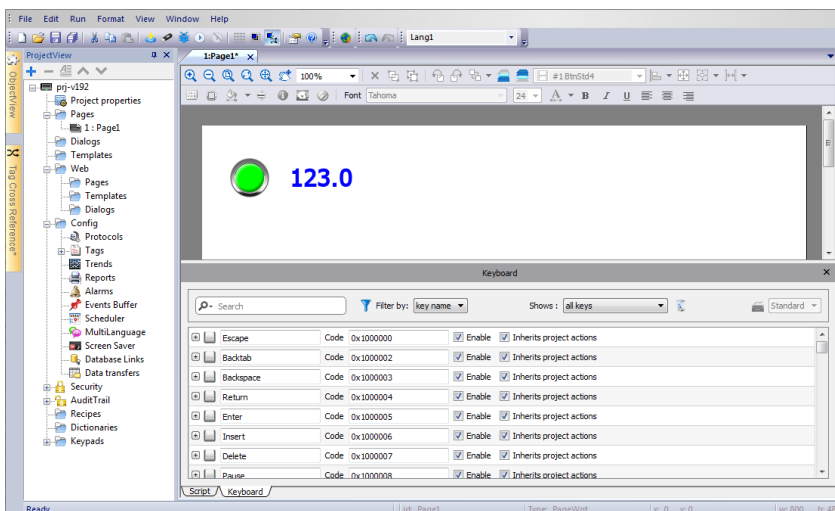
Keyboard can be programmed at project level so that settings will be inherited by all the pages. In each page you can then choose which key setting will be inherited from the project and which one you will customize for the specific page.

## Opening external keyboards

1. In the Page Editor, click on the icon on the right of **Keyboard/Script** at the bottom of the workspace: the Keyboard/Script Editor is displayed.
2. Select the **Keyboard** tab.



Each row in the Keyboard Editor corresponds to a key.



For each key, the following information is displayed:

Element	Description
Label	Key name
Code	Key code
Enable	Key enable status
Inherits project actions	Defines whether the key is inheriting the action programmed at the project level

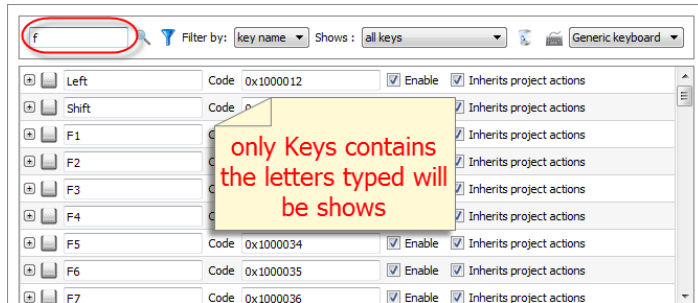
Here the possible configurations:

Enable	Inherits project actions	Editor appearance	HMI Runtime behavior
Checked	Unchecked	Action lists show the page actions (or nothing if the list is empty)	Only the page actions (if any) will be executed.
Checked	Checked	Action lists show the project actions only and cannot be edited	Only the configured project actions (if any) will be executed.
Unchecked	Checked	Inherits project actions check box and all action lists are disabled. Action lists show the project actions only.	No page or project action will be executed.
Unchecked	Unchecked	Inherits project actions check box and all action lists are disabled. Action lists show the project actions only.	No page or project action will be executed.

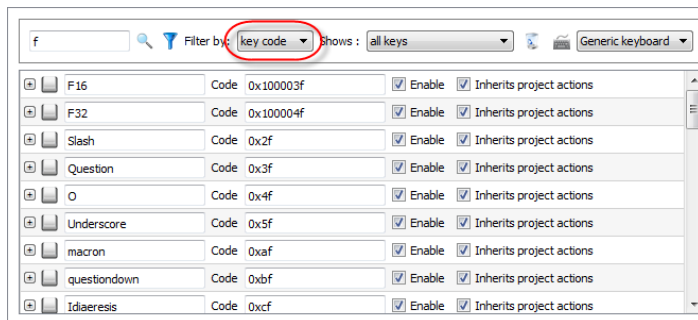
<b>Search and filter</b> .....	<b>267</b>
<b>Displayed keys</b> .....	<b>267</b>
<b>Removing action associations</b> .....	<b>267</b>
<b>Keyboard layout</b> .....	<b>268</b>
<b>Enable/disable keyboard</b> .....	<b>268</b>
<b>Associating actions to keys</b> .....	<b>268</b>

## Search and filter

To display a filtered set of keys, in **Filter by** select **key name** and type a letter in the search field: only the keys containing that letter in their name will be displayed in the Keyboard editor.



Alternatively, in **Filter by** select **key code** and type a letter in the search field: only the key containing that letter in their code will be displayed in the Keyboard editor.



## Displayed keys

You can easily select what keys will be listed in the Keyboard editor window. To display a limited set of keys, select an option in **Shows**.

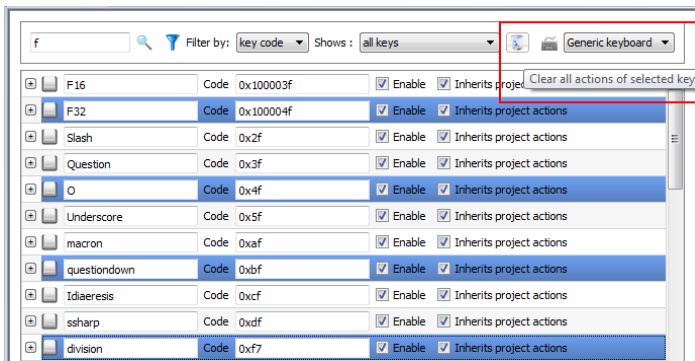
Option	Description
all keys	All keys available in the keyboard layout are listed
modified keys	Only the keys associated with actions at the page level are listed
modified keys in project	Only the keys associated with actions at project level are listed

## Removing action associations

To remove all the associations you created between keys and actions:

1. Select the keys for which you want to remove the association.
2. Click the **Clear all actions of selected keys** button.

If you are working at page level, page actions will be removed, if you are working a project level, project actions will be removed.

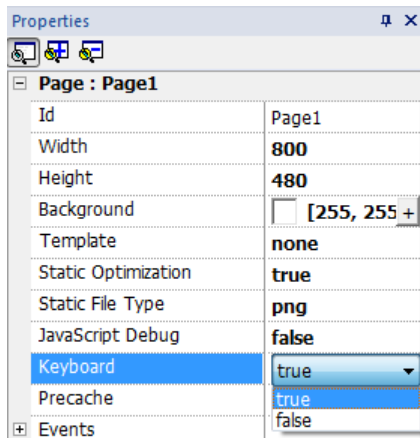


## Keyboard layout

Select the layout of the keyboard from the **Keyboard Layout** combo box. **Generic Keyboard** refers to a generic international keyboard layout.

## Enable/disable keyboard

You can enable/disable keyboard actions both at project and at page level. To enable keyboard actions, in the **Properties** pane set **Keyboard macro** to **true**.



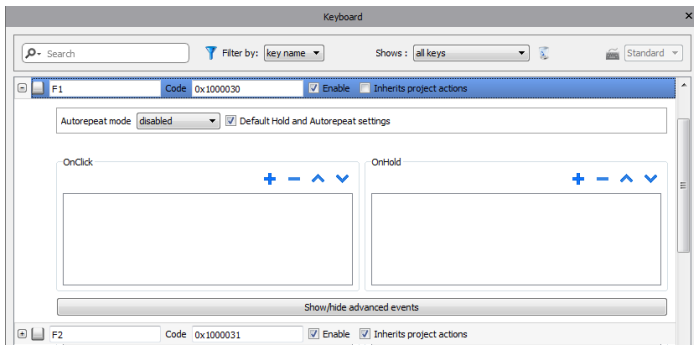
You can enable/disable keyboard actions also at run time using the KeyboardMacros action. See "[Keyboard actions](#)" on [page 124](#) for details.

## Associating actions to keys

You associate actions to a keys from the Keyboard editor.

1. Click **+** next to the key you want to program: the fields for key configuration are displayed.





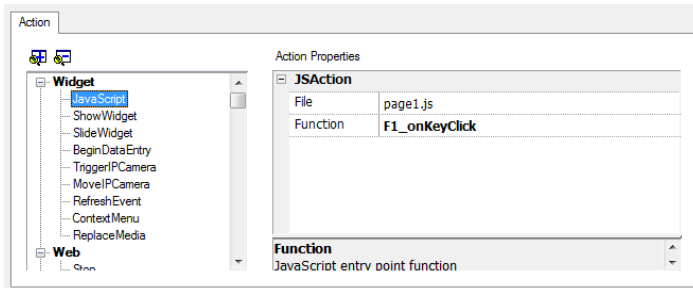
1. Click **+** to add actions.

You can associate actions both to the **OnClick** event and to the **OnHold** event.

See ["Events" on page 39](#) for details.



Note: Also JavaScript code can be associated to a key event.





# 29 Tag cross reference

---

The **Tag Cross Reference** pane displays a list of tag names used in current project organized according to their location and use.

From this pane you can:

- verify where each tag is used (alarms, pages, recipes, schedulers, trends, and so on)
- identify invalid tag references (references to tags not defined in the tag editor)
- identify tags not used in the project



Note: The Tag Cross Reference pane does not list tags used in JavaScript code.

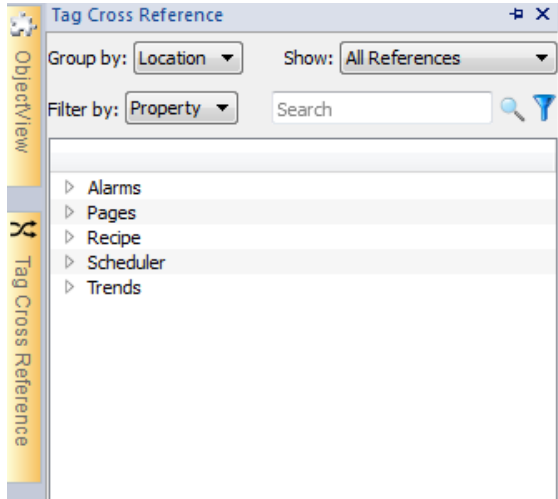
---

<b>Updating data in the Tag Cross Reference pane .....</b>	<b>272</b>
--	------------

## Opening the Tag Cross Reference pane

*Path: View > Toolbars and docking windows > Tag Cross Reference*

Click the **Tag Cross Reference** tab to open the Tag Cross Reference pane.



## Working in the Tag Cross Reference pane

The Tag Cross Reference pane provides a set of standard functions.

Element	Function
<b>Group by</b>	Groups tags by <b>Location</b> (alarms, pages, trends and so on) or <b>Tag</b> name
<b>Show</b>	Filters tags and displays: <ul style="list-style-type: none"> <li>• <b>All Reference</b>: all tags</li> <li>• <b>Invalid Tag Reference</b>: tags not listed in the Tag Editor.</li> <li>• <b>Unused Tags</b>: tags listed in the Tag Editor but not used in project.</li> </ul>
<b>Search field</b>	Applies a filter to display a limited number of tags
<b>Filter by</b>	Filters tags by <b>Location</b> , <b>Tag</b> or <b>Property</b> .



Navigate the listed tags to find where they are used inside the project.

Double-click on a tag to open the editor or page where it is used.

## Updating data in the Tag Cross Reference pane

### Manual update

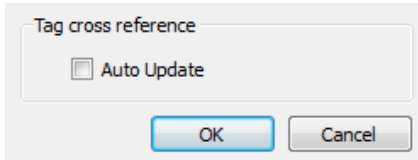
By default, the information displayed in the Tag Cross Reference pane must be updated manually. To do this, click the

refresh button  . A warning sign is displayed when a refresh is needed.

## Automatic update

*Path: View > Properties*

You enable the automatic update of the Tag Cross Reference pane from the PB610 Panel Builder 600 **Properties** page.



Select the **Auto Update** option.

## Exporting data

Data displayed in the Tag Cross Reference pane can be exported in .csv file.

Data is organized in the exported file according to how it was grouped in the pane.

Grouped by	File format
Location	RESOURCE, RESOURCE DESC, WIDGET-ID, ATTRIBUTE, TAG
Tag	TAG, RESOURCE, RESOURCE DESC, WIDGET-ID, ATTRIBUTE



Note: The separators used in export operation depends on regional settings of your computer.



# 30 Indexed addressing

---

Indexed addressing allows you to select a set of tags depending on the value of another tag. This is very useful, for example, to use the same graphics to visualize a set of data coming from different sources, all the user has to do is pick the source to monitor from a list.

---

<b>Creating an indexed addressing set .....</b>	<b>276</b>
<b>Using indexed tag set in pages .....</b>	<b>279</b>

# Creating an indexed addressing set

## Scenario

In this scenario, environment data is collected from with four rooms, each equipped with temperature, pressure, and humidity sensors. Data is available as follows:

Room Number	Temperature	Pressure	Humidity
1	Room1-Temperature	Room1-Pressure	Room1-Humidity
2	Room2-Temperature	Room2-Pressure	Room2-Humidity
3	Room3-Temperature	Room3-Pressure	Room3-Humidity
4	Room4-Temperature	Room4-Pressure	Room4-Humidity

Using the indexed addressing feature, you can use a single table format to arrange all data in the HMI device.

Data from the three different sensors can be displayed in a single page where the room number is used as a selector (combo box) to pick the correct set of tags.

Room 1

Temperature (°C)	21
Pressure	1
Umidity (%)	75

## How to create an indexed tag set

*Path: ProjectView > Tags*

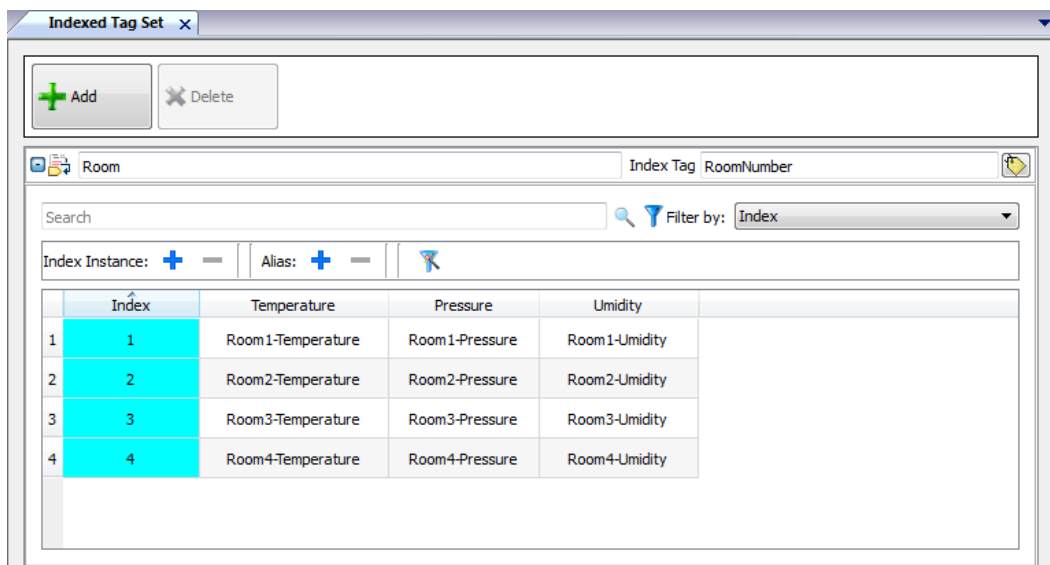
To do this you need to create an indexed tag set.

1. In the Tag Editor, define protocols and tag. Define a tag for each data to be indexed, in this example you must create a tag for each sensor in each room.

Name	Group	Driver	Address
Room1-Temperature		Modbus TCP:prot1	192.168.0.34:502:1 HREG 400001 unsignedShort
Room1-Pressure		Modbus TCP:prot1	192.168.0.34:502:1 HREG 400002 unsignedShort
Room1-Umidity		Modbus TCP:prot1	192.168.0.34:502:1 HREG 400003 unsignedShort
Room2-Temperature		Modbus TCP:prot1	192.168.0.34:502:1 HREG 400004 unsignedShort
Room2-Pressure		Modbus TCP:prot1	192.168.0.34:502:1 HREG 400005 unsignedShort
Room2-Umidity		Modbus TCP:prot1	192.168.0.34:502:1 HREG 400006 unsignedShort
Room3-Temperature		Modbus TCP:prot1	192.168.0.34:502:1 HREG 400007 unsignedShort
Room3-Pressure		Modbus TCP:prot1	192.168.0.34:502:1 HREG 400008 unsignedShort
Room3-Umidity		Modbus TCP:prot1	192.168.0.34:502:1 HREG 400009 unsignedShort
Room4-Temperature		Modbus TCP:prot1	192.168.0.34:502:1 HREG 400010 unsignedShort
Room4-Pressure		Modbus TCP:prot1	192.168.0.34:502:1 HREG 400011 unsignedShort
Room4-Umidity		Modbus TCP:prot1	192.168.0.34:502:1 HREG 400012 unsignedShort



2. Create a tag to be used as index tag. In this example you create a "RoomNumber" tag that could be of type UnsignedInt using Variable protocol.
3. From **ProjectView**, select **Config> Tags**, double-click **Indexed Tag Set**: the Indexed Tag Set editor is displayed.
4. Click + to add an Indexed Tag Set. In this example you will call it "Room".
5. Select the tag "RoomNumber" to use as a selector for the room number.
6. Create an **Index Instance** for each set of data. In this example, one for each room.
7. Create an **Alias** for each type of data and rename the table columns appropriately. In this example "Temperature", "Pressure" and "Humidity".
8. Double-click on each cell to associate the correct tag.



Note: The Index Tag datatype can be a number, a string or any type of simple data types.

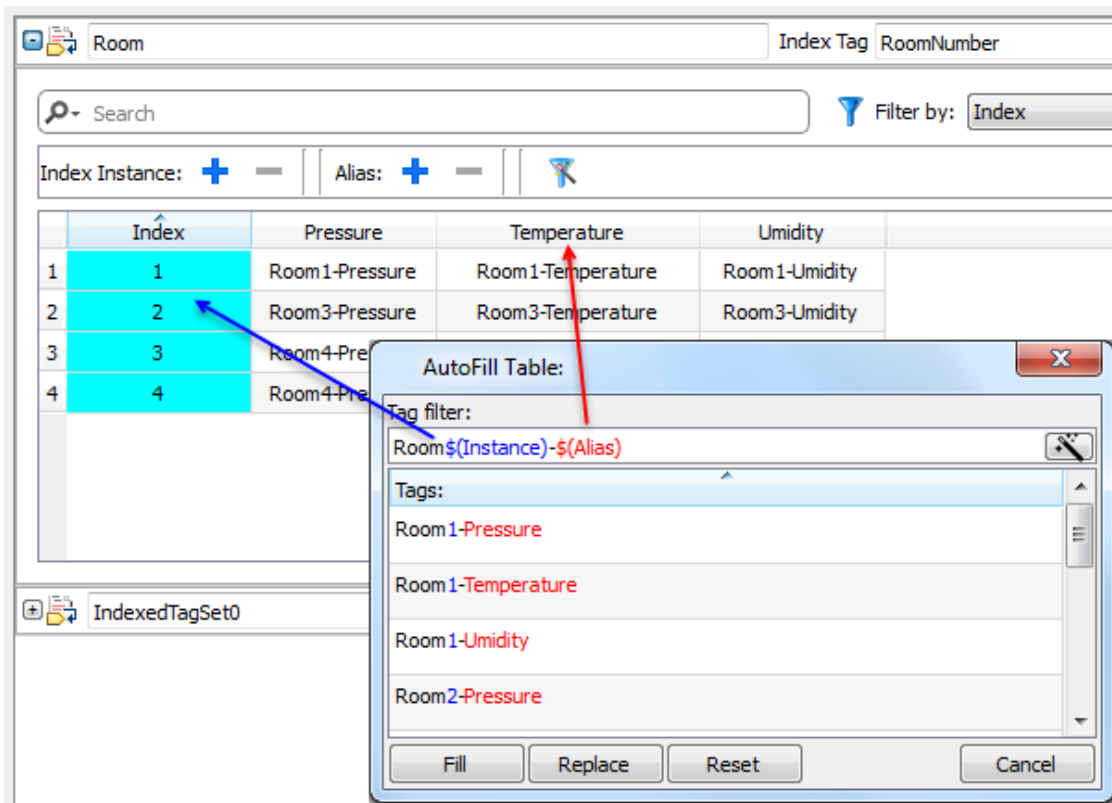


Note: To reference an array data type use the array index = -1

## Autofill function

An Indexed Tag Set table may become very complex and filling it may be an error prone procedure. Enable the Autofill feature to make sure aliases are entered correctly.

Click  to enable the Autofill feature: the **Autofill Table** is displayed.



This function uses regular expression for populating the table with tags trying to match the filter where the keyword \$(Instance) will be replaced with the defined Index values and the keyword \$(Alias) with the defined alias labels.

## Autofill example

“Room\$(Instance)-\$(Alias)” will match all tag names:

Room1-Temperature,

Room1-Pressure,

Room1-Humidity,

Room2-Temperature,

...

“Room0\*\$(Instance)-\$(Alias)” will match all tag names:

Room1-Temperature,

Room01-Pressure,

Room001-Humidity,


Room2-Temperature,

Room02-Pressure,

Room002-Humidity,

...

## Autofill table elements

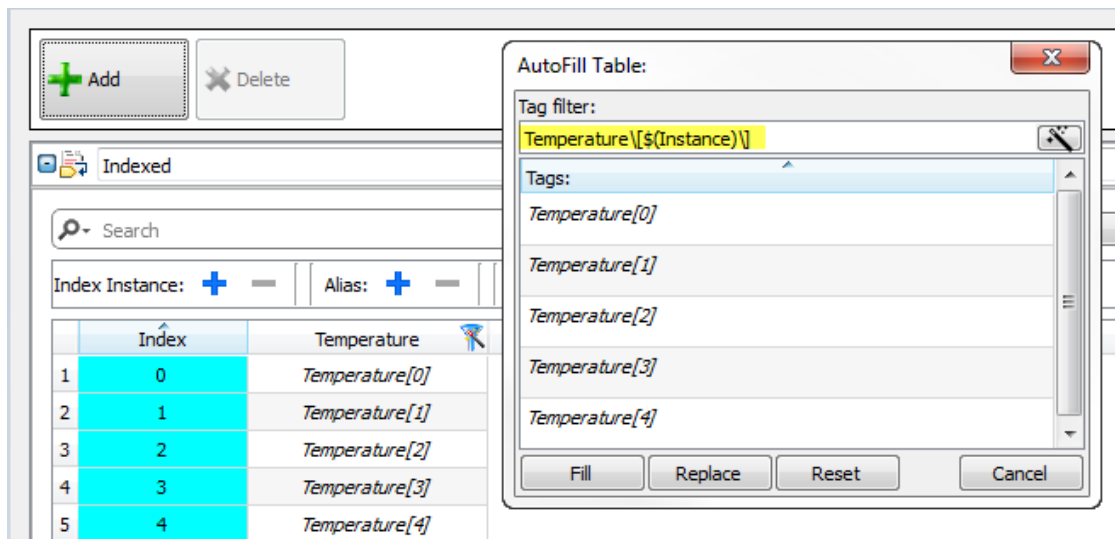
Element	Description
<b>Fill</b>	Fills in missing entries in the tag table using the set filter (if any). For example, when new instances or new aliases are added you can use this option to fill in the new entries.
<b>Replace</b>	Replace all table entries with those provided by the Autofill table.
<b>Reset</b>	Resets the tag filter to empty, no automatic fill is done.
	Suggests a valid filter expression for your project.



Note: Filters are saved as project preferences and can be set for the entire table or for a column. Once a filter is set for a column, the table filter is ignored. You can therefore selectively change the filter for handling a particular alias only.

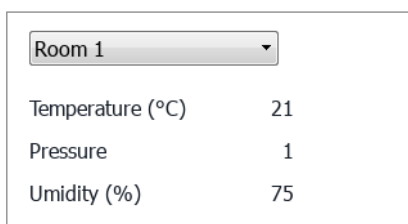


Note: To reference the elements of an array use the \ character to disable the regular expression interpretation of the square brackets (array tags are differentiated by *Italic*).



## Using indexed tag set in pages

Once an indexed tag set has been created, you can use it to create a page for the HMI device as in this example.

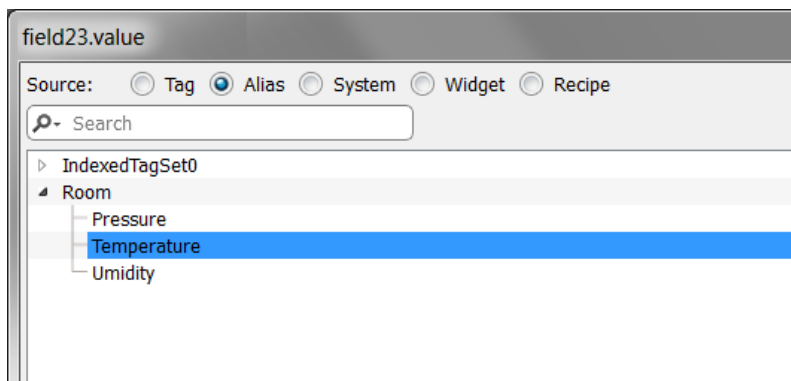


To create this page:

1. Create a page and add a combo box, three labels and three numeric fields.
2. Use the index tag created for the room number for the combo box, "RoomNumber" in this example. This will be the selector for the room number.
3. Create a list for the combo box. In this example use the following list.

Index	String List
0	Room Number
1	Room 1
2	Room 2
3	Room 3
4	Room 4

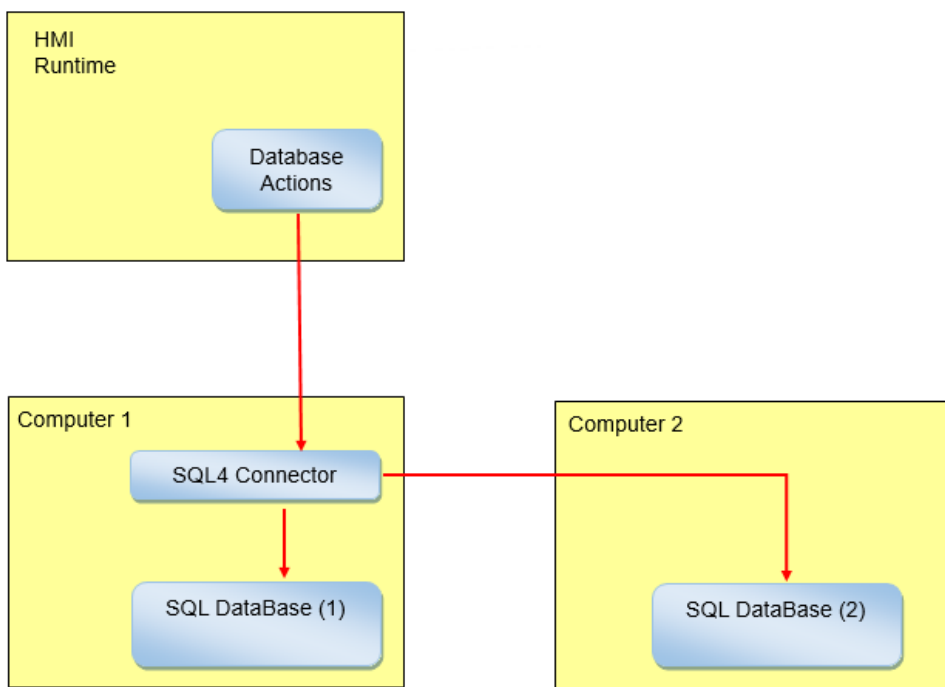
4. Attach to each numeric field value the corresponding Alias variable (**Room > Temperature**, **Room > Humidity**, **Room > Pressure**).



# 31 Storing data to external databases

PB610 Panel Builder 600 allow to connect to the SQL4Automation Connector, a software solution for the industrial usage. It connects HMI, PLC and robotic controls directly with SQL databases. HMI directly access SQL databases via the connector and can query data from tables, insert, change and delete data in tables by using SQL commands [structured query language].

The database site communicates by ODBC. Therefore all SQL databases can be integrated, which support an ODBC interface. The SQL syntax needs to be adapted to the given database, e.g. MS SQL Server, mySQL, MS Office Access, SQLite, Oracle, PostgreSQL...



To store data into an external database:

1. Install the SQL4Automation tool on the computer hosting the database or in a computer between the HMI device and the database.
2. Configure the SQL4Automation tool.
3. Create a project that use the dedicated DB actions to access at the external database.

---

<b>Installing SQL4Automation</b> .....	<b>283</b>
<b>Configuring SQL4Automation</b> .....	<b>283</b>
<b>Configuring the HMI project</b> .....	<b>285</b>
<b>Transfer data with JavaScript</b> .....	<b>286</b>
<b>Database tables</b> .....	<b>287</b>
<b>Custom tables</b> .....	<b>288</b>



## Installing SQL4Automation

Download the latest version of SQL4automation and install it on the computer. Refer to [www.sql4automation.com](http://www.sql4automation.com) for details and download.

Procedures described in this document refer to SQL4Automation Connector Version 3.3.2.0

## Configuring SQL4Automation



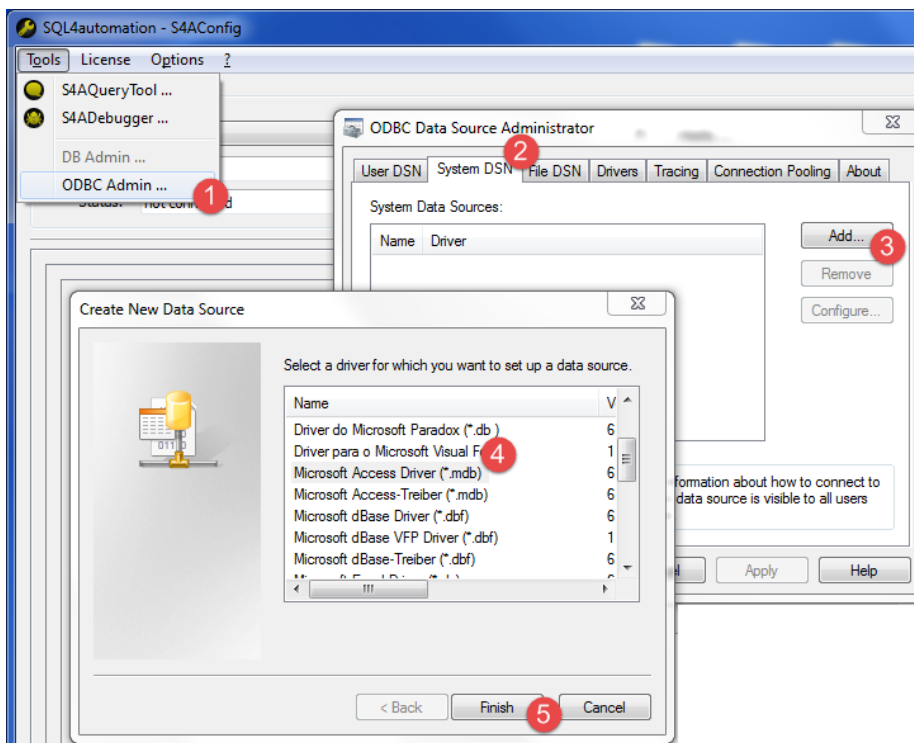
**Important: Refer to the SQL4Automation user manual for detailed configuration instruction.**

Here is a quick description of how to access to a MS Office Database (MS Access).

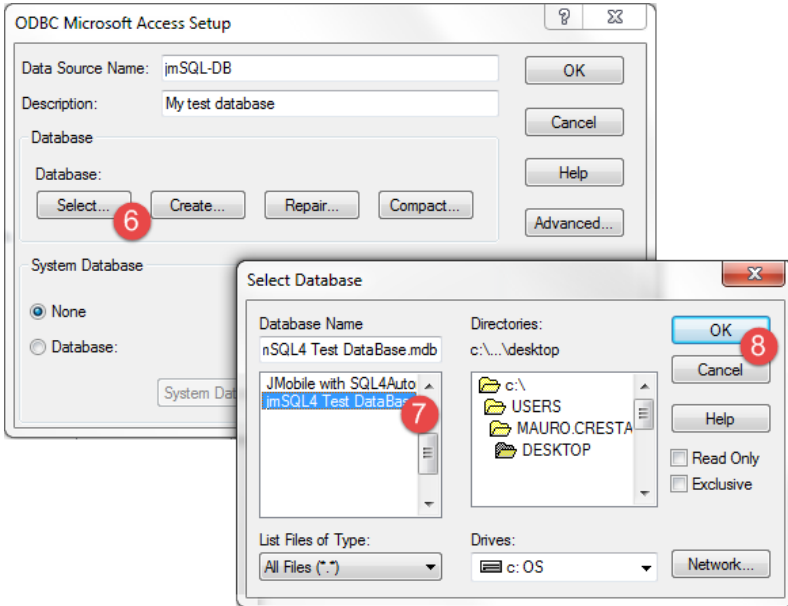
You must have the MS Office Suite installed on a computer and create an empty database using Microsoft Access.

Start SQL4Automation and follow the procedure to configure your SQL4Automation Connector:

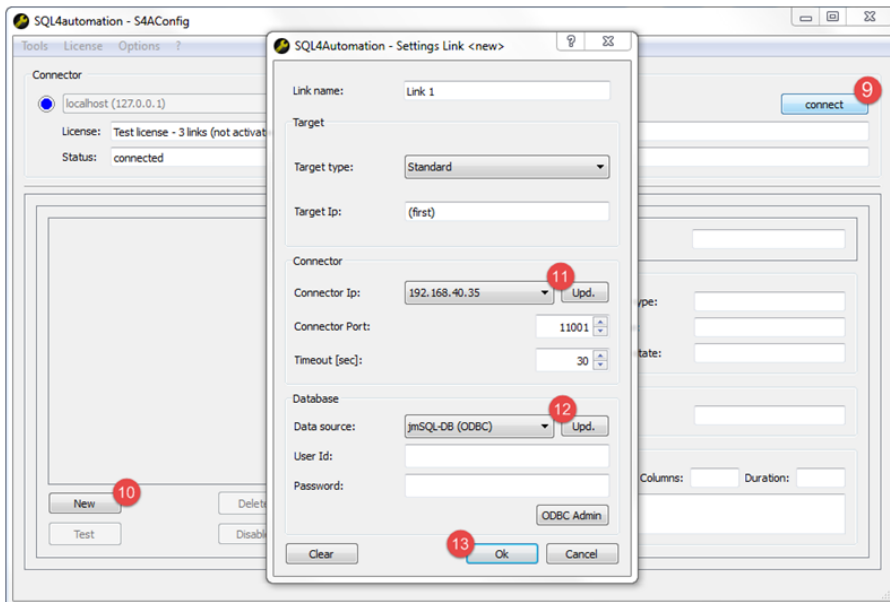
1. Select **ODBC Admin**: the **ODBC Data Source Administrator** dialog is displayed.
2. Select the **System DSN** tab.
3. Click **Add**: the **Create New Data Source** dialog is displayed.
4. Select the Microsoft Access Drive
5. Click **Finish** to confirm.



6. Enter **Data Source Name** and **Description** then click **Select**: the **Select Database** dialog is displayed.
7. Select your Access database.
8. Click **OK** to confirm.

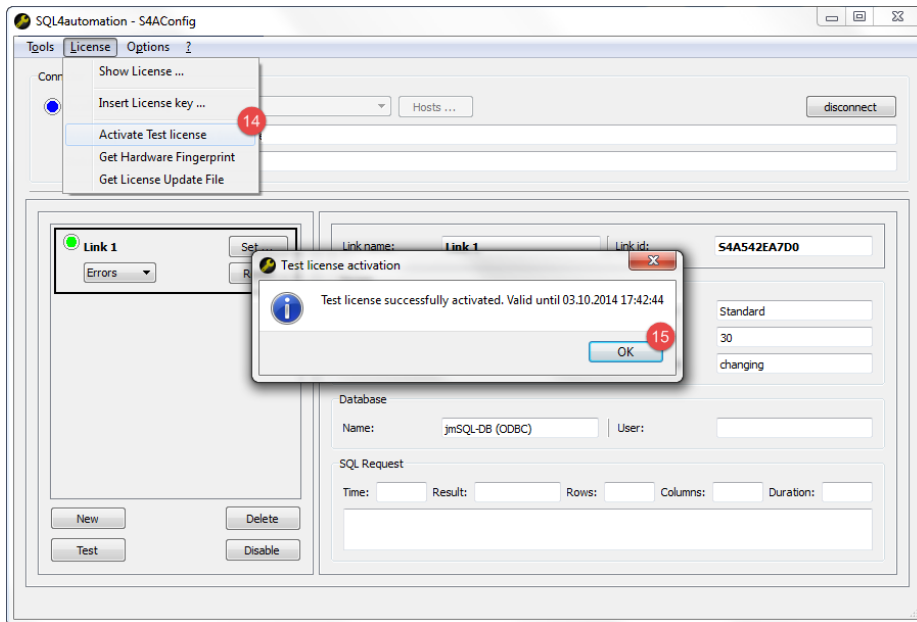


9. At the first connection, click **New** to select your Data Source
10. Select the IP address of your computer. This will be the connection IP Address used from your HMI device.
11. Select the Data Source.
12. Click **OK** to confirm.
13. Click **Connect**.





14. Select **License> Activate Test License**: when the **Link 1** led turns green the procedure has been completed correctly.
15. Click **OK** to confirm.

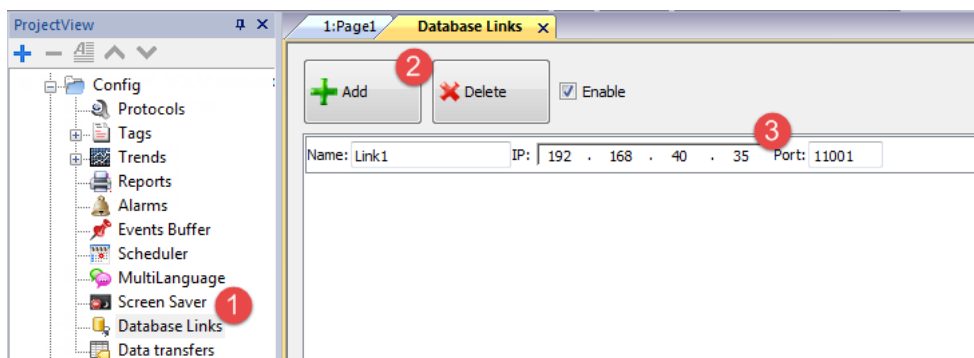


## Configuring the HMI project

Path: **ProjectView> Config > double-click Database Links**

To save a project data to an external database you need to create a link with the specific database

1. In the **Database Links** editor select **Enable** to enable the function.
2. click **Add** to create a new link.
3. Enter the IP Address the computer hosting the SQL4Automation Connector.



**Important: The link name here is not necessarily the same defined inside the SQL4Automation Connector. But this is the name to be used in all actions using the remote database.**

# Transfer data with JavaScript

Some actions used to transfer data from a HMI device to a remote database can be used as macros inside a JavaScript code as in the example below.

Status of database connection is available through system variable tags. See ["Database variables" on page 84](#).

Error status can be reset with actions. See ["Database actions" on page 120](#)

```
function myButton1_onMouseClicked(me, eventInfo) {
    var CustomSQL = ' ' ;
    var DatabaseLink ='Link1';
    project.dbInit(DatabaseLink, CustomSQL);
};

function myButton2_onMouseClicked(me, eventInfo) {
    var CustomSQL = ' ' ;
    var DatabaseLink ='Link1';
    var Tags ='Alarm1;SystemTime;Tag01;Tag02;';
    project.dbReadTags(DatabaseLink, CustomSQL, Tags);
};

function myButton3_onMouseClicked(me, eventInfo) {
    var CustomSQL = ' ' ;
    var DatabaseLink ='Link1';
    var Tags ='Alarm1;SystemTime;Tag01;Tag02;';
    project.dbWriteTags(DatabaseLink, CustomSQL, Tags);
};
```

## dbQuery

```
project.dbQuery(databaseLink, customSQL, dbCallback);
```

Using this query you can execute SQL Queries.

Parameter	Description
<b>databaseLink</b>	Link to the database to use
<b>customSQL</b>	String with the SQL query
<b>dbCallback()</b>	Function that will be call when query data are ready

## dbCallback

```
project.dbCallback(dbStatus, dbResponse);
```

Parameter	Description
<b>dbStatus</b>	0: no error found
<b>dbResponse</b>	Query response. Table column names followed by its rows:  In the example:  TagName - Tagvalue Tag09 - 103 Tag10 - 302

```

Script
1
2 function JS1_onMouseClicked(me, eventInfo) {
3
4     var customSQL = "SELECT Tagname, Tagvalue FROM Tags WHERE Tagname='Tag09' OR Tagname='Tag10' ORDER BY Tagname"
5     var databaseLink = "Link1";
6     project.dbQuery(databaseLink, customSQL, dbCallback)
7 };
8
9
10 function dbCallback(dbStatus, dbResponse){
11
12     alert("SQL Answer = " + dbResponse + "\ndbStatus = " + dbStatus);
13 };
14
15
    
```

## Database tables

Here the structure of the database tables used by the database actions.



Note: These tables can be generated on an empty database from the **DBInit** action.

### Table: Tags

<b>FieldName</b>	Text(255)	PRIMARY KEY
<b>TagValue</b>	Text(255)	

### Table: Trends

<b>Id</b>	Long Integer	PRIMARY KEY
<b>TrendName</b>	Text(255)	
<b>SampleTime</b>	Text(255)	
<b>TrendValue</b>	Text(255)	
<b>Quality</b>	Text(255)	
<b>RefreshTime</b>	Text(255)	

## Table: Recipes

<b>Recipe</b>	Text(255)	PRIMARY KEY
<b>SetName</b>	Text(255)	PRIMARY KEY
<b>ElementName</b>	Text(255)	PRIMARY KEY
<b>SetValue</b>	Text(255)	

## Table: Event

<b>Id</b>	Long Integer	PRIMARY KEY
<b>EventName</b>	Text(255)	
<b>SampledTime</b>	Text(255)	
<b>EventType</b>	Text(255)	
<b>EventSubTime</b>	Text(255)	
<b>EventValue</b>	Text(255)	

# Custom tables

SQL queries released from the DB actions are listed inside the project file config/dbconnector.xml.

Modify the commands defined inside this file to customize the SQL strings released from the DB actions and then get access to a different structured database.

### Example

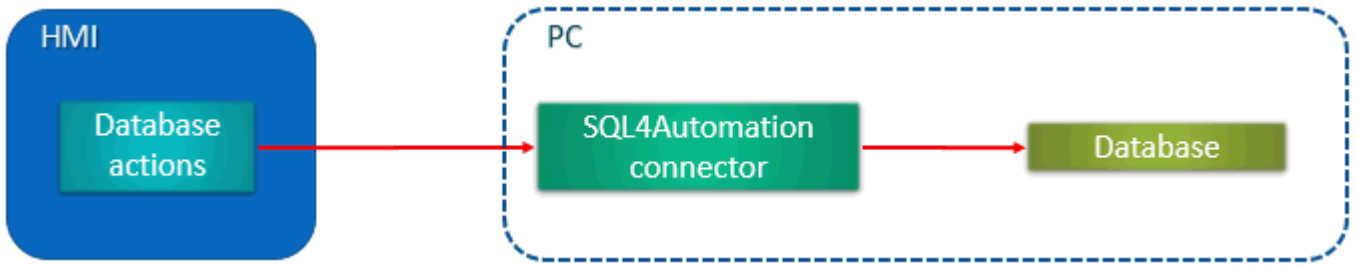
```
CREATE TABLE myTagsTable (tagname VARCHAR(255) PRIMARY KEY, tagvalue VARCHAR(255))
UPDATE myTagsTable SET Tagvalue= '%_JMV' WHERE Tagname= '%_JMT'
INSERT INTO myTagsTable (Tagname, Tagvalue) Values ('%_JMT', '%_JMV')
```

Where "%\_JMV" will be replaced with the tag value and "%\_JMT" with the tag name.

## Connection Limits

SQL4Automation is delivered as a USB dongle with a license for a predefined number of connections. Connections are called "Links" inside SQL4Automation Connector. The number of connections depends on the license you have purchased.

SQL4Automation Connector can be installed on the same Computer/Server running the database:



Or onto a separated Computer/Server:





# 32 OPC UA Server

Path: **ProjectView** > **Config** > **Interfaces** > double-click **OPC UA**

Use the OPC UA Server to publish data according to the OPC UA standard..

## Features

Parameter	Description										
<b>Enable OPC UA Server</b>	<p>Activates operation of the OPC UA Server.</p> <p>Data values defined in the HMI are published by the OPC UA Server.</p>										
<b>Enable alarms</b>	<p>Activates publication of real-time alarm data (Active Alarms).</p> <p>The following properties of alarms are published:</p> <ul style="list-style-type: none"> <li>• Enabled</li> <li>• Severity</li> <li>• Status</li> </ul> <p>The alarm states are mapped to OPC UA states according to the following rules:</p> <table border="1"> <thead> <tr> <th>OPC UA Alarm state</th> <th>PB610 Panel Builder 600 Alarm state</th> </tr> </thead> <tbody> <tr> <td><b>Opcua.Alarm.Active</b></td> <td>TRIGGERED   TRIGGERED_NOT_ACKED   TRIGGERED_ACKED</td> </tr> <tr> <td><b>Opcua.Alarm.Acked</b></td> <td>TRIGGERED_ACKED   NOT_TRIGGERED_ACKED</td> </tr> <tr> <td><b>Opcua.Alarm.Retained</b></td> <td>TRIGGERED   TRIGGERED_NOT_ACKED   TRIGGERED_ACKED   ( alarm requires reset flag &amp; state != NOT_TRIGGERED )</td> </tr> <tr> <td><b>Opcua.Alarm.Confirmed</b></td> <td>when alarm requires reset flag &amp; state is NOT_TRIGGERED</td> </tr> </tbody> </table> <p>OPC UA confirm operation is mapped to the reset operation. Confirmation only works if the alarm is currently active, otherwise return OpcUa_BadInvalidState (since the reset operation only works in this condition).</p> <p>The acknowledge/enable/disable/confirm operations done via OPC UA are audited as "OPC UA Server" domain. If the authentication is user/pass the user is logged as well.</p>	OPC UA Alarm state	PB610 Panel Builder 600 Alarm state	<b>Opcua.Alarm.Active</b>	TRIGGERED   TRIGGERED_NOT_ACKED   TRIGGERED_ACKED	<b>Opcua.Alarm.Acked</b>	TRIGGERED_ACKED   NOT_TRIGGERED_ACKED	<b>Opcua.Alarm.Retained</b>	TRIGGERED   TRIGGERED_NOT_ACKED   TRIGGERED_ACKED   ( alarm requires reset flag & state != NOT_TRIGGERED )	<b>Opcua.Alarm.Confirmed</b>	when alarm requires reset flag & state is NOT_TRIGGERED
OPC UA Alarm state	PB610 Panel Builder 600 Alarm state										
<b>Opcua.Alarm.Active</b>	TRIGGERED   TRIGGERED_NOT_ACKED   TRIGGERED_ACKED										
<b>Opcua.Alarm.Acked</b>	TRIGGERED_ACKED   NOT_TRIGGERED_ACKED										
<b>Opcua.Alarm.Retained</b>	TRIGGERED   TRIGGERED_NOT_ACKED   TRIGGERED_ACKED   ( alarm requires reset flag & state != NOT_TRIGGERED )										
<b>Opcua.Alarm.Confirmed</b>	when alarm requires reset flag & state is NOT_TRIGGERED										

Parameter	Description
	BranchId is not supported (it is always "Null").
<b>Enable historical alarms</b>	Activates publication of historical alarm data
<b>Enable trends</b>	Activates publication of trend data.

## Network

Parameter	Description
<b>Node Name</b>	Enter node name or leave empty to use the host name.
<b>Port</b>	The enter port number of OPC UA Server.
<b>Produc URI</b>	A globally unique identifier for the server.

## Authentication

Parameter	Description
<b>Anonymous</b>	Anonymous clients accepted
<b>User/Password</b>	Authentication with user name is accepted
<b>Certificates</b>	Certificate-based authentication is accepted.

Server can support all options simultaneously.

For example, suppose there are 3 clients. Let Client 1 has only anonymous support. Client 2 has only user/password support. And, Client 3 has only certificate support. All three can connect if all checkboxes are checked in server config editor.

## Server Identity

Parameter	Description
<b>Manufacturer name</b>	A human readable name for manufacturer of the product.
<b>Product name</b>	A human readable name for the product running the server..
<b>Server's Certificate</b>	Server certificate can be either generated automatically or by adding existing certificate files.



# 33 Special widgets

---

Widgets designed for special purposes are called special widgets and include control lists, date and time widgets, variable widgets and so on.

---

<b>BACnet widget</b> .....	<b>294</b>
<b>Browser widget</b> .....	<b>294</b>
<b>Canvas Widget</b> .....	<b>295</b>
<b>Combo Box widget</b> .....	<b>298</b>
<b>Consumption Meter widget</b> .....	<b>302</b>
<b>Control list widgets</b> .....	<b>303</b>
<b>DateTime widget</b> .....	<b>305</b>
<b>Gesture area widget</b> .....	<b>306</b>
<b>IP Camera widgets</b> .....	<b>307</b>
<b>Javascript function block widget</b> .....	<b>310</b>
<b>Media Player widgets</b> .....	<b>312</b>
<b>Multistate Image widget</b> .....	<b>314</b>
<b>Multistate Image Multilayer widget</b> .....	<b>315</b>
<b>Network Adapters widget</b> .....	<b>317</b>
<b>RSS Feed widget</b> .....	<b>317</b>
<b>Scrolling RSS Feed widget</b> .....	<b>318</b>
<b>Table widget</b> .....	<b>319</b>
<b>Variables widget</b> .....	<b>326</b>

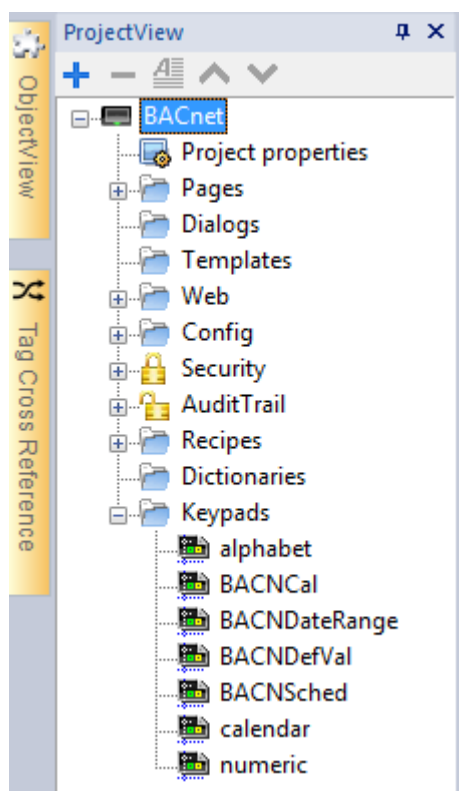
# BACnet widget

Path: **Widget Gallery**> **BACnet**

BACnet widgets are special widgets that let you interact with native BACnet objects.

- BACnet Calendar
- BACnet Scheduler
- BACnet Effective Period

These widgets are using special keypads that are added into the keypads folder when widgets are used. Generally, you do not need to take care of these keypads unless you want customized them.




Refer to the BACnet manual inside the “Communication Drivers” folder for a detailed description of BACnet special widgets.

# Browser widget

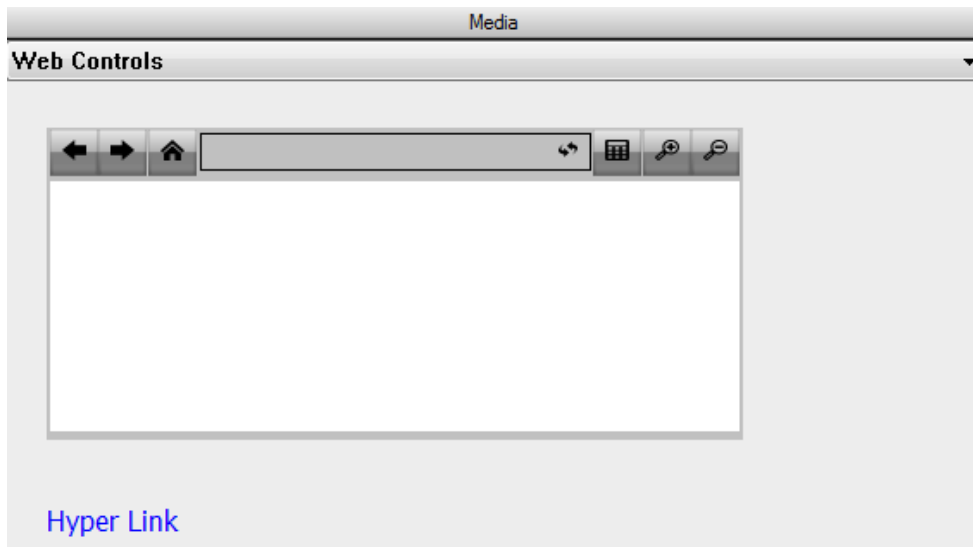
Path: **Widget Gallery**> **Media**> **Web Controls**

Use this widget to embed web pages into your HMI device pages. This is an HTML5 compatible browser widget based on the WebKit engine.

 Note: For Windows CE based embedded HMI devices, the WebKit library is available as a plugin (see "[Software plug-in modules](#)" on page 61 for details) to download to the HMI Runtime only when required.



**Important: This widget is not supported by MIPS based devices.**



Parameter	Description
<b>Home Page</b>	Default URL to open when widget is shown on the page.
<b>Zoom to Fit</b>	Automatically scales content to the size of view area.
<b>Time out</b>	Page load timeout in seconds.
<b>Clear History</b>	Automatic history clear on load
<b>Scroll</b>	Shows/hides scrollbars
<b>Show Progress cursor</b>	Shows/hides loading cursor

This allows Link to save around 3 MB of space if the widget is not required in your project.

An **Hyper Link** widget is available to create pages hyperlinks. Once clicked these links notify to the browser widget that a particular web page is to be loaded.



**Important: HTTPs protocol is not supported.**

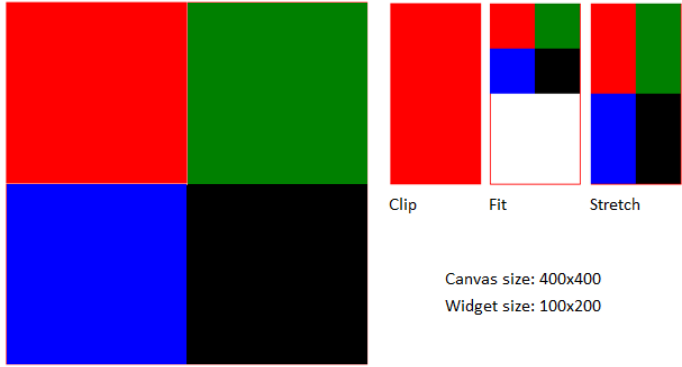

## Canvas Widget

Path: **Widget Gallery**> **Basic**> **Generic Canvas**

Canvas widget can be used to draw graphic via JavaScript scripting.



Note: the JavaScript methods are the same that are available for the HTML5 <canvas> tag

Parameter	Description
<b>Canvas Width</b> <b>Canvas Height</b>	<p>Canvas size.</p> <p>Note this is not the widget size. For example, the canvas size could be 500x500 pixels where the widget size could be 100x100 pixels. Draw Hint parameter will define how to stretch the canvas size to fit the widget size.</p>
<b>Draw Hint</b>	<p>Define how fit the canvas inside the widget size</p> <ul style="list-style-type: none"> <li>• <b>Clip</b> No Transformation is applied, coordinate system is not scaled and drawing is clipped inside the widget bounding rectangle.</li> <li>• <b>Fit to size</b> Fit to the widget size preserving the canvas model aspect ratio.</li> <li>• <b>Stretch</b> Fit to the widget size ignoring the canvas model aspect ratio.</li> </ul> <p>Example using a Canvas size larger than the widget size:</p>  <p>Canvas size: 400x400 Widget size: 100x200</p>
<b>Design Time Preview</b>	<p>Canvas preview inside PB610 Panel Builder 600</p> <p> Note the JavaScript code could use data not available inside PB610 Panel Builder 600 but only inside the HMI device</p>
<b>Auto Clear Background</b>	<p>Automatic clear the background before draw canvas. When disabled, the painted items are persisted and is not necessary redraw everything from scratch.</p>
<b>OnDraw Action</b>	<p>The OnDraw event is executed when the page is painted. This event has to be linked with the JavaScript code that draws the canvas graphic.</p>
<b>OnMousePress Action</b> <b>OnMouseRelease Actions</b> <b>OnMouseDrag Actions</b>	<p>Mouse events</p>

## Available Canvas Methods

// Painter Save/Restore

- void save(); // calls painter save
- void restore(); // calls painter restore

**// Scale/Transform**

- void scale(qreal x, qreal y);
- void rotate(qreal angle);
- void translate(qreal x, qreal y);
- void transform(qreal m11, qreal m12, qreal m21, qreal m22, qreal dx, qreal dy);
- void setTransform(qreal m11, qreal m12, qreal m21, qreal m22, qreal dx, qreal dy);

**// Gradient**

- CanvasGradient createLinearGradient(qreal x0, qreal y0, qreal x1, qreal y1);
- CanvasGradient createRadialGradient(qreal x0, qreal y0, qreal r0, qreal x1, qreal y1, qreal r1);

**// Rectangle Functions**

- void clearRect(qreal x, qreal y, qreal w, qreal h);
- void fillRect(qreal x, qreal y, qreal w, qreal h);
- void strokeRect(qreal x, qreal y, qreal w, qreal h);
- void rect(qreal x, qreal y, qreal w, qreal h);

**// Path**

- void beginPath();
- void closePath();
- void moveTo(qreal x, qreal y);
- void lineTo(qreal x, qreal y);
- void quadraticCurveTo(qreal cpx, qreal cpy, qreal x, qreal y);
- void bezierCurveTo(qreal cp1x, qreal cp1y, qreal cp2x, qreal cp2y, qreal x, qreal y);

**// Drawing Text**

- void fillText(const QString &text, qreal x, qreal y);

**// Arc**

- void arcTo(qreal x1, qreal y1, qreal x2, qreal y2, qreal radius);
- void arc(qreal x, qreal y, qreal radius, qreal startAngle, qreal endAngle, bool anticlockwise);

**// Fill/Stroke**

- void fill();
- void stroke();
- void clip();
- bool isPointInPath(qreal x, qreal y) const;

**// Image manipulation (Draw QImageWgt using target and source rect)**

- void drawImage(QObject \*pObjImage, qreal sx, qreal sy, qreal sw, qreal sh, qreal dx, qreal dy, qreal dw, qreal dh);
- void drawImage(QObject \*pObjImage, qreal dx, qreal dy);
- void drawImage(QObject \*pObjImage, qreal dx, qreal dy, qreal dw, qreal dh);
- void drawImage(const QVariant& image, int width, int height, const QString& format, qreal sx, qreal sy, qreal sw, qreal sh, qreal dx, qreal dy, qreal dw, qreal dh);

**// Pixel manipulation**

- ImageData createlImageData(double sw, double sh); //Empty Image
- ImageData createlImageData(ImageData fromImage); //from another Image
- ImageData createlImageData(ArrayBuffer value); //From arraybuffer
- void putImageData(ImageData imgData, double dx, double dy);
- void putImageData(ImageData imagedata, double dx, double dy, double dirtyX, double dirtyY, double dirtyWidth, double dirtyHeight);
- ImageData getImageData(qreal sx, qreal sy, qreal sw, qreal sh);

## Canvas JavaScript Example

The canvas is initially blank. To display something, a script first needs to access the rendering context and draw on it:

```
var ctx = me.context2d;
```

then you can use the canvas methods, as in the below example

```
function GenericCanvasWgt1_onDraw(me, eventInfo)
{
    var ctx = me.context2d;
    ctx.fillStyle = 'red';
    ctx.fillRect(0,0,250,250);
    ctx.fillStyle = 'green';
    ctx.fillRect(250,0,250,250);
    ctx.fillStyle = 'blue';
    ctx.fillRect(0,250,250,250);
    ctx.fillStyle = 'black';
    ctx.fillRect(250,250,250,250);
}

function GenericCanvasWgt1_onMouseDown(me, eventInfo)
{
    alert("X = " + eventInfo.posX + "\nY = " + eventInfo.posY );
}
```

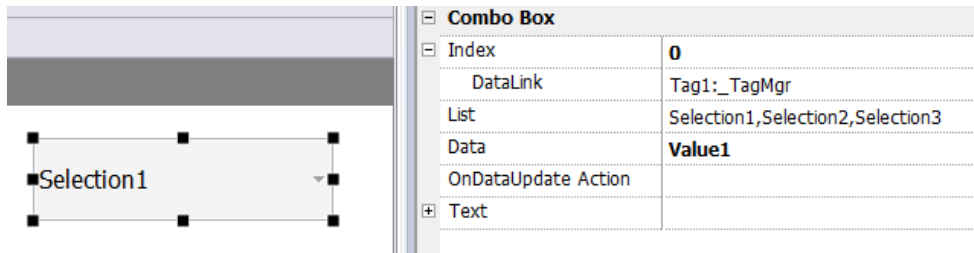
The update method can be used to dynamically redraw a canvas widget



```
function BtnStd1_btn_onMouseClicked(me, eventInfo)
{
    var myCanvasWidget = page.getWidget("GenericCanvasWgt1");
    myCanvasWidget.update();
}
```

## Combo Box widget

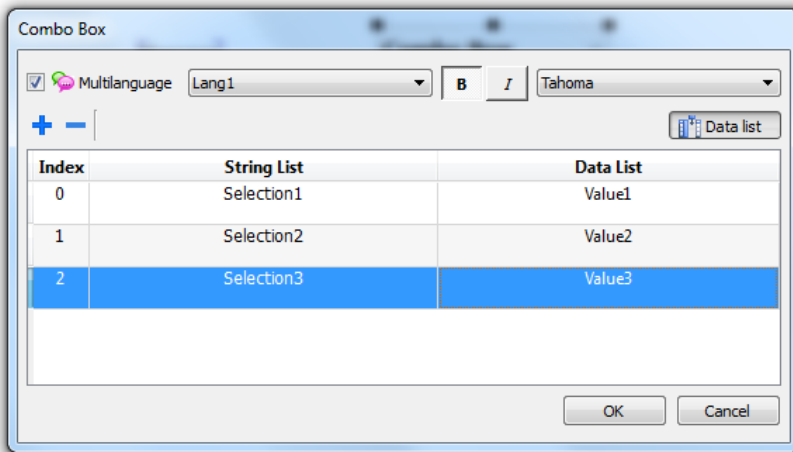
*Path: Widget Gallery > Basic > Controls*

Use this widget as a selector widget or to filter rows in a table to display only the values selected in the combo box.



Parameter	Description
<b>Index</b>	Index of the selected item.
<b>List / String List</b>	Item strings in the combo box.  Note: This field is multi-language.
<b>Data / Data List</b>	Returns the value in the Data List column (as string) in the Data field of the widget.  Tip: Use this parameter to return a custom value based on an item selected in the combo box.
<b>Text</b>	Format of displayed text.

### Attaching data vs. attaching indexes



In many projects you may need to attach fields such as **Index** or **Data** to tags to know the values of the selected item in the combo box. Use:

- **Index:** to display the index (integer) of the selected item (0...n).
- **Data:** to display the data value (string) specified in the Data List column.

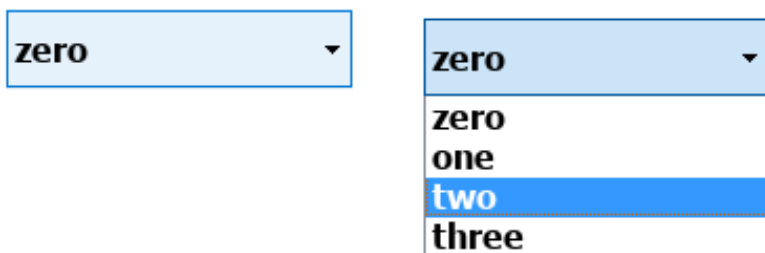
### Combo Box widget “full screen” mode with images

From the "[Project properties pane](#)" on [page 56](#) the look and behavior of Combo Boxes can switches from Context mode to Full Screen mode

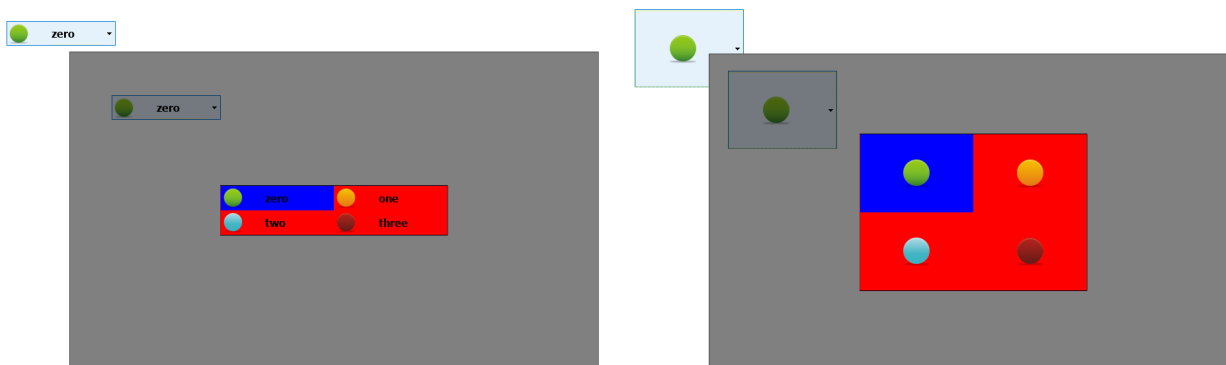
Path: **ProjectView**> double-click **Project properties**> **Properties pane**> **Style**> **ComboBox View Mode**

Parameter	Description
<b>ComboBox View Mode</b>	<p>Select the visualization mode of all the Combo Box widgets of the project</p> <p><b>Context</b> Classic view with drop-down menus</p> <p><b>Full screen</b> Enhanced view with configurable texts and images that will pop up in the middle of the screen for easy scroll and selection.</p>

**Context** view example



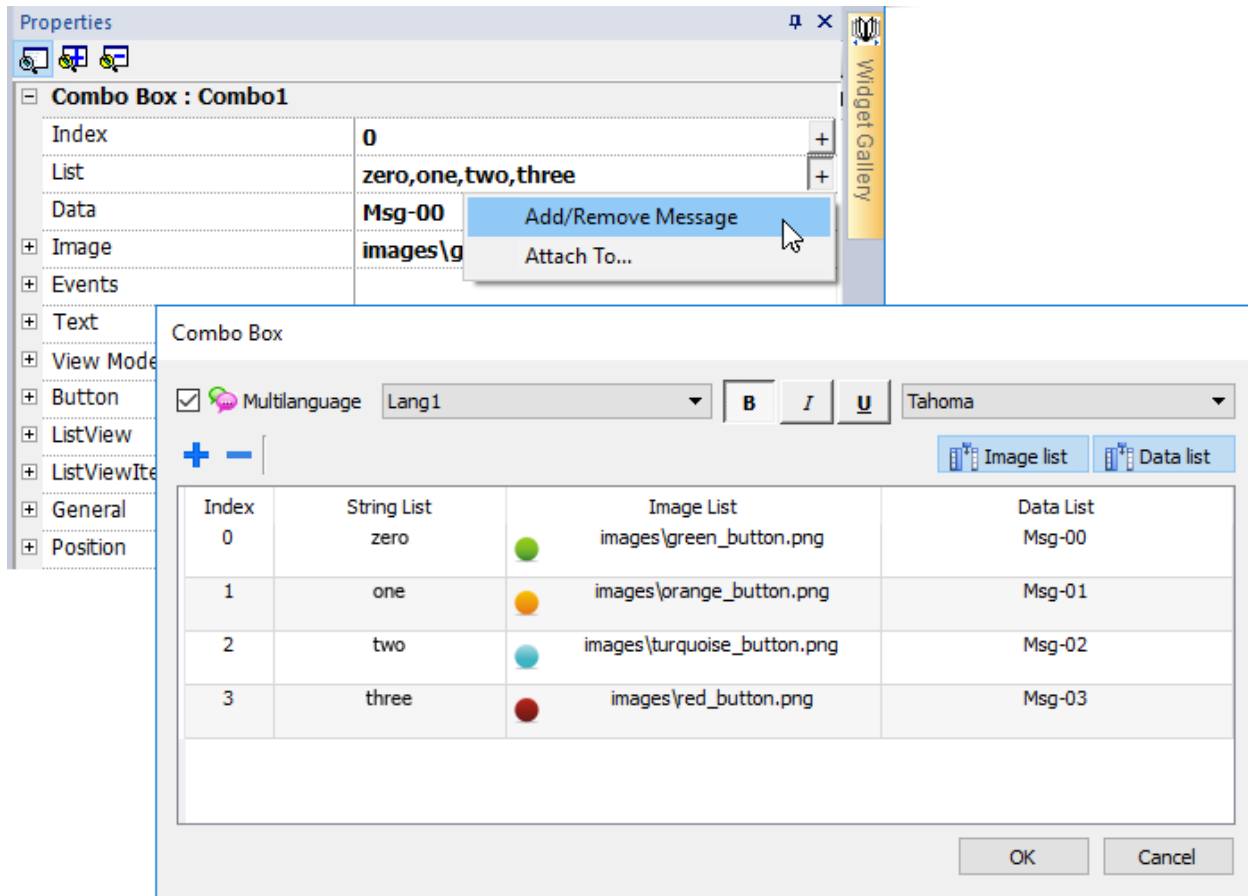
**Full screen** view example



**Additional parameters available in full screen mode**

The additional "*Image List*" column will be available inside **Combo Box**> **List** parameter:





Note: Some properties are displayed only in advanced mode.

Parameter	Description
<b>Image</b>	Return, inside the attached tag, the file name of the selected image
<b>Button</b>	Define the look of the Combo Box <ul style="list-style-type: none"> <li>• Show background = true Combo Box button is showed</li> <li>• Show background = false Only image or text is showed</li> </ul>
<b>ListView</b>	Layout parameters of the Combo Box in edit mode
<b>ListViewItems</b>	Define the items type that will be inside the Combo Box <p>Image Mode:</p> <ul style="list-style-type: none"> <li>• Only Text</li> <li>• Only Images</li> <li>• Text and Images</li> </ul>

# Consumption Meter widget

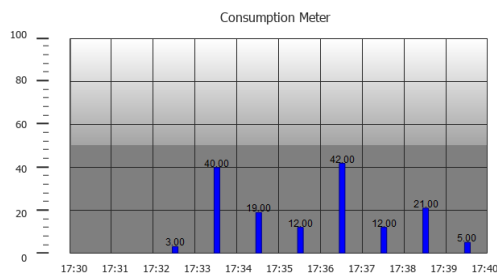
**Path:** *Widget Gallery > Basic > Trends/Graphs*

Use this widget to monitor a resource which is continuously increasing. The system reads the value of the resource and calculates the increment in a set range of time, the increment is then displayed in a bar-graph in a trend-like window.

Different colors can be used to used in the graph based on the time frame.



**Tip:** Use this widget to calculate the power consumption of a system.

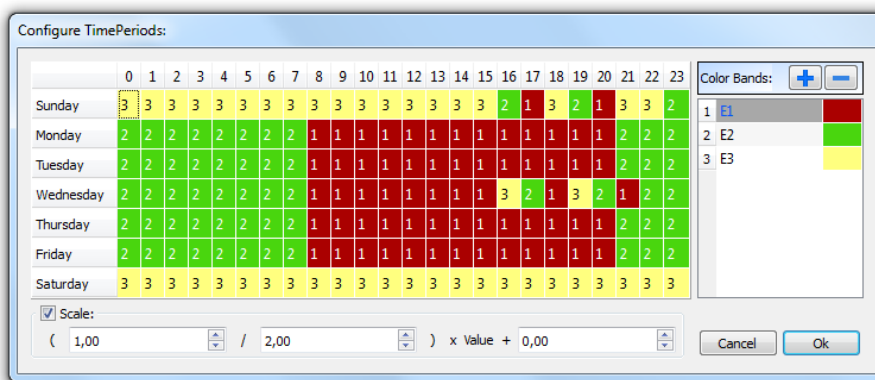


Parameter	Description
<b>Value</b>	Resource monitored
<b>Graph Duration</b> <b>Graph Duration</b> <b>Duration</b> <b>Units</b>	Time period displayed in the window
<b>Bar Duration</b> <b>Bar Duration</b> <b>Units</b>	Time period represented by each bar in the graph
<b>Time Periods</b>	Assigns a specific color to highlight the increment of the monitored resource in a specified time period (minimum resolution = 1 hour).
<b>Color</b> <b>Bar Width</b>	Bar color and width
<b>Bar Value</b>	Show/Hide the value of each bar
<b>Consumption Meter</b>	Number of labels to be displayed on graph.

## Example: how to monitor energy consumption

In the following example a widget is design tho monitor energy consumption with a weekly scale and a daily unit.

1. Attach a tag to the physical variable to monitor. In this example, to the total energy consumed (Tag KWh). This tag contains an incremental number that indicates how many KW/h have been consumed from when energy consumption started.
2. Add a Trend and link it to the tag to be monitored, Tag KWh.
3. Add a **Consumption Meter** widget to a page.
4. Attach the **Value** property of the Consumption Meter to the Trend you created in step 2.
5. Set **Graph Duration/Units** to 1 week: this will give you a weekly graph of consumed energy.
6. Set **Bar Duration/Units** to 1 day, this is the time range when energy consumption is calculated.
7. In **Consumption Meter** set the number of labels to show in the bar graph, in this case 7 to display a weekly graph.
8. From the **Time Periods** property open the **Configure Time Periods** dialog: set the different colors for different values of Tag KWh in each bar.



Tip: To assign the color to the cells of the table, select the cells and click on the desired color, or enter the index value of the band (1, 2, 3) into the cell.

9. Add as many color bands as you need, in this example 3 color bands.
10. Assign a band to each hour in the weekly table, in this example a red band (E1) is used to indicate the range of time in the day/week where the cost of energy is the highest.



Note: You can apply a scale factor to each color band, if needed.

The result is a bar graph consumption meter showing daily consumption of energy in KW/h, with colors indicating the different energy costs. The height of each bar represents the amount of energy in the time range considered, 1 day in this example.

Use the action ConsumptionMeterPageScroll to scroll the bar graph back and forth and the action RefreshTrend to refresh the bar graph since data is not refreshed automatically.



**Important: No other Trend action is currently supported by the Consumption Meter widget.**

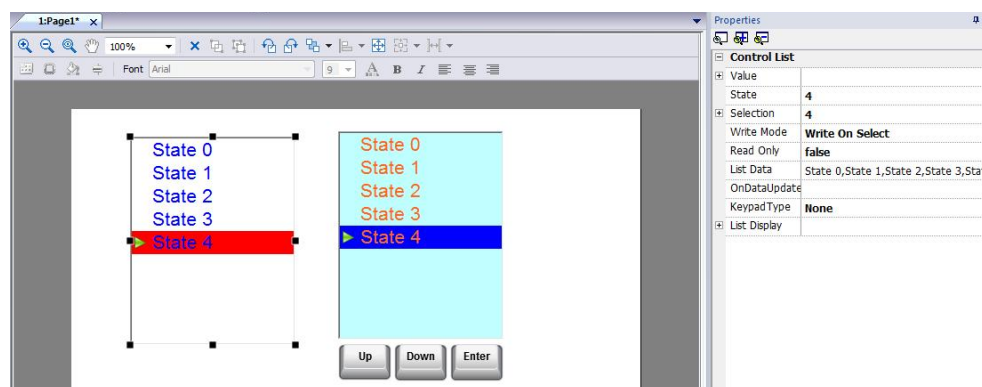
## Control list widgets

Path: **Widget Gallery > Advanced > Control List**

Use these widgets to represent the status associated with a particular process and to control that process from the same widget.

Two types of control lists are available:

- a group control list, with a limited set of navigation button already included, and
- a basic control list with no pre-configured button to be navigated using the touch screen feature.

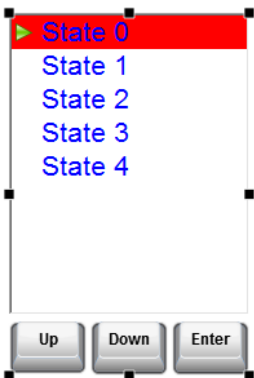
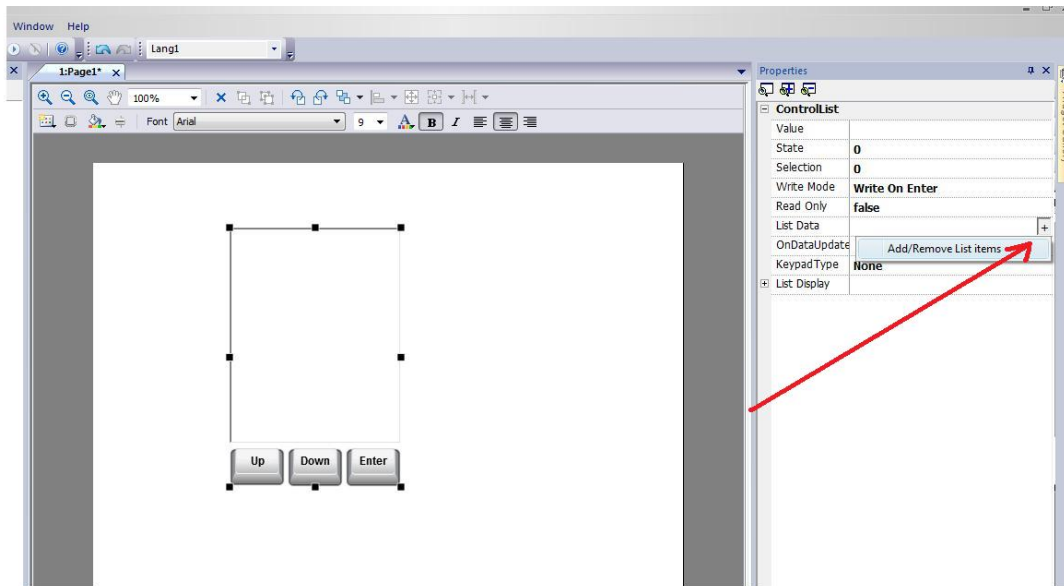


Parameter	Description
<b>Value</b>	<p>If <b>Write mode</b> is <b>Write On Select</b>: value of the item selected.</p> <p>If <b>Write mode</b> is <b>Write On Enter</b>: value of item selected and confirmed pressing enter button.</p> <p>This field can be attached to a tag to control selected and confirmed item.</p>
<b>State</b>	Default state when widget is loaded.
<b>Selection</b>	Currently selected item, displayed as a highlight cursor moving up and down. This property can be attached to a tag.
<b>Write Mode</b>	<p><b>Write On Select</b>: the value is automatically written to the tag when one of the items is selected.</p> <p><b>Write On Enter</b>: the value is written to the tag only when one of the items is selected and the enter key is pressed.</p>
<b>Read Only</b>	Defines whether the list is only an indicator.
<b>List Data</b>	Adds/removes list items.

## Defining states

Add/remove states, that is items in the list, from the **List Data** property.

Any value can be assigned to a state. When you activate the state, by selecting the related item if in **WriteOnSelect** mode or selecting it and confirming with enter if **Write On Enter**, this will write the value assigned to state to the tag linked to the Control List widget **Value**.

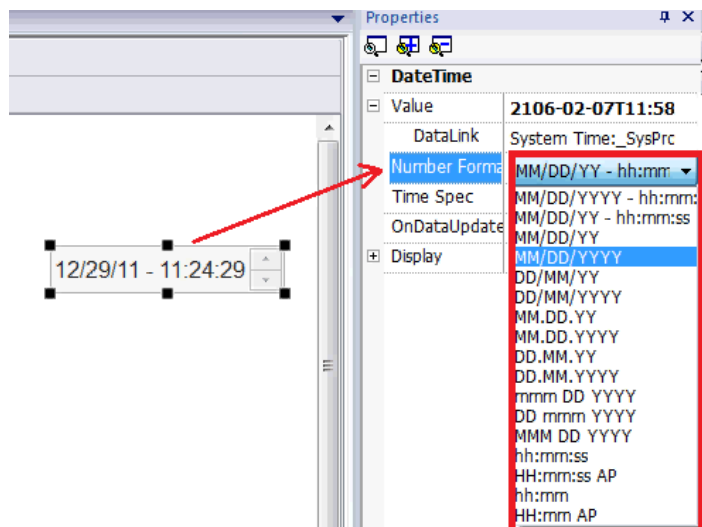


## DateTime widget

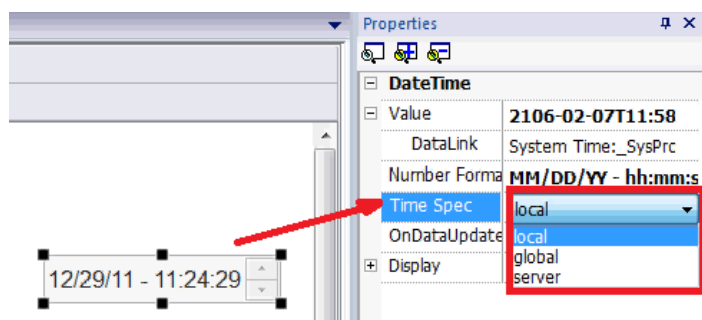
*Path: Widget Gallery > Basic > Controls*

Use this widget to display and edit current date and time .

In the **Properties** pane different formats are available for representing date and time.



For the **Time Spec** property select which time the widget will show at run time.



### Time options

Option	Description
local	shows local time, the time of the HMI device where the project is running
global	shows Global Time (GMT)
server	shows time information as handled by the server side of the HMI device

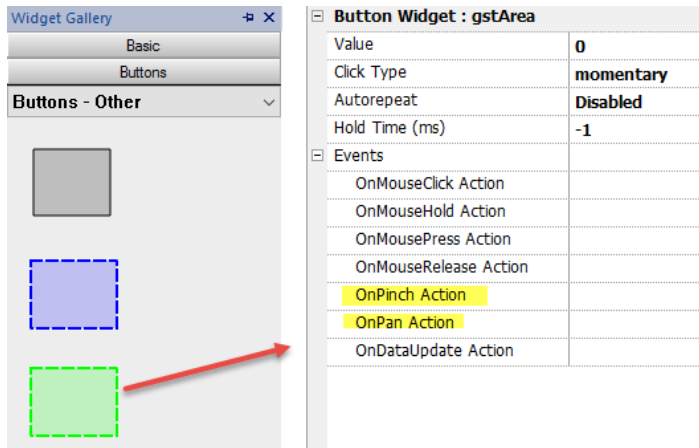
## Gesture area widget

*Path: Widget Gallery > Buttons > Others*

Gesture Area Widget is a hotspot button that generates pan and pinch gesture events.



**WARNING: Only multi touch HMI devices can generate pinch events**



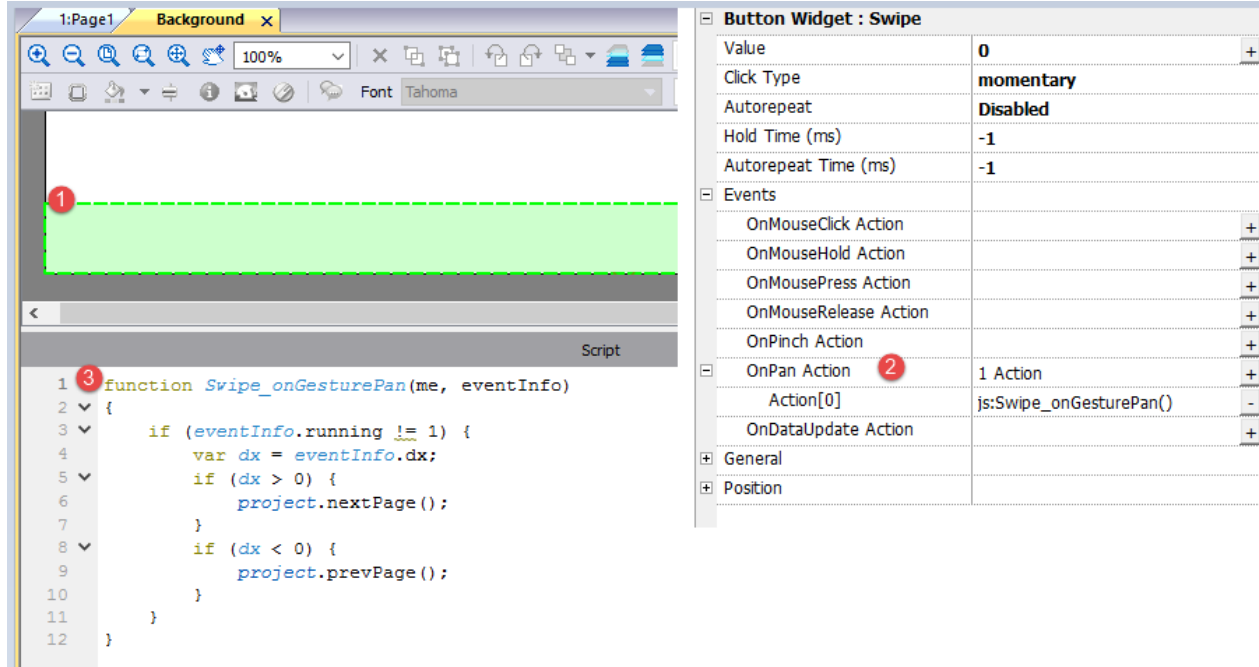
Use OnPan and OnPinch events in association with JavaScript code to identify gestures and program the requested actions

See "Widget events" on page 350 for details on these event types

## Swipe Gesture

How to recognize a "swipe" gesture to change page in the application.

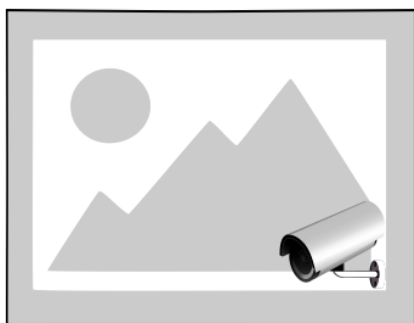
1. Put a Gesture area widget into the page
2. Configure the OnPan Action to trigger a JavaScript function
3. Write the JavaScript code that recognize the swipe gesture



## IP Camera widgets

Path: **Widget Gallery**> **Media**> **IP Camera**

Use these these widgets to show images captured from an IP Camera or a video stream.



Parameter	Description
<b>Camera URL</b>	URL of the IP Camera when used in JPEG format.
<b>Refresh Rate</b>	Number of JPEG images for second allowed. Max rate = 1 fps.
<b>User Name</b>	Name of user allowed to access the camera. Set this parameter when access to the camera is password protected.
<b>Password</b>	Password to access the camera.
<b>MJPEG Camera URL</b>	URL of MJPEG streaming (for example, http://192.168.0.1/video.cgi)

When this widget is used to stream HTTP MJPEG, **Camera URL** and **Refresh Rate** are ignored.

Performance of streaming is not fixed and depends on many factors such as: frame size, frame compression level, CPU of HMI device, quality of IPCamera. Based on these factors the widget can reach up to 25 fps.

You can add multiple IP Camera widgets, but this will reduce the frame rate for each widget.

## Supported IPCameras

The following IP Cameras have been tested so far:

IPCamera	Protocol	URL
<b>Apexis APM-J901-Z-WS PTZ IP Camera</b>	MJPEG	http://{ip_address}/videostream.cgi
	HTTP	http://{ip_address}/snapshot.cgi
<b>AXIS M3027-PVE Network Camera</b>	MJPEG	http://{ip_address}/axis-cgi/mjpg/video.cgi
	HTTP	http://{ip_address}/axis-cgi/jpg/image.cgi
<b>DAHUA DH-IPC-HD2100P-080B 1.3mp Outdoor Vandalproof</b>	HTTP	http://{ip_address}:9988/onvif/media_service/snapshot
<b>D-Link DCS-5605 PTZ</b>	MJPEG	http://{ip_address}/video/mjpg.cgi
<b>D-Link DCS-900W IP Camera</b>	MJPEG	http://{ip_address}/video.cgi
<b>D-Link DCS-932L</b>	MJPEG	http://{ip_address}/video.cgi

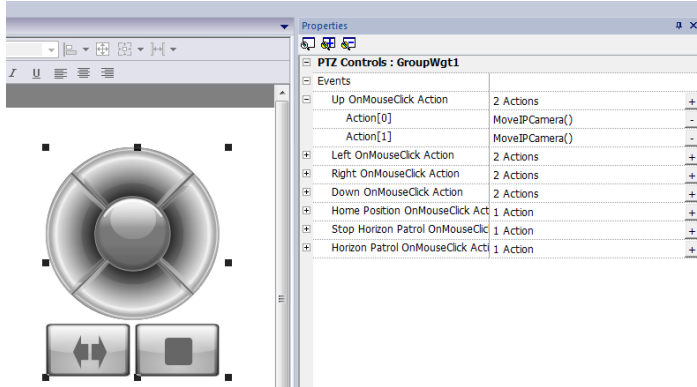


IPCamera	Protocol	URL
<b>Edimax IC-7100P PTZ</b>	MJPEG	http://{ip_address}/mjpg/video.mjpg
	HTTP	http://{ip_address}/picture.jpg
<b>Foscam FI8916W</b>	MJPEG	http://{ip_address}/videostream.cgi
	HTTP	http://{ip_address}/snapshot.cgi
<b>Foscam FI9803 EP</b>	MJPEG	<p>http://{ip_address}:88/cgi-bin/CGIStream.cgi?cmd=GetMJStream&amp;usr={user}&amp;pwd={pass}</p> <p>NOTE:</p> <ul style="list-style-type: none"> <li>• port 88 may be different as per IP Camera settings</li> <li>• {user} = username defined into IP Camera settings</li> <li>• {pass} = password defined into IP Camera settings</li> </ul>
<b>Hamlet HNIPCAM IP Camera</b>	MJPEG	http://{ip_address}/video.cgi
	HTTP	http://{ip_address}/image.jpg
<b>MOXA VPort 254</b> (Rugged 4-channel MJPEG/MPEG4 industrial video encoder)	MJPEG	http://{ip_address}/moxa-cgi/mjpeg.cgi
	HTTP	http://{ip_address}/moxa-cgi/getSnapShot.cgi?chindex=1
<b>NVS30 network video server</b>	MJPEG	http://{ip_address}:8070/video.mjpeg
	HTTP	http://{ip_address}/jpg/image.jpg
<b>Panasonic WV-Series Network Camera</b>	MJPEG	http://{ip_address}/cgi-bin/mjpeg
<b>Ubiquiti UniFi Video Camera</b>	HTTP	<p>http://{ip_address}:7080/images/snapshot/camera/{camera_guid}?force=true</p> <p>NOTE:</p> <ul style="list-style-type: none"> <li>• {camera_guid} can be found into IP Camera Webpage</li> <li>• port 7080 may be different as per IP Camera settings</li> </ul>
<b>Zavio F3210 2MP Day &amp; Night Compact IP Came</b>	MJPEG	http://{ip_address}/stream?uri=video.pro3
	HTTP	http://{ip_address}/cgi-bin/view/image?pro_0
		<p>NOTE:</p> <ul style="list-style-type: none"> <li>• MJPEG video streaming can be configured selecting "video profile 3" with 640x480 resolution into IP Camera settings.</li> </ul>

## PTZ Controls widget

PTZ (pan-tilt-zoom) cameras are cameras capable of remote directional and zoom control.

The PTZ Controls widget uses the MoveIPCamera action to send HTTP/cgi commands to the PTZ IP Camera.



Parameter	Description
<b>Camera URL</b>	URL of IP Camera
<b>User Name</b>	Name of user allowed to access the camera. Set this parameter when access to the camera is password protected.
<b>Password</b>	Password to access the camera.
<b>Command</b>	Command to send to the PTZ controller (for example, decoder_control.cgi?command=0)

## Authentication methods

The authentication method is automatically set by the camera web server to which the widget connects. Authentication methods supported are:

- Basic
- NTLM version 1
- Digest-MD5

## Javascript function block widget

*Path: Widget Gallery > Basic > JSFunctionBlock*

Javascript Function Block is a widget that contains Javascript logic that is executed when tags values change.

Parameter	Description
<b>value1</b> ... <b>value16</b>	Objects that will trigger the OnDataUpdate action.
<b>OnDataUpdate</b>	Action that will be executed when a change of an associated value is detected



Note: This widget is rendered only in PB610 Panel Builder 600, and it is not rendered in the HMI device.

Example:

A Javascript code that check the combination lock of three selectors

The screenshot shows the Panel Builder 600 interface. At the top, there are three selector widgets with labels 'one', 'two', 'three' above them. Below them is a JSFuncBlockWgt widget. The Properties window for JSFuncBlockWgt is open, showing three DataLink properties:

Property Name	Value	Access Type
value1 DataLink	NeedleWgt.value:Knob1	R
value2 DataLink	NeedleWgt.value:Knob2	R
value3 DataLink	NeedleWgt.value:Knob3	R

The Script editor shows the following code:

```

1
2 function JSFuncBlockWgt_onDataUpdate
3 {
4   var vUNLOCK = page.getWidget("unlock")
5
6   // Accept the incoming new value
7   me[eventInfo.attrName] = eventInfo.newValue;
8
9   // Check the unlock code
10  if ((me.value1=="3") && (me.value2=="3") && (me.value3=="3")) {
11    vUNLOCK.setProperty("value", "Unlock!");
12  } else {
13    vUNLOCK.setProperty("value", me.value1+"-"+me.value2+"-"+me.value3);
14  };
15
16  return false;
17 };
18
    
```

```

1
2 function JSFuncBlockWgt_onDataUpdate(me, eventInfo)
3 {
4   var vUNLOCK = page.getWidget("unlock")
5
6   // Accept the incoming new value
7   me[eventInfo.attrName] = eventInfo.newValue;
8
9   // Check the unlock code
10  if ((me.value1=="3") && (me.value2=="3") && (me.value3=="3")) {
11    vUNLOCK.setProperty("value", "Unlock!");
12  } else {
13    vUNLOCK.setProperty("value", me.value1+"-"+me.value2+"-"+me.value3);
14  };
15
16  return false;
17 };
18
    
```

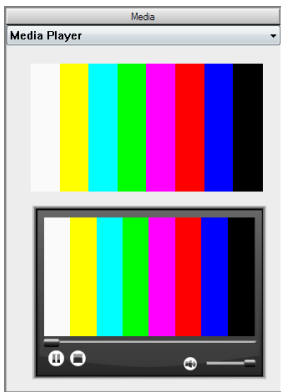
See "[Widget events](#)" on page 350 for the description of the onDataUpdate parameters

## Media Player widgets


*Path: **Widget Gallery**> **Media**> **Media Player***


Use these widgets to play videos from a playlist. The video files can be stored on a USB drive, on the Flash card or an SD Card.


Two widgets are available: one includes a multimedia frame with buttons to play and stop the video, the other is a plain frame where the video is played without user control.



Parameter	Description
<b>Media Player List</b>	Creates a playlist
<b>Loop Style</b>	Define how the video is played. <ul style="list-style-type: none"> <li>• <b>NoLoop</b>: plays all the videos in the playlist, then stops.</li> <li>• <b>LoopOne</b>: repeats the first video in the playlist.</li> <li>• <b>LoopAll</b>: repeats the entire playlist.</li> <li>• <b>Random</b>: plays the videos in a random order.</li> </ul>

 Note: The Media Player widget only works with some HMI devices (HMI devices based on ARM Cortex-A8-1Ghz and Win32 platform). It doesn't work the HMI Client.

 Note: You can have only one Media Player widget in a page.

 **Important: Use the same codecs and settings for all the videos of a playlist.**

### Supported video encoding

Two groups of codecs are supported:

- DSP based video codecs
- Software video codecs

## DSP video codecs

These include:

- H264 using AVI/MP4 container, CABAC off and Level 3 (suggested)
- MPEG2 using AVI container
- MPEG4 using AVI container

They use the DPS processor (video hardware acceleration) and BSP 1.55 or above is required to play them. Maximum resolution is 720x576 pixels and bit rate 4200 kb/s. 720p, 1080p and audio are not supported.

## Software video codecs

This is only:

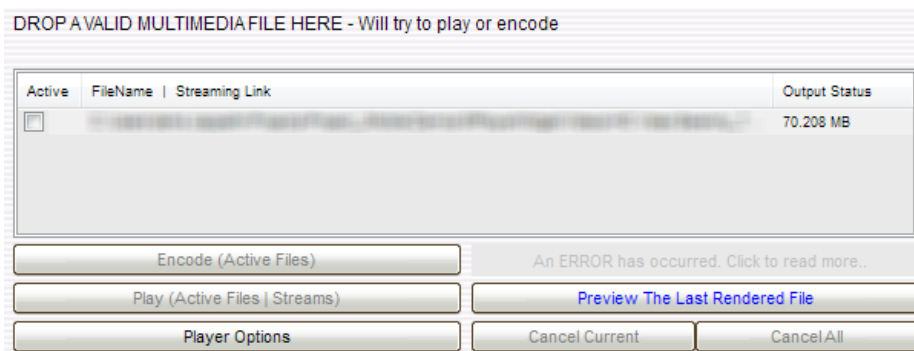
- Microsoft MPEG4 v3 using an AVI container.

The videos encoded with Microsoft MPEG4 v3 are not using the hardware acceleration and have more limitations. To prevent the videos from running jerky, a maximum resolution of 640x512 pixels and a bit rate of 1300 kb/s are suggested. In addition, the size of the Media Player widget used on the page should have the same size as the videos in the playlist, in order to avoid upscaling and downscaling. Audio is not supported.

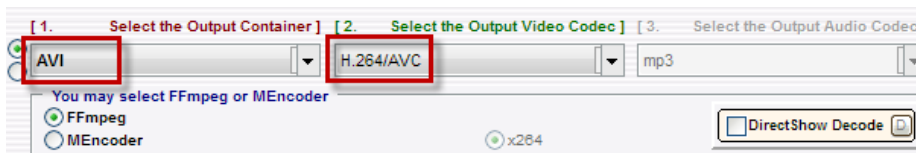
## Converting a video

This procedure describes ho to convert a video using eRightSoft SUPER © video converter.

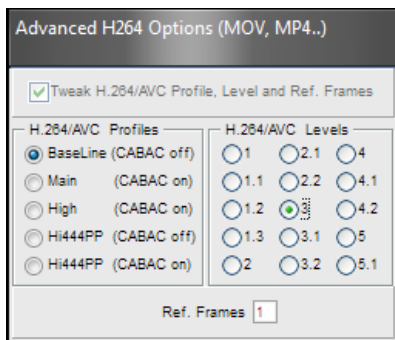
1. Drag and drop the video to convert in SUPER.



2. Select AVI from the Output Container list and H.264/AVC from the Output Video Codec.



- Click **H264 Profile**: choose **Baseline** as profile and level **3** in the dialog.



- Enable the checkbox **Disable Audio**.
- Click **Encode (Active Files)** to start encoding of the videos.

Now you can open the videos with a standard video player, such as Windows Media Player and check the quality. You can add the resulting video to the playlist of the Media Player widget.



Note : This video converter tool is not distributed with the PB610 Panel Builder 600.

## Using Media Player in JavaScript

The Media Player widget can be also referenced in JavaScript programs with the following syntax:

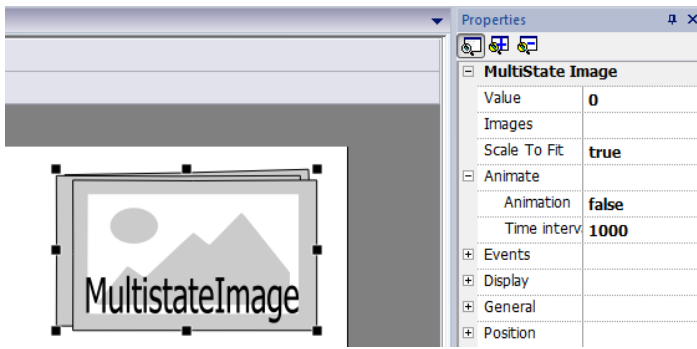
```
//get the mediaplayer widget.
var mediaWgt = page.getWidget('MediaPlayerWgt2');
//load the play list
mediaWgt.setProperty('medialist', '/Storage Card/demo_3.avi,/Storage Card/video1_3.avi');
// set the loopstyle 0 - noloop, 1 - loop one, 2- loop all, 3 - random
mediaWgt.setProperty('loopstyle', 2);
//start playing the first file.
mediaWgt.mediapath = '/Storage Card/demo_3.avi';
```

See "JavaScript " on page 345 for details on how to work with JavaScript.

## Multistate Image widget

*Path: Widget Gallery> Basic> Images*

Use this widget to display an image from a collection based on the value of a tag used as Index. You can use this widget also for simple animations.

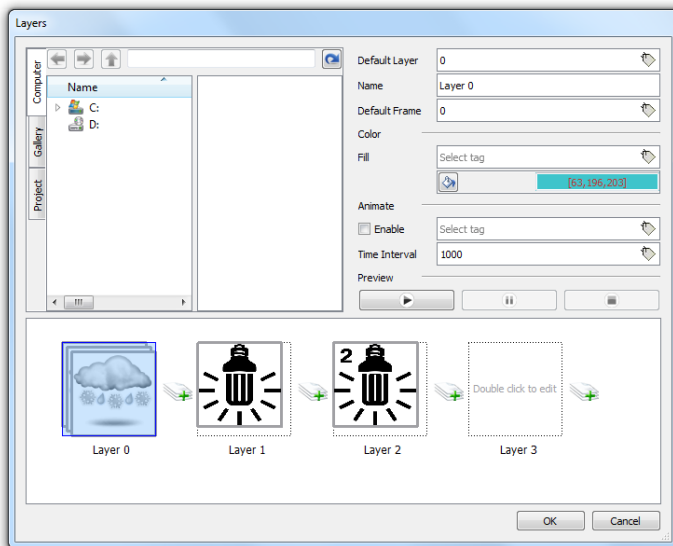


Parameter	Description
<b>Value</b>	Index of image to display. For example, set Value=0, to display the image with index 0 in the image collection.
<b>Images</b>	Images collection with associated index.
<b>Animate</b>	Set to true, to enable a slide show.
<b>Time interval</b>	Interval between images in the slide show.

## Multistate Image Multilayer widget

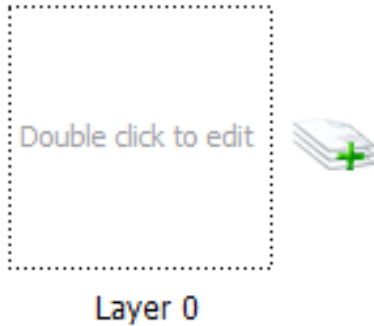
Path: *Widget Gallery*> *Basic*> *Images*

Use this widget to create different animations and select the most suitable at run time.

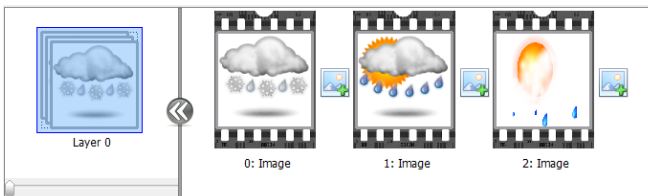


## Setting up widget layers

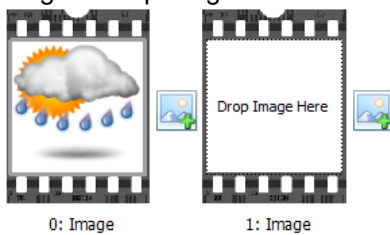
1. Open the **Layers** dialog from the **Properties** pane.
2. Click **+** to add as many layers as you need.



3. Double click on each layer to add as many images as you want to include in the layer.



4. Drag and drop images into the frame to add it to current layer.



5. Define widget properties.

Parameter	Description
<b>Default Layer</b>	Layer shown at run time.
<b>Name</b>	Name of selected layer.
<b>Default Frame</b>	Frame shown when current layer is displayed.
<b>Color / Fill</b>	Fill color for images of current layer.
<b>Animate</b>	Enables slide show for active layer. Animations can be started/stopped at run time attaching it to a tag.
<b>Time Interval</b>	Time interval of slide show, if enabled.
<b>Preview</b>	Slide show simulation.





Note: **Default Layer**, **Default Frame**, **Color** and **Fill** can be changed at run time, attaching the to a tag.

## Network Adapters widget

*Path: **Widget Gallery**> **Basic**> **Control***

Use the IP Widget to set the network adapters parameters.

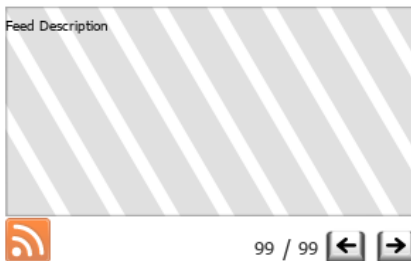
The system variable Network->Status contains the result of the last operation performed by the IP Widget (see "[Network variables](#)" on page 89 for details)


## RSS Feed widget

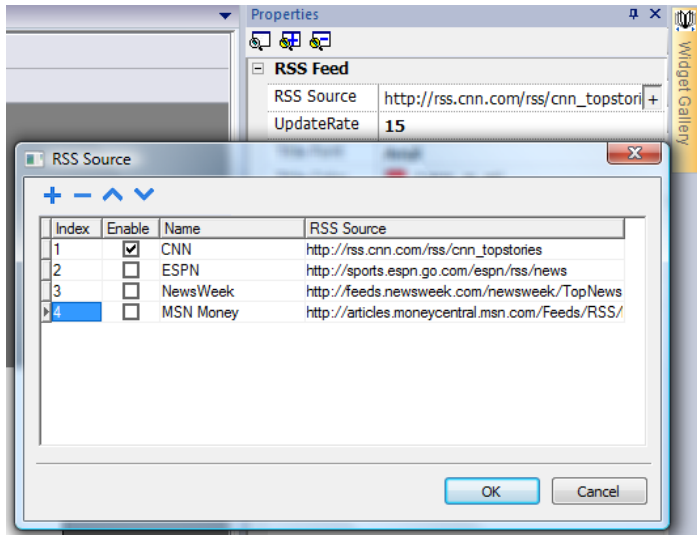
*Path: **Widget Gallery**> **Media**> **RSSFeed Source***

Use this widget to display on the HMI device your favorite RSS feeds directly from the Internet.

RSSFeed



Parameter	Description
<b>RSS Source</b>	Feed URL   Note: Feed sources cannot be modified at run time.
<b>UpdateRate</b>	Refresh time



The RSS Feed widget has been specifically designed to work with Pocket Internet Explorer.

## Scrolling RSS Feed widget

*Path: Widget Gallery > Media > RSSFeed Scroll*

Use this version of the main RSS Feed widget to display highlights inside a text line using a smoothing scrolling text.

RSSFeed Scroll



RSS Scroll Widget : RSSScrollWgt	
RSS Source	http://rss.cnn.com/rss/cnn_topstories +
UpdateRate	15
Title Separator	
Title Font	Tahoma
Title Color	■ [23, 30, 40]
Title Size	12
Scrolling	Normal

This widget has additional properties.

Parameter	Description
<b>Scrolling</b>	Scrolling speed
<b>Title Separator</b>	Separator character between highlights

# Table widget

Path: **Widget Gallery**> **Basic**> **Table**

Use this widget to create a table with data provided from a data source.

To configure a table:

1. Put a table widget on the screen and configure the template of the table.
2. Add widgets into cells to configure one or more rows that will be used as row templates when the table will be filled with data provided from the data source.
3. Select a data source that will be used to fill the rows of the table
4. Define the links from widgets and data source.

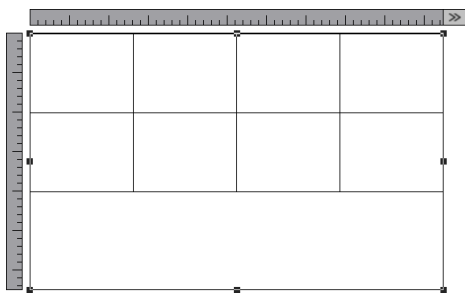
## Configure the table widget

Table widget has two states:

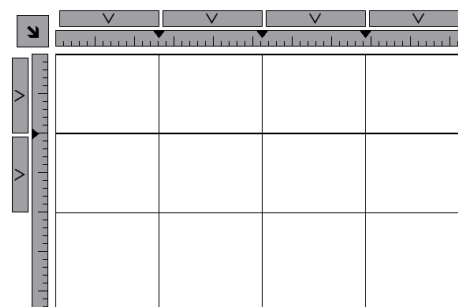
- View mode
- Edit mode.

Click on the table to manage the widget in view mode, double click to enter in the edit mode. To exit and return to view mode click outside the table.

### View Mode



### Edit Mode



### View Mode

In view mode, you can configure the table layout. Drag and drop the table onto the page, resize the table, define number of template rows, number of columns and the main table properties.

Properties	
TableGroupWgt : TableWgt	
Current selected row	-1
Table model	
Grid Layout Group	
Num rows	2
Num columns	2
Horizontal Overflow	Scroll
Horizontal underflow mode	Center
Scrollbar color	■ [255, 0, 0]
Scrollbar image	
Scrollbar offset	2
Scrollbar size	20
Scrollbar autohide	Auto
Margin Collapsed	true
External margin width	0
External margin color	■ [0, 0, 0]
Events	
General	
Position	

## Edit Mode

In edit mode, it is possible to configure the format and the content of each cell of the table. Each row of the table will act as a row template.

To configure the look of the table, click on the table's selectors to select the item to configure.

The diagram illustrates the table widget in edit mode. On the left, a table with two columns and two rows is shown. A red horizontal line highlights the top row. A blue box labeled "Active Selectors" points to the top-left corner of the table. Another blue box labeled "Selectors" points to the top-right corner of the table. To the right, a configuration dialog titled "Properties relate with the selected item" is displayed. The dialog has two sections: "Col setup" and "Row setup".

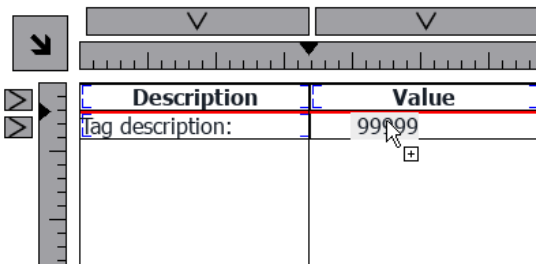
**Col setup (color eg. #rrggbb or #rrggbbaa)**

- Left stroke Width:
- Right stroke Width:
- Left stroke color:
- Right stroke color:

**Row setup (color eg. #rrggbb or #rrggbbaa)**

- Top stroke Width:
- Bott. stroke Width:
- Top stroke color:
- Botton stroke color:
- Background color:

To configure the contents of cells, drag and drop the widgets inside the cells.



If you need more widgets inside a single cell, create a group of widgets and copy the group from the page to the cell.

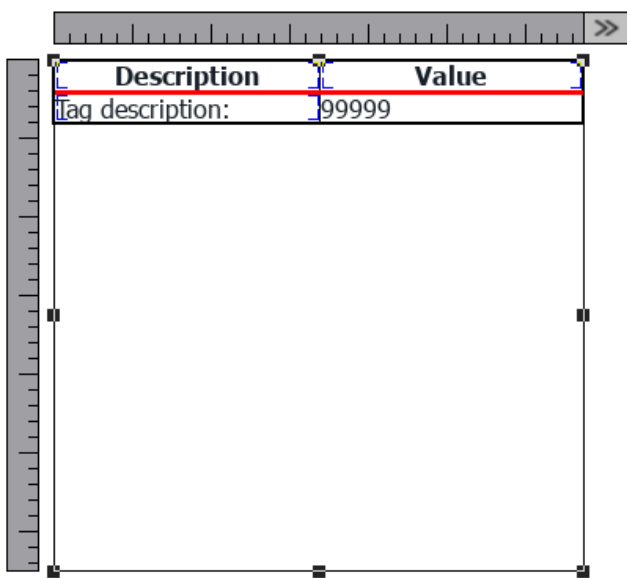
## Configuring the data source

The data source, that provide the data to fill the table, could be a Table Data Source Widget or a JavaScript JSON table.

### Table Data Source Widget

Path: **Widget Gallery**> **Basic**> **Table**

1. Drag and drop a *Table Data Source Widget* onto the page
2. Set the *Table Model* parameter to link at the data source.



1  **Table Data Source Widget**

Properties

- [-] TableGroupWgt : TableWgt
  - Current selected row: -1
  - [-] Table model
  - [-] **DataLink** model:TableDataSrcWgt
    - Access Type: R
  - [-] Grid Layout Group
    - Num rows: 2
    - Num columns: 2
    - Horizontal Overflow: Scroll
    - Horizontal underflow mode: Center
    - Scrollbar color: ■ [255, 0, 0]
    - Scrollbar image:
    - Scrollbar offset: 2
    - Scrollbar size: 20
    - Scrollbar autohide: Auto
    - Margin Collapsed: true
    - External margin width: 2
    - External margin color: ■ [0, 0, 0]
  - [+] Events
  - [-] General

Select the Data Source and inside the TableDataSrcWgt Editor add the rows and columns that are needed. In the following example, we have defined two row templates:

- Row 0  
Header of the table. Contains only static text.
- Row 1  
Template of rows with data. On the first column we added a label that will contain the description and on the second column a field that will contain the value.

The top part of the image shows a rendered table widget with two columns: 'Description' and 'Value'. The first row (Row 0) is the header with 'Description' and 'Value'. The second row (Row 1) contains 'Tag description:' and '99999'. Below the table is a small icon representing a table with a green cylinder.

The bottom part of the image shows the 'TableDataSrcWgt Editor' interface. It has a toolbar with 'Table rows' and 'Table columns' controls. The main area is a table with the following data:

Row type	Column0	Column1
1 0	N/A	N/A
2 1	Temperature	Tag1 R/W
3 1	Humidity:	Tag2 R/W
4 1	Noise:	Tag3 R/W
5 1	Brightness:	Tag4 R/W

The editor also shows a 'Script' tab at the bottom.

Each row must be assigned a row type. The row will take on the format of the corresponding row template. Widgets that were placed in each cell of the row template will appear in rows of that type.

### Define links with data source

1. Double click over the Table widget to enter in edit mode and select a widget
2. Select the property that is to be read from the data source
3. Select the column of the data source that will provide the data

The screenshot shows the development environment with a table widget on the left and its configuration on the right. The table widget has two columns: 'Description' and 'Value'. The first row contains 'Tag description:' and '99999'. A red circle '1' is placed on the first row of the table.

The configuration panel on the right shows the 'Text : TableWgt.label3' widget. The 'Source' is set to 'Widget'. The 'Text' property is set to 'Tag description:'. A red circle '2' is placed on the 'Text' property. The 'Events' property is also visible. The 'TableDataSrcWgt' widget is selected in the tree view, and the 'Column0' property is highlighted. A red circle '3' is placed on the 'Column0' property.

The below picture is showing how our example will be rendered at runtime


Description	Value
Temperature	111
Humidity:	222
Noise:	333
Brightness:	444

### Multilanguage

To enable the Multilanguage support right click on the Multilanguage icon of the column. The icon will change color to indicate that the support is enabled.





Avoid enabling the Multilanguage support when not necessary to better performance.

Table rows		Table columns	
Row type	Column0	Column1	
1 0	N/A	N/A	
2 1	Temperature	_TagMgr:Tag1	
3 1	Humidity:	_TagMgr:Tag2	
4 1	Noise:	_TagMgr:Tag3	
5 1	Brightness:	_TagMgr:Tag4	

### Import/Export Data Source

The configuration of the Data Source can be imported/exported using xml files

Table rows		Table columns		
Row type	Column0	Column1		
1 0	N/A	N/A		
2 1	Temperature	_TagMgr:Tag1		import

### JavaScript JSON table

In alternative to the Data Source Widget, for data to fill the table could be provided from a JavaScript code using a JSON table. In this case, we have to fill an array of JSON elements with the data to use and assign the array to the table widget.

```
var myTable = page.getWidget("TableWgt1");
```

```
myTable.model = model;
```

**model** is an array of JSON elements with the table definition and data. The first element of the array will contain the template of the rows while the other elements will contain the data to fill in the rows of the table

```
model[0] = row_templates;    // row templates
model[1] = row_data1;       // data of the row1
model[2] = row_data2;       // data of the row2
model[3] = row_data3;       // data of the row3
model[4] = row_data4;       // data of the row4
model[5] = row_data4;       // data of the row5
```

The **row templates** is a multi dimensional array where each array defines the datalink of one template row.

On the below example, we have a template for two rows.

```
var row_templates = {
  _h : [
    [ [] , [] ], //rowType = 0
    [ ["text"] , ["value"] ] //rowType = 1
  ]
}
```

The first row has two columns that do not contain data links. We use this template for the header on the first row of our table.

The second row defines the template of one row with the “text” property of the widget into the first column and the “value” property of the widget into the second column. They will be dynamically filled using the data provided inside the model variable.

On the below example we define a **row of data**

```
var row_data = {
  _t : 1,
  _v : ["Temperature:", { _c : "dl" , s : "_TagMgr", a : "Tag1", i : 0, m : 2 }]
}
```

The first element is the row template to use while the second element is the array with the data to use. In our example “Temperature:” is the text to use inside the widget on the first column, while the other element is a datalink that will provide the value to fill the value property of the widget into the second column.

The JSON datalink element:

Parameter	Description
<b>_c : "dl"</b>	Identify the JSON element as a Datalink
<b>s : "_TagMgr"</b>	Specify the source of data is the Tag Manager
<b>a : "Tag1", i : 0, m : 2</b>	Specify tag name and index (necessary when the tag is an array) and the read/write mode



Parameter	Description
	<ul style="list-style-type: none"> <li>• m=0 is Read Only</li> <li>• m=1 is Write Only</li> <li>• m=2 is Read/Write</li> </ul>

The below JavaScript code will generate the same table of the previous example using the Table Data Source Widget

```

var model = [];

var row_templates = {
  _h : [
    [ [] , [] ], //rowType = 0
    [ ["text"] , ["value"] ] //rowType = 1
  ]
}

var row_data1 = {
  _t : 0,
  _v : []
}

var row_data2 = {
  _t : 1,
  _v : ["Temperature:", { _c : "dl" , s : "_TagMgr", a : "Tag1", i: 0, m : 2 }]
}

var row_data3 = {
  _t : 1,
  _v : ["Humidity:", { _c : "dl" , s : "_TagMgr", a : "Tag2", i: 0, m : 2 }]
}

var row_data4 = {
  _t : 1,
  _v : ["Noise:", { _c : "dl" , s : "_TagMgr", a : "Tag3", i: 0, m : 2 }]
}

var row_data5 = {
  _t : 1,
  _v : ["Brightness:", { _c : "dl" , s : "_TagMgr", a : "Tag4", i: 0, m : 2 }]
}

model[0] = row_templates;
model[1] = row_data1;
model[2] = row_data2;
model[3] = row_data3;
model[4] = row_data4;
model[5] = row_data5;

```

```
var myTable = page.getWidget("TableWgt1");
myTable.model = model;
```

## Multilanguage

A multi languages text can be entered using the below JSON element:

```
{ _c : "ml" , mltext : { "en-US" : "Temperature:" , "it-IT" : "Temperatura:" } }
```

Parameter	Description
<code>_c : "ml"</code>	Identify the JSON element as a Multilanguage text
<code>mltext : { ... }</code>	List of couples: "ID Language": "Text" Example: <ul style="list-style-type: none"> <li>• "en-US" : "Temperature:"</li> <li>• "it-IT" : "Temperatura:"</li> </ul>

Example:

```
var row_data2 = {
  _t : 1,
  _v : [ { _c : "ml" , mltext : { "en-US" : "Temperature:",
                                "it-IT" : "Temperatura:" } },
        { _c : "dl" , s : "_TagMgr", a : "Tag1", i: 0, m : 2 }
        ]
}
```

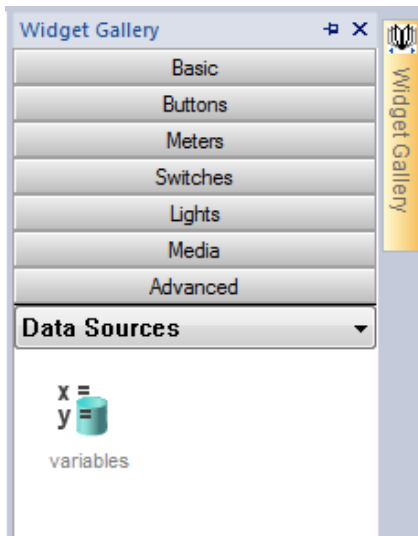
## Variables widget

*Path: Widget Gallery > Advanced > Data Sources*

Use this widget to add internal variables for operations such as data transfer or to be used in JavaScript programs.



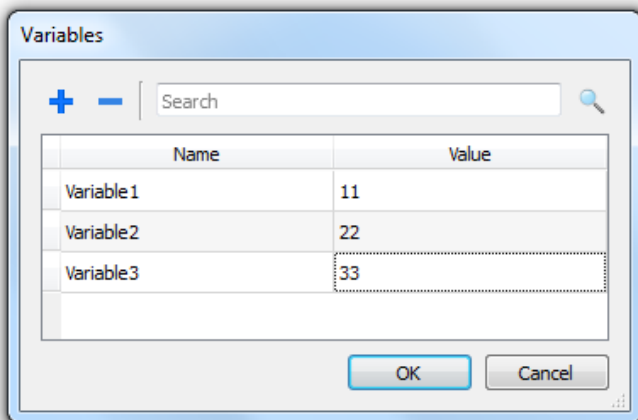
Note: The variables are local to the page where the widget has been inserted.



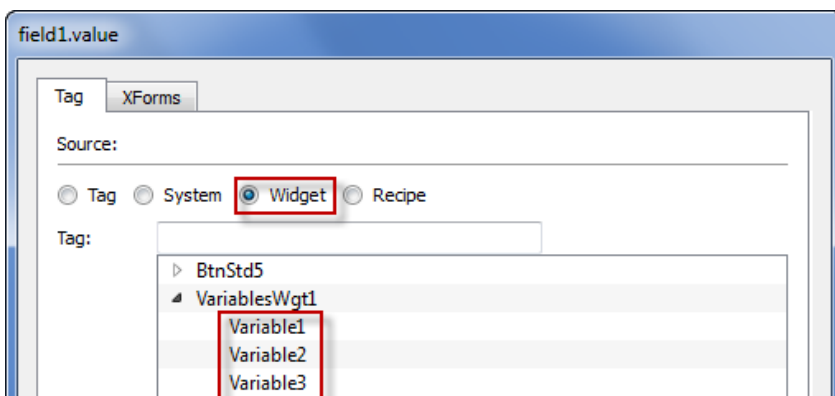
When you drag and drop this widget into your page, a placeholder will be displayed to indicate the widget location, but it will not be visible at run time.

## Setting the widget

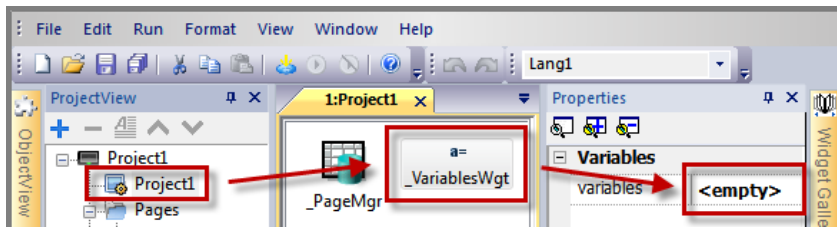
To create variables and assign values to them, open the **Variables** dialog from the **Variables** property in the **Properties** pane.



These variables can then be referenced from the **Attach tag** dialog, from the Page Editor.



If you need global variables, configure them at project level, adding the desired variables to the global variable widget.



## Using variables in JavaScript

Variables can be also referenced in JavaScript programs with the following syntax:

For local variables:

```
var varWgt = page.getWidget("_VariablesWgt");  
var compVar = varWgt.getProperty("VariableName");
```

For global variables:

```
var varWgt = project.getWidget("_VariablesWgt");  
var compVar = varWgt.getProperty("VariableName");
```

# 34 Custom widgets

---

PB610 Panel Builder 600 has a large widget library which includes predefined dynamic widgets (buttons, lights, gauges, switches, trends, recipes, and dialog items), as well as static images (shapes, pipes, tanks, motors).

You can drag and drop an object from the gallery to the page, and then size, move, rotate or transform it. All widgets in the gallery are vector based, so they do not lose definition when resized.

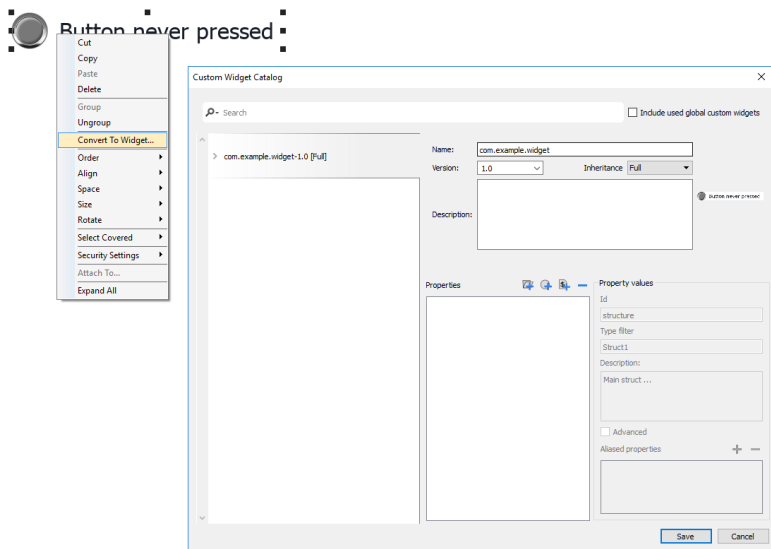
You can, however, modify any of the pre-defined widgets to create your own custom widget. Custom widgets can be made up of several elements only including the properties needed to their purpose.

---


<b>Creating a custom widget</b> .....	<b>330</b>
<b>Adding properties to a custom widget</b> .....	<b>332</b>
<b>Using structured tags</b> .....	<b>334</b>
<b>JavaScript in custom widgets</b> .....	<b>336</b>
<b>User's Gallery</b> .....	<b>338</b>

# Creating a custom widget

1. Drag and drop on a page all the widget you want to use to compose your custom widget.
2. Select and group them.
3. Right-click on the grouped object and select **Convert To Widget**: the **Custom Widgets Catalog** dialog is displayed.



Parameter	Description
<b>Include used custom widgets</b>	When checked, list all the widgets used inside the project. Even system widgets.
<b>Name</b>	You can define everything you prefer, but is common keep a name structure. The folder com.hmi is reserved for the system widgets
<b>Description</b>	Widget description.
<b>Version</b>	Widget version. All widgets that share the same version share the properties defined from the Inheritance parameter.
<b>Inheritance</b>	Properties shared between widgets with the same version <ul style="list-style-type: none"> <li>• Full (both Graphic and Logic)</li> <li>• Only Graphic</li> <li>• Only Logic</li> <li>• Disable</li> </ul>

 **Inheritance is supported from version 2.7**

## Modify a custom widget

Double click to select the custom widget in edit mode. The icon of the green padlock indicates that you are going to edit a custom widget, rather than just a group of widgets. The difference is that the modified will be propagate to all the other custom widgets with the same version that are configure to inherit the widget properties.

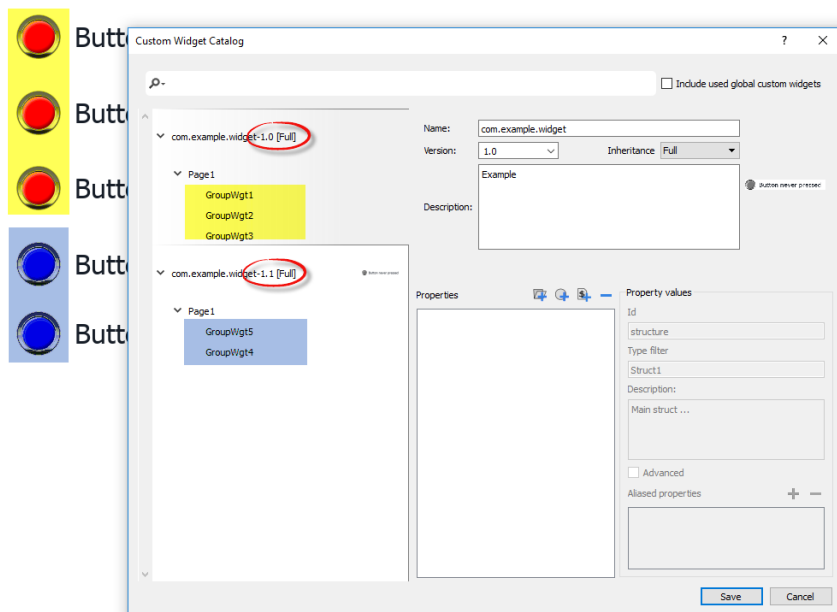
Click the padlock icon to enable the edit mode, padlock will be open. Click again when modifies are done.



Padlock is showed only when the Inheritance is enabled.

## Share properties

When a custom widget is modified, all the modifies will be propagated to all the other custom widgets that share the same version and that are configured to inherit the widget properties.

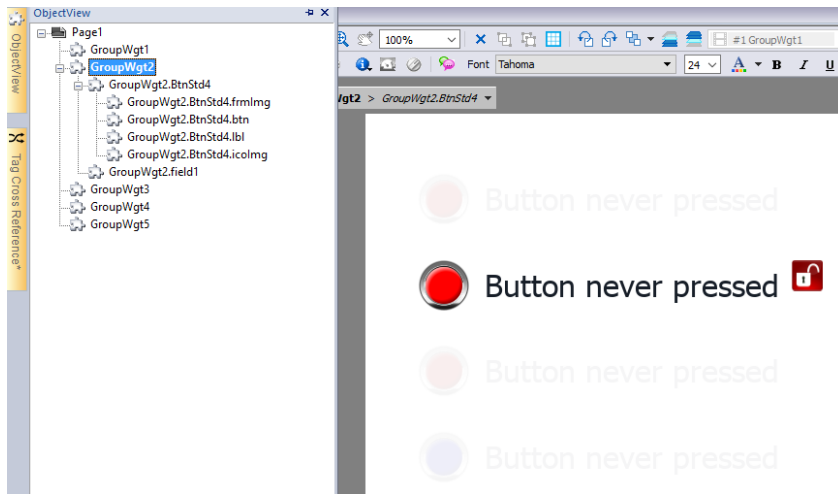


## Using widgets components

Widgets are usually made up of many parts, for example a button is a complex widget including two image widgets, a button widget and label.

To display a list of all the elements that are part of a widget, select the widget, open the padlock and open the **ObjectView** pane: all the element making up a complex widget are listed in hierarchical order.

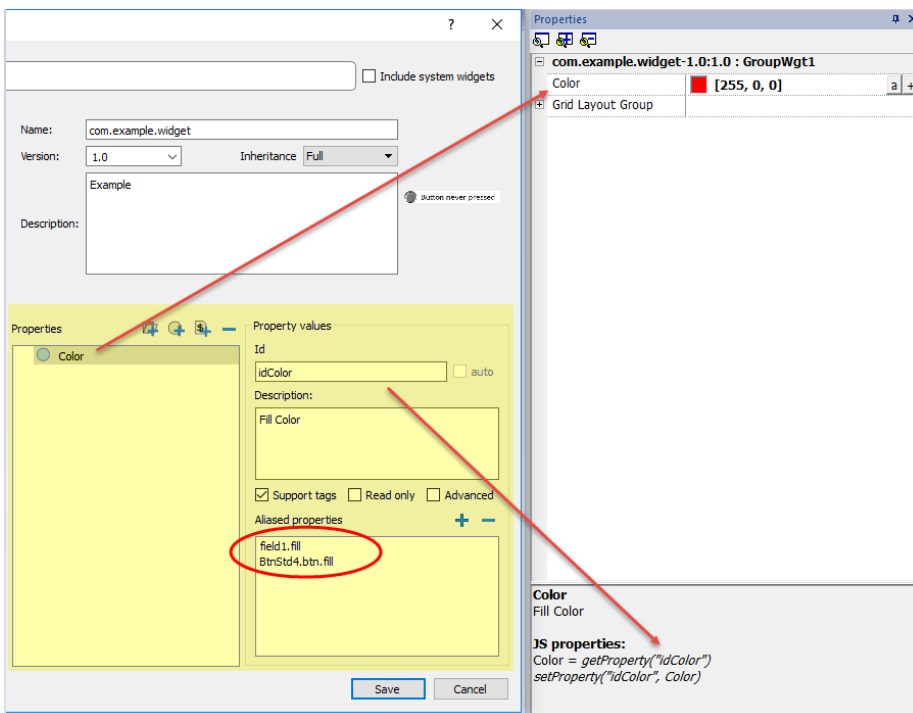
To select a single widget, select it directly from the **ObjectView** pane.



## Adding properties to a custom widget

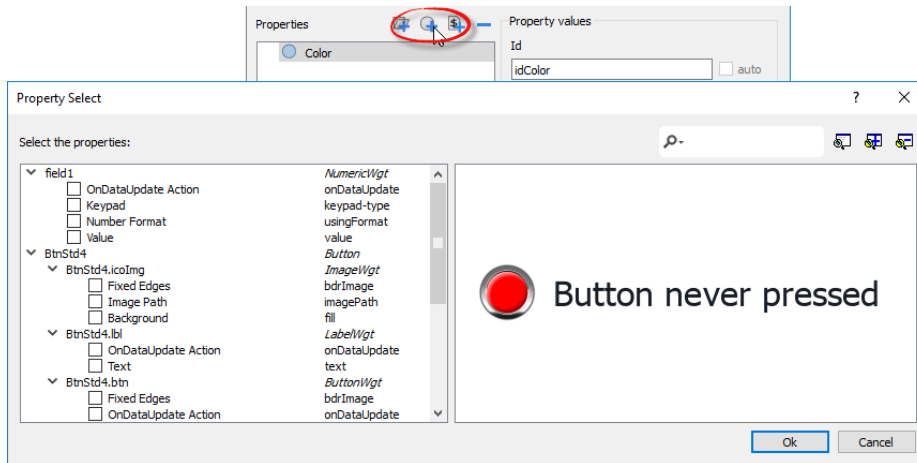
When you create a custom widget, you need to define the properties that will be displayed for it in the **Properties** pane.

1. Right-click on the grouped object and select **Widget catalog**: the properties dialog is displayed.





- Click **+** to open the **Property Select** dialog: this lists all the properties of all the grouped widgets.



- Select the properties you want to define for your custom widget.
- Define each property's details.



Note that you can create folders and use drag & drop to move or reorganize the **Properties** list

Parameter	Description
<b>Properties</b>	Name shown in the <b>Properties</b> pane.
<b>Description</b>	Any comment on the property to be displayed in the <b>Properties</b> pane.
<b>Id</b>	The name exposed by PB610 Panel Builder 600, to JavaScript functions and Attach Tag dialog.
<b>Support Tags</b>	Specifies if the property supports the "Attach to" attribute.
<b>Read only</b>	Property exposed only in read mode
<b>Advanced</b>	Specifies whether each property should appear in the advanced, or in the simple view mode of the <b>Properties</b> pane.
<b>Aliased properties</b>	Internal properties linked with the exposed property

## Combining properties

To combine two or more properties:

- Select the primary property in the **Properties** list dialog.
- Click **+** in the **Aliased properties** toolbar: the **Property Select** dialog is displayed.
- Select the properties you want to combine.
- Click **OK**: the combined attributes will be shown in the **Aliased properties** list box.

### Example

If you insert into a "Color" property the fill color of all widgets (e.g. filed1.fill and BtnStd4.btn.fill) when you set the exposed Color property of the custom widget all colors of the included widgets will changes.

# Using structured tags

A common problem using a widget that use many tags is the need to create instances of the widget by giving only the tag name of the structure that contains all the tags instead to configure each single tag.

For example, think about the below widget. It use four tags, the room name, temperature, humidity and pressure. If we want use two instances of this widget for two different rooms we have to configure eight tags, four tags for each room.

Bathroom	
Temperature:	23.0
Humidity:	52
Pressure:	105

Living room	
Temperature:	21.0
Humidity:	22
Pressure:	101

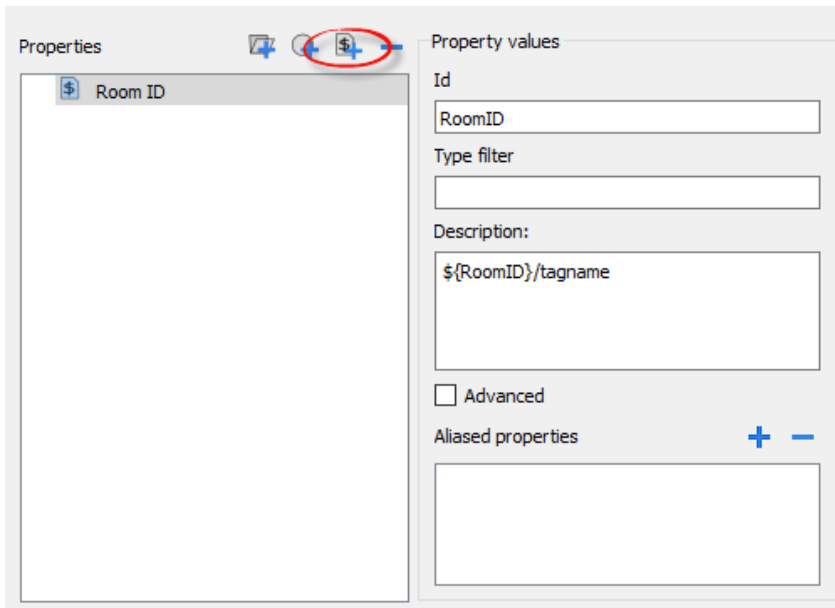
By using a **Parameter** property, is possible to set all the data links of the widget by giving only the name of the structure.

Bathroom	
Temperature:	23.0
Humidity:	52
Pressure:	105

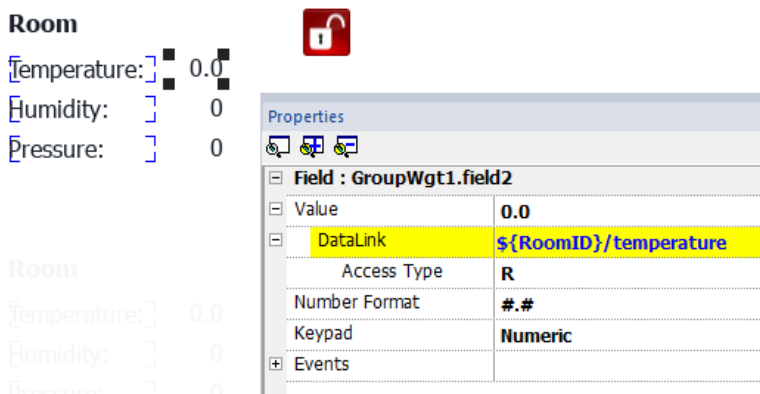
  

Living room	
Temperature:	21.0
Humidity:	22
Pressure:	101

A "Parameter" field can be added inside the custom widget using the "Add Parameter" icon:

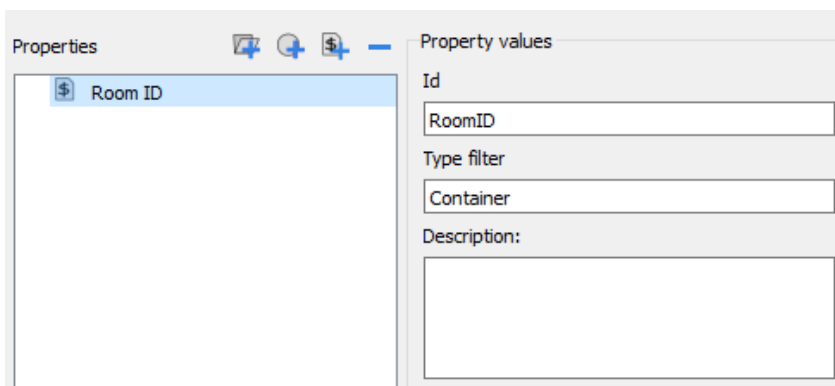


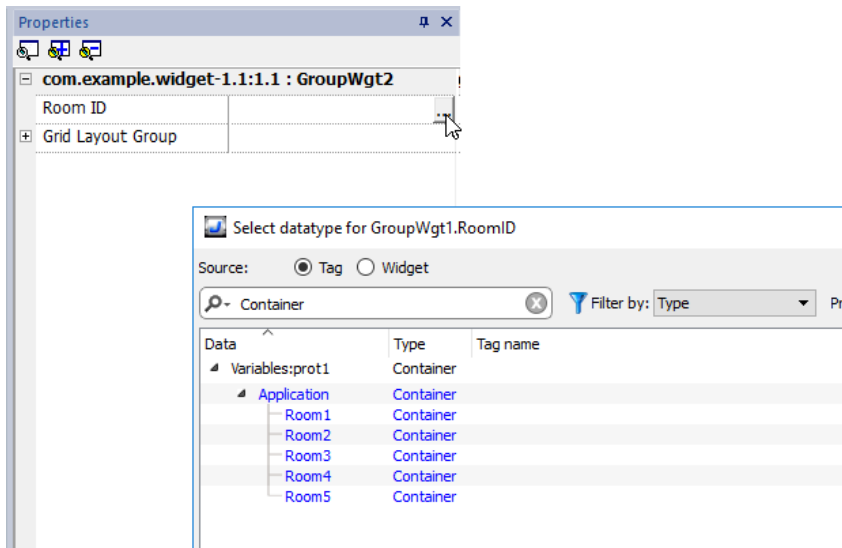
To configure the data links of the custom widget the keyword `${RoomID}` can be used to reference at the structure instance



### Type filter

Using “*Type filter*” parameter, when attach to tag is opened the listed tags will be filtered using the filter value.

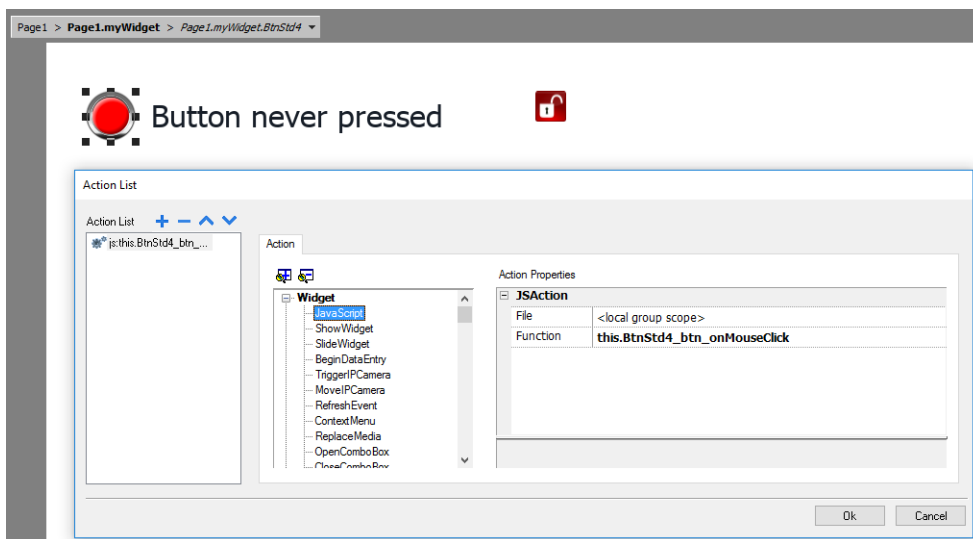




## JavaScript in custom widgets

JavaScript functions can be embedded in custom widgets.

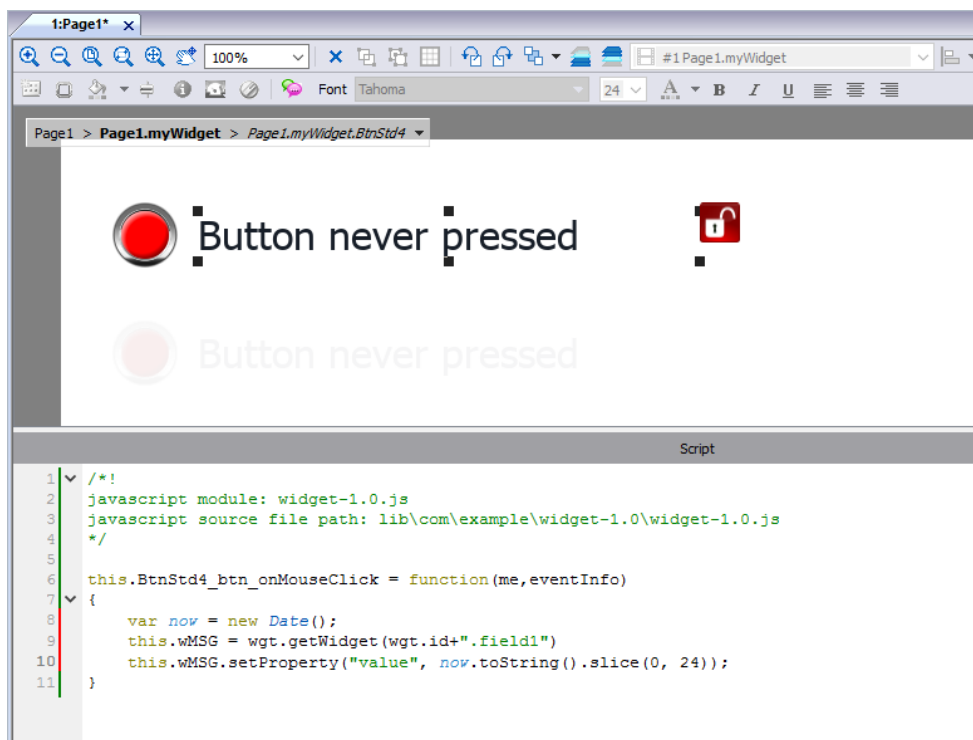
After doing a double click on the custom widget and clicked on the padlock, the edit mode is active and it is possible to associate the JavaScript code to the available events.






Note the usage of the operator **this**. that is necessary to allow the multiple instance of the custom widget.

If you need to reference to an element of the widget, you can use the keyword **wgt.it** to reference at the id of the active widget instance, as for the below example:




If you cut and paste some instances of the custom widget of the above example, you will obtain the below result.

 Tue Jan 31 2017 14:51:18

 Button never pressed

 Tue Jan 31 2017 14:51:12

 Tue Jan 31 2017 14:51:14

 Button never pressed

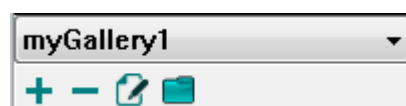






Note that the custom widget can also past inside the User's Gallery for later reuse.

## User's Gallery

Widgets created from the developers can be saved inside the Widgets Gallery to be available during development of new projects.

### User widgets toolbar

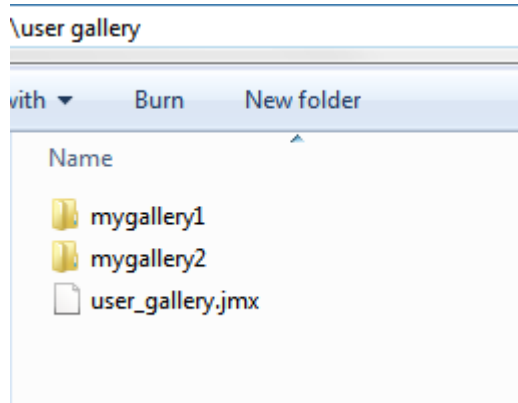


Command	Description
	Open the selected widgets folder into the PB610 Panel Builder 600 editor
	Add a new widgets folder
	Delete current selected folder
	Select the user widgets folder

To add a new widget into the user gallery, open the widget folder and then edit the gallery page creating or adding the new widget.



Tip: To import a user gallery sub folder, simply copy the folder to import inside the main user gallery folder.





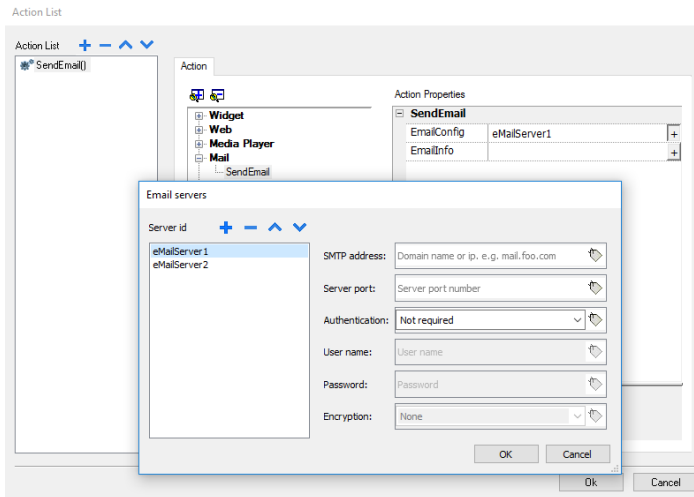


# 35 Sending an email message

---

Send emails using the SendMail action, including tags in the email body and attachments.

The SendMail action has been created for working with alarms and schedulers but can be triggered and executed by many other events.



---

<b>Configuring the email server</b> .....	<b>342</b>
<b>Configure emails</b> .....	<b>342</b>

## Configuring the email server

To configure the email server, enter the following information for the **EmailConfig** setting:

Parameter	Description
<b>SMTP Address</b>	SMTP server address.
<b>Server Port</b>	Port for SMTP server connection (default = 25).
<b>Require Auth</b>	Select if the SMTP server requires authentication.
<b>User Name</b>	Username for sending mail using SMTP server.
<b>Password</b>	Password for sending mails using SMTP server.
<b>Encryption</b>	Encryption type (none or SSL).


Click **+** to add more email servers.



Tip: Use tags if you want change the server parameters dynamically from the HMI Runtime.

## Configure emails

Enter the following information for the **EmailInfo** setting:

Parameter	Description
<b>Name</b>	Optional, this information is only for the log.
<b>Description</b>	Optional, this information is only for the log.
<b>From</b>	Optional, sender email address (for example, John@domain.com).
<b>To</b>	Recipient e-mail addresses. To enter multiple addresses, separate them with a semi-colon.
<b>Subject</b>	Subject of email.
<b>Attachment</b>	<p>Path of the file to be sent as attachment. Only one attachment at a time can be sent.</p> <p> Note: The maximum size of the attachments is usually set by the SMTP server.</p>
<b>Body</b>	<p>Main content of the email. Here you can insert live tags if you include them in square brackets.</p> <p>For example, a message body as “Tag1 value is [Tag1]”, will be sent as “Tag1 value is 45”, if the current value of Tag1 is 45.</p>



Tip: Attach a string tag to the **From**, **To** and **Subject** fields so that their value can be changed in the HMI Runtime.



**WARNING:** The maximum size for the message body is 4096 bytes, the exceeding text will be truncated.

## Adding email templates

Click + to add more templates.

The screenshot shows a software dialog box titled "Emails". At the top left, there is a "Drafts" section with a list containing "eMail1". Above the list are navigation icons: a plus sign (+), a minus sign (-), an up arrow (^), and a down arrow (v). To the right of the list are several input fields: "Name" (with "Name" as the placeholder), "Description" (with "Description" as the placeholder), "From" (with "Edit value" and a dropdown arrow), "To" (with "Edit value" and a dropdown arrow), "Subject" (with "Edit value" and a dropdown arrow), and "Attachment" (with a dropdown arrow). Below these fields is a large "Message" text area with a small icon in its top right corner. At the bottom of the dialog are "OK" and "Cancel" buttons.



# 36 JavaScript

---

The purpose of this section is to describe how JavaScript is used in the PB610 Panel Builder 600 applications, not to explain the JavaScript language.

PB610 Panel Builder 600 JavaScript is based on the ECMAScript programming language <http://www.ecmascript.org>, as defined in standard ECMA-262.

If you are familiar with JavaScript, you can use the same type of commands in PB610 Panel Builder 600 as you do in a web browser. If you are not familiar with the ECMAScript language, refer to:

<https://developer.mozilla.org/en/JavaScript>

---

<b>JavaScript editor</b> .....	<b>347</b>
<b>Execution of JavaScript functions</b> .....	<b>347</b>
<b>Events</b> .....	<b>349</b>
<b>Widget events</b> .....	<b>350</b>
<b>Page events</b> .....	<b>353</b>
<b>System events</b> .....	<b>354</b>
<b>Objects</b> .....	<b>356</b>
<b>Widget class objects</b> .....	<b>357</b>
<b>Widget properties</b> .....	<b>357</b>
<b>Widget methods</b> .....	<b>360</b>
<b>Page object</b> .....	<b>362</b>
<b>Page object properties</b> .....	<b>362</b>
<b>Page object methods</b> .....	<b>363</b>
<b>Group object</b> .....	<b>365</b>
<b>Group object methods</b> .....	<b>365</b>
<b>Project object</b> .....	<b>366</b>
<b>Project object properties</b> .....	<b>366</b>
<b>Project object methods</b> .....	<b>366</b>
<b>Project object widgets</b> .....	<b>377</b>
<b>State object</b> .....	<b>378</b>
<b>State object methods</b> .....	<b>378</b>
<b>Keywords</b> .....	<b>379</b>
<b>Global functions</b> .....	<b>379</b>

---

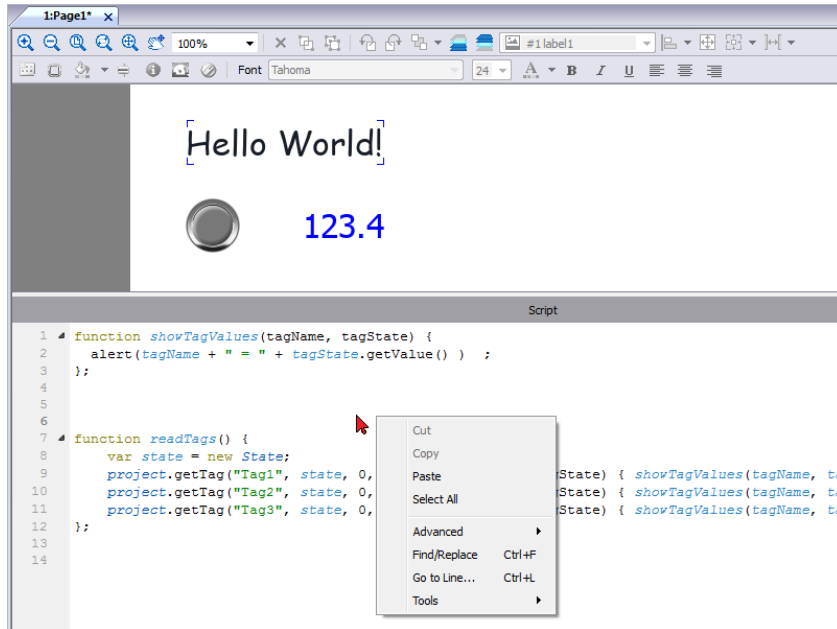
---

<b>Handling read/write files .....</b>	<b>380</b>
<b>Limitations in working with widgets in JavaScript .....</b>	<b>383</b>
<b>Debugging of JavaScript .....</b>	<b>383</b>

## JavaScript editor

PB610 Panel Builder 600 includes a powerful JavaScript editor.

Right-click in the editor to display available commands.



## Execution of JavaScript functions

JavaScript functions are executed when events occur. For example, a user can define a script for the OnMouseClicked event and the JavaScript script will be executed when the button is pressed on the HMI device.

JavaScript functions are executed only when the programmed event occurs and not cyclically. This approach minimizes the overhead required to execute logic in the HMI device.

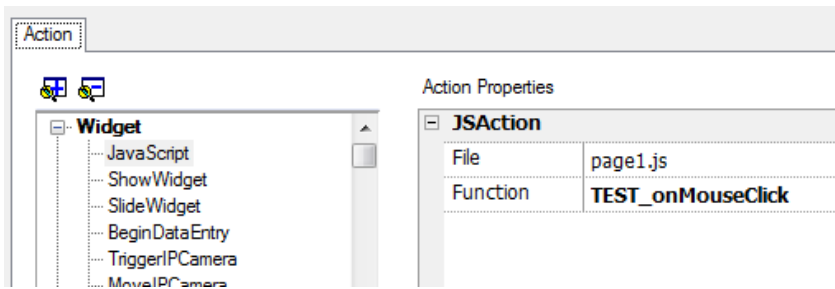
PB610 Panel Builder 600 provides a JavaScript engine running on the client side. Each project page can contain scripts having a scope local to the page where they are added; global scripts can be created to be executed by scheduler events or alarm events.

In both cases scripts are executed on the client. This means that if more than one client is connected to the HMI device (for external computer running the HMI Client), each client will run the same script, providing different output results depending on the input, since inputs provided to different clients may be different.

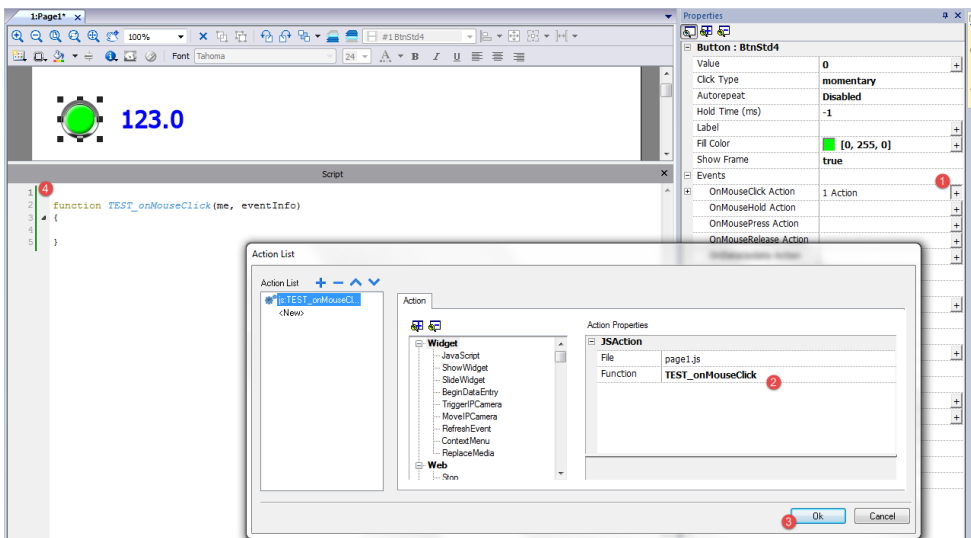
For example, if a script acts according to the position of a slider and this position is different on the different clients, the result of the script will be different on each client.

### JavaScript functions for page events

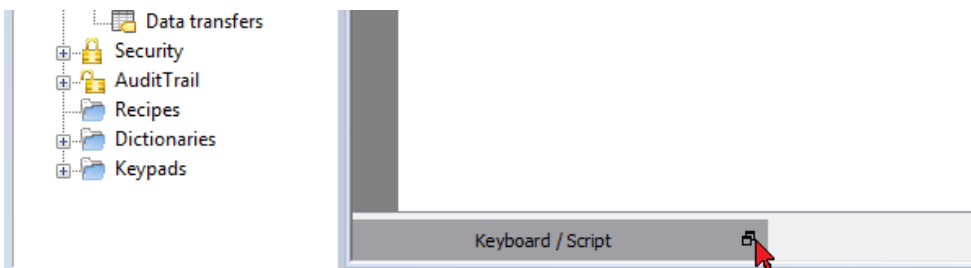
JavaScript editor will open when you add a JavaScript action inside an action list.



1. Select the event that will execute the action.
2. Add a **JavaScript** action from the **Widget** category.
3. Either leave the default function name, or type a new one.
4. Click **OK** to confirm: the JavaScript editor displays your function structure.



You can also open the JavaScript editor from the **Script** tab at the bottom of the workspace.

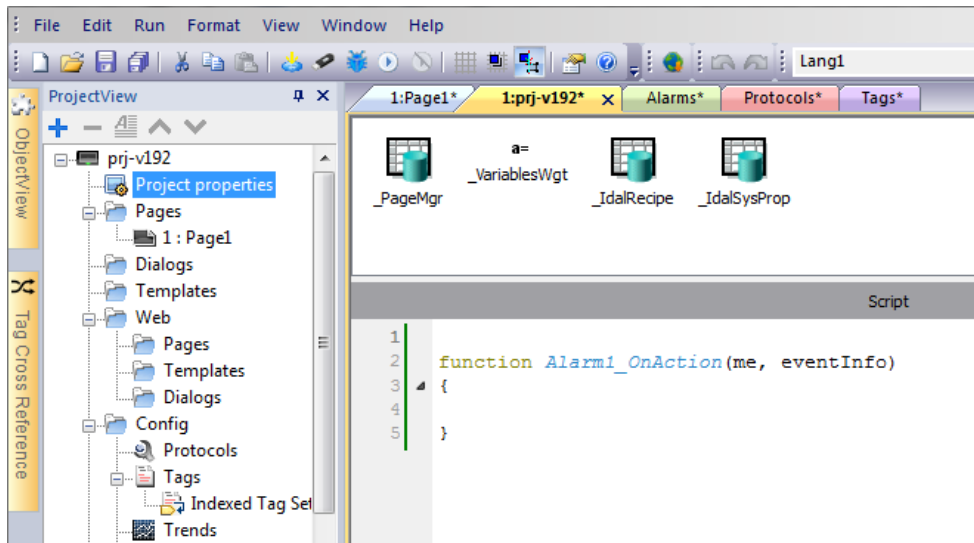


## JavaScript functions for alarms and scheduled events

JavaScript code associated with alarms and scheduled events and not associated with a specific page, can be edited from the main **Project properties** page.

**Path:** *ProjectView* > double-click *Project properties*

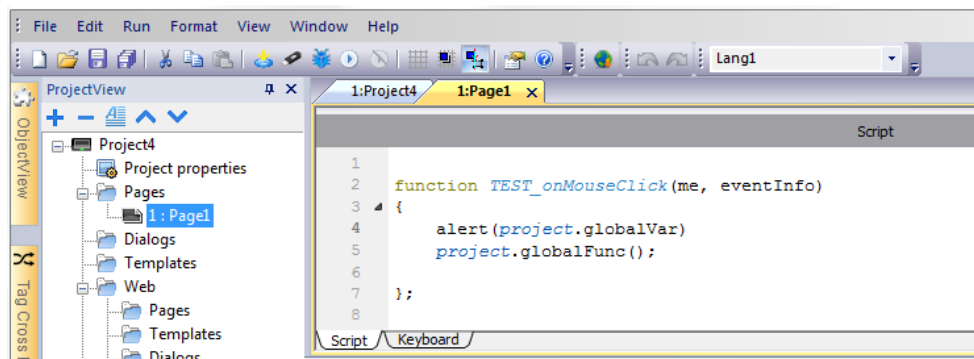
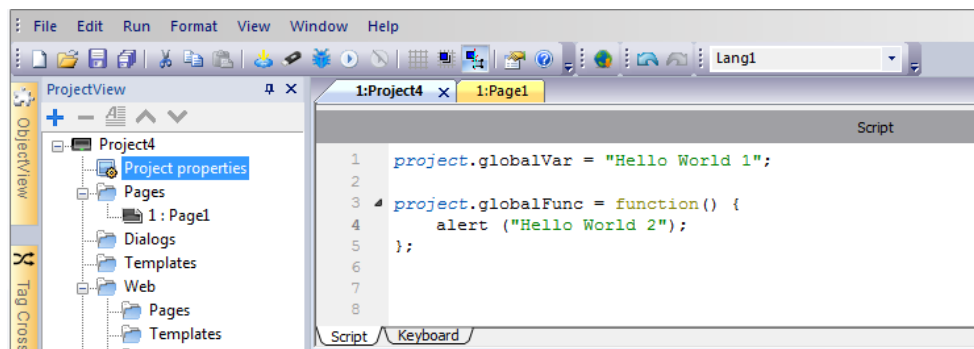




Note: JavaScript actions are client actions so they are executed only when a client is logged in.

## Shared JavaScript code

The **project** global variable can be used to share JavaScript code between the pages. Variables are created/initialized from the main JavaScript code from the main **Project properties** page and can then be used from the project pages.



## Events

You can add JavaScript to the following categories of events:

- Widget events
- Page events
- System events

For events of type:

- OnMousePress
- OnMouseRelease
- OnMouseClicked
- OnWheel

JavaScript **eventInfo** parameter contains the following additional properties:

Parameter	Description
<b>eventInfo.posX</b>	Local mouse/touch X coordinate with respect to widget coordinates
<b>eventInfo.posY</b>	Local mouse/touch Y coordinate with respect to widget coordinates
<b>eventInfo.pagePosX</b>	Page X mouse/touch coordinate
<b>eventInfo.pagePosY</b>	Page Y mouse/touch coordinate
<b>eventInfo.wheelDelta</b>	Mouse wheel delta. Integer value with sign representing the rotation direction.  The actual value is the rotation amount in eighths of a degree. The smallest value depends on the mouse resolution. Typically this is 120, corresponding to 15 degrees.

## Widget events

### onMouseClicked

```
void onMouseClick (me, eventInfo)
```

This event is available only for buttons and it occurs when the button is pressed and released quickly.

Parameter	Description
<b>me</b>	Object triggering the event
<b>eventInfo</b>	Details of triggered event

```
function buttonStd1_onMouseClicked(me, eventInfo) {
    //do something...
}
```

### onMouseHold

```
void onMouseHold (me, eventInfo)
```

This event is available only for buttons and it occurs when the button is pressed and released after the number of seconds set as **Hold Time** in the widget properties.

Parameter	Description
<b>me</b>	Object triggering the event
<b>eventInfo</b>	Details of triggered event

```
function buttonStd1_onMouseHold(me, eventInfo) {
    //do something...
}
```

## onMousePress

```
void onMousePress (me, eventInfo)
```

This event is available only for buttons and it occurs when the button is pressed.

Parameter	Description
<b>me</b>	Object triggering the event
<b>eventInfo</b>	Details of triggered event

```
function buttonStd1_onMousePress(me, eventInfo) {
    //do something...
}
```

## onMouseRelease

```
void onMouseRelease (me, eventInfo)
```

This event is available only for buttons and it occurs when the button is released.

Parameter	Description
<b>me</b>	Object triggering the event
<b>eventInfo</b>	Details of triggered event

```
function buttonStd1_onMouseRelease(me, eventInfo) {
    //do something...
}
```

## onDataUpdate

```
boolean onDataUpdate (me, eventInfo)
```

This event occurs when data attached to the widget changes.

Parameter	Description
<b>me</b>	Object triggering the event
<b>eventInfo</b>	<p>An object with the fields listed below (you can refer fields using "." - dot notation)</p> <p><b>oldValue</b> = Widget value before the change</p> <p><b>newValue</b> = Value which will be updated to the widget</p> <p><b>attrName</b> = Attribute on which the event is generated</p> <p><b>index</b> = Integer attribute index if any, default = 0</p> <p><b>mode</b> = W when the user is writing to the widget. R in all others status.</p>

The event is triggered before the value is passed to the widget, this means the JavaScript code can modify the value before it is actually passed to the widget.

The code can terminate with a return true or return false. After terminating the code with return false, control is returned to the calling widget that may launch other actions.

After terminating the code with true, the control is not returned to the widget and this makes sure that no additional actions are executed following the calling event.

```
function buttonStd1_onDataUpdate(me, eventInfo) {
  if ( eventInfo.oldValue < 0) {
    //do something..
  }
  return false;
}
```

## OnPan

boolean onGesturePan(me, eventInfo)

This event is only available for gesture area buttons; it occurs when one point inside the area has pressed and a movement has been detected.

Parameter	Description
<b>me</b>	Object triggering the event.
<b>eventInfo</b>	<p><b>id</b> = Gesture id; it is used to identify different gestures.</p> <p><b>running</b> = True except for last event delivered to notify gesture completion.</p> <p><b>dx</b> = Total X axis movement in screen pixel units from initial touch position .</p> <p><b>dy</b> = Total Y axis movement in screen pixel units from initial touch position.</p>

```
function gstArea_onGesturePan(me, eventInfo)
{
  wTYPE.setProperty("value", "PAN");
}
```

```
wID.setProperty("value",eventInfo.id);
wDX.setProperty("value",eventInfo.dx);
wDY.setProperty("value",eventInfo.dy);
wRUN.setProperty("value",eventInfo.running);
}
```

## OnPinch

```
boolean onGesturePinch(me, eventInfo)
```

This event is only available for gesture area buttons; it occurs when two points inside the area have been pressed and a movement has been detected.



**WARNING: Only multi touch HMI devices can generate pinch events**

Parameter	Description
<b>me</b>	Object triggering the event
<b>eventInfo</b>	<p><b>id</b> = Gesture id; it is used to identify different gestures.</p> <p><b>running</b> = True except for last event delivered to notify gesture completion.</p> <p><b>dx</b> = Total X axis movement in screen pixel units from initial touch position. It represents the distance change between fingers. Positive value means that the distance is increasing; negative value means that the distance is decreasing. This amount may be used to control a zoom value.</p> <p><b>dy</b> = Total Y axis movement in screen pixel units (see dx).</p>

```
function gstArea_onGesturePinch(me, eventInfo)
{
    wTYPE.setProperty("value", "PINCH");
    wID.setProperty("value",eventInfo.id);
    wDX.setProperty("value",eventInfo.dx);
    wDY.setProperty("value",eventInfo.dy);
    wRUN.setProperty("value",eventInfo.running);
}
```

## Page events

### onActivate

```
void onActivate( me, eventInfo )
```

This event occurs each time the page is displayed.

Parameter	Description
<b>me</b>	Object triggering the event
<b>eventInfo</b>	Reserved for future use

JavaScript will be executed when the page is active, that is when the page is loaded.

```
function Page1_onActivate(me, eventInfo) {
    //do something...
}
```

## onDeactivate

```
void onDeactivate( me, eventInfo )
```

This event occurs when leaving the page.

Parameter	Description
<b>me</b>	Object triggering the event
<b>eventInfo</b>	Reserved for future use

```
function Page1_onDeactivate(me, eventInfo) {
    //do something...
}
```

## onWheel

```
void onMouseWheelClock( me, eventInfo )
```

This event occurs when a wheel device is moving (for example, a mouse wheel).

Parameter	Description
<b>me</b>	Object triggering the event
<b>eventInfo</b>	Details of triggered event

```
function Page1_onMouseWheelClock(me, eventInfo) {
    //do something...
}
```

# System events

System events can be related to:

- scheduler
- alarms
- a wheel device

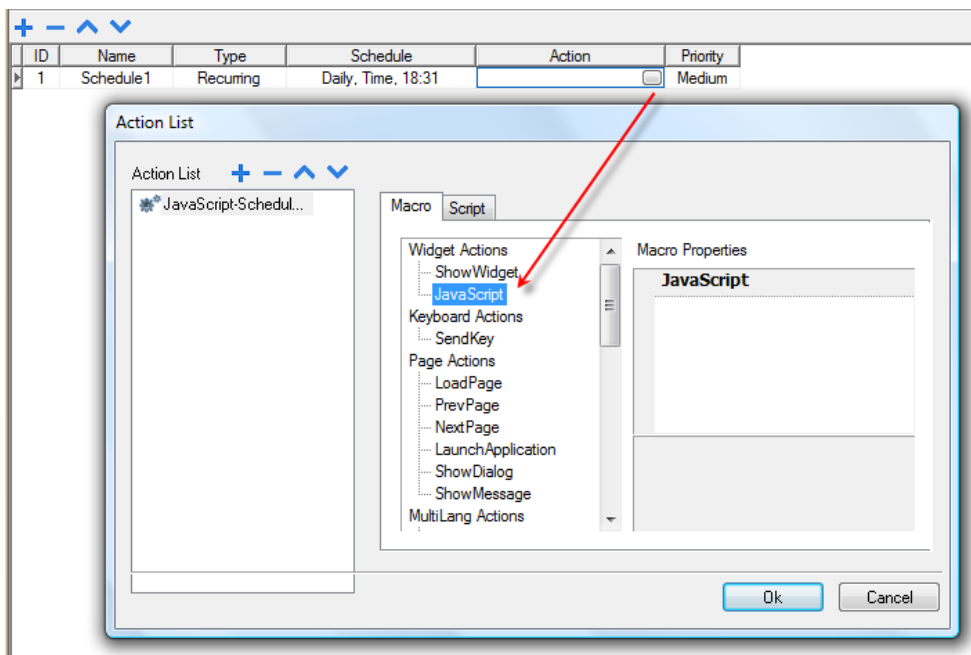


**Important: Make sure you do not duplicate JavaScript function names at page and project level. When a conflict happens, that is two functions with the same name in current page and at project level, the system execute the JavaScript callback at page level.**

When a JavaScript callback is not found in the current page, the system automatically searches for it at project level.

## Scheduler events

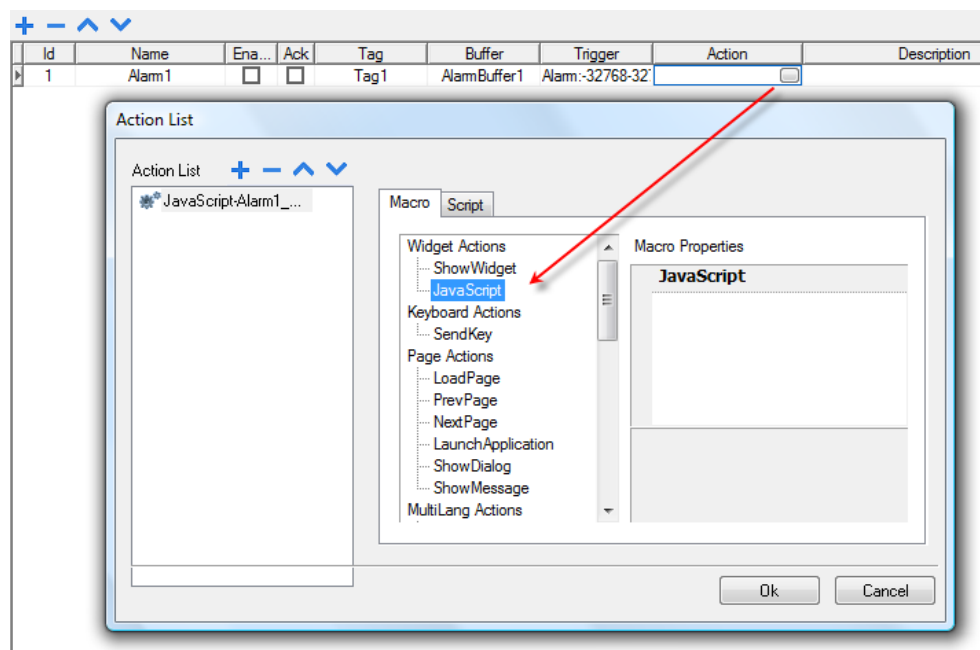
These events occur when triggered by the associated action in the scheduler.



You can edit the JavaScript from the **Project Properties** tab.

## Alarm events

These events occur when triggered by the associated alarm condition.



You can edit the JavaScript from the **Project Properties** tab.

## onWheel

```
void onMouseWheelClock( me, eventInfo )
```

This event occurs when a wheel device is moving (for example, a mouse wheel).

Parameter	Description
<b>me</b>	Object triggering the event
<b>eventInfo</b>	Details of triggered event

```
function Project1_onMouseWheelClock(me, eventInfo) {
    //do something..
}
```

## Objects

PB610 Panel Builder 600 uses JavaScript objects to access the elements of the page. Each object is composed of properties and methods that are used to define the operation and appearance of the page element. The following objects are used to interact with elements of the HMI device page:

Object	Description
Widget	This is the base class for all elements on the page including the page element
Page	This object references the current HMI device page.



Object	Description
	The page is the top-level object of the screen.
Group	This object associates a set of tags to allow uniform operation on a set of logically connected tags
Project	This object defines the project widget. The project widget is used to retrieve data about the project such as tags, alarms, recipes, schedules, tags and so on. There is only one widget for the project and it can be referenced through the project variable.
State	This object is the class holding the state of a variable acquired from the controlled environment. Beside the value itself, it contains the timestamp indicating when the value was collected and flags marking the quality of the value.

## Widget class objects

The Widget class is the base class for all the elements on a page including the page element.

Widget, in this case, is not used to indicate a specific screen object but a JavaScript class.

### Changing widget properties with JavaScript

If you want to change the properties of widgets with JavaScript set the widget property **Static Optimization** to **Dynamic**.



**Important: If the widget property Static Optimization is not set to Dynamic, changes to properties will be ignored.**

Whenever a call to `getWidget` fails, the remote debugger reports the following error:

*“Trying to access static optimized widget "label1". Disable widget static optimization to access widget from script.”*

This error is visible also using following code fragment:

```
var wgt;
try {
wgt = page.getWidget('label1');
} catch(err) {
alert("" + err);
}
```

## Widget properties

Some properties are common to all widgets.

## objectName

string objectName

Gets the name of the widget, a unique id.

```
function btnStd04_onMouseRelease(me) {  
    var wgt = page.getWidget("rect1");  
    var name = wgt.objectName;  
}
```

(Available on web pages)

## x

number x

Gets or sets the widget 'x' position in pixels.

```
function btnStd1_onMouseRelease(me) {  
    var wgt = page.getWidget("rect1");  
    wgt.x = 10;  
}
```

(Available on web pages)

## y

number y

Gets or sets the widget 'y' position in pixels.

```
function btnStd1_onMouseRelease(me) {  
    var wgt = page.getWidget("rect1");  
    wgt.y = 10;  
}
```

(Available on web pages)

## width

number width

Gets or sets the widget width in pixels.

```
function btnStd1_onMouseRelease(me) {  
    var wgt = page.getWidget("rect1");  
    wgt.width = 10;  
}
```

(Available on web pages)

## height

number height

Gets or sets the widget height in pixels.

```
function btnStd1_onMouseRelease(me) {  
    var wgt = page.getWidget("rect1");  
    wgt.height = 10;  
}
```

(Available on web pages)

## visible

boolean visible

Gets or sets the widget visible state.

```
function btnStd4_onMouseRelease(me) {  
    var wgt = page.getWidget("rect1");  
    wgt.visible = false;  
}  
  
function btnStd5_onMouseRelease(me) {  
    var wgt = page.getWidget("rect1");  
    wgt.visible = true;  
}
```

## value

number value

Gets or sets the widget value.

```
function btnStd6_onMouseRelease(me) {  
    var wgt = page.getWidget("field1");  
    wgt.value = 100;  
}
```

## opacity

number opacity (range from 0 to 1)

Gets or sets the widget opacity. Values are decimals from 0 to 1, where 1 is 100% opaque.

```
function btnStd8_onMouseRelease(me) {  
    var wgt = page.getWidget("rect1");
```

```
wgt.opacity = 0.5;
}
```

(Available on web pages)

## rotation

number rotation (in degrees)

Gets or sets the rotation angle for the widget. The rotation is done clockwise and by degrees, starting at the East position.

```
function btnStd9_onMouseRelease(me) {
    var wgt = page.getWidget("rect1");
    wgt.rotation = 45;
}
```

(Available on web pages)

## userValue

string userValue

Gets or sets a user-defined value for the widget. This field can be used by JavaScript functions to store additional data with the widget.

```
function btnStd9_onMouseRelease(me) {
    var wgt = page.getWidget("rect1");
    wgt.userValue = "Here I can store custom data";
}
```

Every widget has some specific properties that you can access using dot notation. For an up-to-date and detailed list of properties you can use the JavaScript Debugger inspecting the widget methods and properties.

# Widget methods

Some methods are common to all widgets.

## getProperty

object getProperty( propertyName, [index] )

Returns a property.

Parameter	Description
<b>propertyName</b>	String containing the name of property to get
<b>index</b>	Index of the element to get from the array (default = 0)

Almost all properties that are shown in the PB610 Panel Builder 600 **Properties** pane can be retrieved using the `getProperty` method. The index value is optional and only used for widgets that support arrays.

```
function buttonStd1_onMouseRelease(me, eventInfo) {
    var shape = page.getWidget("rect2");
    var y_position = shape.getProperty("y");
}
```

```
function buttonStd2_onMouseRelease(me, eventInfo) {
    var image = page.getWidget("multistate1");
    var image3 = image.getProperty("imageList", 2);
    //...
}
```

(Available on web pages)

## setProperty

```
boolean setProperty( propertyName, value, [index] )
```

Sets a property for the widget.

### Parameters

Parameter	Description
<b>propertyName</b>	String containing the name of property to set
<b>value</b>	String containing the value to set the property.
<b>index</b>	Index of the element to set in the array (default = 0)

Almost all properties that are shown in the PB610 Panel Builder 600 **Properties** pane can be set by this method. The index value is optional and only used for Widgets that support arrays (for example, a MultiState Image widget). The `setProperty` method returns a boolean value (true or false) to indicate if the property was set or not.

```
function buttonStd1_onMouseRelease(me, eventInfo) {
    var setting_result = shape.setProperty("y", 128);
    if (setting_result)
        alert("Shape returned to start position");
}
```

```
function buttonStd2_onMouseRelease(me, eventInfo) {
    var image = page.getWidget("multistate1");
    var result = image.setProperty("imageList", "Fract004.png", 2);
    //...
}
```

(Available on web pages)

# Page object

This object references the current HMI device page. The page is the top-level object of the screen.

## Page object properties

Properties available at page level.

### backgroundColor

string backgroundColor (in format rgb(xxx, xxx, xxx) where xxx range from 0 to 255)

Page background color.

```
function btnStd11_onMouseRelease(me) {  
    page.backgroundColor = "rgb(128,0,0)";  
}
```

(Available on web pages)

### width

number width

Page width in pixels.

```
function btnStd05_onMouseRelease(me) {  
    var middle_x = page.width / 2;  
}
```

(Available on web pages, get only)

### height

number height

Page height in pixels.

```
function btnStd05_onMouseRelease(me) {  
    var middle_y = page.height / 2;  
}
```

(Available on web pages, get only)

### userValue

string userValue

Gets or sets a user-defined value for the widget. This field can be used by JavaScript functions to store additional data with the page.

```
function btnStd9_onMouseRelease(me) {
    page.userValue = "Here I can store custom data";
}
```

(Available on web pages)

## Page object methods

Methods that can be used at page level.

### getWidget

```
object getWidget( wgtName )
```

Returns the widget with the given name.

Parameter	Description
<b>wgtName</b>	String containing the widget name

#### Return value

An object representing the widget. If the widget does not exist, null is returned.

```
function btnStd1_onMouseRelease(me) {
    var my_button = page.getWidget("btnStd1");
}
```

(Available on web pages)

### setTimeout

```
number setTimeout( functionName, delay )
```

Starts a timer to call a given function after a given delay.

Parameter	Description
<b>functionName</b>	String containing the name of function to call
<b>delay</b>	Delay in milliseconds

#### Return value

A number corresponding to the timerID.

```
var duration = 3000;
var myTimer = page.setTimeout("innerChangeWidth()", duration);
```

(Available on web pages)

## clearTimeout

```
void clearTimeout( timerID )
```

Stops and clears the timeout timer with the given timer.

Parameter	Description
<b>timerID</b>	Timer to be cleared and stopped

```
var duration = 3000;
var myTimer = page.setTimeout("innerChangeWidth()", duration);
// do something
page.clearTimeout(myTimer);
```

(Available on web pages)

## setInterval

```
number setInterval( functionName, interval )
```

Starts a timer that executes the given function with the given interval.

Parameter	Description
<b>functionName</b>	String containing the name of function to call
<b>interval</b>	Interval in milliseconds

### Return value

A number corresponding to the timerID.

```
var interval = 3000;
var myTimer = page.setInterval("innerChangeWidth()", interval);
```

(Available on web pages)

## clearInterval

```
void clearInterval( timerID )
```

Stops and clears the interval timer with the given timer.

Parameter	Description
<b>timerID</b>	Timer to be cleared and stopped

```
var interval = 3000;
var myTimer = page.setInterval("innerChangeWidth()", interval);
// do something
```



```
page.clearInterval(myTimer);
```

(Available on web pages)

## clearAllTimeouts

```
void clearAllTimeouts()
```

Clears all the timers started.

```
page.clearAllTimeouts();
```

(Available on web pages)

# Group object

A group is a basic logical element that associates a set of logical tags.

## Group object methods

Methods that can be used with group objects.

### getTag

```
object getTag( TagName )
```

Gets the tag specified by TagName from the group object.

Parameter	Description
TagName	String representing the tag name

### Return value

An object that is the value of the tag or, if tag value is an array, the complete array. If you need to retrieve an element of the array, check the method `getTag` available in the project object. Undefined is returned if tag is invalid.

```
var group = new Group();
project.getGroup("GroupName", group);
var value = group.getTag("Tag1");
```

(Available on web pages)

### getCount

```
number getCount()
```

Returns total number of tags in this group.

```
var group = new Group();
```

```
project.getGroup("GroupName", group);  
var value = group.getCount();
```

(Available on web pages)

## getTags

```
object getTags()
```

Returns the list of all tags in group.

```
function {  
  var group = new Group();  
  project.getGroup("enginesettings", group);  
  var tagList = group.getTags();  
  for(var i = 0; i < tagList.length; i++){  
    var tagName = tagList[i];  
    //do something..  
  };
```

(Available on web pages)

# Project object

This object defines the project widget. The project widget is used to retrieve data about the project such as tags, alarms, recipes, schedules, tags and so on. There is only one widget for the project and it can be referenced through the project variable.

## Project object properties

Properties to be set at project level.

### startPage

```
string startPage
```

Page shown when the project is started.

```
var startPage = project.startPage;  
project.startPage = "Page2.jmx";
```

## Project object methods

Methods to be used at project level.

## nextPage

```
void nextPage ()
```

The script executes the Next page action.

```
project.nextPage ();
```

(Available on web pages)

## prevPage

```
void prevPage ()
```

The script executes the previous page action.

```
project.prevPage ();
```

(Available on web pages)

## lastVisitedPage

```
void lastVisitedPage ()
```

The script executes the last visited page action.

```
project.lastVisitedPage ();
```

(Available on web pages)

## homepage

```
void homePage ()
```

The script executes the Home page action.

```
project.homePage ();
```

(Available on web pages)

## loadPage

```
void loadPage (pageName)
```

The script executes to load the set page defined in the script.

```
project.loadPage ("Page5.jmx");
```

(Available on web pages)



**WARNING:** When page change, all active time events are forced to removed and the JavaScript procedure will run until the end before switch to the new page.

## showDialog

```
void showDialog(pageName)
```

The script executes to show the dialog page.

```
project.showDialog("Dialog.jmx");
```

(Available on web pages)

## closeDialog

```
void closeDialog()
```

The script executes to close the currently-opened dialog page.

```
project.closeDialog();
```

(Available on web pages)

## showMessage

```
void showMessage( message )
```

The script executes to display the message popup.

```
project.showMessage("Hi This is test message");
```

(Available on web pages)

## getGroup

```
number getGroup( groupName, groupInstance, [callback] )
```

Fast read method; this gets the values of all tags in a group.

Parameter	Description
<b>groupName</b>	String containing the name of the group
<b>groupInstance</b>	Group element to be filled
<b>callback</b>	String containing the name of the function to be called when the group is ready

### Return value

A number value that is the status: 1 for success, 0 for fail.

```
var group = new Group();
var status = project.getGroup("enginesettings", group);
if (status == 1) {
    var value = group.getTag("Tag1");
    if (value!=undefined) {
```

```

    // do something with the value
  }
}

```

```

var g = new Group();
var status = project.getGroup ("enginesettings", g,
    function (groupName, group) { fnGroupReady(groupName, group);} );

function fnGroupReady(groupName, group) {
    var val = group.getTag("Tag1");
    if (val!=undefined) {
        // do something with the value
    }
}

```

(Available on web pages)

## getTag

object getTag( tagName, state, index, forceRefresh)

```
void getTag( tagName, state, index, callback, forceRefresh)
```

It returns the tag value or the complete array if index value is -1 of the given tagName.

Parameter	Description
<b>tagName</b>	String of tag name
<b>state</b>	State element to be filled
<b>index</b>	Index if the tag is of array type. -1 returns the complete array. Default = 0.
<b>callback</b>	Function name if an asynchronous read is required. Default = "".
<b>forceRefresh</b>	(Optional parameter) True = the Runtime will read an updated value of the tag directly from the device. Default is false.

### Return value

Tags value is returned. If tag is array type and index = -1 then the complete array is returned. For non-array tags provide index as 0.

```

var state = new State();
var value = project.getTag("Tag1", state, 0);
//
//for non array type
//tags index is not considered, so can be left as 0

```

```
//
if (value!=undefined) {
//...do something with s
}

var state = new State();
project.getTag("Tag1", state, -1,
    function(tagName, tagState) { fnTagReady(tagName, tagState); });
function fnTagReady(tagName, tagState) {
    if (tagName=="Tag1") {
        var myValue = tagState.getValue();
    }
}
}
```

(Available on web pages)

## setTag

```
number setTag( tagName, tagValue, [index], [forceWrite] )
```

Sets the given tag in the project. Name and value are in strings.

Parameter	Description
<b>tagName</b>	String of tag name
<b>tagValue</b>	Object containing the value to write
<b>index</b>	Index if the tag is of array type. -1 pass the complete array. Default = 0.
<b>forceWrite</b>	Boolean value for enabling force write of tags, the function will wait for the value to be written before it returns back. Default = false.

### Return value

Integer value for denoting success and failure of action when forceWrite is true. 0 means success and -1 means failure. If forceWrite is false, returned value will be undefined.

```
var val = [1,2,3,4,5];
var status = project.setTag("Tag1", val, -1, true);
if (status == 0) {
    // Success
} else {
    // Failure
}
```

```
var val = "value";
project.setTag("Tag1", val);
```

(Available on web pages)

## updateSystemVariables

```
void project.updateSystemVariables()
```

Force system variables to refresh.

```
project.updateSystemVariables()
```

## selectAllAlarms

```
void project.selectAllAlarms(bool selected)
```

Select/unselect all alarms

```
project.selectAllAlarms(true)
```

(Available on web pages)

## ackAlarms

```
void project.ackAlarms()
```

Acknowledge all selected alarms

```
project.selectAllAlarms(true);  
project.ackAlarms();  
project.selectAllAlarms(true);
```

(Available on web pages)

## resetAlarms

```
void project.resetAlarms()
```

Reset all selected alarms

```
project.selectAllAlarms(true);  
project.resetAlarms();  
project.selectAllAlarms(true);
```

(Available on web pages)

## enableAlarms

```
void project.enableAlarms()
```

Enable all selected alarms

```
project.selectAllAlarms(true);  
project.enableAlarms();  
project.selectAllAlarms(true);
```

(Available on web pages)

## getRecipeItem

```
object getRecipeItem (recipeName, recipeSet, recipeElement)
```

Gets the value of the given recipe set element.

Parameter	Description
<b>recipeName</b>	String representing the recipe name
<b>recipeSet</b>	String representing the recipe set, can be either the recipe set name or 0 based set index.
<b>recipeElement</b>	String representing the recipe Element, can be either the element name or 0 based element index.

### Return value

An object with the value of the recipe. undefined is returned if invalid. If of type array, an array object type is returned.

```
var value = project.getRecipeItem("recipeName", "Set", "Element");
```

## setRecipeItem

```
number setRecipeItem (recipeName, recipeSet, recipeElement, value )
```

Gets the value of the given recipe set element.

Parameter	Description
<b>recipeName</b>	String representing the recipe name
<b>recipeSet</b>	String representing the recipe set, can be either the recipe set name or 0 based set index.
<b>recipeElement</b>	String representing the recipe Element, can be either the element name or 0 based element index.
<b>value</b>	An object containing the value to store in the recipe. It can be an array type.

### Return value

Integer value for denoting success and failure of action. A '0' means success and '-1' means failure.

```
var val = [2,3,4];
project.setRecipeItem("recipeName", "Set", "Element", val);
if (status == 0) {
    // Success
} else {
    // Failure
}
```

## downloadRecipe

```
void downloadRecipe (recipeName, recipeSet )
```



Downloads the recipe set to the corresponding tag.

Parameter	Description
<b>recipeName</b>	String representing the recipe name
<b>recipeSet</b>	String representing the recipe set, can be either the recipe set name or 0 based set index.

```
project.downloadRecipe("recipeName", "Set");
```

## uploadRecipe

```
void uploadRecipe (recipeName, recipeSet )
```

Uploads the value of tags into the provided recipe set.

Parameter	Description
<b>recipeName</b>	String representing the recipe name
<b>recipeSet</b>	String representing the recipe set, can be either the recipe set name or 0 based set index.

```
project.uploadRecipe("recipeName", "Set");
```

## launchApp

```
void launchApp( appName, appPath, arguments, singleInstance)
```

Executes an external application.

Parameter	Description
<b>appName</b>	String containing the application name
<b>appPath</b>	String containing the application absolute path
<b>Arguments</b>	String containing the arguments to be sent to application
<b>singleInstance</b>	true = only single instance allowed, false = multiple instances allowed

```
project.launchApp("PDF.exe", "\\Flash\\QTHMI\\PDF", "\\USBMemory\\file.pdf", "true");
```

## printGfxReport

```
void printGfxReport( reportName, silentMode)
```

Prints the graphic report specified by reportName.

Parameter	Description
<b>reportName</b>	String containing the report name
<b>silentMode</b>	True = silent mode enabled. No printer settings dialog is displayed.

```
project.printGfxReport("Report Graphics 1", true);
```

## printText

```
void printText( text, silentMode)
```

Prints a fixed text.

Parameter	Description
<b>text</b>	String to print
<b>silentMode</b>	True = silent mode enabled. No printer settings dialog is displayed.

```
project.printText("Hello I Am Text Printing",true);
```

## printBytes

```
void printBytes( text, silentMode)
```

Prints a hexadecimal string representing data to print. For example, "1b30" to print < ESC 0 >

Parameter	Description
<b>text</b>	Hexadecimal string to print
<b>silentMode</b>	True = silent mode enabled. No printer settings dialog is displayed.

```
project.printText("Hello I Am Text Printing",true);
```

## emptyPrintQueue

```
void emptyPrintQueue()
```

Empties the print queue. Current job will not be aborted.

```
project.emptyPrintQueue();
```

## pausePrinting

```
void pausePrinting();
```

Suspends printing operations. Will not suspend the print of a page already sent to the printer.

```
project.pausePrinting();
```

## resumePrinting

```
void resumePrinting();
```

Resumes previously suspended printing.

```
project.resumePrinting();
```

## abortPrinting

```
void abortPrinting();
```

Aborts current print operation and proceed with the next one in queue. This command will not abort the print of a page already sent to the printer.

```
project.abortPrinting();
```

## printStatus

```
project.printStatus;
```

Returns a string representing current printing status.

Status string	Description
error	An error occurred during printing
printing	Ongoing printing
idle	System is ready to accept new jobs
paused	Printing has be suspended

```
var status = project.printStatus;
project.setTag("PrintStatus",status);
```

## printGfxJobQueueSize

```
project.printGfxJobQueueSize;
```

Returns the number of graphic reports in queue for printing.

```
var gfxqueuesize = project.printGfxJobQueueSize;
project.setTag("printGfxJobQueueSize",gfxqueuesize);
```

## printTextJobQueueSize

```
project.printTextJobQueueSize;
```

Returns the number of text reports in queue for printing.

```
var textjobqueuesize = project.printTextJobQueueSize;
project.setTag("printTextJobQueueSize",textjobqueuesize);
```

## printCurrentJob

```
project.printCurrentJob;
```

Returns a string representing current job being printed

```
var currentjob = project.printCurrentJob;
project.setTag("printCurrentJob",currentjob);
```

## printActualRAMUsage

```
project.printActualRAMUsage;
```

Returns an estimate of RAM usage for printing queues

```
var myVar = project.printActualRAMUsage;
alert(" actual ram usage is "+ myVar);
```

## printRAMQuota

```
project.printRAMQuota;
```

Returns the maximum allowed RAM usage for printing queues

```
var ramquota = project.printRAMQuota;
project.setTag("printRAMQuota",ramquota);
```

## printActualDiskUsage

```
project.printActualDiskUsage;
```

Returns the spool folder disk usage (for PDF printouts)

```
var myVar1 = project.printActualDiskUsage;
alert(" actual disk usage is "+ myVar1);
```

## printDiskQuota

```
project.printDiskQuota;
```

Returns the maximum allowed size of spool folder (for PDF printouts).

```
var ramquota = project.printRAMQuota;
var diskquota = project.printDiskQuota;
```

## printSpoolFolder

```
project.printSpoolFolder;
```

Returns current spool folder path (for PDF printouts).

```
var spoolfolder = project.printSpoolFolder;  
project.setTag("printSpoolFolder", spoolfolder);
```

## printPercentage

```
project.printPercentage;
```

Returns current job completion percentage (meaningful only for multipage graphic reports)

```
var percentage = project.printPercentage;  
project.setTag("printPercentage", percentage);
```

# Project object widgets

## getCurrentPageName

```
string getCurrentPageName()
```

Return the name of current active page

```
// Get PageMgr widget  
var pageMgr = project.getWidget( "_PageMgr" );  
  
// Show Current Page  
var currentPageName = pageMgr.getCurrentPageName();  
project.showMessage( "Current active page is: " + currentPageName );
```

(Available on web pages)

## hasPage

```
boolean hasPage(string pageName)
```

Return true if the page exist, false otherwise

```
// Get PageMgr widget  
var pageMgr = project.getWidget( "_PageMgr" );  
  
//Page exists  
var pageExists = pageMgr.hasPage( "Page10" );  
if (pageExists) {  
    project.showMessage( "Page10 exists" );  
} else {
```

```
project.showMessage( "Hei Page10 not exists!" );  
}
```

(Available on web pages)

## State object

This is the class holding the state of a tag acquired from the controlled environment.

## State object methods

Methods to be used with state objects.

### getQualityBits

number getQualityBits()

Returns an integer - a combination of bits indicating tag value quality.

```
var state = new State();  
var value = project.getTag("Tag1", state, 0);  
var qbits = state.getQualityBits();
```

(Available on web pages)

### getTimestamp

number getTimestamp()

Returns time the value was sampled.

#### Return value

A number containing the timestamp (for example 1315570524492).



Note: Date is a native JavaScript data type.

```
var state = new State();  
var value = project.getTag("Tag1", state, 0);  
var ts = state.getTimestamp();
```

### isQualityGood

boolean isQualityGood()

Returns whether the value contained in this state object is reliable.

#### Return value

A Boolean true if quality is good, false otherwise.

```

var state = new State();
var value = project.getTag("Tag1", state, 0);
if (state.isQualityGood()) {
    // do something...
}

```

(Available on web pages)

## Keywords

Global objects are predefined and can be referenced by the following names.

### page

object page

References the page object for the current page.

```

function btnStd04_onMouseRelease(me) {
    var wgt = page.getWidget("rect1");
    var name = wgt.objectName;
}

```

### project

object project

References the project widget.

```

var group = new Group();
project.getGroup("GroupName", group);
var value = group.getCount("Tag1");

```

## Global functions

### print

void print( message )

Prints a message to the HMI Logger window.

Parameter	Description
message	Message string

```
print("Test message");
```

## alert

```
void alert( message )
```

Displays a pop-up dialog with the given message. The user must press the **OK** button in the dialog to continue with the execution of the script.

Parameter	Description
<b>message</b>	Message string



Note: The alert function may be used for debugging JavaScript functions.

```
alert("Test message");
```

(Available on web pages)

# Handling read/write files

## Create folder

```
boolean fs.mkdir(strPath);
```

Creates a folder, if not already existing, in the specified path. Returns true on success and false if it fails.

Parameter	Description
<b>strPath</b>	Path string

## Remove folder

```
boolean fs.rmdir(dirPath);
```

Remove directory at strPath if exists and empty. Returns true on success and false if it fails.

Parameter	Description
<b>dirPath</b>	Folder string

## Read folder content

```
object fs.readdir(dirPath);
```

Reads the contents of a folder. Returns an array of the names of the files in the folder excluding '.' and '..'. Returns empty list if it fails.

Parameter	Description
<b>dirPath</b>	Folder string



## Read file

```
object fs.readFile(strfile [,strFlag]);
```

Opens the strFile file in read mode, reads its contents and returns it.

Parameter	Description
<b>strFile</b>	File name string
<b>strFlag</b>	Read file mode: "b" reads and returns as binary file (otherwise returns a text file)

## Write file

```
fs.writeFile(strFile, fileData, [strFlag]);
```

Creates the strFile file if not present. Opens the strFile file in write mode and writes the data fileData to the file.

Parameter	Description
<b>strFile</b>	File name string
<b>fileData</b>	Data to be write on the file in byte array
<b>strFlag</b>	Write file mode: <ul style="list-style-type: none"> <li>• "a": appends fileData to the end of the text file</li> <li>• "r": replaces the contents of the file with fileData</li> <li>• "ab": appends fileData to the end of the binary file</li> <li>• "rb": replaces the contents of the binary file with fileData</li> </ul>

Default flag is for writing text file in append and write mode. File path will be created if not present.

Returns -1 if write error occurs.

## Append file

```
int fs.appendFile(strFile, fileData);
```

If the files does not exist creates it, otherwise append to existing file. Returns the number of character written or -1 on error.

Parameter	Description
<b>strFile</b>	File name string
<b>fileData</b>	Data to be write on the file in byte array

## File exists

```
boolean fs.exists(strPath)
```

Returns true if the file or folder exists at strPath.

Parameter	Description
<code>strPath</code>	Path string

## Remove file

```
boolean fs.unlink(strPath)
```

Removes the given file at `strPath` from filesystem if exists. Returns true on success and false if it fails.

Parameter	Description
<code>strPath</code>	Path string

## File status

```
object fs.stat(strPath)
```

Retrieves information on the file/folder present at the specified path.

Parameter	Description
<code>strPath</code>	File/folder path string

```
var fileStats = var fs.stat(strPath)
```

<code>fileStats.isFile</code>	True if path is a file
<code>fileStats.isDir</code>	True if path is a folder
<code>fileStats.size</code>	Size in bytes of that file
<code>fileStats.atime</code>	Date object representing the last read access time
<code>fileStats.mtime</code>	Date object representing the last write access time
<code>fileStats.ctime</code>	Date object representing the creation time
<code>fileStats.perm</code>	File permissions

If path is invalid both `isFile` and `isDir` fields return false.

## File permission table

0x4000	File is readable by the owner of the file
0x2000	File is writable by the owner of the file
0x1000	File is executable by the owner of the file
0x0400	File is readable by the user
0x0200	File is writable by the user

0x0100	File is executable by the user
0x0040	File is readable by the group
0x0020	File is writable by the group
0x0010	File is executable by the group
0x0004	File is readable by anyone
0x0002	File is writable by anyone

## Important notes on file handling

Path for files and folders are expected to be UNIX style. This means the backslash character (\) is not recognized. Use slash character (/) instead.

File system object is a client side object. So operations are performed on local file system, not on server file system.

Current JavaScript API to get access at the device file system has been designed to manipulate small files. When a file is read, the entire file contents is temporarily stored inside the RAM available for JavaScript environment (16MB) and an exception is raised when there is not enough available memory. Good programming practice is to include the `fs.readFile()` call inside a try/catch block.

## Limitations in working with widgets in JavaScript

Widgets cannot be instantiated by JavaScript, they can only be accessed and changed. If you need additional widgets on the page, you can add hidden widgets on the page, and then display or position them using JavaScript.

## Debugging of JavaScript

PB610 Panel Builder 600 and HMI Runtime include a JavaScript debugger.

Two types of debuggers are available:

- Runtime debugger: a debugger running directly on the HMI device
- Remote debugger: a debugger running on a remote computer connected to the HMI device via Ethernet (usually computer running PB610 Panel Builder 600)

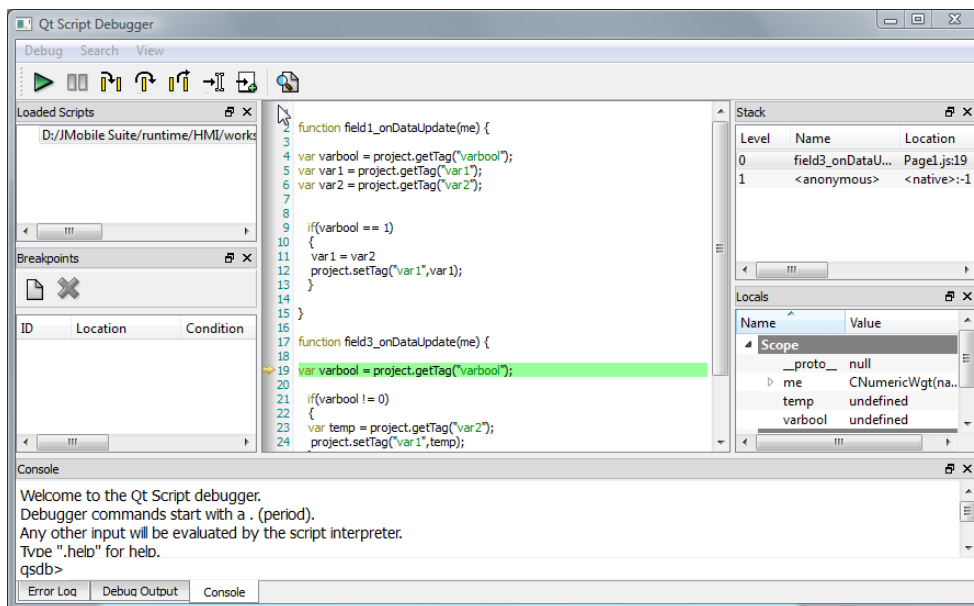
## Enabling debugging

In the **Properties** pane of a page, set **JavaScript Debug** to **true**.

Project Widget		Page	
Id	Project	Id	Page1
Full Path		Width	1024
Version		Height	768
Context Menu	on delay	Background	<input type="checkbox"/> [255, 255, :
Developer Tools	false	Template	none
Keyboard	true	Static File Type	png
JavaScript Debug	true	JavaScript Debug	true
Allow JavaScript Remote	true		

For schedulers and alarms debugging, enable JavaScript Debug in Project properties.

In the HMI Runtime, when the events are called, the debugger will show the debug information. In the **Locals** pane you can inspect all variables and elements.



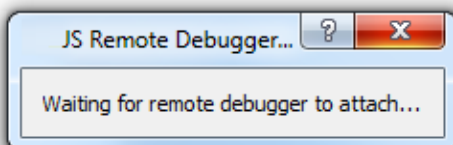
For a complete reference guide about JavaScript Debugger refer to :

<http://qt-project.org/doc/qt-4.8/qtscriptdebugger-manual.html>

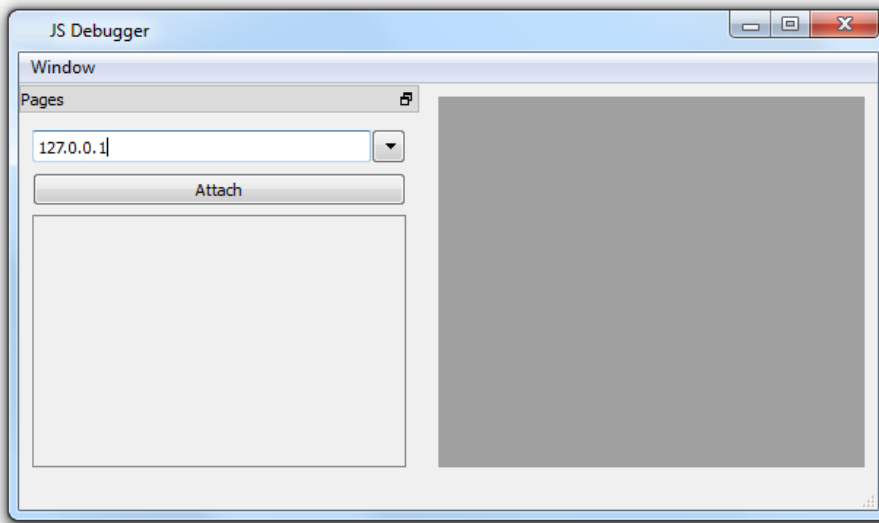
## Remote JavaScript Debugger

**Path: Run> Start JS Remote Debugger**

1. Set the **Allow JavaScript Remote** and the **JavaScript Debug** parameters in the project Properties to true in all the pages where debugging is required.
2. Download the project: the following message is displayed on the runtime.



- In the **JS Debugger** window, select the IP of the HMI device and click **Attach** to connect the debugger to the HMI device.



Remote JavaScript debugger connects to HMI Runtime using port 5100/TCP.



Note: The Remote JavaScript debugger tool is not supported in HMI Client.

## JavaScript Memory Usage

When the memory exceeds the maximum, an out of memory exception is thrown with a custom message. Please note that we don't have a fine control over the actual memory usage so it is mainly a soft limit. Moreover we can't forbid the allocation (this will break the engine implementation), so exception is thrown only when the memory is already over the limit. Before raising the exception, a garbage collection is forced to see if some memory can be freed.

JavaScript memory limit can be accessed from the global object **\$EngineMemory**. The default is 16MB, which should be enough for the typical JavaScript usage (mainly control, without many allocations).

- `$EngineMemory.setLimit()`  
set maximum memory allowed for JavaScript (the default limit is 0x00FFFFFF)
- `$EngineMemory.getLimit()`  
get maximum memory allowed for JavaScript
- `$EngineMemory.getSize()`  
get currently used memory from JS (fastMallocStat)

### Test memory exception

To generate and test memory exception you can use the following snippet. Please note that we need to reset the memory limit to 0xffffffff to be able to run the alert, otherwise the memory allocations required to pop up the alert would fail.

```
try
{
    // Generate out-of-memory error
    var a = [];
    while(1)
    {
        a.push("a");
    };
} catch(e)
{
    // Ensure there is enough memory to pop up error message
    $EngineMemory.setLimit(0xffffffff);
    alert("Exception: " + e);
};
```

# 37 Handling Gestures

---

Some widgets have the capability to detect and manage pan and pinch gestures.

- Trends (see "[Trend widget gestures](#)" on page 198 for details)
- Gesture Area Widget. Special widget designed to customize handling of gesture events (see "[Gesture area widget](#)" on page 306 for details)

For widgets based on table presentation, when the **Scrollbars Type** parameter has been set to "Gesture", the pan gesture is used to smoothly scroll the table.

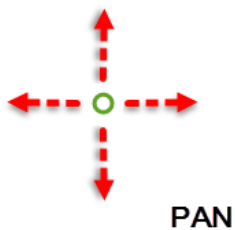
- Alarms
- Control List



**WARNING:** pinch gesture requires two fingers. It is available only with HMI devices supporting multi touch operation (see "[HMI devices capabilities](#)" on page 441)



Tip: Using multi touch HMI device you can implement safe commands by programming a command to be executed only when two buttons are pressed at the same time.



PAN



PINCH





# 38 System Settings

---

System Settings is an internal tool of the HMI device that can be used for the basic device settings or for the system components update.



Note: the system components can be update even from the PB610 Panel Builder 600 (see "[Updating system components in HMI devices](#)" on page 423 for details)



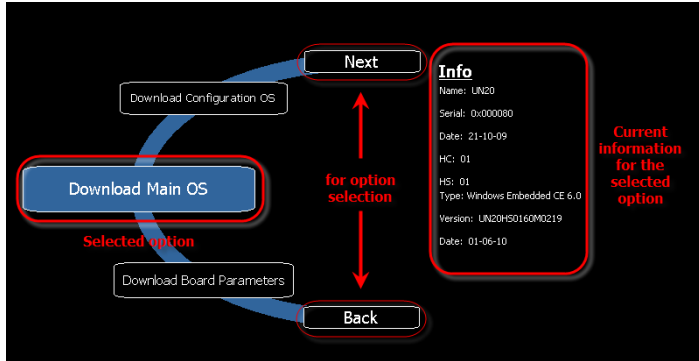
**CAUTION: Working with the System Settings tool is a critical operation and, when not performed correctly, may cause product damages requiring service of the product. Contact technical support for assistance.**

---

WinCE Devices .....	390
Linux Devices .....	397

## WinCE Devices

The System Settings tool includes a rotating menu, and navigation buttons to scroll between the available options.



For each function and component on the left, the **Info** pane on the right displays all available information. In the example the version of the Main OS component is shown.

The System Settings tool can be used in two operating modes:

- User mode
- System mode.

For each mode different options are available.

## Runtime Installation

HMI devices are delivered from factory without Runtime, at first power up HMI shows the “Runtime Loader” screen.



Runtime can be installed:

- Automatically, via Ethernet on first project download with PB610 Panel Builder 600
- Manually via USB Memory, creating an “Update Package”

## Install Runtime via Ethernet

To install Runtime via Ethernet follow the "[Download to HMI device](#)" on page 74 procedure.



**WARNING: Runtime installation via Ethernet download requires the HMI to have a valid IP address.**

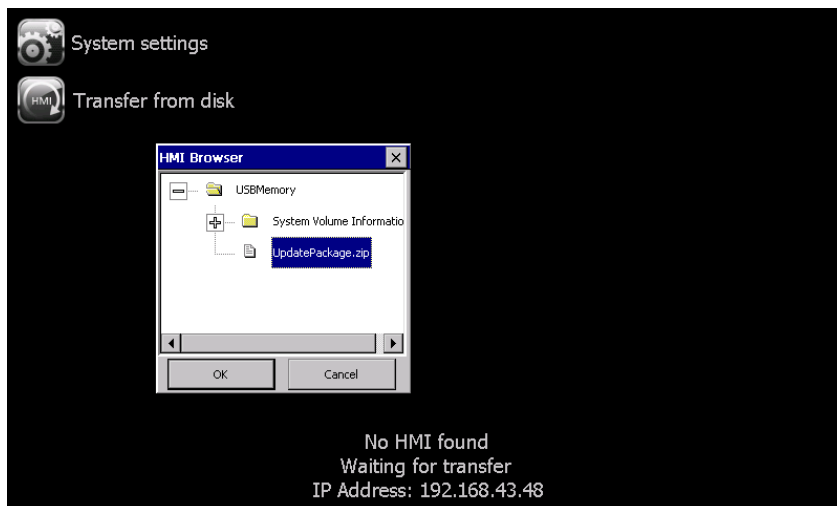
The IP address can be assigned in three ways:

- *Automatically via DHCP server.* This option is enabled by default. If a DHCP server is available on the network IP address will be assigned automatically by the server.
- *Automatically via Auto-IP feature.* If DHCP assignment is enabled but no DHCP server is available on the network the HMI assigns itself an IP Address into range 169.254.x.x with subnet mask 255.255.0.0
- *Manually via System Settings.* From System Settings menu, in Network section the IP address can be manually assigned, disabling the DHCP server assignment feature.

## Install Runtime via USB Memory

To install Runtime, UpdatePackage or Backup Package via USB device follow this procedure:

1. Create an Update Package from PB610 Panel Builder 600 and copy into an empty USB memory stick
2. On HMI select [Transfer from disk] and select the UpdatePackage.zip to load.



## System Settings

System Settings has two operating modes:

- **User Mode**  
a simplified interface that gives users access to the basic settings of the HMI device.
- **System Mode**  
a full interface that gives users access to all the tool's options.

When you access the tool at runtime selecting "*Show system settings*" from the context menu, the tool is started by default in User Mode.




Note: Press and hold on a screen area without buttons or other touch sensitive elements to display the context menu.

To access System Mode:

- Execute a tap sequence on the touch screen during the power-up phase. A tap sequence is a high frequency sequence of touch activations executed immediately after the device has been powered.
- From the System Setting page in User Mode, restart the panel in Configuration OS mode




## Elements available in User Mode

Element	Description
<b>Calibrate Touch</b>	Calibrate the touch screen
<b>Display settings</b>	Control backlight inactivity timeout and brightness
<b>Time</b>	Set HMI device date and time manually or configure NTP servers
<b>Regional Settings</b>	Select or customize the regional setting parameters
<b>BSP Settings</b>	Display operating system version and unit operating timers to control buzzer and battery led.
<b>Network</b>	Sets IP address and other network settings
<b>Plug-in List</b>	List the plug-in modules installed and recognized by the system.   Note: this option may not be supported by all platforms and all versions.
<b>Close</b>	Closes the system setting page
<b>Restart</b>	Restart the HMI device <ul style="list-style-type: none"> <li>• Main OS Restart the HMI device in the operating mode</li> <li>• Configuration OS Restart the HIM device with System Setting tool active in System Mode</li> </ul>

## Elements available in System Mode


In addition to those available in User Mode, the following features are also available:

Element	Description
<b>Format Flash</b>	Formats the internal device flash disk. All projects and the HMI Runtime will be erased, returning the device to its factory settings.
<b>Restore Factory Settings</b>	Restores factory settings as an alternative to Format Flash, in a more flexible way. The following options are available:  <b>Uninstall HMI:</b> removes the HMI Runtime (entire qthmi folder) at the next start the device will behave as a brand new unit. This command does not reset settings such as IP address, brightness or RTC.  <b>Clear System Settings:</b> resets system parameters (registry settings) and deletes the following files:  <i>\\Flash\\Documents and Settings\\system.hv</i>

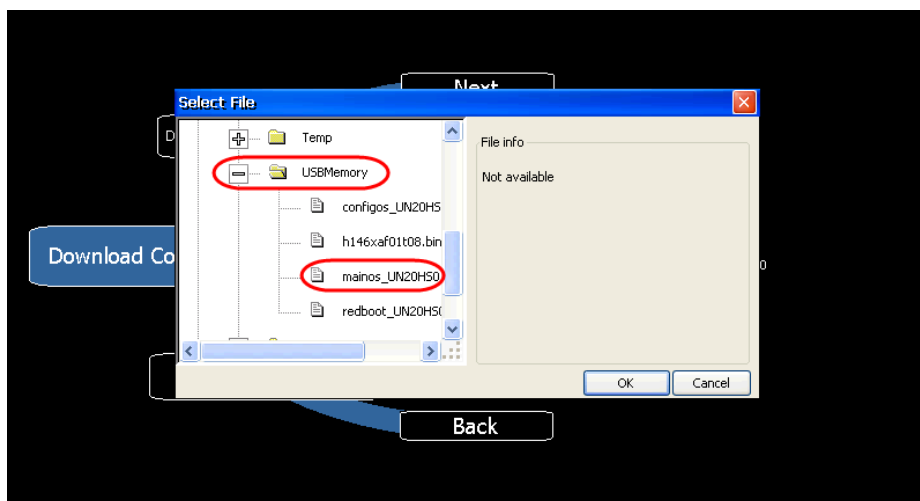
Element	Description
	<p>\\Flash\\Documents and Settings\\default\\user.hv                      \\Flash\\Documents and Settings\\default.mky                      \\Flash\\Documents and Settings\\default.vol</p> <p>System Mode password is also reset.</p> <p><b>Clear sysdata settings:</b> clears \\Flash\\\$SysData\$ folder</p> <p> <i>Service call: To be used only by technical support to fix display problems.</i></p> <p> Note: Not all these options are available for all HMI devices and BSPs.</p>
<b>Resize Image Area</b>	Resizes the flash memory reserved to store the splash screen image displayed at power up. Default settings are normally suitable for all units.
<b>Download Configuration OS</b>	Checks and upgrades the current version of the operating system used in System Mode
<b>Download Main OS</b>	Checks and upgrades the current version of the main operating system
<b>Download Splash Image</b>	<p>Loads a new file for the splash screen image displayed by the unit at power up.</p> <p> Tip: Update the splash screen image directly from the PB610 Panel Builder 600 programming software.</p> <p>See "<a href="#">Update of system components from the application</a>" on page 424 for details.</p>
<b>Download Bootloader</b>	Checks and upgrades the current version of the system boot loader.
<b>Download Main FPGA</b>	Checks and upgrades the current version of the main FPGA file. This function may not be available for all platforms and versions.
<b>Download Safe FPGA</b>	Checks and upgrades the current version of the backup copy of the FPGA file. This function may not be available for all platforms and versions.
<b>Download System Supervisor</b>	Checks and upgrades the current version of the system supervisor firmware (used for the RTC and power supply handling).
<b>Upload Configuration OS</b> <b>Upload Main OS</b> <b>Upload Splash Image</b> <b>Upload Bootloader</b> <b>Upload Main FPGA</b> <b>Upload Safe FPGA</b> <b>Upload System Supervisor</b>	Copy the system files from the operator panel on the external device (usually an USB stick).

## Update System Components

System components can be updated using a USB flash drives. For each component, a couple of specific update files are provided.

 Note: Upgrading procedures depend on hardware and operating system versions. Contact technical support for assistance.

1. Copy all the upgrade files you need to a USB drive and plug it into the USB port of the HMI device.
2. Start the System Settings tool in System Mode (see "[System Settings](#)" on page 391 for details).
3. Click on the desired download function.
4. Browse the content of the USB drive to the files to download. The example shows Main OS components.




5. Click **Download** to transfer files to the HMI device.

 Note: From this dialog click **Upload** to transfer files to the USB device.



6. Follow the instructions displayed to complete the update: the progress of the operation is displayed in a progress bar.

This operation may require a few minutes.

 **Important: Do not turn off the device while a system component is being upgraded.**

## List of upgradable components

The HMI devices support the upgrade of the following components:

Component	Description
Application	The HMI Application and the HMI Runtime generated from the <b>Run&gt; Update Package</b> command
Main OS	Main Operating System
Configuration OS	Backup operating system that ensures units recovery in case of main operating system corruption
Splash	The initial screen shown during the startup of the HMI device
Bootloader	Loader to handle device startup
Main FPGA	FPGA firmware
Safe FPGA	Backup copy of the Main FPGA that ensures unit booting in case of main FPGA corruption   <b>Important: Use the same file for updating Main and Safe FPGA components.</b>
System Supervisor	Firmware of the system supervisor controller (for example: packaged_GekkoZigBee_v4.13.bin).  <div style="background-color: #e0f2f1; padding: 5px; border-radius: 10px; margin-bottom: 10px;"> <i>The System Supervisor component can be upgraded from v4.13 or above.</i> </div>  <b>Important: Do not try to update versions V4.08, V4.09, V4.10 and V4.11 since they do not support automatic update from System Settings.</b>

## Touchscreen calibration

System Setting Calibration allows to calibrate Touchscreen device, can be accessed from System Settings

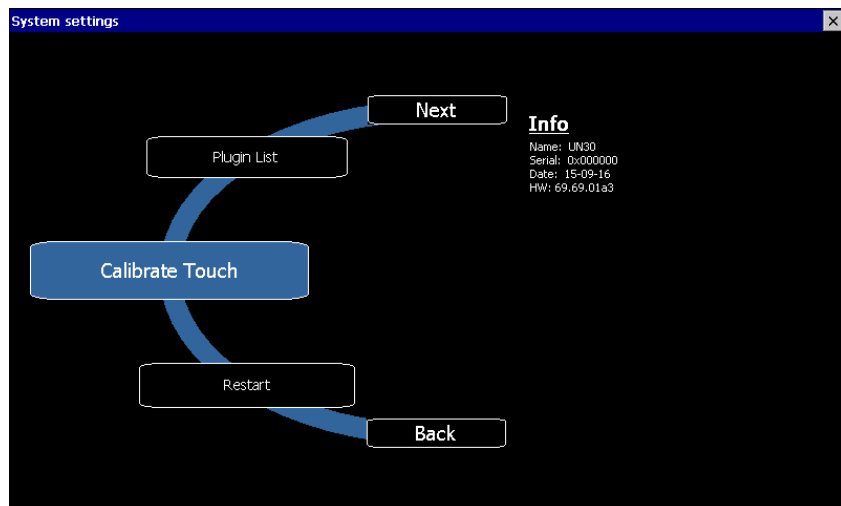
To access System Settings:

- Execute a tap sequence on the touch screen during the power-up phase. A tap sequence is a high frequency sequence of touch activations executed immediately after the device has been powered.

or

- Press and hold on an empty area of the screen for a few seconds to display the context menu.

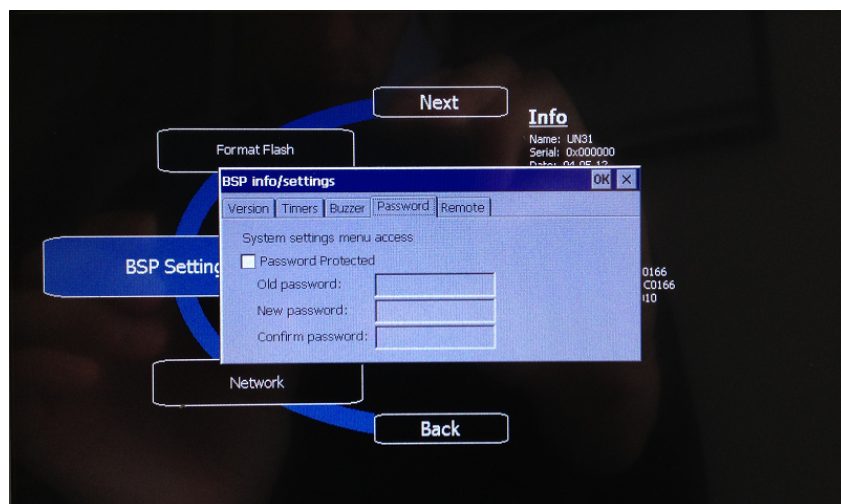
From the rotating menu, select “*Calibrate Touch*” and follow the instructions on screen to complete the calibration procedure, system will prompt to touch specific points to calibrate the touchscreen device.





## Password protection

Internal password of the HMI device can be defined from the System Settings in System Mode (see "[System Settings](#)" on page 391 for details)

From the rotating menu, select "BSP Settings" and then the Password tab to open the set password dialog.



The password must be at least 5 characters long.

-  Leave "Old password" empty as default if target password is not set.
-  This feature is available from BSP versions V1.64 ARM UN30/31 and V2.73 MIPS UN20 based on WCE OS.

## Factory restore

If you're having problems with the HMI device, try and restore factory default settings from System Mode.



1. Enter **System Mode**.
2. Use one of the following operations available in rotating menu:
  - **Format Flash**, to clean the flash drive and registry configuration.
  - **Restore Factory Settings**, to clean only the select components.



Note: Both operations do not involve firmware factory restore (MainOS, ConfigOS, Bootloader, FPGA images, etc).

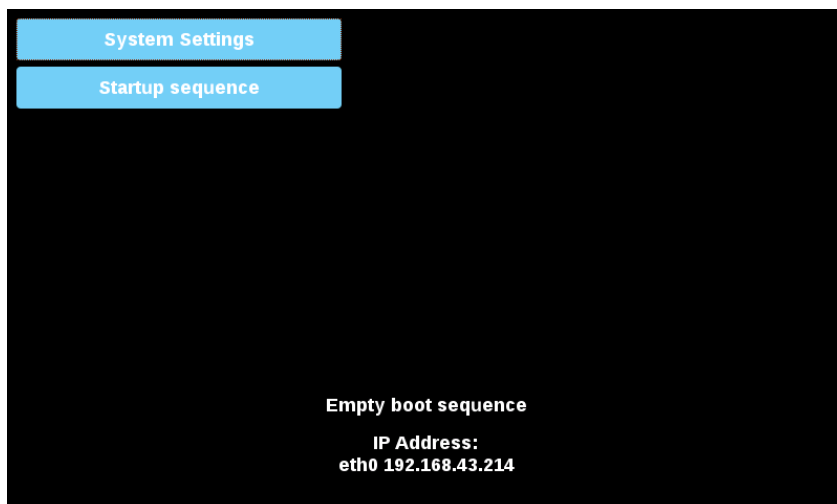
See "[System Settings](#)" on page 391 for details.

## Linux Devices

CP600-eCo products offer a powerful integrated tool called System Settings that allows management and upgrade of system components. Operations can be done directly on HMI or remotely using web browser.

## Runtime Installation

HMI devices are delivered from factory without Runtime, at first power up HMI shows the "Runtime Loader" screen.



Runtime can be installed:

- Automatically, via Ethernet on first project download with PB610 Panel Builder 600
- Manually via USB Memory, creating an "Update Package"

## Install Runtime via Ethernet

To install Runtime via Ethernet follow the "[Download to HMI device](#)" on page 74 procedure.



**WARNING: Runtime installation via Ethernet download requires the HMI to have a valid IP address.**

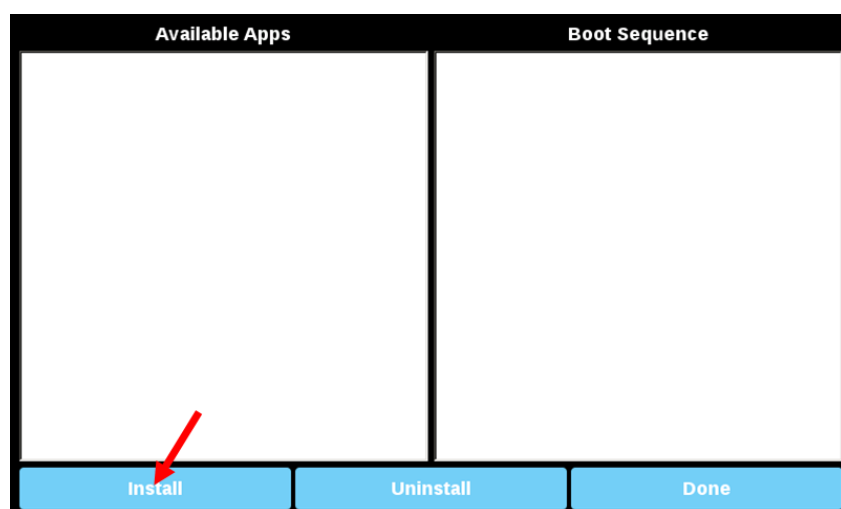
The IP address can be assigned in three ways:

- *Automatically via DHCP server.* This option is enabled by default. If a DHCP server is available on the network IP address will be assigned automatically by the server.
- *Automatically via Auto-IP feature.* If DHCP assignment is enabled but no DHCP server is available on the network the HMI assigns itself an IP Address into range 169.254.x.x with subnet mask 255.255.0.0
- *Manually via System Settings.* From System Settings menu, in Network section the IP address can be manually assigned, disabling the DHCP server assignment feature.

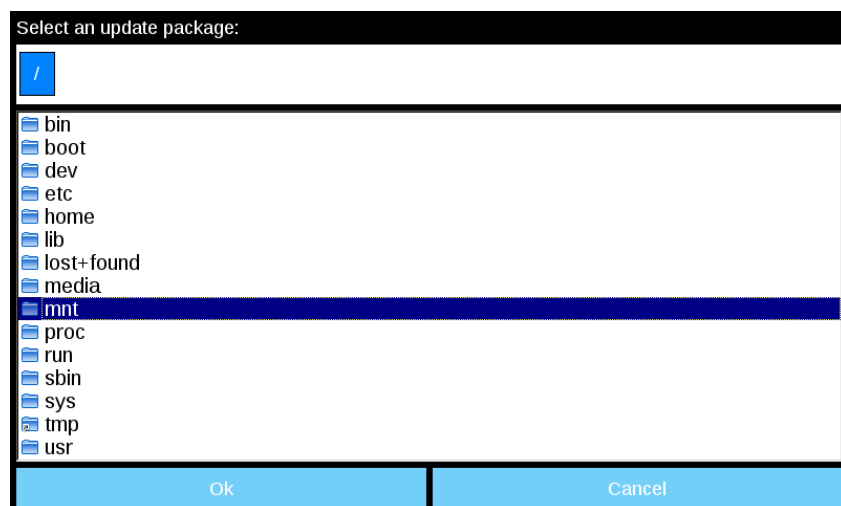
## Install Runtime via USB Memory

To install Runtime, UpdatePackage or Backup Package via USB device follow this procedure:

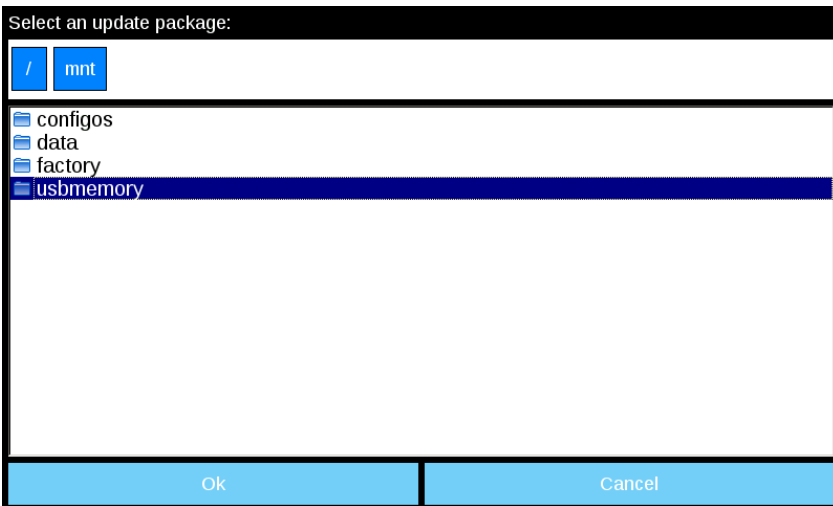
1. Create an Update Package from PB610 Panel Builder 600 and copy into an empty USB memory stick
2. On HMI select [Startup sequence], then [Install]



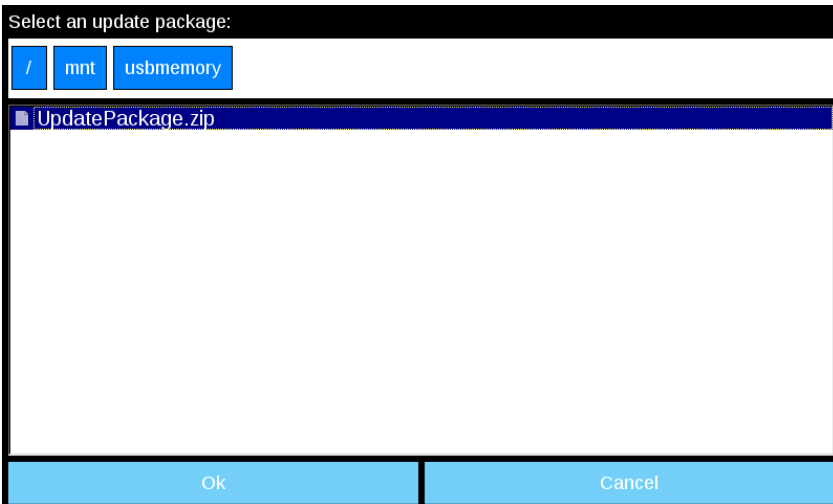
3. Double click on "mnt" to access this folder



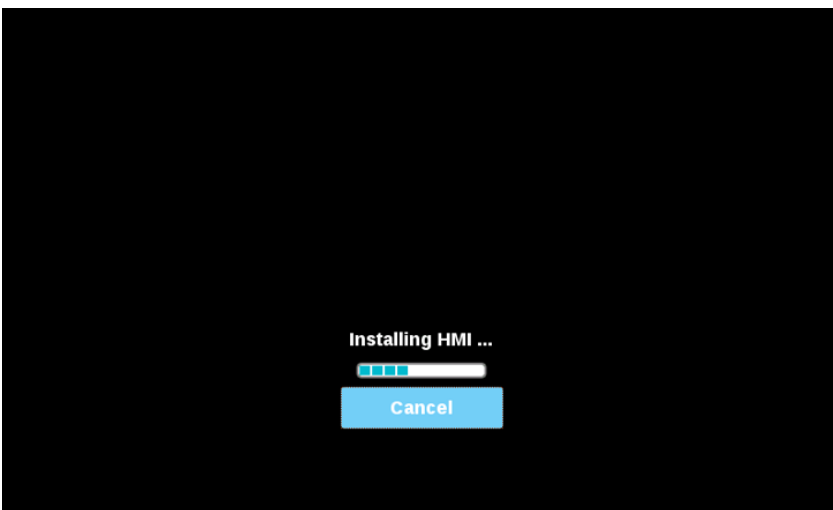
4. Then on "usbmemory"



5. Select "UpdatePackage.zip" and confirm with [Ok]



6. The runtime installation begin



Note: File systems supported are FAT16/32 and Linux Ext2, Ext3 and Ext4.

## System Settings

The user interface of System Settings is based on HTML pages and can be accessed both locally on the HMI device screen and remotely using a Web browser.

Administrator username with full access right is "admin" with default password "admin". Generic username is "user" with default password "user"



**WARNING: For security reasons, change the default passwords for both usernames (passwords can be modified from the "System Settings -> Authentication" command)**



Accessing at the system settings from the HMI device do not require to enter a password until the default "admin" password is not changed.

## System Setting access from Web browser

To access System Settings using a Web browser, enter the IP address of the device, in the following format:

`https://IP/machine_config`



Note: Remote access requires port 443.

Browse through the options available in the menu on the left: the active item is highlighted and related information is displayed on the right.

System Settings		MENU	Language	ADMIN
Language	<input checked="" type="checkbox"/>	English		
System		Italiano		
Logs		Deutsch		
Date & Time		中文		
Network				
Services				
Management				
Display				
Restart				
Authentication				

Default security protocols proposed by the HTTPS server in the CP600-eCo HMI device are:

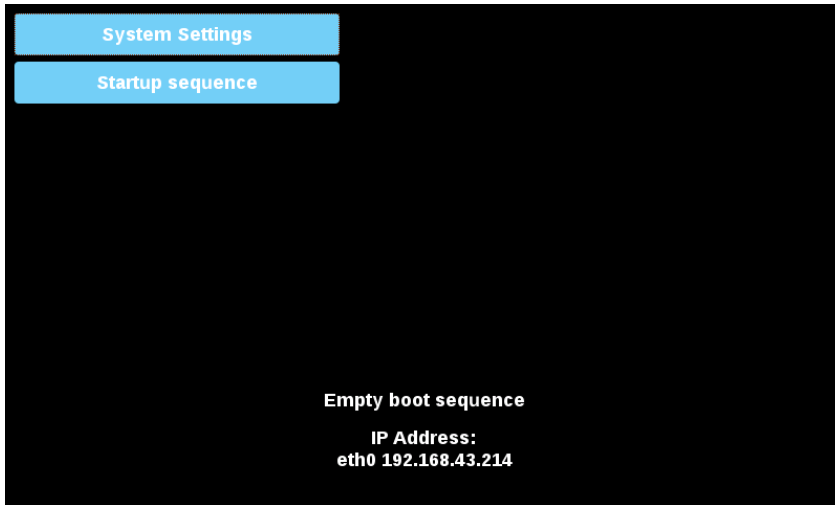
- SSLv3 256 bits ECDHE-RSA-AES256-SHA
- TLSv1 256 bits ECDHE-RSA-AES256-SHA



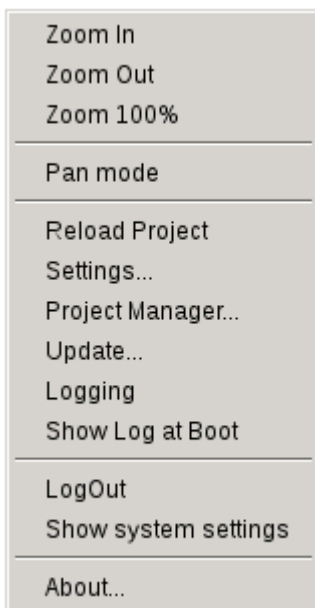
**WARNING: We discourage usage of CBC cyber suites in the context of SSL3 or TLSv1.0 connections since potentially affected by some vulnerabilities.**

## System Setting access from HMI device

When Runtime is not installed, the System Settings is accessible from the Runtime Loader screen,

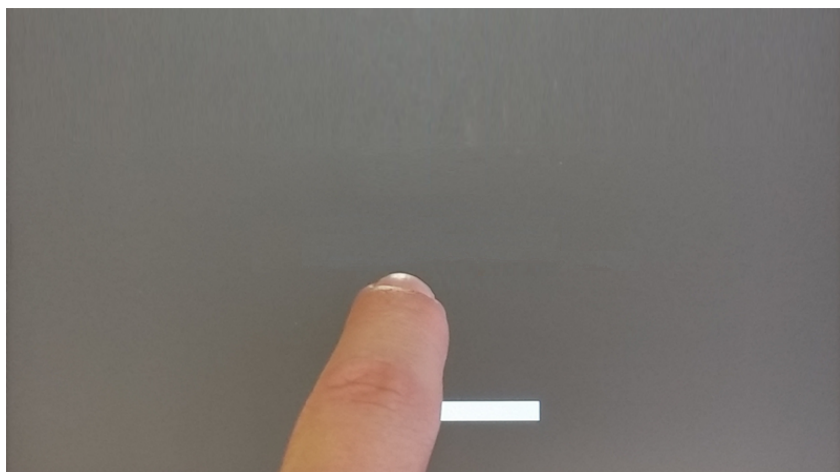


When Runtime is installed the System Settings is accessible selecting “Show System Settings” option of Context Menu,



## Enter System Settings via tap-tap procedure

Tap-tap consists in a sequence of several touch activations by simple means of the finger tapping the touch screen performed during the power-up phase and started immediately after the HMI is powered on.



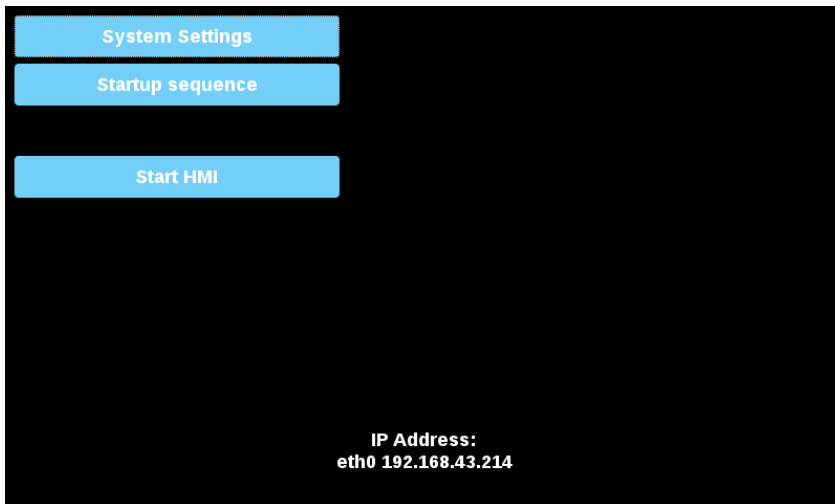
When "tap-tap detected" message appears on the top of the screen. Wait for 5 seconds (without touching the screen) to enter System Settings sub menu



Wait for 5 more seconds (without touching the screen) to enter Default Mode



Select "System Setting" from the HMI Default Mode screen



## System Settings Sections

To change system settings values, enter in edit mode by click the edit button on the right top.



The edit button is available only inside the dialogs that contains modifiable parameters.

### Languages

Select the language for the system settings interface

### System

Parameter	Description
<b>Info</b>	Device information
<b>Status</b>	Device status (Free RAM, Up time, CPU Load)
<b>Timers</b>	Device timers (System on, Back light on)
<b>Plugin</b>	Hardware plugins information

### Logs

Device log files

### Date & Time

Device date and time. Available parameters in edit mode:

Parameter	Description
<b>Current Timezone</b>	Timezone region
<b>Current Date Local Time</b>	Date and Time can set manually only when the Automatic Update is disabled.
<b>Automatic Update (NTP)</b>	Enable to keep date and time synchronized from a remote server

Parameter	Description
	<ul style="list-style-type: none"> <li>NTP Server Specify the Internet NTP Server address</li> </ul>

## Networks

Network parameters. Available parameter in edit mode:

Parameter	Description
<b>General Settings</b>	Device hostname
<b>Network Interface</b>	Network parameters of the available interfaces <ul style="list-style-type: none"> <li>DHCP</li> <li>IP Address</li> <li>Net Mask</li> <li>Gateway</li> </ul>
<b>DNS</b>	DNS Servers Generally provided from the DHCP servers, but can be modified in edit mode  Search Domains Optional domains that will be used in concatenation with the provided urls

## Services



Services are available only when logged as admin.

Mouse click on the enable button to enable/disable the service. Click the service name to list the associate parameters.

Parameter	Description
<b>Avahi Daemon</b>	Avahi is a system which enables programs to publish and discover services and hosts running on a local network.
<b>Cloud Service</b>	Allow to manage remote HMI devices connected to a centralized server through gateways. <ul style="list-style-type: none"> <li>Server Type</li> <li>Server</li> <li>Username</li> </ul>
<b>Router Service</b>	Enable routing between Ethernet adapters
<b>SNMP Server</b>	Enable the SNMP server
<b>SSH Server</b>	Enable the SSH server



Parameter	Description
System Logger	Enable system logger service
VNC Service	Enable VNC service <ul style="list-style-type: none"> <li>• Port</li> <li>• Multiple clients</li> <li>• View only</li> <li>• Encryption</li> <li>• Authentication</li> </ul>

### Management



Management is available only when logged as admin.

From the management area is possible "[Update System Components](#)" below of the HMI device.



**CAUTION: Working in the Management area is a critical operation and, when not performed correctly, may cause product damages requiring service of the product. Contact technical support for assistance.**

Use the "Clear" command inside the "Data" section to remove HMI Runtime from the device (Factory Restore)

### Display

Parameter	Description
Brightness	Brightness level of the display
Back light timeout	Backlight inactivity timeout
Orientation	Display orientation

### Restart

HMI device restart command

### Authentication

Enter in edit mode to change the authentication passwords.

### EXIT

Exit from the System Setting tool.

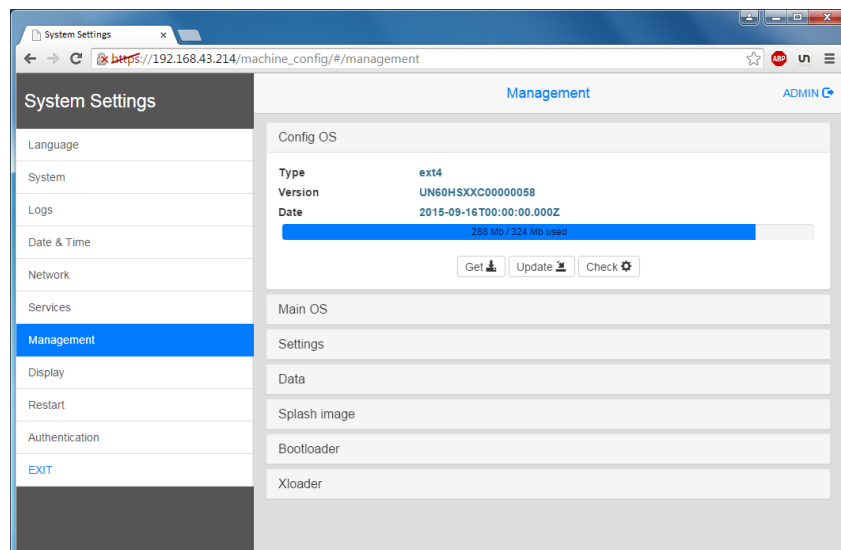
## Update System Components



**CAUTION: Working in the Management area is a critical operation and, when not performed correctly, may cause product damages requiring service of the product. Contact technical support for assistance.**

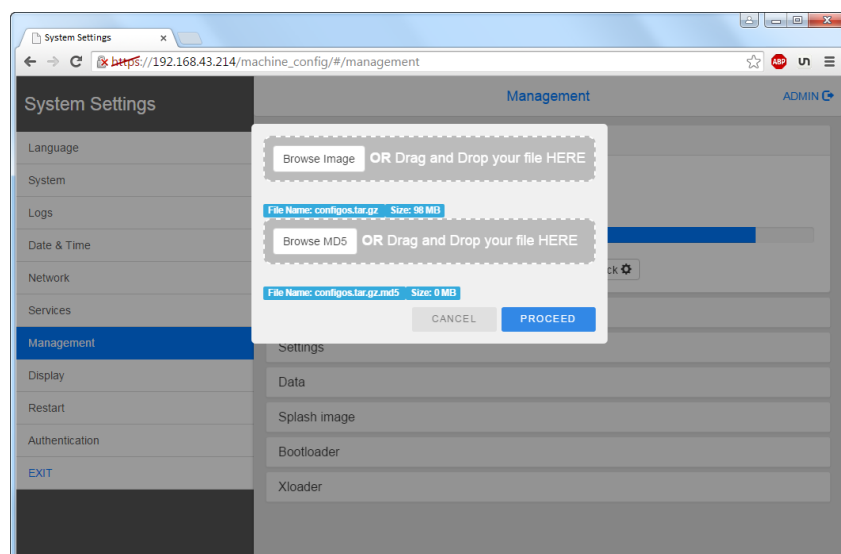
The system components of the CP600-eCo device can update locally using an USB memory key or remotely via web browser.

To update system components enter System Settings in Config OS mode via tap-tap procedure on HMI or open web browser to `https://<HMI-IP-address>` and select the “Management” section.



Expand the component to update and select [Update]

On the opened dialog, click [Browse Image], then select the “xxx-mainos-xxx.tar.gz” file. Click then on [Browse MD5] and select the “xxx-mainos-xxx.tar.gz.md5” file.



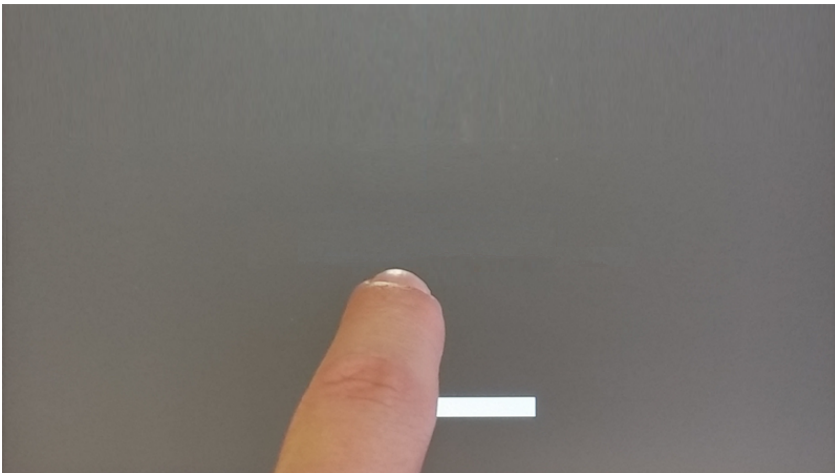
**Important: Do not turn off the device while a system component is being upgraded.**

At the end of the component update, restart HMI and leave it starting normally.

## Enter System Settings in Config OS mode via tap-tap procedure

System Setting in Config OS mode is available via tap-tap sequence, this mode can be accessed also when HMI is facing a software failure.

Tap-tap consist in a sequence of several touch activations by simple means of the finger tapping the touch screen performed during the power-up phase and started immediately after the HMI is powered on.



When “tap-tap detected” message appears on the top of the screen, press and hold the finger on touchscreen, to select “Restart: Config OS”



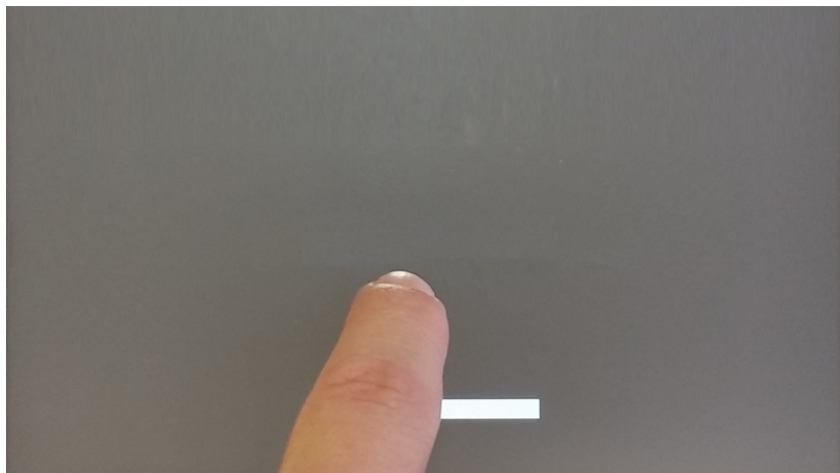
HMI will restart into System Settings in Config OS mode:



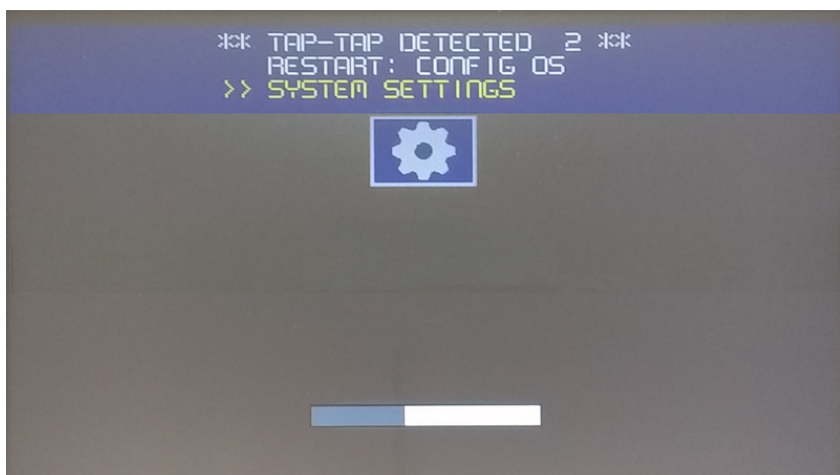
## Touchscreen calibration

System Setting Calibration allows to calibrate Touchscreen device, can be accessed by tap-tap procedure.

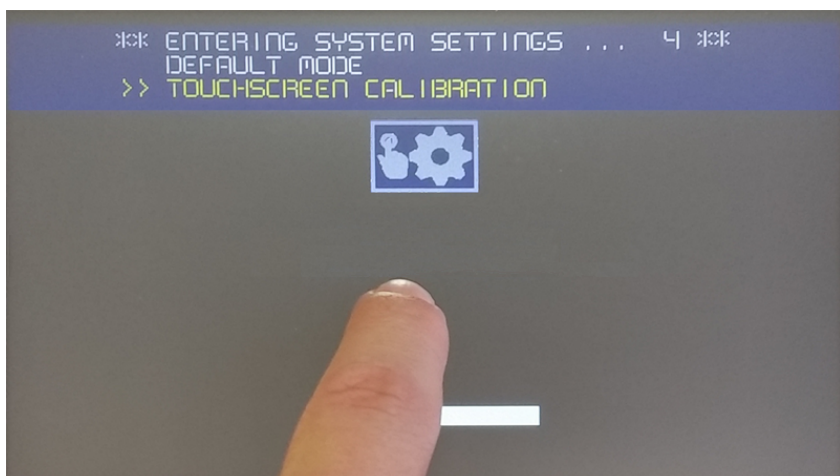
Tap-tap consists in a sequence of several touch activations by simple means of the finger tapping the touch screen performed during the power-up phase and started immediately after the HMI is powered on.



When “tap-tap detected” message appears on the top of the screen, wait for 5 seconds (without touching the screen) to enter System Settings sub menu



Press on touch screen, “Touchscreen calibration” voice will be highlighted in yellow, hold pressed for few seconds until touchscreen calibration procedure starts



Follow the instructions on screen to complete the calibration procedure, system will prompt to touch specific points to calibrate the touchscreen device.

## Password protection

Internal password of the HMI device.

From the Authentication tab, inside the "System Settings" on page 400, activate the edit mode and select the username to change the associated password.

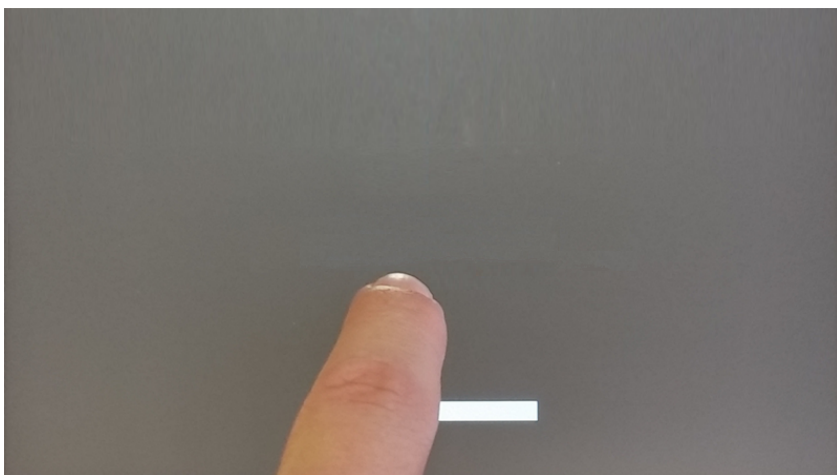


Password for admin user can modified even from the context menu of theHMI Runtime (see "Context menu options" on page 8 for details).

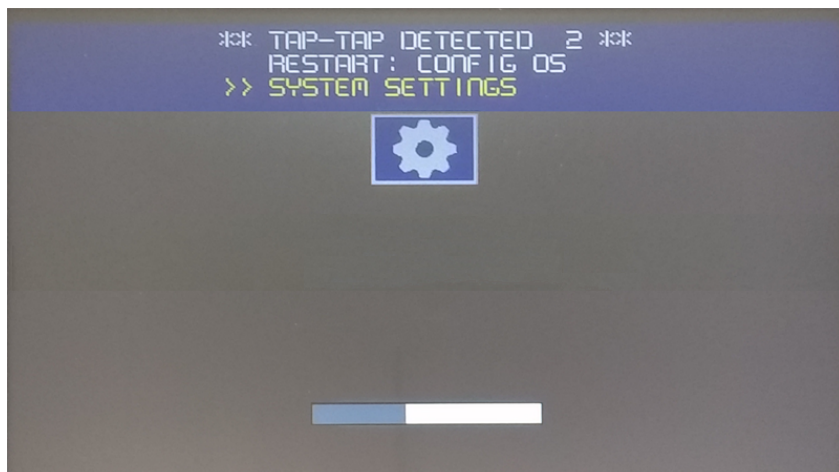
## Factory restore

System Settings in Default mode allows to uninstall HMI Runtime or change Startup sequence, this mode is available via tap-tap sequence and can be accessed also when HMI is facing a software failure.

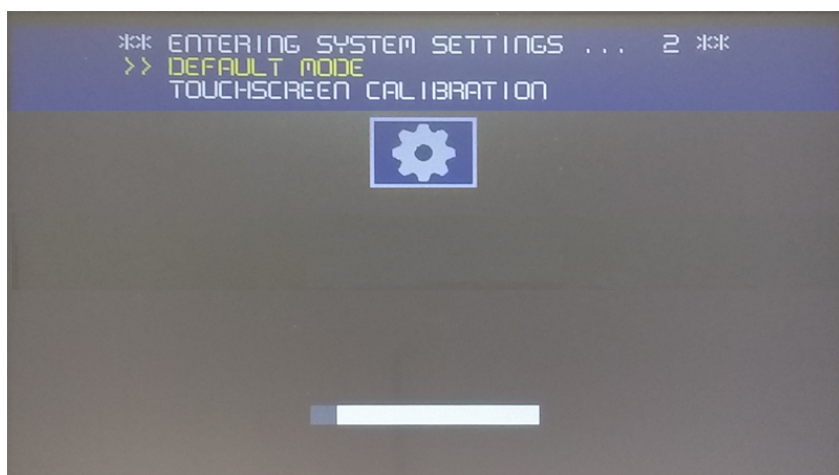
Tap-tap consists in a sequence of several touch activations by simple means of the finger tapping the touch screen performed during the power-up phase and started immediately after the HMI is powered on.



When "tap-tap detected" message appears on the top of the screen. Wait for 5 seconds (without touching the screen) to enter System Settings sub menu



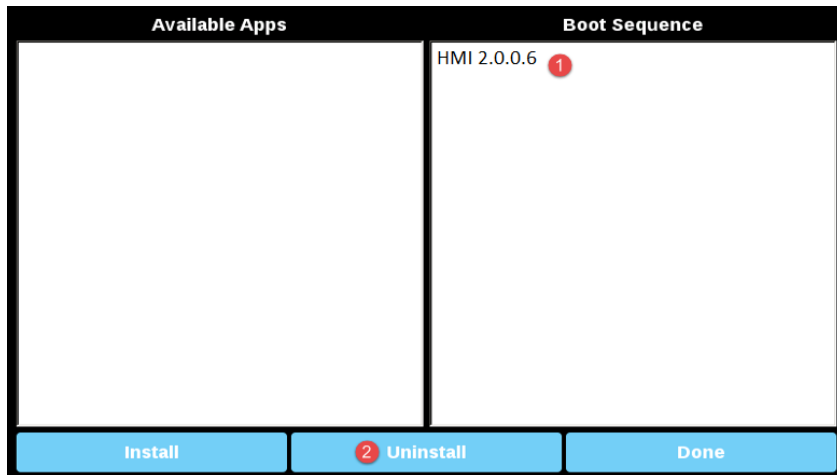
Wait for 5 more seconds (without touching the screen) to enter Default Mode



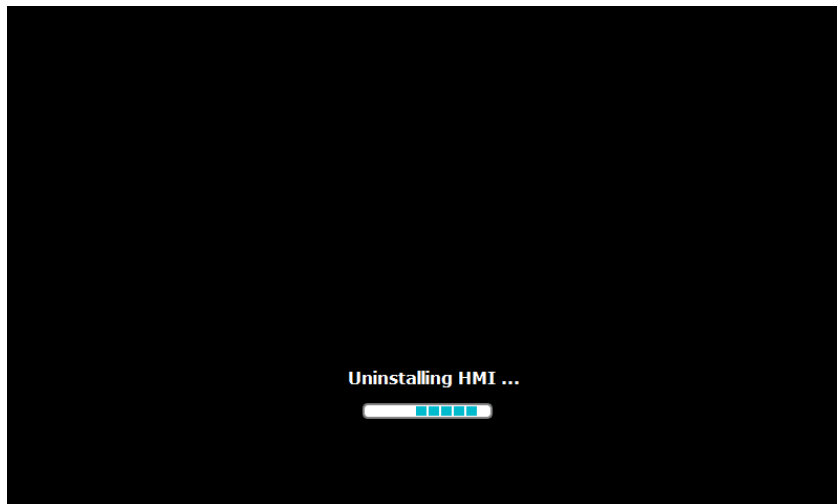
To uninstall the Runtime from HMI in Default Mode screen select [Startup Sequence]:



Select the Runtime you want to remove (1) and click [Uninstall] button (2):



Runtime uninstall process will be performed:







# 39 Web access

---

PB4Web allows users to access HMI projects from a remote web browser running on a computer or on a mobile device such as a tablet or a phone. With PB4Web, users can create a web project to display at a remote location the same graphical display shown on the HMI device. PB4Web projects are based on HTML5 technology which means that no plug-ins or external software is needed for displaying the information.

This document assumes that you have a basic understanding of how to operate the web browser on your mobile devices as well as how to set up a connection to the HMI device where the server is running. For example, you must know how to set-up Wi-Fi access if you are working with tablet or phone devices to access the PB4Web pages on the HMI device.

---

<b>Supported platforms and browsers</b> .....	<b>414</b>
<b>Generating page for Web access</b> .....	<b>414</b>
<b>Platform specific Home pages</b> .....	<b>416</b>
<b>Testing the Web project</b> .....	<b>416</b>
<b>Downloading the Web project</b> .....	<b>417</b>
<b>Web connectivity issues</b> .....	<b>418</b>
<b>Web supported features</b> .....	<b>419</b>
<b>Troubleshooting and FAQ</b> .....	<b>422</b>

# Supported platforms and browsers

PB4Web supports 3 platforms:

- web, for desktop browsers,
- phone, for smart phone devices
- tablet, for tablet devices

You can therefore create pages of different content and size for the different platforms. For example, you may want to create a set of smaller pages in your project for phones whereas you will use full size pages for desktop web browsers and tablets.

## Working with a computer

PB4Web works with all modern web browsers. The following browsers have been tested for compatibility with PB4Web:

- Mozilla Firefox 40+
- Microsoft Internet Explorer 11+
- Apple Safari 7.1+
- Google Chrome 36+



## Working with tablets or phones

PB4Web works with most tablet and phone devices. The following tablets have been tested for compatibility with PB4Web:

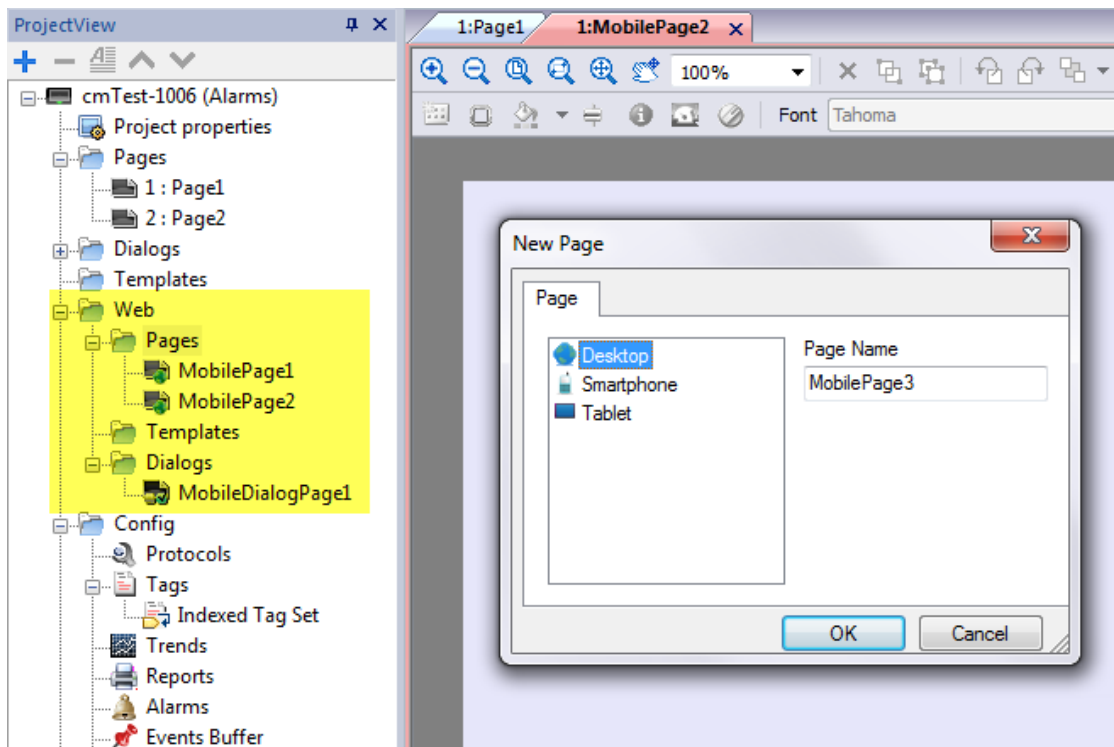
- iOS 4+ - Mobile Safari
- Android 7+ - Android Webkit



# Generating page for Web access

*Path: ProjectView> Web> Pages*

Right-click the **Pages** node and select **Insert Page** to add a web page.



Any widgets and features can be used in PB610 Panel Builder 600; however, not all features are currently available in PB4Web. If the project includes a feature that is not available, PB4Web will still work correctly but the feature will not be available on the remote client device.

See "[Web supported features](#)" on page 419 for a list of the features supported in PB4Web and of the existing limitations.

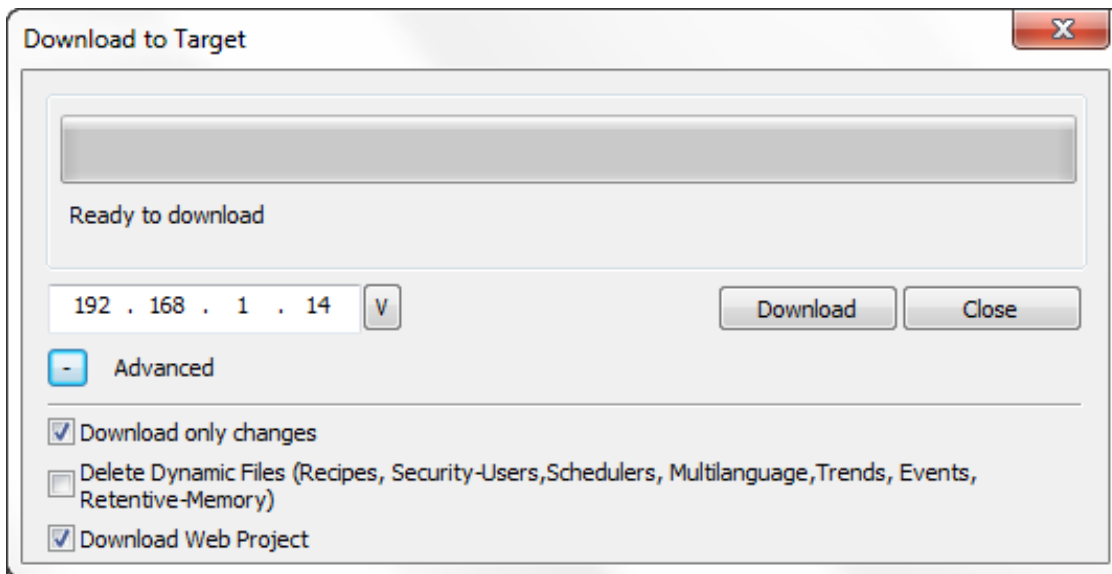
## Exporting pages

To select pages to export from the current project.

1. On the **Run** menu, click **Web Project Settings**: the **Web Project Settings** dialog is displayed.
2. Select the web pages you wish to export. By default all project and dialog pages are selected.
3. For each platform, select the home icon next to the page you want to define as the Home page. Only one Home page can be selected for each platform. All other home icons are grayed.



**WARNING:** When you download a project to the HMI device, make sure the **Download Web Project** option is selected.



## Platform specific Home pages

The Home Page of the PB4Web project defines the first page that is shown in the browser of each platform type and defines the starting point for your web project. Pages that can be accessed from home page depend on the how other pages are linked in the project.

For example, if you have designed a set of pages for a phone platform, set as a Home Page a page appropriately sized for a mobile phone display. Then include in this page only links to other phone pages: the user will only access phone pages when browsing the PB4Web project from a phone.

## Testing the Web project

You can test your PB4Web project using the online simulator opening a standalone web page directly from a browser.

### Testing with the online simulator

PB610 Panel Builder 600 includes an web server in the online simulator. You can start the simulator and access your PB4Web project from a web browser. The pages will be served from the simulator.

1. Create your project (see "[Generating page for Web access](#)" on page 414).
2. On the **Run** file, choose **Start Simulator**: the project will start running in a separate window.
3. Open a web browser (see "[Supported platforms and browsers](#)" on page 414 for a list of browser compatible with PB4Web).
4. Enter the following address: `http://localhost:81`: this tells the web browser to read the web pages from the local computer and use port 81, used by default by the online simulator in PB4Web.
5. Test your project in the browser.



**Important: If you make any changes to the project pages in PB610 Panel Builder 600 you must stop and restart the simulator.**



Note: If you are using a device (for example, a smartphone) that is not the localhost where the simulator is running, you will be required to enter username and password.

## Downloading the Web project

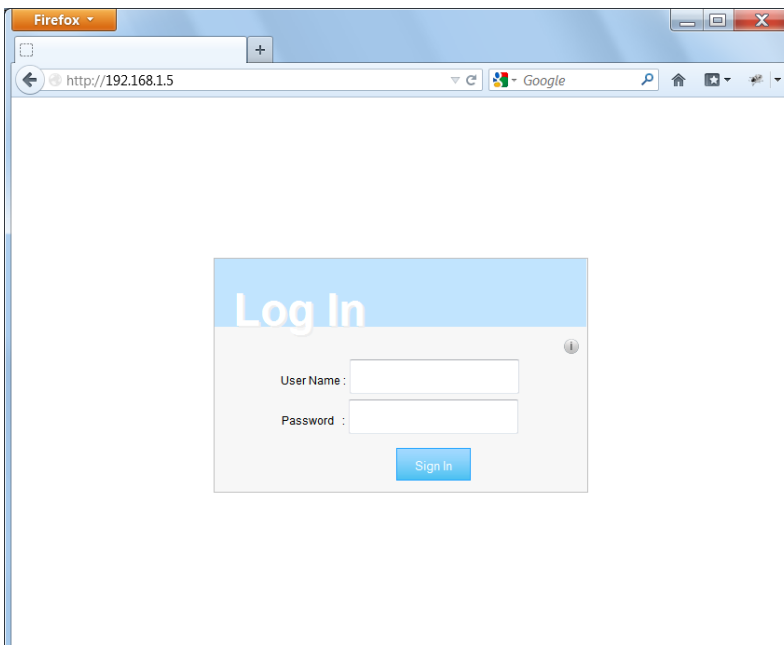
After testing the PB4Web pages, you can download the project to the desired HMI device.

The PB4Web project is downloaded together with the PB610 Panel Builder 600 project, see "[Download to HMI device](#)" on [page 74](#) for details.

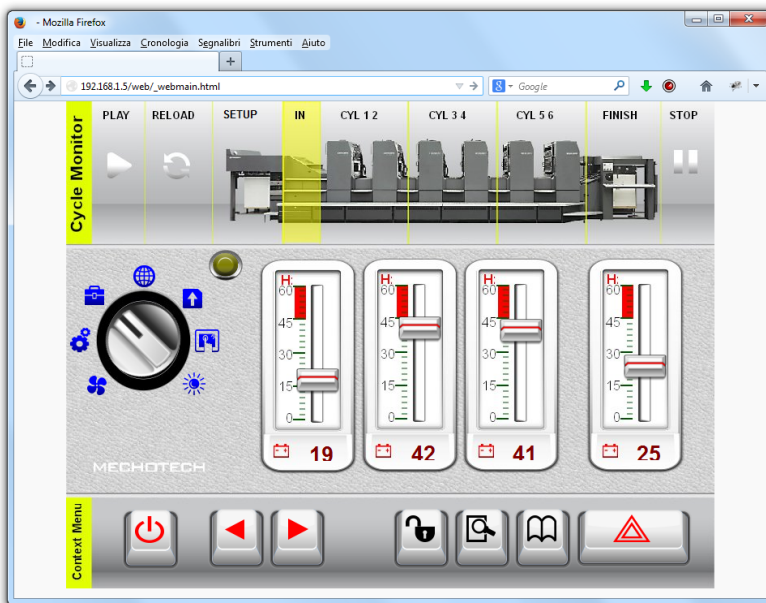
After the download process is completed, the HMI project automatically starts on the HMI device and the PB4Web project is ready to be used.

## Running PB4Web from a browser

1. Open a web browser and enter the IP address of your HMI device: the login page is displayed.



2. Enter **User Name** and **Password** and click **Sign In**: the Home page will be displayed.



See "User management and passwords" on page 231 for details on how to create credentials.

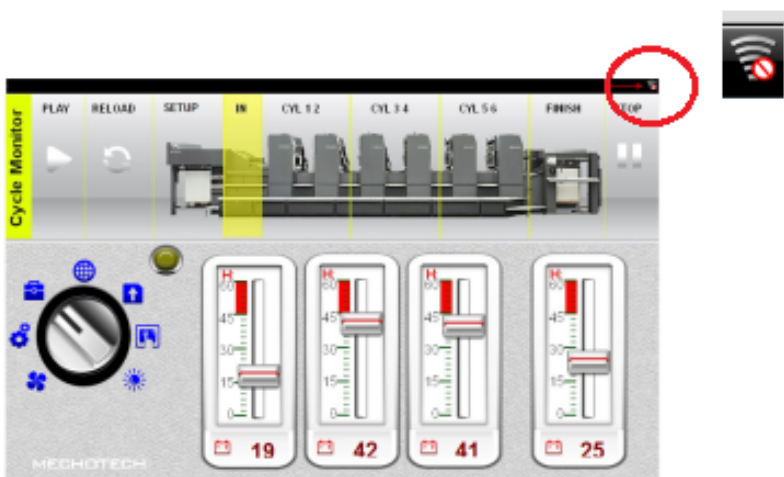
You can interact with the project using the browser in the same way you interact with a device when touching the screen: click buttons to change pages, view indicators and gauges, drag slider handles to change values, and so on. The PB4Web project will manage all communications with the web server while you are interacting with the HMI device remotely.

## Web connectivity issues

Here are described the most common issues you might encounter when connecting remotely to your HMI device.

### Server disconnection

Since PB4Web runs remotely from the HMI device, the server might disconnect from the browser (for example if the server is stopped or the network cable is unplugged). If this happens, a 'disconnect' icon will appear in a toolbar on top of the PB4Web as in this example.



Once the server is back online, the red circle-bar icon will disappear indicating normal communications with the device.



Note: If you make changes in the PB4Web pages while the server is disconnected, these changes will be visible on the client but will not be transferred to the server until the connection is restored.

## Inactivity timeout

PB4Web will require you to re-enter your login credentials if the browser has been inactive for several minutes. If no activity is detected for 10 minutes, the login screen will reappear and you need to enter your login credentials to continue operation. A timeout feature guarantees that no unauthorized access is possible. The web inactivity timeout can be modified from the **Project Properties** table.

## User session termination

A user session can be terminated either from the server or from the user.

In specific conditions the server might send a request to the client (browser) to perform the login process. In this case the user is redirected to the login page and then back to the page where he was working. This will happen for example if the user clears the browser cache or browser cookies.



Note: If the user is working in a dialog when redirected to the login page, he will be then redirected to the page from which the dialog was opened.

## Non-Active PB4Web Project

The PB4Web page displayed in your browser might come from a project that is no longer active in the device. In this case a confirmation box is displayed and you can return to the active project.



Note: This redirection assumes that the current active project has PB4Web pages in it.

If you choose to stay in the non-active project all the actions you perform in the browser may not be executed properly as the PB4Web cannot perform any server-bound communication.

## Web supported features

Currently not all PB610 Panel Builder 600 features are supported in PB4Web. Here a list of features supported and limitations, classified by category.



**When you copy and paste objects from standard pages to a web pages, make sure that all objects are supported in web pages. Eventually remove unsupported objects from the web page after paste.**

Category	Supported features	Limitations
Widgets	<ul style="list-style-type: none"> <li>• Basic (Text/Numeric, Images, Shapes, Trends/Graphs, Recipes, Controls, Alarms, Texture)</li> <li>• Buttons</li> <li>• Meters</li> <li>• Switches</li> <li>• Lights</li> <li>• Media (IP Camera)</li> <li>• Icons</li> <li>• Factory Automation</li> </ul>	<ul style="list-style-type: none"> <li>• AttachToTag of system variables is not supported</li> <li>• Font files without web download permissions flag enabled are not loaded from the PB4Web</li> <li>• Widget properties with Attach to... dynamic behavior may not work for all properties supported by PB610 Panel Builder 600.</li> <li>• Multistate Image Multi-Layer is not supported.</li> <li>• Alarm Color based on trigger condition is not supported in Web</li> <li>• Can not edit the Alarm widgets in runtime</li> </ul>
Alarms	<ul style="list-style-type: none"> <li>• Alarms limits in PB4Web is the same of HMI device (500..2000 based on target)</li> </ul>	<ul style="list-style-type: none"> <li>• On Smartphone/Tablet (in general embedded devices) based on HW a user could expect performance problems with &gt; 500 alarms.</li> </ul>
Actions	<ul style="list-style-type: none"> <li>• Widgets (Javascript)</li> <li>• Page (HomePage, LoadPage, NextPage, PrevPage, LastVisitedPage, ShowDialog, CloseDialog, ShowMessage, LaunchBrowser)</li> <li>• Multilanguage (SetLanguage)</li> <li>• Tag (WriteTag, StepTag, SetBit, ResetBit, ToggleBit)</li> </ul>	<ul style="list-style-type: none"> <li>• JavaScript is supported (see <a href="#">"JavaScript " on page 345</a> JavaScript chapter for a list of supported features)</li> </ul>

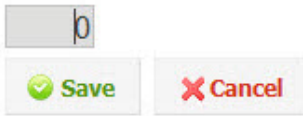


Category	Supported features	Limitations
	<ul style="list-style-type: none"> <li>Trend/Graph (RefreshTrend, ScrollLeftTrend, ScrollRightTrend, PageLeftTrend, PageRightTrend, ScrollUpTrend, ScrollDownTrend, PageUpTrend, PageDownTrend, PageDurationTrend, ZoomInTrend, ZoomOutTrend, ZoomResetTrend, ZoomInAxisTrend, ZoomOutAxisTrend, ZoomResetXAxisTrend, PauseTrend, ResumeTrend, ShowTrendCursor, ScrollTrendCursor, ScrollTrendToTime)</li> <li>Alarm (ResetAlarm, AckAlarm, SelectAllAlarms, EnableAlarms)</li> <li>System (DumpTrend, DeleteTrend, DeleteEventArchive)</li> <li>Recipes (DownloadRecipe, UploadRecipe, WriteCurrentRecipeSet, DownloadCurRecipe, UploadCurRecipe, ResetRecipe, DumpRecipeData, RestoreRecipeData, AddRecipeDataSet, DelRecipeDataSet)</li> </ul>	<ul style="list-style-type: none"> <li>Page actions are not supported in alarm trigger condition</li> </ul>
XForms	<ul style="list-style-type: none"> <li>Scaling</li> <li>Offset</li> <li>ColorPalette</li> <li>BitIndex</li> </ul>	<ul style="list-style-type: none"> <li>Some parameters do not support the ColorPalette functionality.</li> </ul>
Keypads	<ul style="list-style-type: none"> <li>Only numeric keypads widgets are supported.</li> </ul>	<ul style="list-style-type: none"> <li>Custom keypads are not supported. The numeric keyboard will be displayed as numeric widgets with a read/write or write mode.</li> </ul>
Dialog Page	<ul style="list-style-type: none"> <li>Supported, you can show them and close them based on the ShowDialog and CloseDialog actions.</li> </ul>	<ul style="list-style-type: none"> <li>Dialog pages support only modal dialogs.</li> </ul>
User Management	<ul style="list-style-type: none"> <li>The login mechanism verifies user credentials on the server. The user name and password are based on the user credentials defined in User Management.</li> </ul>	<ul style="list-style-type: none"> <li>Individual security settings applied to widgets or pages are not supported.</li> </ul>
Concurrent User Connections	<ul style="list-style-type: none"> <li>The web server in the HMI device supports three concurrent connections at a time.</li> </ul>	<ul style="list-style-type: none"> <li>If more than 3 connections are attempted from remote browsers, only the first 3 connections will be permitted.</li> </ul>

## Working with keypads in PB4Web

The user can click on the Numeric widget and a text box will be displayed in which the new value can be inserted.

After inserting the value the user can either press **Enter**, or equivalent in touch devices, or click **Save** to make the newly inserted value permanent. Only meaningful numbers will be accepted during the save process. Anything else will be ignored and will not result in a value change.



## Troubleshooting and FAQ

### Enable JavaScript


PB4Web requires JavaScript to provide interactivity with the server and the user. PB4Web will not work if JavaScript is disabled in your browser.

By default most browsers come with JavaScript enabled. But if you have disabled JavaScript in the past, please re-enable JavaScript before accessing PB4Web pages.

### Browser cache

PB4Web includes resources that change infrequently such as CSS files, image files and JavaScript files. These resources take time to download over the network which increases the time required to load the PB4Web page in your browser. Browser caching allows these resources to be saved by a browser and used without requesting them each time from the server. This results in faster loading of PB4Web pages.

Caching is normally enabled by default, for optimal PB4Web performance make sure it has not been disabled.

 Note: PB4Web pages will still work properly with disabled browser caching, however resource loading time will be slower compared with normal cached operations.

### Using a proxy

Some users may be accessing the PB4Web project through a proxy. The proxies may control the number of parallel connection for the browser.

Make sure that the maximum parallel connections allowed (max connections) is not more than 10 and not less than 5.

### Why I'm not able to see changes in the web pages?

Every time a new web page is added edited into the project, you need to download the project to the device. However, when you connect the device IP address, the web browser might display cached pages instead of the latest downloaded pages. To avoid this behavior you can:

- disable cache of your web browser
- force web page refresh
- by-pass browser cache

# 40 Updating system components in HMI devices

---

Most of the system software components can be easily upgraded ensuring a high degree of flexibility in providing updates and fixes to existing and running systems.

New software modules can be updated

- Directly on HMI device using an USB flash drives (see "[System Settings](#)" on page 389 for details)
- From PB610 Panel Builder 600 application (see "[Update of system components from the application](#)" on the next page for details)

Each HMI device is labeled with a product code including all factory settings (hardware, software and firmware components). Refer to this label for information on your HMI device. The HMI device update tool also provides detail on the components actually running on the device.



**CAUTION:** Make sure you use the correct upgrade files, since loading upgrade files unsuitable for your device will cause serious system malfunction. Always check your device product code.



Note: Upgrade files are distributed upon request as a part of technical support activity.



*Service call: Downgrade operations are complex tasks which might cause serious damage to your equipment if not performed correctly. These operations are reserved to technical support.*

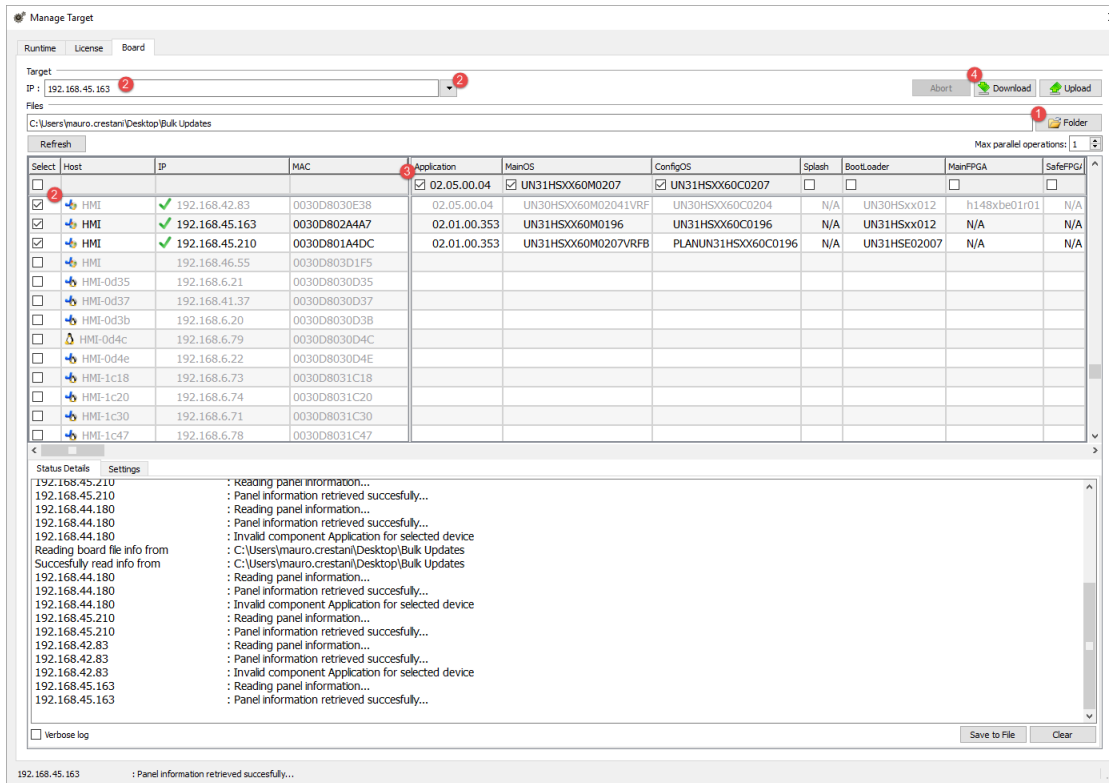
---

<b>Update of system components from the application</b> .....	<b>424</b>
<b>Settings</b> .....	<b>425</b>

# Update of system components from the application

You can download system components to a single HMI device or to a bulk of HMI devices of the same type using the Ethernet communication interface.

**Path: Run> Manage Target> Board**



1. Select the folder that contains the files to download to the HMI device or where to upload files from the HMI device
2. Select one or more HMI device.
3. Select the components that you will download (or upload) to/from the devices
4. Start the Download to HMI or the Upload from the HMI operation

## Note:

- The tool is designed to update multiple HMI devices of the same type. Please avoid putting files for different device type into the same folder
- If the desired target IP is not listed, type it directly into the box. The discovery service is a broadcast service. When a remote connection is done via VPN or from external networks, it will not work and you will have to enter the address manually.
- Download of the selected components will be performed only to the compatible devices
- Based on your network and hardware capabilities you can increase the number of devices to update in parallel
- You need to restart the HMI device to finalize the update.

# Settings

From the **Settings** tab you can specify the Port and the Password parameters to use to communicate with the HMI devices. Leave Password empty if no password is set on the HMI device side.



**WARNING: Bulk mode is working only with the HMI devices that have the same connection parameters**

## Uploading a splash screen picture

You can replace the default splash screen image shown by the devices during the power up phase.

The image used as splash screen must comply with the following requirements:

Filename	splash.bmp
Format	Bitmap, RGB 565 format
Size	< 500 KB
Bitmap width	Even number (for example 430x239)

To upload the splash screen image:

1. Rename the new image splash.bmp and copy it in the source folder.
2. Select HMI devices
3. Click **Download**.



To ensure the best visual results, splash screen images must have a black background.



# 41 Protecting access to HMI devices

---

The following operations are password protected on the HMI device:

- HMI Runtime management: install HMI Runtime and update HMI Runtime
- Board management: replace main BSP components such as Main OS, Configuration OS, Bootloader, and so on
- Download and upload of project files
- Optional services on Linux devices (e.g. SSH Protocol, VNC Server)



**WARNING: Unauthorized access to the device can cause damage or malfunctions. When connecting the device to a network protect the network against unauthorized access.**

Measures for protecting the network include:

- Firewall
- Intrusion Prevention System (IPS)
- Network segmentation
- Virtual LAN (VLAN)
- Virtual Private Network (VPN)
- Security at physical access level (Port Security).

Further information, guidelines and standards regarding security in information technology: IEC 62443, ISO/IEC 27001.

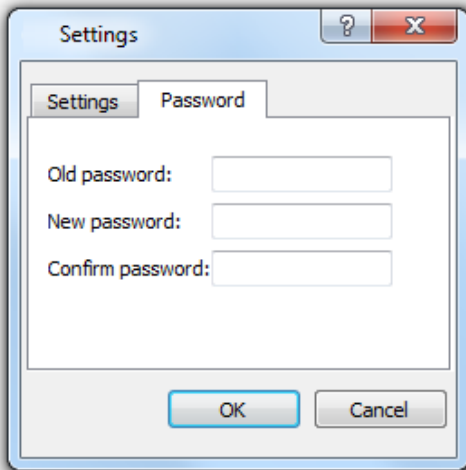
---

<b>Changing password on HMI device</b> .....	<b>428</b>
<b>Ports and firewalls</b> .....	<b>428</b>

## Changing password on HMI device

To change the password on the HMI device, use one of the following methods:

- From the HMI Runtime context menu: **Settings> Password** tab.



- Use the **Set Target Password** function in update package: the password is updated by HMI Runtime just after the update process is completed.
- Using HMI device "[System Settings](#)" on [page 389](#) Tool



Leave "Old password" empty as default if target password is not set.



For Win32 HMI Runtime, password is saved into `Users\[username]\AppData\Roaming\ABB\buildNumber\server\config\RemoteUpdateConfig.xml`.

## Ports and firewalls

Here a list of all the ports used by PB610 Panel Builder 600 components.

Port	Usage	Remote Access	Board Management	Runtime/Project Management
80/tcp	HTTP port	Yes	-	Yes
21/tcp	FTP cmd port	-	-	Yes
2100/tcp	Board port	-	Yes	-
16384-17407/tcp	FTP data port (passive mode)	-	Yes	Yes
990/udp	UDP broadcast (Device discovery)	-	Optional	Optional



Port	Usage	Remote Access	Board Management	Runtime/Project Management
991/udp	UDP broadcast (Device discovery)	-	Optional	Optional
998/udp	UDP broadcast (Device discovery)	-	Optional	Optional
999/udp	UDP broadcast (Device discovery)	-	Optional	Optional
5900/tcp	VNC Server	VNC only	-	-
5100/tcp	JS Remote Debugger	-	-	Optional

## Remote access

Remote access is required to connect to HMI Runtime using:

- HMI Client
- Web access PB4Web

## Runtime and project management ports

You use these ports to connect to HMI Runtime for operations such as update, installation and project download.

## Board management ports

You use these ports to connect to the HMI device for Board operations such as BSP update, splash image download and so on.



Note: When broadcast service is not available, for example in VPN networks, type in the exact IP address to connect to the HMI device from PB610 Panel Builder 600.



# 42 Tips and tricks to improve performance

---

PB610 Panel Builder 600 allows great flexibility for a project designers.

Follow these guidelines to create projects that perform better in terms of boot time, page change and animations.

---

<b>Static Optimization</b> .....	<b>432</b>
<b>FAQ on Static Optimization</b> .....	<b>435</b>
<b>Page caching</b> .....	<b>436</b>
<b>Image DB</b> .....	<b>436</b>
<b>Precaching</b> .....	<b>436</b>
<b>FAQ on precaching</b> .....	<b>436</b>

# Static Optimization

Static optimization is a technique used in PB610 Panel Builder 600 to improve run-time performance.

Using a lot of images and pictures in a project might degrade performances, static optimization merges several images into a single background image thus reducing rendering and loading times. Using this method only one raster image needs to be loaded and rendered instead of many single raster and/or vector images.

When you create a project in PB610 Panel Builder 600, the pages might contain widgets such as texts, images, background images, background colors and so on which can be classified as:

- **Static:** values or properties do not change at run time.
- **Dynamic:** values or properties change at run time.



Note: Based on security settings, static parts of widgets could be not merged to background. This happens when a widget is configured as "hide" in security settings.



**Important: When you change the properties of widgets with JavaScript set the widget Static Optimization to Dynamic, otherwise changes to properties will be ignored.**

When downloading or validating a project, PB610 Panel Builder 600 identifies static components and renders them as background images to .png files. These background images are saved as a part of the project under the folder /opt.

Background images can be created as follows:

- full page background images, containing all widgets merged to page background
- group background images, containing a group of static widgets merged together to form a group background. For example, the Gauge group is normally composed by a background, a scale, a label and a needle, where background scale and label can all be merged to a single background image.

The **Static Optimization** page attribute enables and disables static optimization of the whole page. If it is set to **false** the optimization is totally disabled.

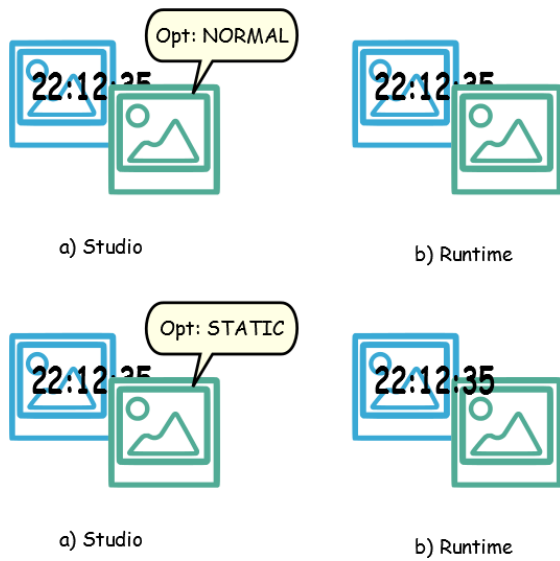
Finer control can be achieved setting the **Static Optimization** attribute of each single widget as follows:

- **Normal:** PB610 Panel Builder 600 automatically detects if the widget can be merged with the background. This can be used if the widget is not a dynamic widget and does not overlap, that is it is not stacked above, a dynamic widget.
- **Static:** The image is forced to be merged with the background. This can be used when the static widget overlaps a dynamic transparent widget.



Note: In this case the automatic optimization will fail because it does not make any assumption on invisible areas which might be rendered at run time.

- **Dynamic:** The widget is not optimized at all. Use this flag when a static widget needs to be changed by Javascript.



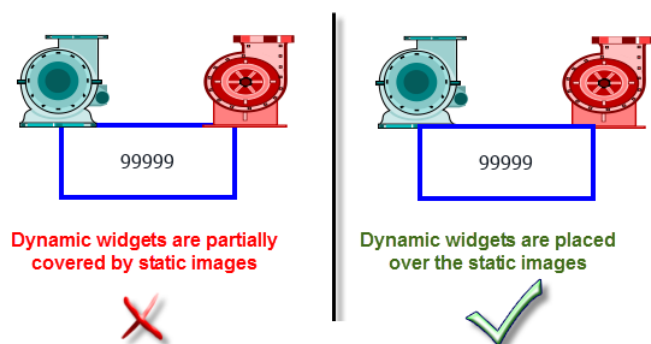
## Tips for best performance

1. First of all: avoid placing static widgets over a dynamic widget. The overlapping area is computed considering the bounding rectangles of the widgets, that is the rectangles delimited by editing handles.
2. Don't use static optimization if your pages contain almost only dynamic objects. Static optimization would save many almost identical full size images for each page using up a lot of memory space that could be more effectively used to improve project performance with other techniques (such as, for example, page caching).
3. Bounding rectangles can include transparent areas, minimize transparent areas (for example splitting the image in multiple images) since they can be a waste of resources even when optimized.
4. Optimize image size. The image will be rendered at the size of the image widget containing the image. For best performances the widget needs to be the same size of the image.
5. Avoid using **Scale to fit** for image widgets, since this forces a rescaling at run time for dynamic images and "hides" the actual image size during editing.
6. Use **Size to fit** to make the widget to the real size of his contents.
7. If overlapping cannot be avoided make sure to place the static widgets in the back, that is behind the dynamic widget.
8. Choose the image file format based on the HMI device you are connecting to.

9. Avoid using too many widgets in a single page. Often widgets are placed outside the visible area or their transparency is controlled by a tag. Since widgets are loaded even if they are not visible, having too many widgets in a page can significantly slow down the page change time.
10. Split a page with many widgets into multiple pages with less widgets.
11. For popping up new graphic elements in a page, prefer dialog pages with controlled positioning to transparent widgets.
12. Check the *opt* folder to see if static optimization is working as expected, the widgets z-order might need to be adjusted.
13. Numeric fields are often used to run JavaScript code on OnDataUpdate event even if the widget doesn't need to be visible on the page. In this case place the widget outside the page visible area instead of making it invisible, altering font color or visibility property. In the latter case you might end up with many left over wedges.
14. Use a HotSpot button if you need a touch area to react to user inputs.
15. If you reuse a widget from the gallery or you create your own, remember to set the correct optimization properties. For example button widgets are dynamic widgets, if you use a button widget just for its frame it won't be optimized since the button widget is dynamic. If you just need the frame you should use the Up image.
16. With many pages having many dynamic widgets and using a common template:
  1. set template static optimization to **true**,
  2. set page static optimization to **false**, since the background is already provided by the template.

In this scenario the background image can be reused by many different pages thus saving memory space.
17. Do not use dynamic widgets, such as buttons, only for graphic purposes, when the button function is not needed, use image widgets instead to obtain the same graphical effect.

Here is an example of a correct and an incorrect use of static optimization.



## Supported image formats

PB610 Panel Builder 600 supports several raster formats like BMP, PNG, JPEG, TIFF and the vector format SVG. Here a list of pros and cons:

Image format	Pros	Cons
RASTER	<ul style="list-style-type: none"> <li>• Fast rendering</li> <li>• Well standardized</li> </ul>	<ul style="list-style-type: none"> <li>• Big file size</li> <li>• Fixed resolution</li> </ul>
VECTOR (SVG)	<ul style="list-style-type: none"> <li>• Small file size</li> <li>• Rescale without quality loss</li> <li>• Can handle dynamic properties</li> </ul>	<ul style="list-style-type: none"> <li>• Complex SVG images with many graphic items and layers can be slow to render.</li> <li>• Creating an optimized SVG is not simple.</li> <li>• Only Tiny 1.2 (<a href="http://www.w3.org/TR/SVGTiny12/">http://www.w3.org/TR/SVGTiny12/</a>) supported.</li> </ul>



Note: Scour software is free tool that can be used to remove foreign code from file (<http://www.codedread.com/scour/>).

## Static optimization of templates

Template pages can have large amounts of static content. However, static optimization cannot be applied to a template page, since where the template is used is based on the page design.

If a huge background image should be repeated in every page that uses the same template, this would increase the footprint of the device as the same static image would be created for each of the pages using the template page.

## FAQ on Static Optimization

**Q: In a page where there are a few identical widgets, in the *opt* folder I see a PNG for each one of them. If they are really identical, why should the software duplicate them instead of having just one PNG?**

A: The software does not know if static images are actually the same since each widget could have different settings/properties altering the actual rendering at run time.

**Q: Why are the static images stored in a separate folder called *opt* instead of storing them directly in the project folder?**

A: This avoids name collisions and allows skipping the upload of optimization images

**Q: Why are the static images stored as a PNG files instead of common JPEG files?**

A: PNG format uses a lossless compression for images and supports transparencies. JPEG files would render fuzzier compared to the PNG files with a different result in PB610 Panel Builder 600(not using optimization) and HMI Runtime.

**Q: What will happen when no optimization is done in the software?**

A: Every single widget is rendered at run time. In particular SVG images may require a lot of time to render in an embedded platform.

## Page caching

Once accessed all pages are kept in a RAM cache up to the maximum allowed cache size depending on the actual platform's available RAM. This allows a much faster access since cached pages, once reloaded, only need to re-paint their content without reloading all page resources.

## Image DB

Image DB is a technique used to track the usage of image files and reduce the cost of image loading by caching most frequently used images (example, Push Button images, Gauge needles, Slider thumbs and so on). The same image used in many different places is therefore loaded just once.

The image DB function will preload the top most used images at startup until memory limit is reached. This would further improve the individual page loading times.

The file `imagecachelist.xml` is created in `project/opt` folder, containing relevant information:

- Fill color (in case of SVG images)
- Size of SVG image
- Number of times an image is used in the project
- Number of different sizes for the same image

### Tips for using the Image DB function

1. Use uniform size of buttons, gauges and other widgets wherever possible.
2. Use same color themes among widgets of the same kind.

## Precaching

The Precache attribute of pages can be used to notify HMI Runtime to preload some pages in RAM at boot time for quicker access. Precaching is useful for complex pages having many dynamic widgets.

When this function is enabled on a page, access to the page is faster, however it also slows down boot-time since the system is not ready until all pages to be precached are not saved into the RAM.

### Tips to precaching

1. Enable the precache function just for few pages having many dynamic widgets or for pages frequently used by users.
2. Do not enable the precache function for all the pages in the project since you would hit out of memory and have no benefit at all.
3. Disable static optimization for pages where the precache function is enabled to reduce memory used.

## FAQ on precaching

### Page limit for precaching

Based on the size and complexity of a page, the space required for precaching can be from 1,5Mb to 3Mb.



When a project is loaded, HMI Runtime proceeds as follows:

1. Page images are preloaded until 76 MB of memory space is still available (imageDBLowMem)
2. Pages where precache is set to **true** are preloaded until 64 MB of memory space is still available (pageCacheLowMemMax). The images of these pages are loaded in the RAM (into the Image DB).

When the project is ready:

1. Any new page visited is saved in the cache (RAM) with all related images until 40 MB of memory space is still available (pageCacheLowMemMin)
2. When a page change happens and space in RAM is critical (<40MB), the HMI Runtime starts emptying the cache (RAM) removing pages and related images until 64 MB of memory space is made available. HMI Runtime removes data stored in the cache in the following order:
  1. last visited pages and bigger and unused images (>320x240),
  2. if more memory is needed also the pages in precache and all images loaded in Image DB can be removed.



# 43 Functional specifications and compatibility

---

Here is an overview of the supported functions and related limitations. Limitations indicated here represent a safe limitation, beyond that proper operation and state-of-the-art performance of the system is not guaranteed.

---

<b>Table of functions and limits</b> .....	<b>440</b>
<b>HMI devices capabilities</b> .....	<b>441</b>
<b>Compatibility</b> .....	<b>442</b>
<b>Converting projects between different HMI devices</b> .....	<b>442</b>

## Table of functions and limits

Function	Max limit
Number of pages	1.000
Number of basic widgets	2.000 x page
Number of tags	10.000
Number of dialog pages	50
Number of dialog pages that can be open at the same time	5
Number of Recipes	32
Number of parameter sets for a recipe	1.000
Number of elements per Recipe	1.000
Number of user groups	50
Number of users	50
Number of concurrent remote clients	4
Number of schedulers	30
Number of alarms	2.000 (See <a href="#">"HMI devices capabilities" on the facing page</a> )
Number of data transfers	1000
Number of templates pages	50
Number of actions programmable per button state	32
Number of Trend Buffers	30
Number of curves per trend widget	5
Number of curves per scatter diagram widget	10
Number of samples per trend buffer	200.000
Number of tags per trend buffer	200
Number of trend buffer samples for a project	1.200.000 (See <a href="#">"HMI devices capabilities" on the facing page</a> )
Number of messages in a message field	1024
Number of languages	12
Number of events per buffer	2.048
Number of event buffers	4

Function	Max limit
JavaScript file size per page	16 KB
Size of project on disk	60 MB (See <a href="#">"HMI devices capabilities" below</a> )
Number of indexed instances	100
Number of indexed alias	100
Number of indexed tag sets	30
Number of physical protocols	4
Number of reports	32
Number of reports pages	32
Max number of variables in variables widget	255
User folder size (UpdatePackage.zip)	5 MB
FTP additional folders	5

## HMI devices capabilities

See ["Table of functions and limits" on the previous page](#) for the standard capabilities.

HMI Devices (Windows CE)	Limits
CP651, CP661, CP665, CP676, CP635-Fx	Standard Capabilities
CP620, CP630, CP635	Max_Alarm = 500 Max_ProjectSize = 30 MB
HMI Devices (Linux)	Limits
CP610	Standard Capabilities
CP604, CP607	Max_Alarm = 500
PC (Windows)	Limits
PB610 PC Runtime	Max_Alarm = 10.000 Max_PageWidth = 10.000 px Max_PageHeight = 10.000 px

Features not available in Linux devices:

- LaunchBrowser macro
- Media Player widget
- Printer devices are not supported. Reports can be printed only on PDF files. Print of text reports and alarm events are not supported.

Features not available in PB610 PC Runtime:

- VNC and PDF Readers plug-in
- Manage Target
- System Settings Tool
- Backup/Restore
- Serial protocols that requires special hardware

## Compatibility

The following compatibility policy has been adopted:

- PB610 Panel Builder 600 version must always be aligned with HMI Runtime on the device,
- the user is responsible for updating HMI Runtime components on the HMI device at any PB610 Panel Builder 600 update,
- the HMI Runtime update can be done directly from PB610 Panel Builder 600 using the Update Target command available in the Run\Manage Target dialog,
- projects created in a PB610 Panel Builder 600 version no older than V1.00 (00) can be opened and handled by any newer version,
- projects created with older versions of PB610 Panel Builder 600, opened with later versions and deployed to compatible HMI Runtime, are ensured to maintain the performance and functionality,
- compatibility between newer versions of HMI Runtime and projects created and deployed with older versions of PB610 Panel Builder 600 is not ensured.



**Important: Do not edit projects with a version of PB610 Panel Builder 600 older than the one used to create them. It can result in a damage of the project and to HMI Runtime instability.**

## Converting projects between different HMI devices

Project conversion from different HMI device models is supported, however, some manual operations may be required if the project uses features not supported in the destination device.

### Guideline

Before converting a project have a look if some unsupported features are present (see "[HMI devices capabilities](#)" on the [previous page](#)), and adjust your project by removing the unsupported features before converting the project.

In particular:

- Verify limitations and features not supported by the new HMI device (see "[Table of functions and limits](#)" on page 440 for details).
- Remove unsupported widgets, actions, system variables, protocols, project properties.
- If the project uses external storage, verify if the same storage path is still available.
- Adjust OS-specific external applications or paths.
- If necessary, reduce project size according to the new HMI device type limitations (see "Limitations" for details).
- Since HMI devices are based on different hardware platforms with different CPU speed, RAM memory size, cache size, make sure to check project boot time and page loading time for each page in the project.
- Verify JavaScript code for OS-specific operations.

## OS-specific features

Linux is case sensitive while Windows CE is not. Consequently, projects on Linux HMI devices might have different files named based on upper and lower case, e.g. 'dump1.csv' and 'Dump1.csv' are not possible on Windows CE HMI devices.





# 44 Communication protocols

---

This section describes the available protocols.



Note: Changes in controller hardware or protocols may have occurred since this documentation was created. Always test and verify the functionality of the application. To accommodate developments in the controller hardware and protocols, drivers are continuously updated. Accordingly, always ensure that the latest driver is used in the application.

Different physical media, gateways, routers and hubs can be used in the communication network. Also, other devices can independently make simultaneous use of the network. However, it is important to ensure that the traffic generated by these devices does not degrade the communication speed (round-trip time) to an unacceptable level.

---

<b>ABB CODESYS Ethernet</b> .....	<b>446</b>
<b>ABB CODESYS Serial</b> .....	<b>456</b>
<b>ABB IRC5</b> .....	<b>462</b>
<b>ABB Mint Controller HCP</b> .....	<b>467</b>
<b>ABB Modbus RTU</b> .....	<b>476</b>
<b>ABB Modbus TCP</b> .....	<b>483</b>
<b>ABB Pluto</b> .....	<b>489</b>
<b>BACnet</b> .....	<b>495</b>
<b>CODESYS V2 ETH</b> .....	<b>522</b>
<b>CODESYS V3 ETH</b> .....	<b>536</b>
<b>Ethernet/IP CIP</b> .....	<b>548</b>
<b>Modbus RTU</b> .....	<b>574</b>
<b>Modbus RTU Server</b> .....	<b>590</b>
<b>Modbus TCP</b> .....	<b>605</b>
<b>Modbus TCP Server</b> .....	<b>622</b>
<b>OPC UA Client</b> .....	<b>634</b>
<b>Simatic S7 ETH</b> .....	<b>642</b>
<b>System Variables</b> .....	<b>682</b>
<b>Variables</b> .....	<b>684</b>

# ABB CODESYS Ethernet

The ABB CODESYS Ethernet communication driver for Ethernet has been specifically designed to support communication with ABB controllers series AC500 designed for standardized IEC 61131-3 programming, based on the CODESYS V2.3 system.



Note: CODESYS Ethernet Driver is supported with AC500 FW 2.1 or newer and not with AC500 FW 1.xx



Note: To accommodate developments in the controller protocol and hardware, drivers are continuously updated. Make sure the latest driver is used in the application.



Note: Changes in the controller protocol or hardware may have occurred since this documentation was created. This may interfere with the functionality of this driver. Therefore, always test and verify the functionality of the application.

## Limitations

CODESYS Level 4 is not supported. Maximum block size is 1024.

## Protocol Editor Settings

### Adding a protocol

To configure the protocol:

1. In the **Config** node double-click **Protocols**.
2. To add a driver, click **+**: a new line is added.
3. Select the protocol from the **PLC** list.

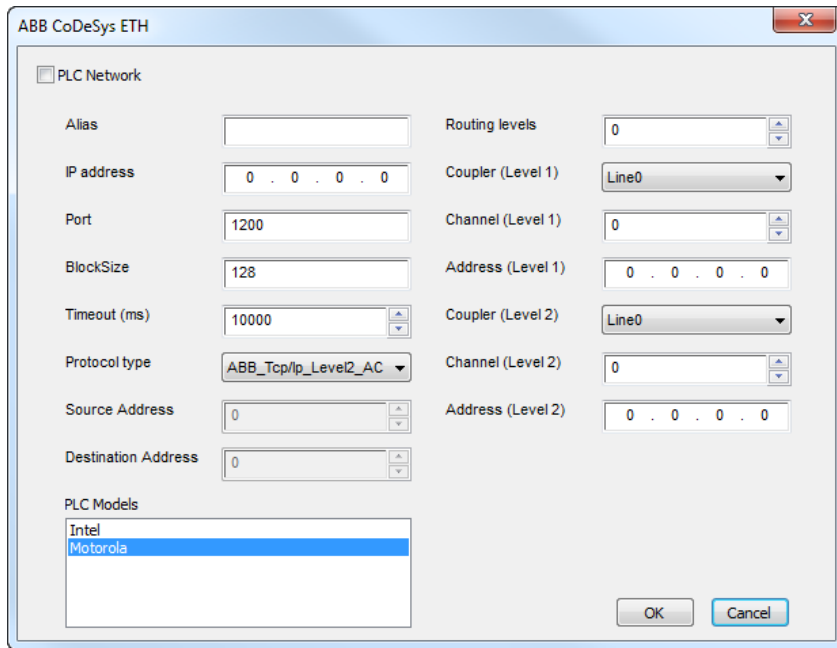
The driver configuration dialog is displayed.

Add a driver in the Protocol editor and select **ABB CODESYS ETH** from the list of available protocols.

The following protocols type are supported:

- Tcp/Ip Level 2 Route
- ABB Tcp/Ip Level 2 Route AC
- Tcp/Ip

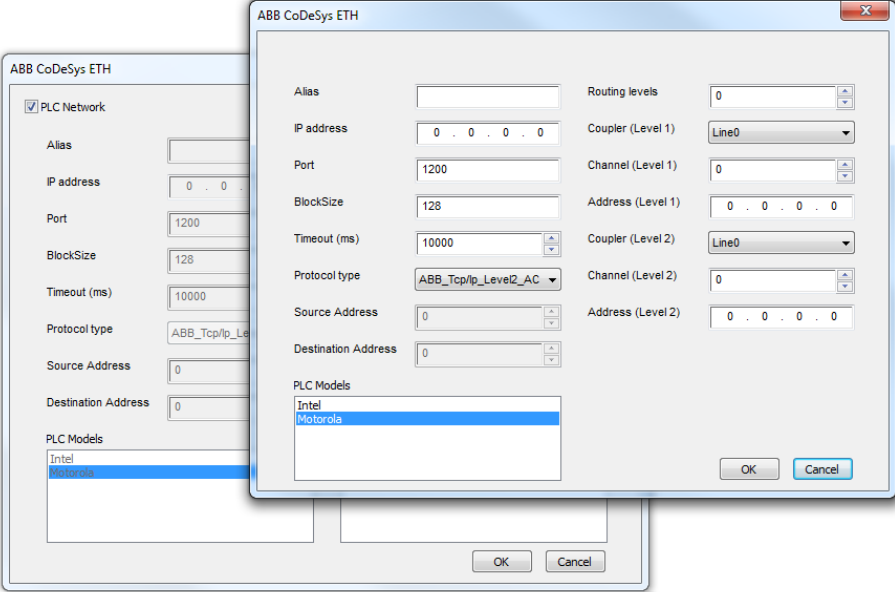
Select protocol type from the **Protocol type** combo box in the **ABB CODESYS ETH** dialog.



Some of the parameters of the dialog are common to the different protocol types, others are specific.

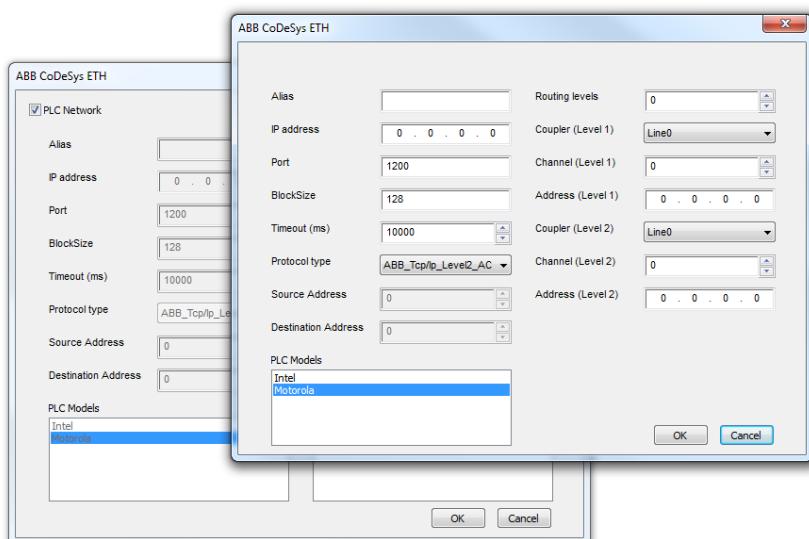
The parameters common to the different protocol types are:

Element	Description
<b>Alias</b>	Name identifying nodes in network configurations. The name will be added as a prefix to each tag name imported for each network node.
<b>IP address</b>	Ethernet IP address of the controller
<b>Port</b>	Port number used for the communication. Default value is 1200 for ABB drivers. For AC500 and 3S drivers select port 1201.
<b>BlockSize</b>	The max block size supported by your controller
<b>Timeout</b>	Time delay in milliseconds between two retries in case of missing response from the server device.
<b>PLC Model</b>	Byte order that will be used by the communication driver when sending communication frames to the PLC; Intel is also commonly referred as “little-endian”, Motorola as “big-endian” Select “Motorola” for AC500.

Element	Description
<b>Protocol type</b>	Three different protocol types are available: <ul style="list-style-type: none"> <li>• <b>Tcp/Ip</b></li> <li>• <b>Tcp/IP Level2 Route</b></li> <li>• <b>ABB Tcp/Ip Level2 AC</b></li> </ul>
<b>PLC Network</b>	The protocol allows the connection to multiple controllers. To set-up multiple connections, check “PLC network” checkbox and enter the IP Address per each slave you need to access. 

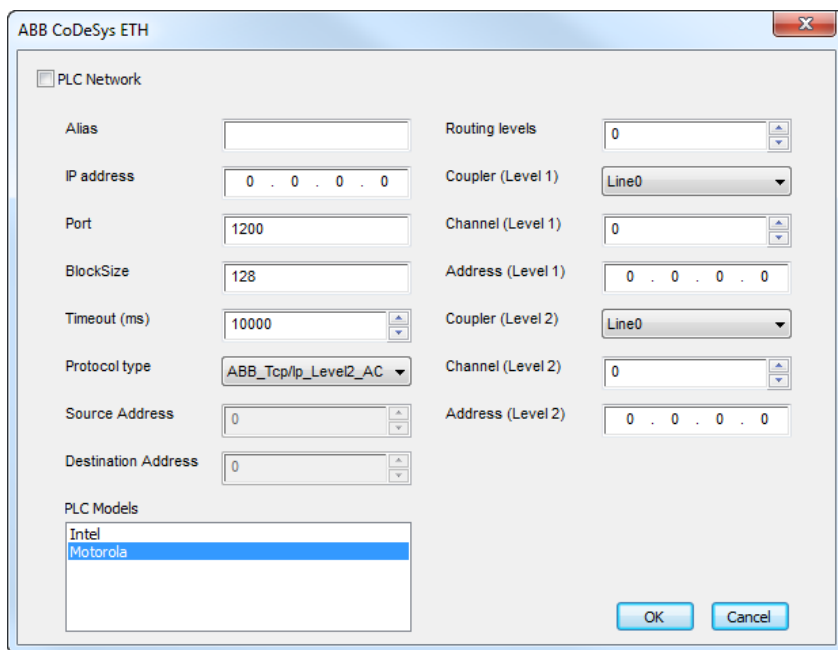
## Protocol types

The **Tcp/Ip** protocol type corresponds to the 3S Level 4 driver and does not require additional setup besides the common parameters.



The **Tcp/IP Level2 Route** protocol type corresponds to the standard 3S Level 2 Route driver and requires two additional parameters:

Parameter	Description
<b>Source Address (SrcAdr), Destination Address</b>	Destination is the node of the PLC and allows the protocol to read variables in a sub-network. The address is used to read variables when multiple PLCs are connected in a sub-network (serial network) but only one of it has the Ethernet interface.  <i>This is currently not applicable for AC500 PLCs.</i>



The **ABB Tcp/Ip Level2 AC** protocol type implements a specific variation of the standard Level 2 protocol with the additional use of a routing driver. This protocol type is normally used to connect to PLCs via other PLCs acting as gateways.

This protocol type requires the following additional parameters:

- Routing Levels
- Coupler (Level 1)
- Channel (Level 1)
- Address (Level 1)
- Coupler (Level 2)
- Channel (Level 2)
- Address (Level 2)

For detailed information see *AC500 and Control Builder* documentation, chapter *Programming interfaces to the AC500 used by the Control Builder*.

## Adding an alias name to a protocol

Tag names must be unique at project level, however, the same tag names might need to be used for different controller nodes (for example when the HMI device is connected to two devices running the same application).

When creating a protocol you can add an alias name that will be added to tag names imported for this protocol.

In the example, the connection to a certain controller is assigned the name **Node1**. When tags are imported for this node, all tag names will have the prefix **Node1** making each of them unique at the network/project level.

The screenshot shows the 'Tags\*' window in CODESYS. The main table lists tags with columns: Name, Group, Driver, Address, and Comment. The selected tag is 'Node1/Water\_Level'. A 'Network' dialog box is open, showing two radio buttons: 'Node id as defined in import file' (unselected) and 'Select Network node id' (selected). Below the radio buttons is a table with columns 'Slave Id', 'Model', and 'Alias'. The 'Alias' column contains 'Node1' and 'Node2'. A red box highlights the 'Node1' entry. A red arrow points from the 'Node1' entry in the table to the 'Node1/Water\_Level' tag in the main list. Another red box highlights the 'Water\_Level' tag in the list.

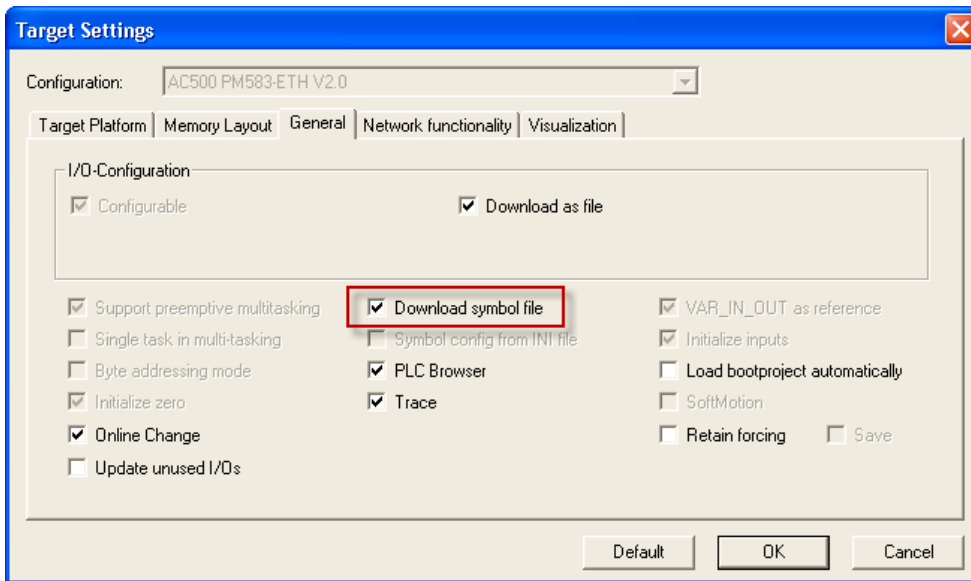
Slave Id	Model	Alias
1-1-1-1	Modbus-rtu	Node1
1-1-1-2	Modbus-rtu	Node2

**i** Note: Aliasing tag names is only available for imported tags. Tags which are added manually in the Tag Editor do not need to have the Alias prefix in the tag name.

The Alias string is attached on the import. If you modify the Alias string after the tag import has been completed, there will be no effect on the names already present in the dictionary. When the Alias string is changed and tags are re-imported, all tags will be re-imported with the new prefix string.

## CODESYS Software Settings

When you create the project in CODESYS V2, select **Download symbol file** (*Target Settings > General*).



Note: ABB CODESYS Ethernet driver supports the automatic symbol file (SDB) upload from the controller; any change in the tag offset due to new compilation on PLC software side does not require a symbol file re-import. The Tag file has to be re-imported only in case of tag renaming or addition of new tags.

## Standard Data Types

The import module supports variables of standard data types and user defined data types.

The following are considered as standard data types:

### Supported data types

- BOOL
- WORD
- DWORD
- INT
- UINT
- UDINT
- DINT
- STRING\*
- REAL
- TIME
- DATE & TIME

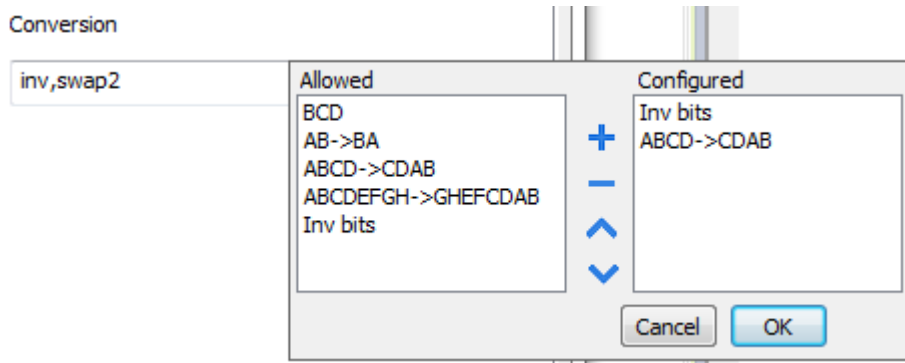
and 1-dimensional ARRAY of the types above. See "Programming concepts" section in the main manual.



Note \*: String length for a STRING variable in PLC should be max 80 characters. Declare a STRING variable either with a specified size (str: STRING(35) or default size (str: STRING) which is 80 characters.

## Tag Conversion

Conversion to be applied to the Tag.



Depending on data type selected, the **Allowed** list shows one or more conversions, listed below.

Value	Description
<b>Inv bits</b>	Invert all the bits of the tag. <i>Example:</i> 1001 → 0110 (in binary format) 9 → 6 (in decimal format)
<b>Negate</b>	Set the opposite of the tag value. <i>Example:</i> 25.36 → -25.36
<b>AB → BA</b>	Swap nibbles of a byte. <i>Example:</i> 15D4 → 514D (in hexadecimal format) 5588 → 20813 (in decimal format)
<b>ABCD → CDAB</b>	Swap bytes of a word. <i>Example:</i> 9ACC → CC9A (in hexadecimal format) 39628 → 52378 (in decimal format)
<b>ABCDEFGH → GHEFCDAB</b>	Swap bytes of a double word. <i>Example:</i> 32FCFF54 → 54FFFC32 (in hexadecimal format) 855441236 → 1426062386 (in decimal format)



Value	Description
<b>ABC...NOP -&gt; OPM...DAB</b>	Swap bytes of a long word.  Example: 142.366 → -893553517.588905 (in decimal format) 0 10000000110 0001110010111011011001000101101000011100101011000001 → 1 10000011100 1010101000010100010110110110010110110000100111101 (in binary format)
<b>BCD</b>	Separate the byte in two nibbles, and reads them as decimal (from 0 to 9)  Example: 23 → 17 (in decimal format) 0001 0111 = 23 0001 = 1 (first nibble) 0111 = 7 (second nibble)

Select the conversion and click on plus button. The selected item will be added on **Configured** list.

If more conversions are configured, they will be applied in order (from top to bottom of **Configured** list).

Use the arrow buttons to order the configured conversions.

## Node Override IP

The protocol provides the special data type Node Override IP which allows you to change the IP address of the target controller at runtime.

This memory type is an array of 4 unsigned bytes, one per each byte of the IP address.

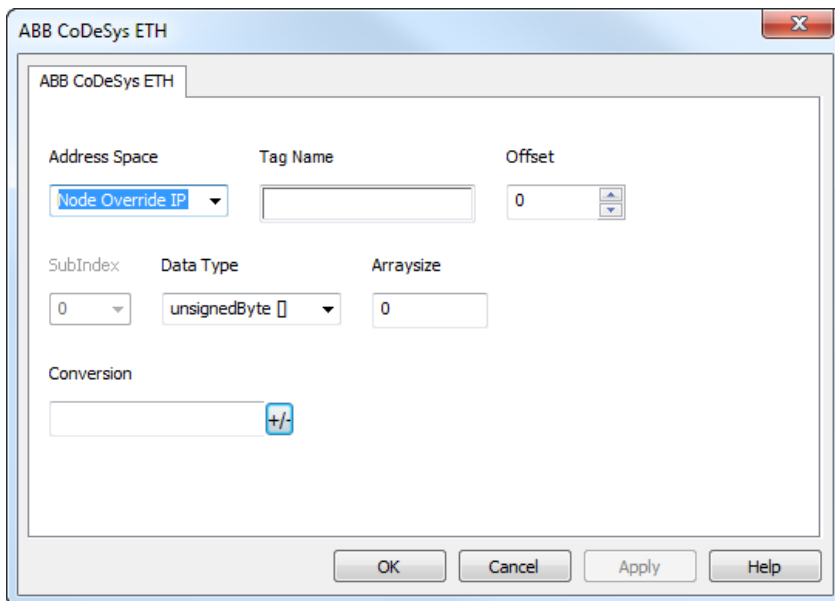
The Node Override IP is initialized with the value of the controller IP specified in the project at programming time.

Node Override IP	Modbus operation
<b>0.0.0.0</b>	Communication with the controller is stopped, no request frames are generated anymore.
<b>Different from 0.0.0.0</b>	It is interpreted as node IP override and the target IP address is replaced runtime with the new value.

If the HMI device is connected to a network with more than one controller node, each node has its own Node Override IP variable.



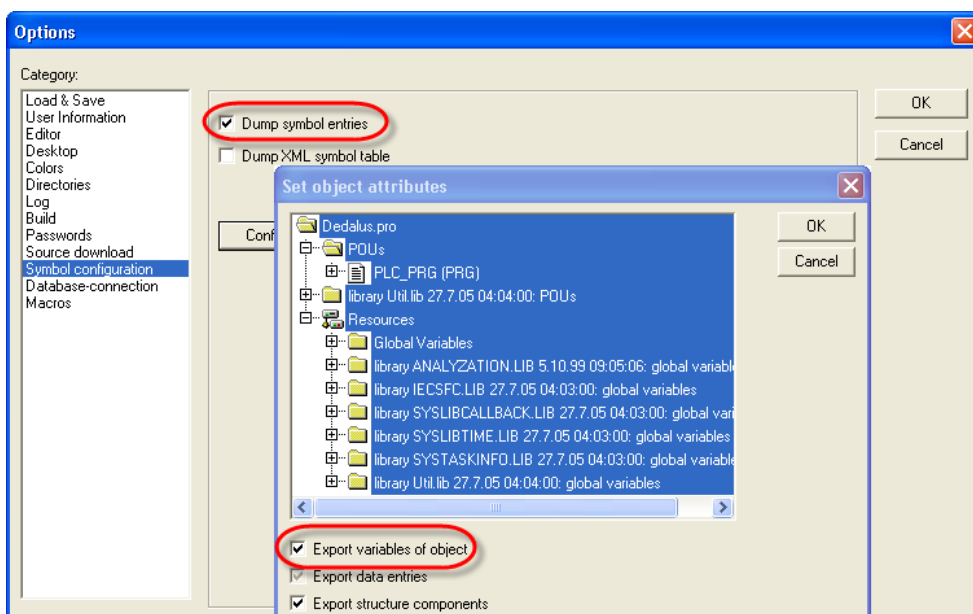
Note: Node Override IP values assigned at runtime are retained through power cycles.



## Exporting tags from the controller

When configuring PLC using the manufacturer's configuration software, enable Symbol file (file with .sym extension) creation under the CODESYS programming software:

1. In the **Project** menu, click **Options**.
2. Select **Symbol configuration**.
3. Select **Dump symbol entries**.
4. Click **Configure symbol file**: the **Set object attributes** dialog is displayed.
5. Select **Export variables of object**.
6. Click **OK**.



## Importing tags

You may import tags from a .sym file exported from a controller. See "My first project" section in the main manual.

## Communication status

The current communication status can be displayed using system variables.

See "System Variables" section in the main manual.

Codes supported for this communication driver:

<b>Error</b>	<b>Cause and action</b>
<b>Symbols file not present</b>	Check Symbol file and download again the PLC program
<b>“tag” not present in Symbols files</b>	Check if the Tag is present into the PLC project
<b>Time out on Acknowledge</b>	Controller didn't send acknowledge
<b>Time out on last Acknowledge</b>	Controller didn't send last acknowledge
<b>Time out on data receiving</b>	Controller didn't reply with data
<b>Connection timeout</b>	Device not connected

# ABB CODESYS Serial

The ABB CODESYS Serial communication driver has been specifically designed to support communication with Series 500 ABB controllers designed for IEC 61131-3 programming, based on the CODESYS V2.3 system.

## Limitations

This protocol does not support AC500 firmware version earlier than V2.0.

## Protocol Editor Settings


### Adding a protocol

To configure the protocol:

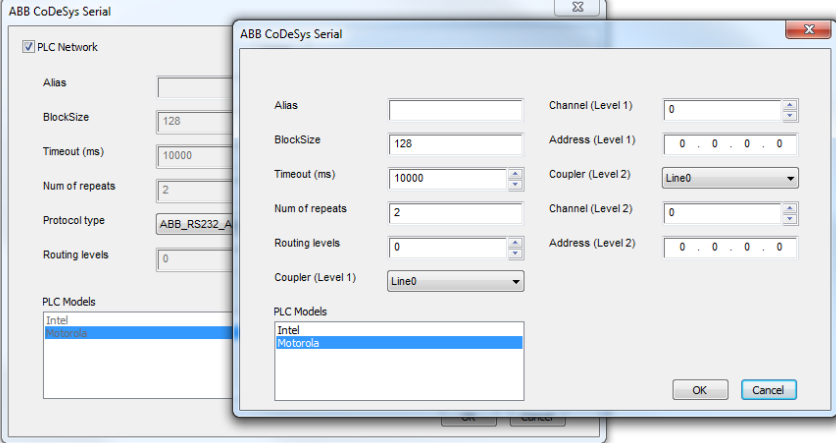
1. In the **Config** node double-click **Protocols**.
2. To add a driver, click **+**: a new line is added.
3. Select the protocol from the **PLC** list.

The driver configuration dialog is displayed.

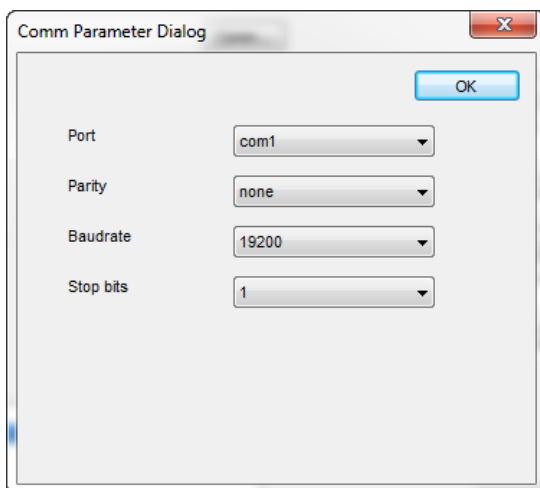
Element	Description
<b>Alias</b>	Name identifying nodes in network configurations. The name will be added as a prefix to each tag name imported for each network node.
<b>BlockSize</b>	The max block size supported by your controller (limit is 1024 kB).
<b>Timeout (ms)</b>	Time delay in milliseconds between two retries in case of missing response from the server device.
<b>Num of repeats</b>	Number of times a certain message will be sent to the controller before reporting the communication error status.


Element	Description
<b>Protocol type</b>	<p>Two different protocol types available:</p> <ul style="list-style-type: none"> <li>• <b>Serial_RS232</b>: corresponds to the standard 3S driver.</li> <li>• <b>ABB_RS232_AC</b>: implements a specific variation of the standard Level 2 protocol with the additional use of a routing driver. Normally used to connect to PLCs via other PLCs acting as gateways.</li> </ul> <p> The ABB_RS232_AC protocol type requires the proper settings of the following additional parameters:</p> <ul style="list-style-type: none"> <li>• Routing Levels</li> <li>• Coupler (Level 1)</li> <li>• Channel (Level 1)</li> <li>• Address (Level 1)</li> <li>• Coupler (Level 2)</li> <li>• Channel (Level 2)</li> <li>• Address (Level 2)</li> </ul> <p>For detailed information see <i>AC500 and Control Builder</i> documentation, chapter <i>Programming interfaces to the AC500 used by the Control Builder</i>.</p>
<b>PLC Models</b>	<p>The list allows selecting the PLC model you are going to connect to. The selection will influence the data range offset per each data type according to the specific PLC memory resources.</p>

Element	Description
---------	-------------

<p><b>PLC Network</b></p>	<p>The protocol allows the connection to multiple controllers. To set-up multiple connections, check “PLC network” checkbox and enter the node ID per each slave you need to access.</p> 
---------------------------	---

<p><b>Comm...</b></p>	<p>If clicked displays the communication parameters setup dialog.</p>
-----------------------	---



Element	Description
<b>Port</b>	<p>Serial port selection.</p> <ul style="list-style-type: none"> <li>• <b>COM1</b>: device PLC port.</li> <li>• <b>COM2</b>: computer/printer port.</li> </ul>
<b>Parity, Baudrate, Stop bits</b>	<p>Serial line parameters.</p> <p> <b>Parity must be set to none for AC500.</b></p>
<b>Mode</b>	<p>Serial port mode. Available modes:</p>

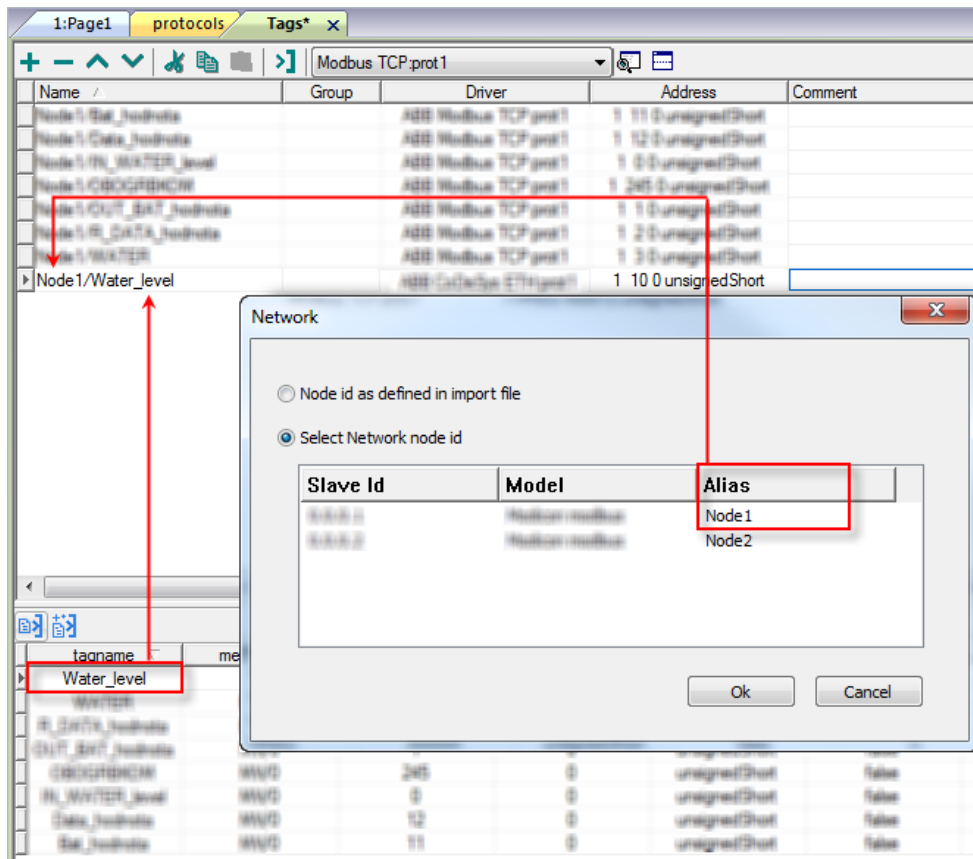
Element	Description				
	<table border="1"> <thead> <tr> <th>Element</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td></td> <td> <ul style="list-style-type: none"> <li>• <b>RS-232</b></li> <li>• <b>RS-485</b> (2 wires)</li> <li>• <b>RS-422</b> (4 wires)</li> </ul> </td> </tr> </tbody> </table>	Element	Description		<ul style="list-style-type: none"> <li>• <b>RS-232</b></li> <li>• <b>RS-485</b> (2 wires)</li> <li>• <b>RS-422</b> (4 wires)</li> </ul>
Element	Description				
	<ul style="list-style-type: none"> <li>• <b>RS-232</b></li> <li>• <b>RS-485</b> (2 wires)</li> <li>• <b>RS-422</b> (4 wires)</li> </ul>				

### Adding an alias name to a protocol

Tag names must be unique at project level, however, the same tag names might need to be used for different controller nodes (for example when the HMI device is connected to two devices running the same application).

When creating a protocol you can add an alias name that will be added to tag names imported for this protocol.

In the example, the connection to a certain controller is assigned the name **Node1**. When tags are imported for this node, all tag names will have the prefix **Node1** making each of them unique at the network/project level.

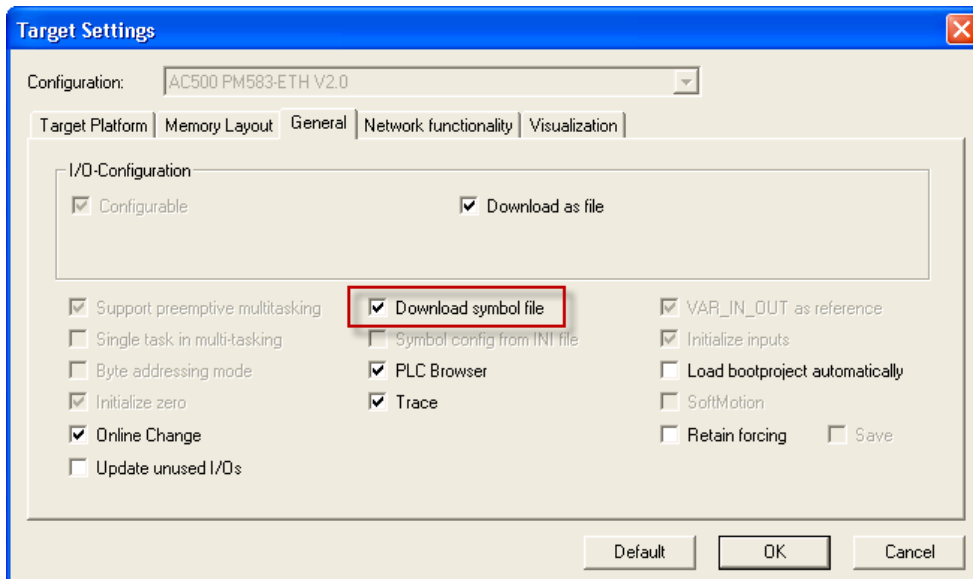


Note: Aliasing tag names is only available for imported tags. Tags which are added manually in the Tag Editor do not need to have the Alias prefix in the tag name.

The Alias string is attached on the import. If you modify the Alias string after the tag import has been completed, there will be no effect on the names already present in the dictionary. When the Alias string is changed and tags are re-imported, all tags will be re-imported with the new prefix string.

### CODESYS software settings

When you create the project in CODESYS V2, select **Download symbol file** (*Target Settings > General*).

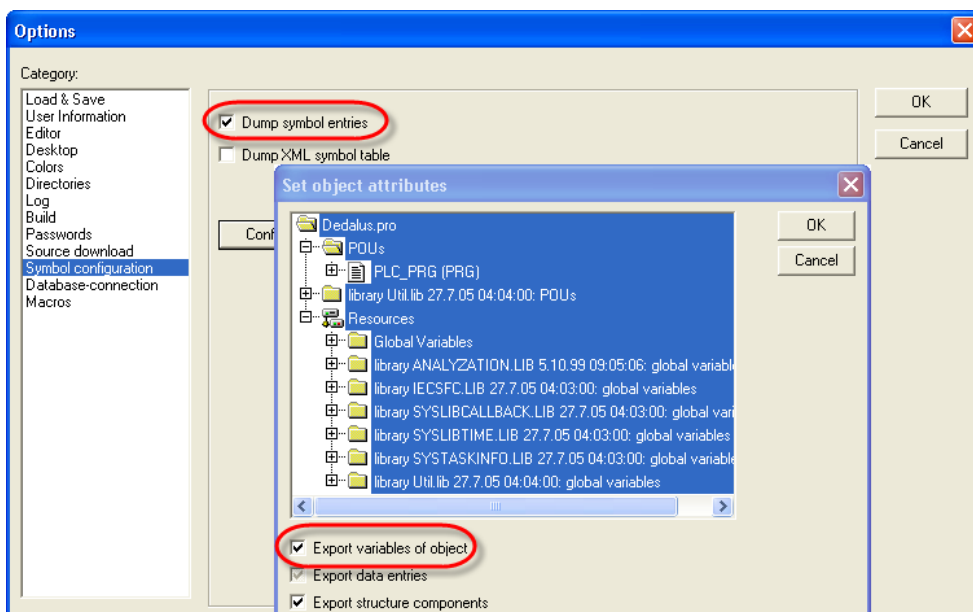


**i** Note: ABB CODESYS Serial driver supports the automatic symbol file (SDB) upload from the controller; any change in the tag offset due to new compilation on PLC software side does not require a symbol file re-import. The Tag file has to be re-imported only in case of tag renaming or addition of new tags.

## Exporting tags from the controller

When configuring PLC using the manufacturer's configuration software, enable Symbol file (file with .sym extension) creation under the CODESYS programming software:

1. In the **Project** menu, click **Options**.
2. Select **Symbol configuration**.
3. Select **Dump symbol entries**.
4. Click **Configure symbol file**: the **Set object attributes** dialog is displayed.
5. Select **Export variables of object**.
6. Click **OK**.






## Importing tags

You may import tags from a .sym file exported from a controller. See "My first project" section in the main manual.

## Data types

The import module supports variables of standard data types and user defined data types.

<b>Supported data types</b>	<ul style="list-style-type: none"> <li>• BOOL</li> <li>• WORD</li> <li>• DWORD</li> <li>• INT</li> <li>• UINT</li> <li>• UDINT</li> <li>• DINT</li> <li>• STRING*</li> <li>• REAL</li> <li>• TIME</li> <li>• DATE &amp; TIME</li> </ul> <p>and 1-dimensional ARRAY of the types above. See "Programming concepts" section in the main manual.</p> <div style="display: flex; align-items: flex-start;">  <p>Note *: String length for a STRING variable in PLC should be max 80 characters. Declare a STRING variable either with a specified size (str: STRING(35) or default size (str: STRING) which is 80 characters.</p> </div>
<b>Unsupported data types</b>	<ul style="list-style-type: none"> <li>• LWORD</li> <li>• LINT</li> <li>• LREAL</li> </ul>

## Communication status

Current communication status can be displayed using system variables. See "System Variables" section in the main manual.

Codes supported for this communication driver:

Error	Cause and action
<b>Symbols file not present</b>	Check Symbol file and download again the PLC program
<b>“tag” not present in Symbols files</b>	Check if the Tag is present into the PLC project
<b>Time out on Acknowledge</b>	Controller didn't send acknowledge
<b>Time out on last Acknowledge</b>	Controller didn't send last acknowledge
<b>Time out on data receiving</b>	Controller didn't reply with data
<b>Connection timeout</b>	Device not connected

# ABB IRC5

The ABB IRC5 robot controller communication driver has been designed for communication to the ABB Robotics robot controller family IRC5. This version supports communication towards the IRC5 robot controller I/O system (input and output signals).

The communication driver cannot meet any hard real-time demands for a number of reasons:

- It executes on a non-real-time operating system.
- Communication is performed with TCP/IP over a network.
- The actual controller might have more high-priority tasks to perform.

A minimal response time in the order of 10-100ms can be expected.

## Implementation details

An IRC5 robot controller system uses input and output signals to control the process. Signals can be digital, analog, or group signal. Such signals are accessible using the PanelBuilder tool.

Signal changes in the robot system are often significant. There are many scenarios where end-users need notification of these changes.

In the IRC5 controller manual mode, a signal value can be modified only if the signal Access Level is ALL and the FlexPendant isn't connected. If not, the controller has to be in auto mode. Use the IRC5 robot controller tools RobotStudio or FlexPendant to change the access level of a signal.

A PanelBuilder application acts as remote client in comparison with FlexPendant which is a local client.

Remote clients do not have all the privileges of a local client, especially in manual mode. For example, in manual mode the FlexPendant can start and stop IRC5 robot controller programs by using system inputs. This is only available for a remote client in automatic mode.

A remote client has the possibility to monitor and access several robot controllers from another location.

## Safety of personnel



**WARNING: A robot is heavy and extremely powerful regardless of its speed. A pause or long stop in movement can be followed by a fast hazardous movement. Even if a pattern of movement is predicted, a change in operation can be triggered by an external signal resulting in an unexpected movement.**

**All safety regulations must be followed when entering safeguarded space. Make sure you are familiar with the safety regulations as described in the IRC5 operating manuals.**

## ABB IRC5 driver

*The IRC5 driver is supported starting from version PB610 V1.90.0.778.*

HMI devices can be connected to ABB robot networks as clients using this communication driver.

The ABB IRC5 driver provides easy handling of the connections to the ABB robot controllers providing specific support for tag import facilities.

The minimum requirement is the operating system version (BSP version) on the HMI device. Refer to the software user manual to know the BSP version of your HMI device.

Products	Change index	Date of production	BSP version
CP650, CP660, CP675	B2 or newer	WK10 2013 (1103) or later	V2.80 or newer
CP620, CP630, CP635	B2 or newer	WK10 2013 (1103) or later	V1.76 or newer
CP651, CP661, CP665, CP676	A0		V1.76 or newer



Note: You must set the IP submask of the HMI device to 255.255.255.0. Otherwise the communication to the IRC5 controller does not work.

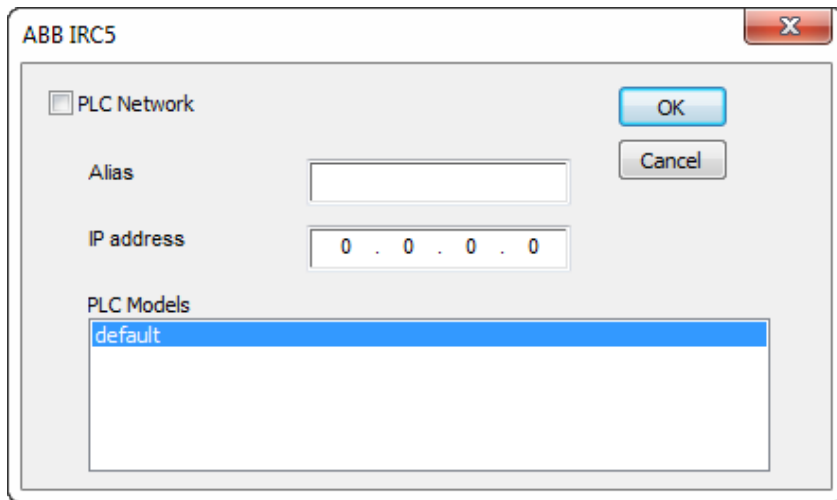
## Protocol Editor Settings

### Adding a protocol

To configure the protocol:

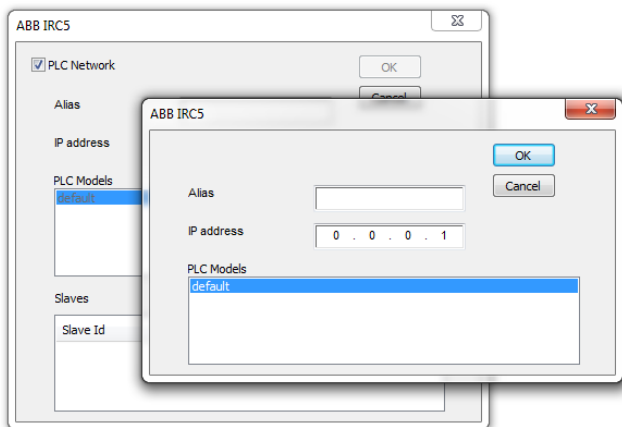
1. In the **Config** node double-click **Protocols**.
2. To add a driver, click **+**: a new line is added.
3. Select the protocol from the **PLC** list.

The driver configuration dialog is displayed.



Element	Description
<b>Alias</b>	Name to be used to identify nodes in network configurations. The name will be added as a prefix to each tag name imported for each network node
<b>IP address</b>	Ethernet IP address of the controller.

Element	Description
<b>PLC Models</b>	Only one model type is currently available.
<b>PLC Network</b>	IP address for all controllers in multiple connections. <b>PLC Network</b> must be selected to enable multiple connections.

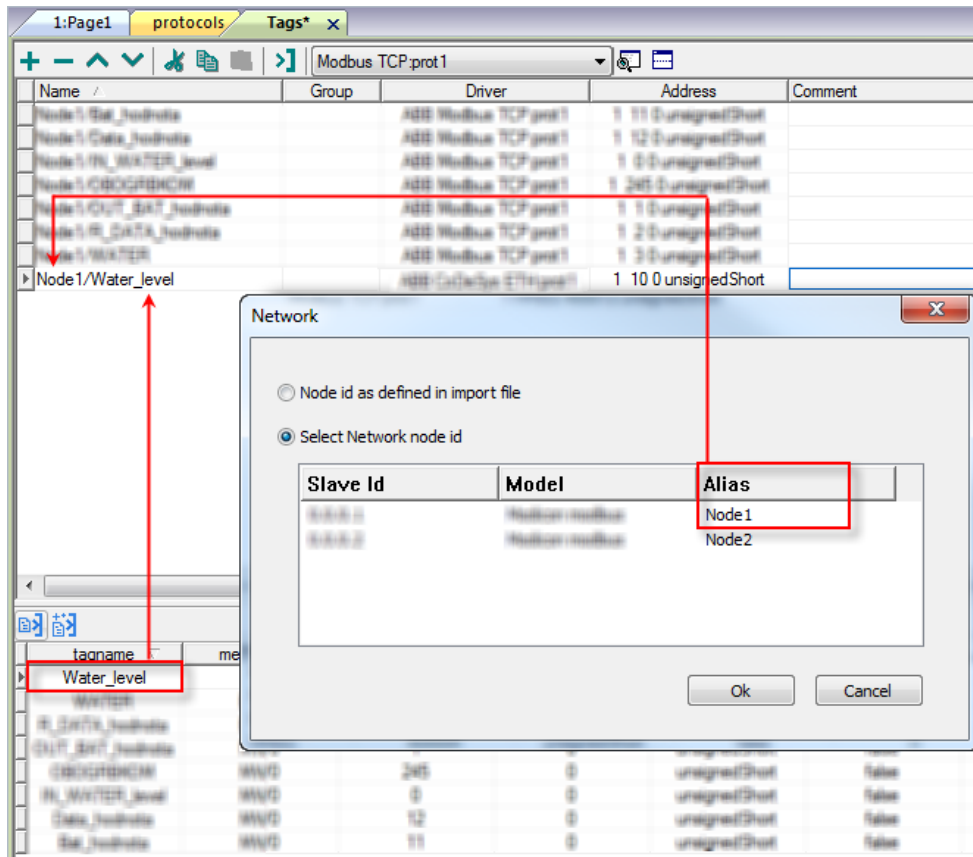


## Adding an alias name to a protocol

Tag names must be unique at project level, however, the same tag names might need to be used for different controller nodes (for example when the HMI device is connected to two devices running the same application).

When creating a protocol you can add an alias name that will be added to tag names imported for this protocol.

In the example, the connection to a certain controller is assigned the name **Node1**. When tags are imported for this node, all tag names will have the prefix **Node1** making each of them unique at the network/project level.



Note: Aliasing tag names is only available for imported tags. Tags which are added manually in the Tag Editor do not need to have the Alias prefix in the tag name. The Alias string is attached on the import. If you modify the Alias string after the tag import has been completed, there will be no effect on the names already present in the dictionary. When the Alias string is changed and tags are re-imported, all tags will be re-imported with the new prefix string.

## Exporting tags from the controller

ABB Robotics controllers programming tool can generate a .cfg symbol file.

The import module supports variables of the following standard data types.

- boolean
- unsignedInt
- float



Note: Only I/O signals can be used and only output signals of the robot controller can be modified by the CP600 device. They can only be modified as long as the IRC5 controller is in automatic mode or the FlexPendant is not connected and the signal access level is ALL. Input signals can only be monitored.

## Importing tags

You may import tags from a .cfg file exported from a controller. See "My first project" section in the main manual.

## Communication status

Current communication status can be displayed using system variables. See "System Variables" section in the main manual.

Codes supported by this communication driver:

Error	Cause	Action
<b>Can't find the node x.x.x.x "</b>	A request is not replied within the specified timeout period.	Check if the controller is connected and properly configured to get network access.
<b>I/O signal reading error</b>	The device did received a response with invalid format or contents from the controller.	Check if the data programmed in the project are consistent with the controller resources.
<b>I/O signal quality not good</b>	The device did receive a response from the controller with poor signal quality.	-
<b>Error requesting mastership</b>	The device has no permissions to write data into the controller.	-

# ABB Mint Controller HCP

This communication protocol allows the HMI devices to connect to the ABB motion and servo drive devices using the HCP and HCP2 communication protocols.

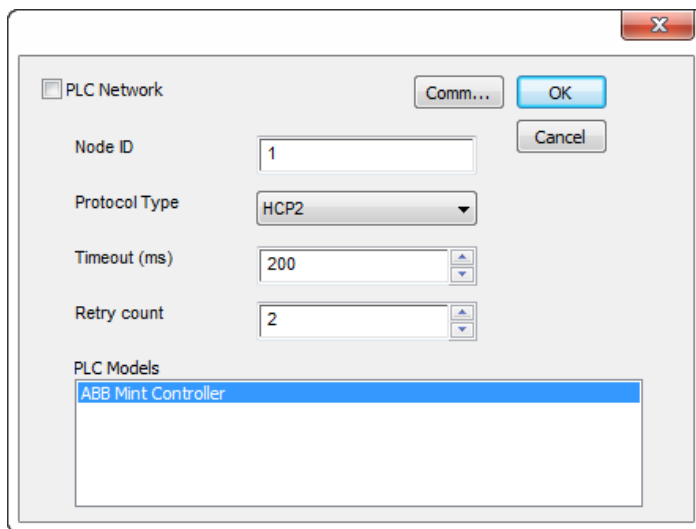
## Protocol Editor Settings

### Adding a protocol

To configure the protocol:

1. In the **Config** node double-click **Protocols**.
2. To add a driver, click **+**: a new line is added.
3. Select the protocol from the **PLC** list.

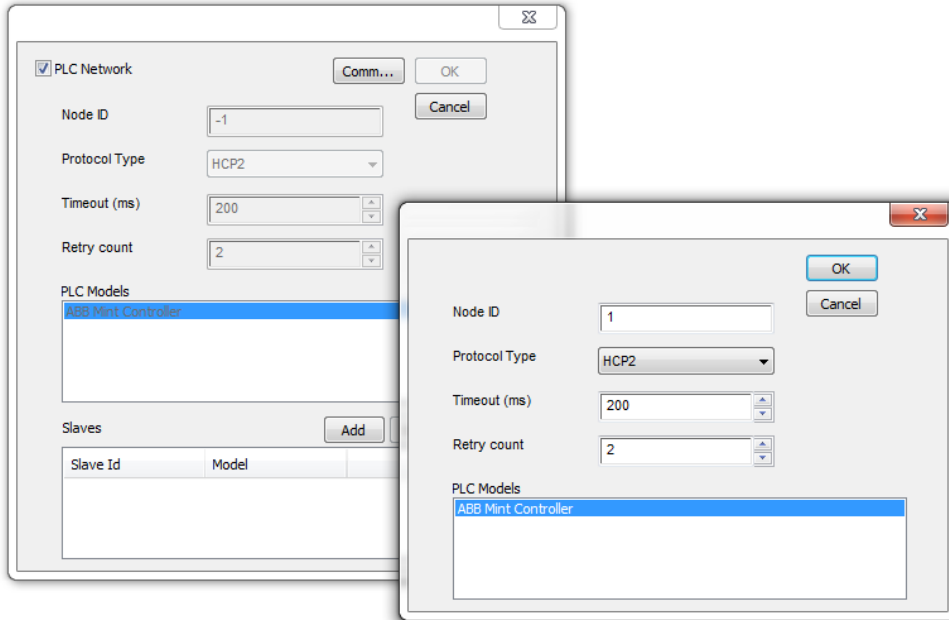
The driver configuration dialog is displayed.



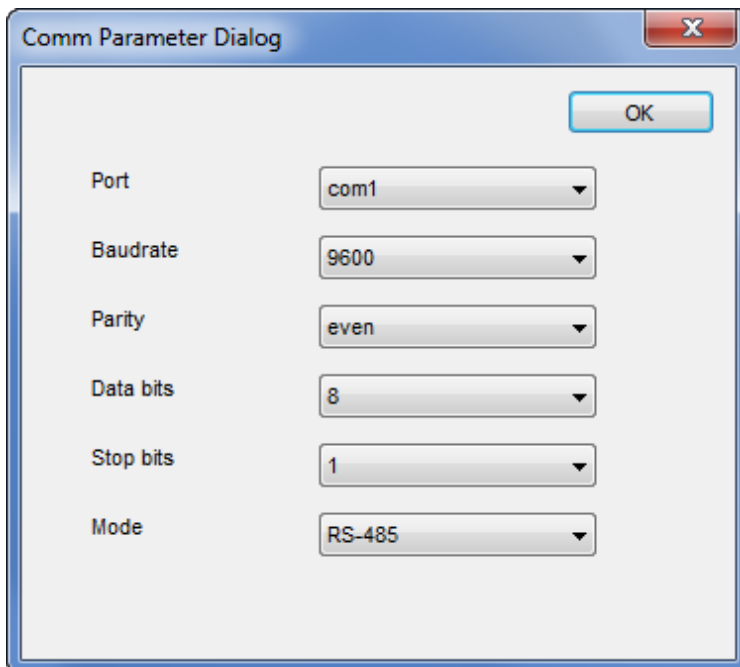
Element	Description
<b>Node ID</b>	Node ID assigned to the controller device.
<b>Protocol Type</b>	Two protocols are available: <ul style="list-style-type: none"> <li>• HCP</li> <li>• HCP2</li> </ul>
<b>Timeout (ms)</b>	Time delay in milliseconds between two retries in case of missing response from the server device.
<b>Retry count</b>	Number of times a certain message will be sent to the controller before reporting the communication error status.
<b>PLC Models</b>	PLC model you are going to connect to.

Element	Description
---------	-------------

<b>PLC Network</b>	The protocol allows the connection of multiple controllers to one HMI device. To set-up multiple connections, check “PLC network” checkbox and enter the node ID per each slave you need to access.
--------------------	---



<b>Comm...</b>	If clicked displays the communication parameters setup dialog.
----------------	--





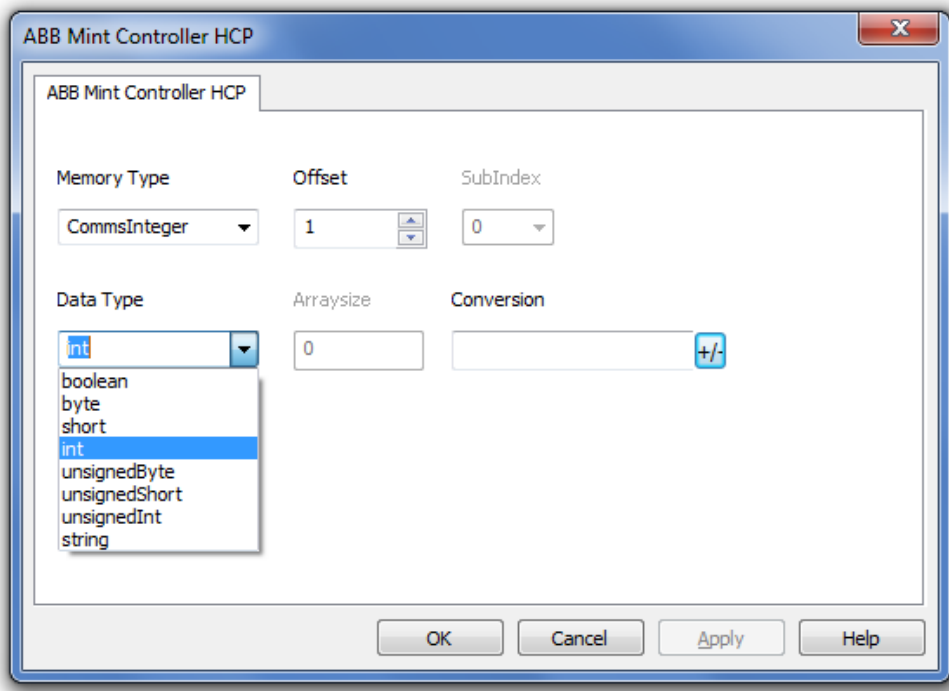
Element	Description	
	<b>Element</b>	<b>Description</b>
	<b>Port</b>	Serial port selection. <ul style="list-style-type: none"> <li>• <b>COM1</b>= device PLC port.</li> <li>• <b>COM2</b>= computer/printer port.</li> </ul>
	<b>Baudrate, Parity, Data Bits, Stop bits</b>	Serial line parameters.
	<b>Mode</b>	Serial port mode. Available modes: <ul style="list-style-type: none"> <li>• <b>RS-232</b>.</li> <li>• <b>RS-485</b> (2 wires).</li> <li>• <b>RS-422</b> (4 wires).</li> </ul>

## Data types

The ABB Mint Controller HCP driver provides the support for two Memory Types which are referring to the same physical memory area in the Mint controller:

- **Comms**: should only be used with floating point values. The Mint program on the ABB controller should use COMMS to access this data.
- **CommsInteger**: allows a variety of integer-based data types to be selected.

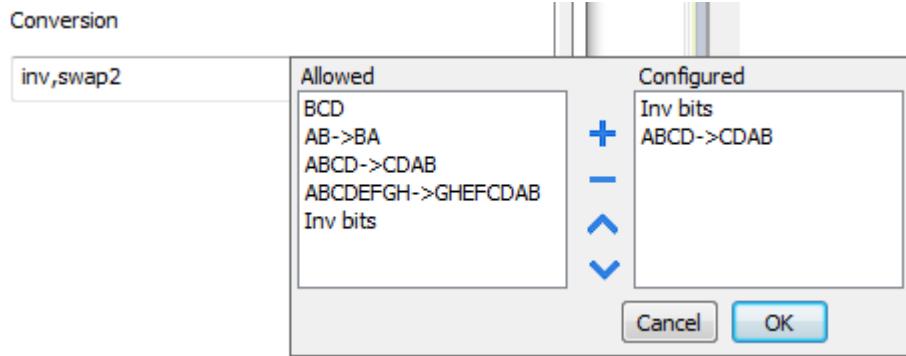
If the Mint controller program uses...	then...
COMMS keyword for a tag setup to use the Commsinteger memory type	only the bottom 23 bits will be accurate (due to floating point precision of the COMMS keyword).
COMMSINTEGER keyword for a tag setup to use the Commsinteger memory type	the value is precise for the full 32 bits.



See "Programming concepts" section in the main manual.

### Tag Conversion

Conversion to be applied to the Tag.



Depending on data type selected, the **Allowed** list shows one or more conversions, listed below.

Value	Description
<b>Inv bits</b>	Invert all the bits of the tag. <i>Example:</i> 1001 → 0110 (in binary format) 9 → 6 (in decimal format)
<b>Negate</b>	Set the opposite of the tag value. <i>Example:</i>

Value	Description
	25.36 → -25.36
<b>AB → BA</b>	Swap nibbles of a byte. <i>Example:</i> 15D4 → 514D (in hexadecimal format) 5588 → 20813 (in decimal format)
<b>ABCD → CDAB</b>	Swap bytes of a word. <i>Example:</i> 9ACC → CC9A (in hexadecimal format) 39628 → 52378 (in decimal format)
<b>ABCDEFGH → GHEFC DAB</b>	Swap bytes of a double word. <i>Example:</i> 32FCFF54 → 54FFFC32 (in hexadecimal format) 855441236 → 1426062386 (in decimal format)
<b>ABC...NOP → OPM...DAB</b>	Swap bytes of a long word. <i>Example:</i> 142.366 → -893553517.588905 (in decimal format) 0 10000000110 0001110010111011011001000101101000011100101011000001 → 1 10000011100 1010101000010100010110110110010110110000100111101 (in binary format)
<b>BCD</b>	Separate the byte in two nibbles, and reads them as decimal (from 0 to 9) <i>Example:</i> 23 → 17 (in decimal format) 0001 0111 = 23 0001 = 1 (first nibble) 0111 = 7 (second nibble)

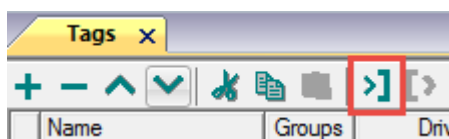
Select the conversion and click on plus button. The selected item will be added on **Configured** list.

If more conversions are configured, they will be applied in order (from top to bottom of **Configured** list).

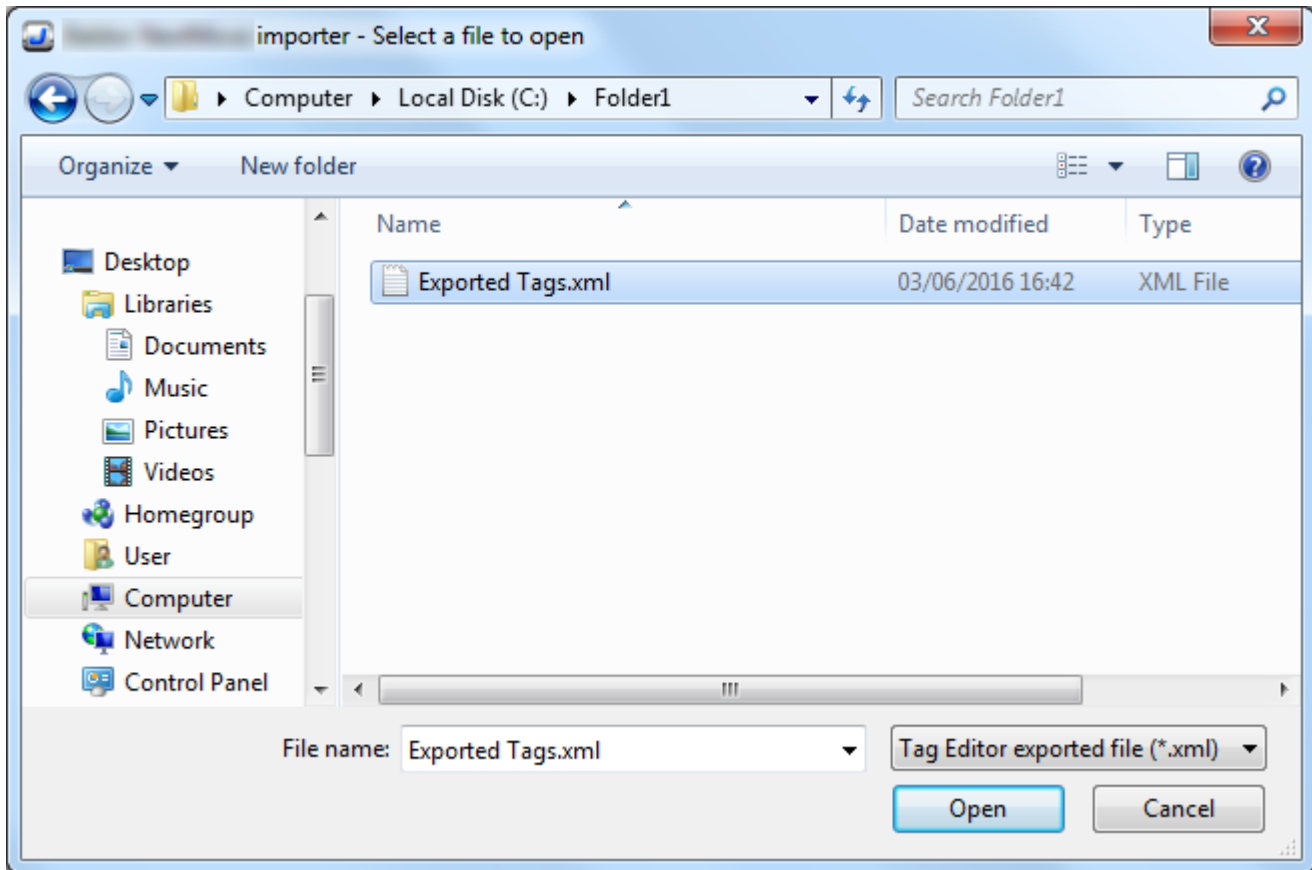
Use the arrow buttons to order the configured conversions.

## Tag Import

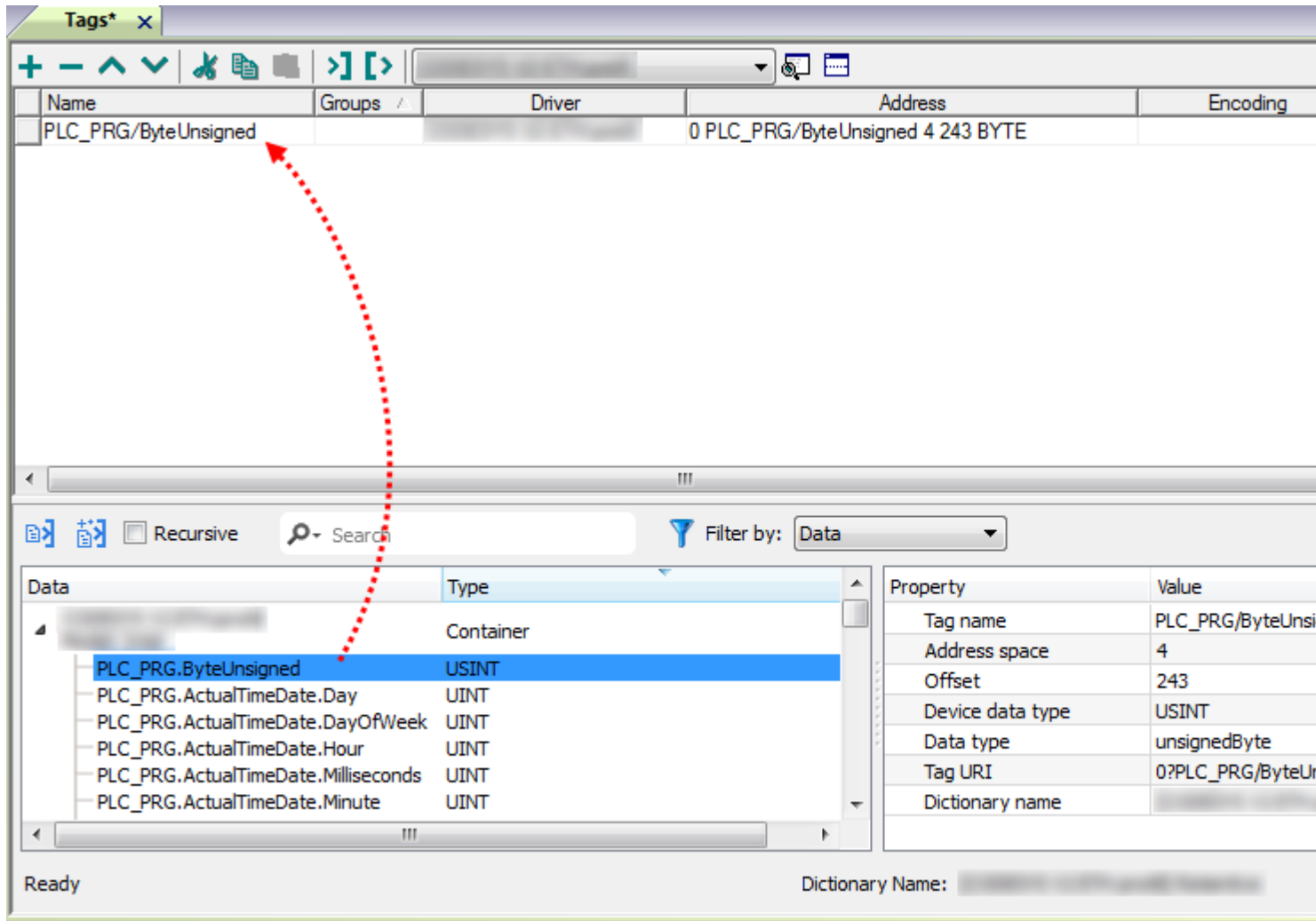
Select the driver in Tag Editor and click on the **Import Tags** button to start the importer.





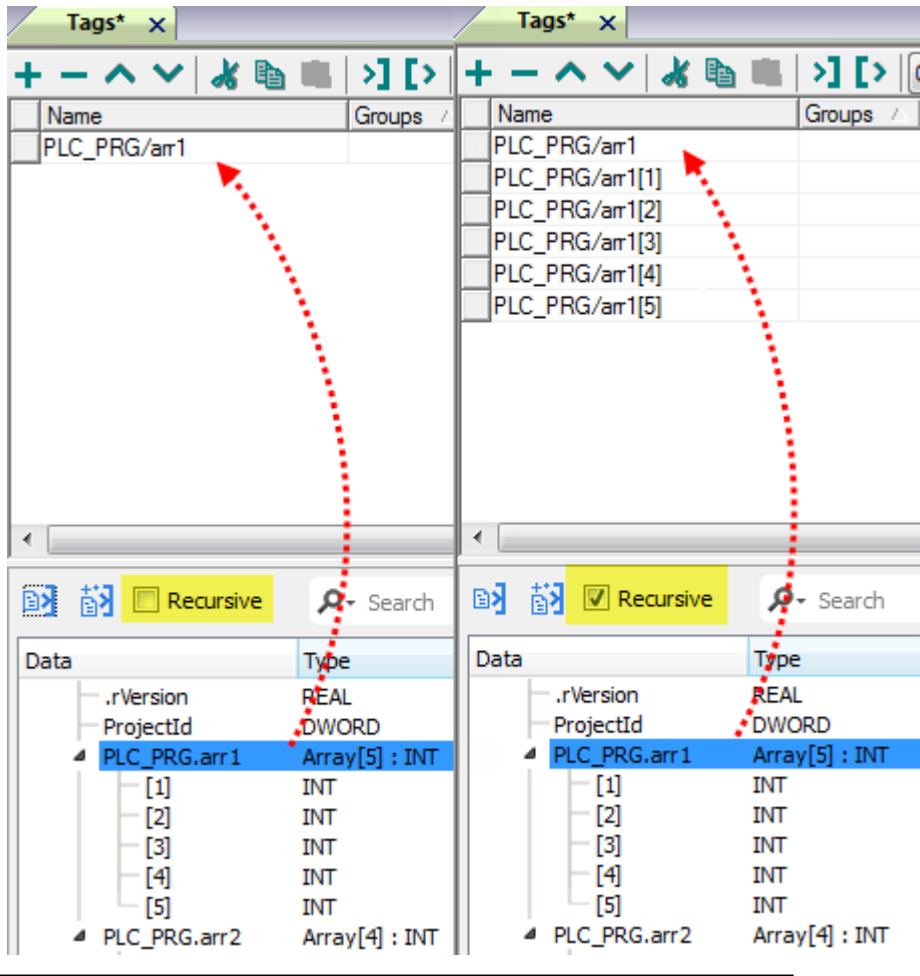
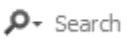

Locate the **.xml** file exported from Tag Editor and click **Open**.



Tags included in the symbol file are listed in the tag dictionary. The tag dictionary is displayed at the bottom of the screen.



Toolbar item	Description
	<p><b>Import Tag(s).</b></p> <p>Select tags to be imported and click on this icon to add tags from tag dictionary to the project</p>
	<p><b>Update Tag(s).</b></p> <p>Click on this icon to update the tags in the project, due a new dictionary import.</p>
<input type="checkbox"/> Recursive	<p>Check this box to import all sub-elements of a tag.</p> <p>Example of both checked and unchecked result:</p>

Toolbar item	Description
	
 Search  Filter by: <input type="text" value="Tag name"/>	Searches tags in the dictionary basing on filter combo-box item selected.

## Communication status

Current communication status can be displayed using system variables. See "System Variables" section in the main manual.

Codes supported by this communication driver:

Error	Cause	Action
<b>NAK</b>	The controller replies with a not acknowledge.	-
<b>Timeout</b>	A request is not replied within the specified timeout period.	Check if the controller is connected and properly configured to get network access.
<b>Line Error</b>	An error on the communication parameter setup is detected (parity, baud rate, data bits, stop bits).	Check if the communication parameter settings of the controller is compatible with the device communication setup.

Error	Cause	Action
<b>Invalid response</b>	The device did received a response with invalid format or contents from the controller.	Ensure the data programmed in the project are consistent with the controller resources.
<b>General Error</b>	Unidentifiable error. Should never be reported.	Contact technical support.

# ABB Modbus RTU

The HMI devices can be connected to a Modbus network as the network master using this driver.

This specific implementation of the Modbus RTU driver provides easy handling of the connections to ABB controllers providing specific support for PLC models and tag import facilities.

## Implementation details

The ABB Modbus RTU implementation supports only a subset of the Modbus standard RTU function codes.

Code	Function	Description
01	Read Coil Status	Reads multiple bits in the device Coil area
02	Read Input Status	Read the ON/OFF status of the discrete inputs (1x reference) in the slave
03	Read Holding Registers	Read multiple Registers
04	Read Input Registers	Reads the binary contents of input registers (3x reference) in the slave
05	Force Single Coil	Forces a single Coil to either ON or OFF
06	Preset Single Register	Presets a value in a Register
16	Preset Multiple Registers	Presets value in multiple Registers



Note: Communication speed with controllers is supported up to 115200 baud.



Note: Floating point data format is IEEE standard compliant.

## Protocol Editor Settings

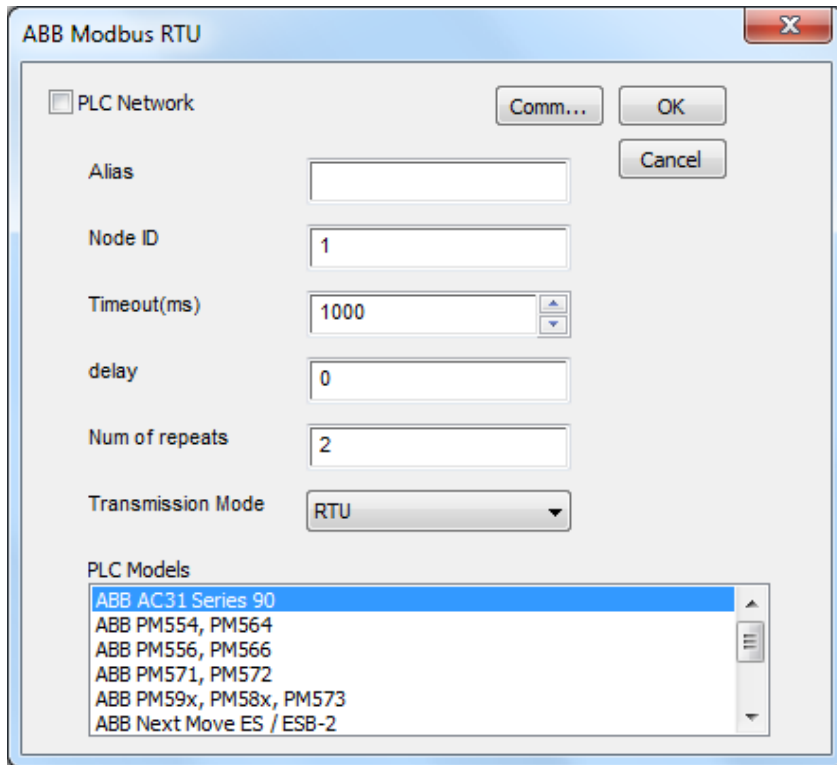
### Adding a protocol


To configure the protocol:

1. In the **Config** node double-click **Protocols**.
2. To add a driver, click **+**: a new line is added.
3. Select the protocol from the **PLC** list.

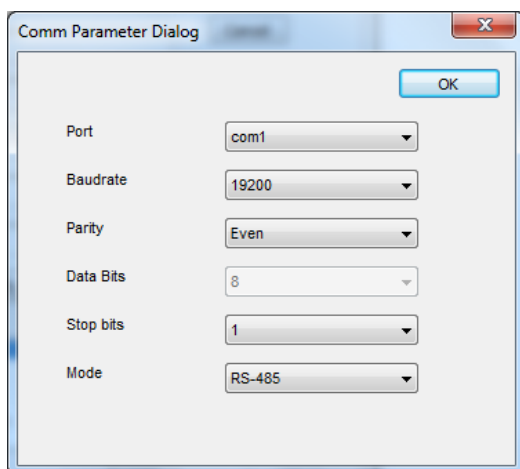
The driver configuration dialog is displayed.





Element	Description
<b>Alias</b>	Name identifying nodes in network configurations. The name will be added as a prefix to each tag name imported for each network node.
<b>Node ID</b>	Modbus node of the slave device.
<b>Timeout (ms)</b>	Time delay in milliseconds between two retries in case of missing response from the server device.
<b>delay</b>	Time delay in milliseconds between the end of the last received frame and the starting of a new request. If set to 0, the new request will be issued as soon as the internal system is able to reschedule it.
<b>Num of repeats</b>	Number of times a certain message will be sent to the controller before reporting the communication error status.
<b>Transmission Mode</b>	<ul style="list-style-type: none"> <li>• <b>RTU</b>: use RTU mode</li> <li>• <b>ASCII</b>: use ASCII mode</li> </ul> <p> Note: When PLC network is active, all nodes will be configured with the same Transmission Mode.</p>
<b>PLC Models</b>	PLC model you are going to connect to. The selection influences the data range offset per each data type according to the specific PLC memory resources.
<b>Comm...</b>	If clicked displays the communication parameters setup dialog.

Element	Description
---------	-------------



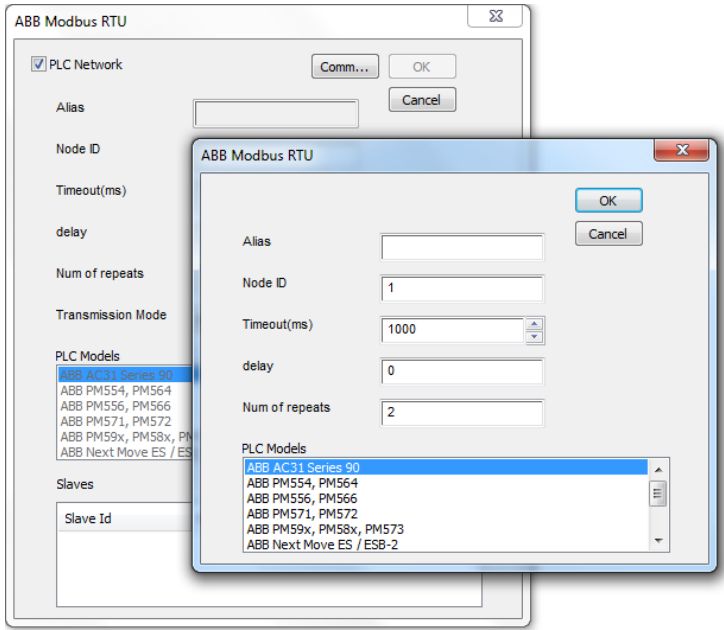
Element	Parameter
<b>Port</b>	Serial port selection. <ul style="list-style-type: none"> <li>• <b>COM1</b>: device PLC port.</li> <li>• <b>COM2</b>: computer/printer port.</li> </ul>
<b>Baudrate, Parity, Data Bits, Stop bits</b>	Serial line parameters.
<b>Mode</b>	Serial port mode. Available modes: <ul style="list-style-type: none"> <li>• <b>RS-232</b>.</li> <li>• <b>RS-485</b> (2 wires).</li> <li>• <b>RS-422</b> (4 wires).</li> </ul>

When using the controllers:

- ABB NextMove ES / ESB-2
- ABB e100 Motion Product
- ABB e150 Motion Product

make sure that Parity has been set to "None"

<b>PLC Network</b>	The protocol allows the connection of multiple controllers to one operator panel. <b>PLC Network</b> must be selected to enable multiple connections.
--------------------	---

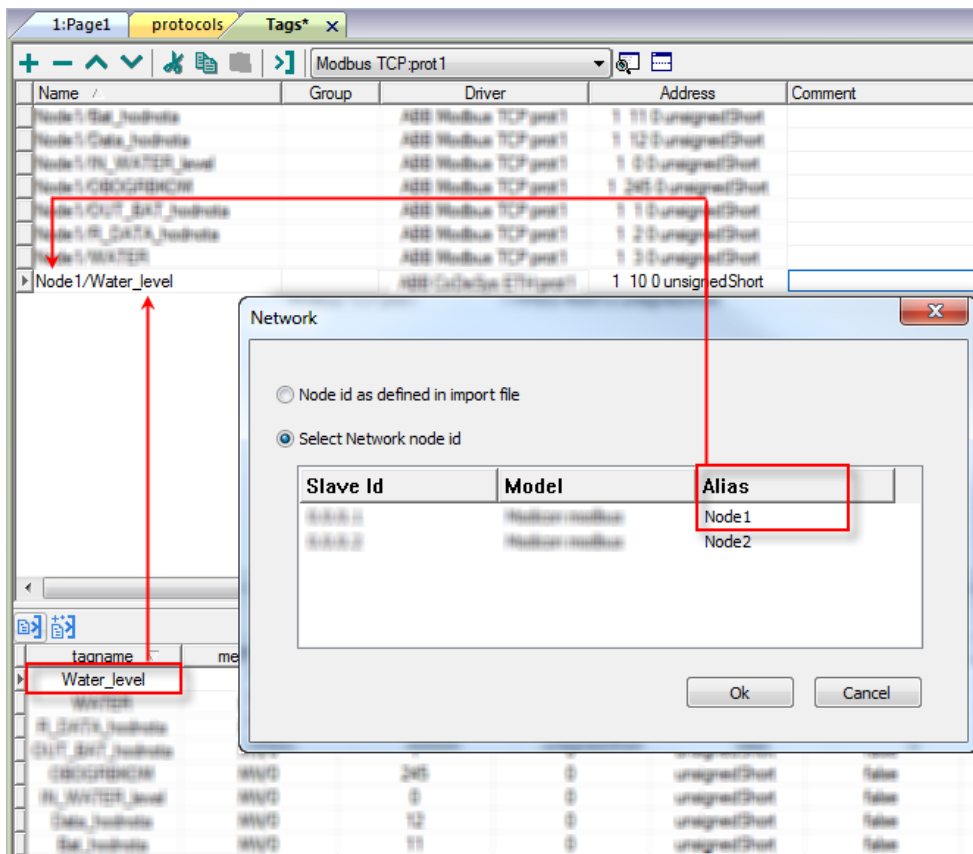
Element	Description
	 <p><b>Note:</b> PLC model <b>Pluto Safety PLC</b> is available for compatibility reasons. If you need to connect to this PLC model, please select <b>ABB Pluto</b> protocol.</p>

## Adding an alias name to a protocol

Tag names must be unique at project level, however, the same tag names might need to be used for different controller nodes (for example when the HMI device is connected to two devices running the same application).

When creating a protocol you can add an alias name that will be added to tag names imported for this protocol.

In the example, the connection to a certain controller is assigned the name **Node1**. When tags are imported for this node, all tag names will have the prefix **Node1** making each of them unique at the network/project level.



**i** Note: Aliasing tag names is only available for imported tags. Tags which are added manually in the Tag Editor do not need to have the Alias prefix in the tag name. The Alias string is attached on the import. If you modify the Alias string after the tag import has been completed, there will be no effect on the names already present in the dictionary. When the Alias string is changed and tags are re-imported, all tags will be re-imported with the new prefix string.

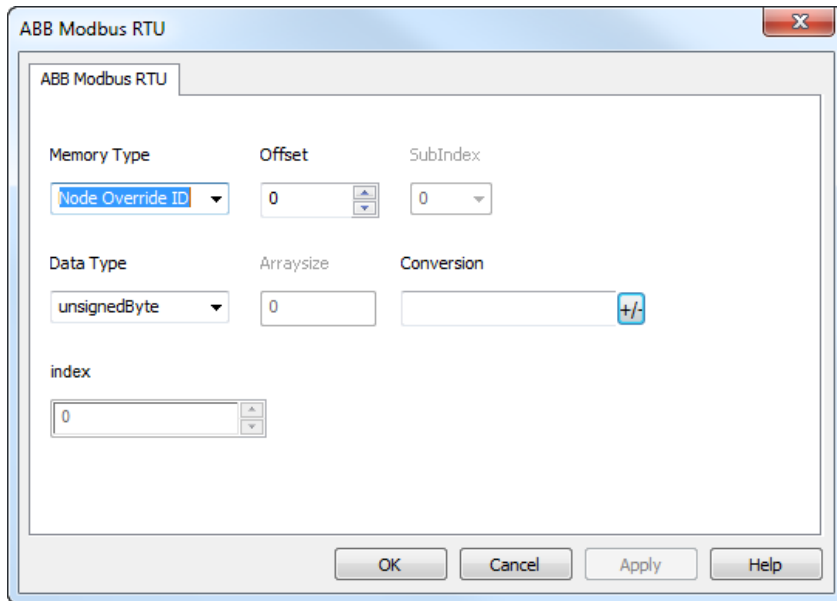
## Node Override ID (master devices)

The protocol provides the special data type Node Override ID which allows you to change the node ID of the target controller at runtime. This memory type is an unsigned byte.

The node Override ID is initialized with the value of the node ID specified in the project at programming time.

Node Override ID	Modbus operation
0	Communication with the controller is stopped. In case of write operation, the request will be transmitted without waiting for a reply.
1 to 254	It is interpreted as the value of the new node ID and is replaced for runtime operation.
255	Communication with the controller is stopped; no request messages are generated.

**i** Note: Node Override ID value assigned at runtime is retained through power cycles.

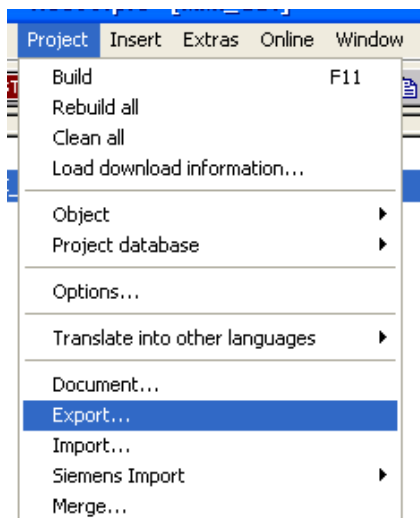


## Exporting tags from a controller

The ABB controllers programming supports tag export in .exp format.

To export tags:

Select **Project> Export...**: an .exp file will be created.



## Importing tags

You may import tags from an .exp file exported from a controller. See "My first project" section in the main manual.

## Communication status

Current communication status can be displayed using System Variables. See "System Variables" section in the main manual.

Codes supported for this communication driver:

<b>Error</b>	<b>Cause</b>	<b>Action</b>
<b>NAK</b>	The controller replies with a not acknowledge.	-
<b>Timeout</b>	A request is not replied within the specified timeout period.	Check if the controller is connected and properly configured to get network access.
<b>Line Error</b>	An error on the communication parameter setup is detected (parity, baud rate, data bits, stop bits).	Check if the communication parameter settings of the controller is compatible with the device communication setup.
<b>Invalid response</b>	The device did received a response with invalid format or contents from the controller .	Ensure the data programmed in the project are consistent with the controller resources.
<b>General Error</b>	Unidentifiable error. Should never be reported.	Contact technical support.

## ABB Modbus TCP

ABB Modbus TCP driver provides easy handling of the connection to the ABB controllers providing specific supports for PLC models and tag import facilities.

Various Modbus TCP-capable devices can be connected to the HMI device. To set-up your Modbus TCP device, please refer to the documentation you have received with the device.

The implementation of the protocol operates as a Modbus TCP client.

### Implementation details

The ABB Modbus TCP supports only a subset of the standard Modbus TCP function codes.

Code	Function	Description
01	Read Coil Status	Reads multiple bits in the device Coil area
02	Read Input Status	Read the ON/OFF status of the discrete inputs (1x reference) in the slave
03	Read Holding Registers	Read multiple Registers
04	Read Input Registers	Reads the binary contents of input registers (3x reference) in the slave
05	Force Single Coil	Forces a single Coil to either ON or OFF
06	Preset Single Register*	Presets a value in a Register
16	Preset Multiple Registers*	Presets value in multiple Registers

### Protocol Editor Settings

#### Adding a protocol

To configure the protocol:

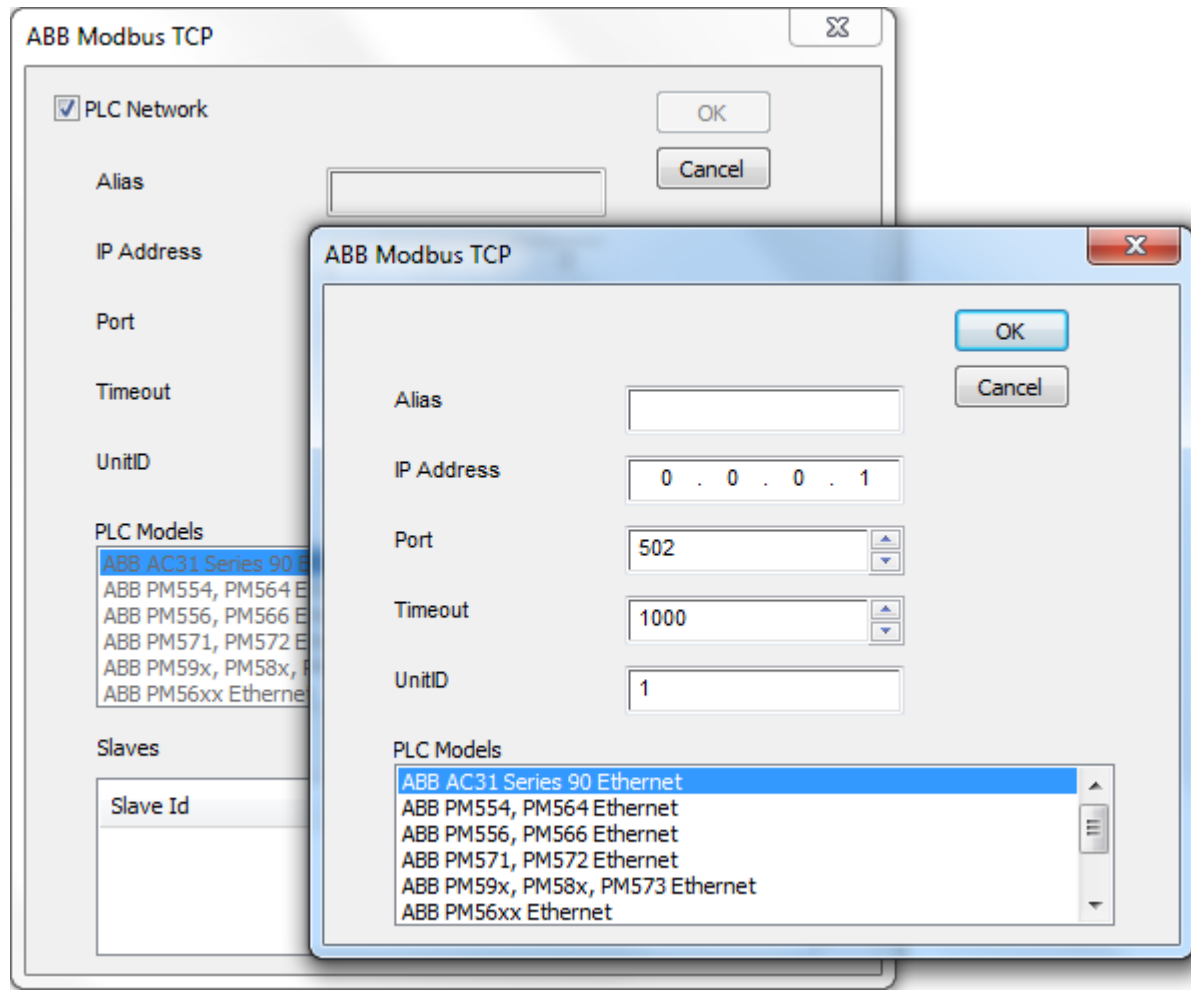
1. In the **Config** node double-click **Protocols**.
2. To add a driver, click **+**: a new line is added.
3. Select the protocol from the **PLC** list.

The driver configuration dialog is displayed.

Element	Description
<b>Alias</b>	Name identifying nodes in network configurations. The name will be added as a prefix to each tag name imported for each network node.
<b>IP Address</b>	Ethernet IP address of the controller.
<b>Port</b>	Port number used by the Modbus TCP driver. The default value can be changed when the communication goes through routers or Internet gateways where the default port number is already in use.
<b>Timeout</b>	Time delay in milliseconds between two retries in case of missing response from the server device.
<b>UnitID</b>	Usually used when communicating over Ethernet-to-serial gateways and then interpreted as the Slave ID. This value is simply copied into the Unit Identifier field of the Modbus TCP communication frame. This is rarely used and in most cases can be left zero.



Element	Description
<b>PLC Models</b>	PLC model you are going to connect to. The selection influences the data range offset per each data type according to the specific PLC memory resources.
<b>PLC Network</b>	IP address for all controllers in multiple connections. <b>PLC Network</b> check box must be selected to enable multiple connections.

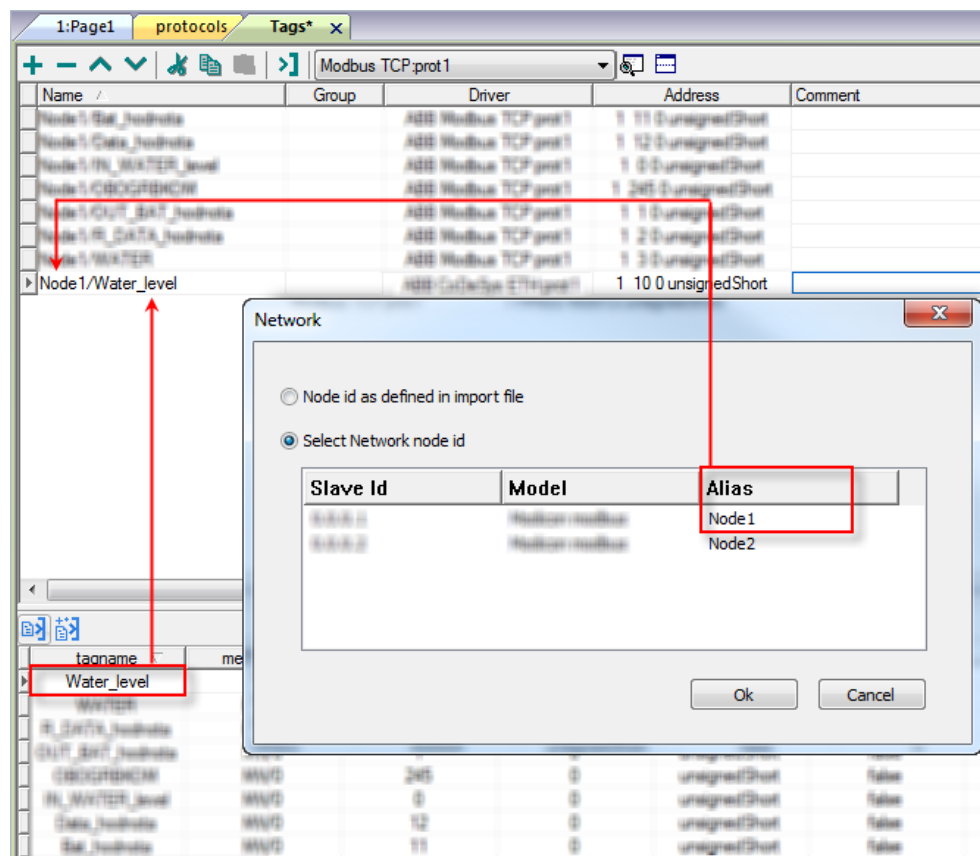


## Adding an alias name to a protocol

Tag names must be unique at project level, however, the same tag names might need to be used for different controller nodes (for example when the HMI device is connected to two devices running the same application).

When creating a protocol you can add an alias name that will be added to tag names imported for this protocol.

In the example, the connection to a certain controller is assigned the name **Node1**. When tags are imported for this node, all tag names will have the prefix **Node1** making each of them unique at the network/project level.



**i** Note: Aliasing tag names is only available for imported tags. Tags which are added manually in the Tag Editor do not need to have the Alias prefix in the tag name. The Alias string is attached on the import. If you modify the Alias string after the tag import has been completed, there will be no effect on the names already present in the dictionary. When the Alias string is changed and tags are re-imported, all tags will be re-imported with the new prefix string.

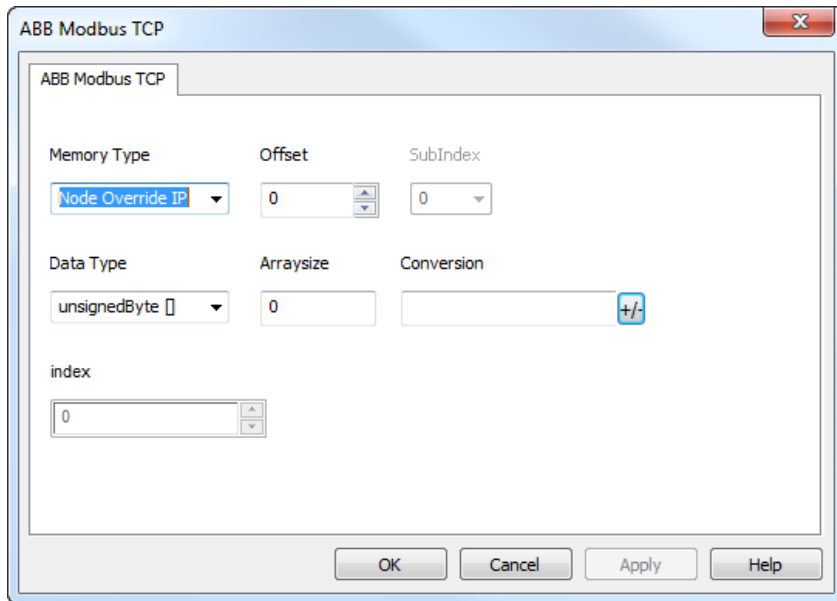
## Node Override ID (master devices)

The protocol provides the special data type Node Override ID which allows you to change the node ID of the target controller at runtime. This memory type is an unsigned byte.

The node Override ID is initialized with the value of the node ID specified in the project at programming time.

Node Override ID	Modbus operation
0	Communication with the controller is stopped. In case of write operation, the request will be transmitted without waiting for a reply.
1 to 254	It is interpreted as the value of the new node ID and is replaced for runtime operation.
255	Communication with the controller is stopped; no request messages are generated.

**i** Note: Node Override ID value assigned at runtime is retained through power cycles.

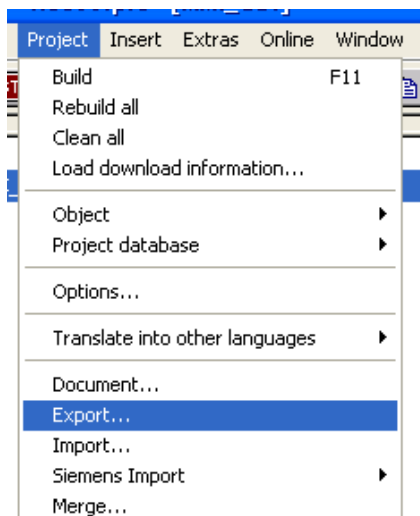


## Exporting tags from the controller

The ABB controllers programming supports tag export in .exp format.

To export tags:

Select **Project > Export...**: an .exp file will be created.



## Importing tags

You may import tags from an .exp file exported from a controller. See "My first project" section in the main manual.

## Communication status

Current communication status can be displayed using system variables. See "System Variables" section in the main manual.

Codes supported for this communication driver:

---

<b>Error</b>	<b>Cause</b>	<b>Action</b>
<b>NAK</b>	The controller replies with a not acknowledge.	-
<b>Timeout</b>	A request is not replied within the specified timeout period.	Check if the controller is connected and properly configured to get network access.
<b>Invalid response</b>	The device did received a response with invalid format or contents from the controller.	Check if the data programmed in the project are consistent with the controller resources.
<b>General Error</b>	Unidentifiable error.	Contact technical support.

# ABB Pluto

The HMI devices can be connected to a Modbus network as the network master using this generic driver.

This specific implementation of the Modbus RTU driver provides easy handling of the connections to the ABB controllers providing specific support for ABB Pluto Safety PLC and tag import facilities.

## Implementation details

This Modbus RTU implementation supports only a subset of the standard Modbus function codes.

Code	Function	Description
01	Read Coil Status	Reads multiple bits in the device Coil area
02	Read Input Status	Read the ON/OFF status of the discrete inputs (1x reference) in the slave
03	Read Holding Registers	Read multiple Registers
04	Read Input Registers	Reads the binary contents of input registers (3x reference) in the slave
05	Force Single Coil	Forces a single Coil to either ON or OFF
06	Preset Single Register	Presets a value in a Register
16	Preset Multiple Registers	Presets value in multiple Registers



Note: Communication speed with controllers is supported up to 115200 baud.



Note: Floating point data format is IEEE standard compliant.

## Protocol Editor Settings

### Adding a protocol

To configure the protocol:

1. In the **Config** node double-click **Protocols**.
2. To add a driver, click **+**: a new line is added.
3. Select the protocol from the **PLC** list.

The driver configuration dialog is displayed.

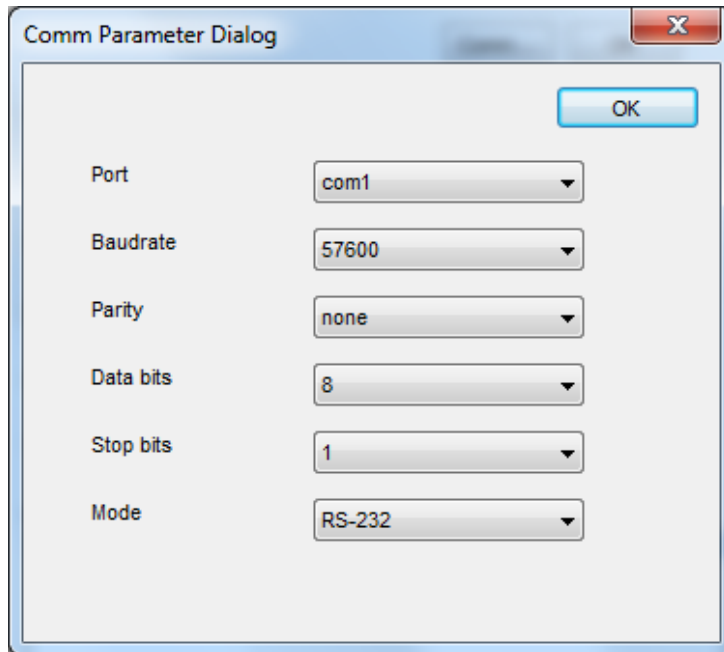
The driver configuration dialog is shown in the following figure.

The screenshot shows the ABB Pluto configuration dialog box. It features a title bar with the text 'ABB Pluto' and a close button. The main area contains several configuration fields: 'Alias' (text input), 'Node ID' (text input with '1'), 'Timeout (ms)' (text input with '2000'), 'Delay (ms)' (text input with '0'), 'Num of repeats' (text input with '2'), and 'Transmission Mode' (dropdown menu with 'ASCII'). Below these fields is a 'PLC Models' list box containing 'Pluto Safety PLC'. At the top right, there are three buttons: 'Comm...', 'OK', and 'Cancel'.

Element	Description
<b>Alias</b>	Name identifying nodes in network configurations. The name will be added as a prefix to each tag name imported for each network node.
<b>Node ID</b>	Modbus node of the slave device.
<b>Timeout (ms)</b>	Time delay in milliseconds between two retries in case of missing response from the slave device.
<b>Delay (ms)</b>	Time delay in milliseconds between the end of the last received frame and the starting of a new request. If set to 0, the new request will be issued as soon as the internal system is able to reschedule it.
<b>Num of repeats</b>	Number of times a certain message will be sent to the controller before reporting the communication error status.  When set to 1 the panel will report the communication error if the response to the first request packet is not correct.
<b>Transmission Mode</b>	<ul style="list-style-type: none"> <li>• <b>RTU</b>: use RTU mode</li> <li>• <b>ASCII</b>: use ASCII mode</li> </ul>

Element	Description
<b>PLC Models</b>	PLC model you are going to connect to. The selection influences the data range offset per each data type according to the specific PLC memory resources.

**Comm...** If clicked displays the communication parameters setup dialog.



Element	Description
<b>Port</b>	Serial port selection. <ul style="list-style-type: none"> <li>• <b>COM1</b>: device PLC port.</li> <li>• <b>COM2</b>: computer/printer port (if available)</li> </ul>
<b>Baudrate, Parity, Data bits, Stop bits</b>	Serial line parameters.
<b>Mode</b>	Serial port mode. Available modes: <ul style="list-style-type: none"> <li>• <b>RS-232</b>.</li> <li>• <b>RS-485</b> (2 wires).</li> <li>• <b>RS-422</b> (4 wires).</li> </ul>

### Node Override ID (master devices)

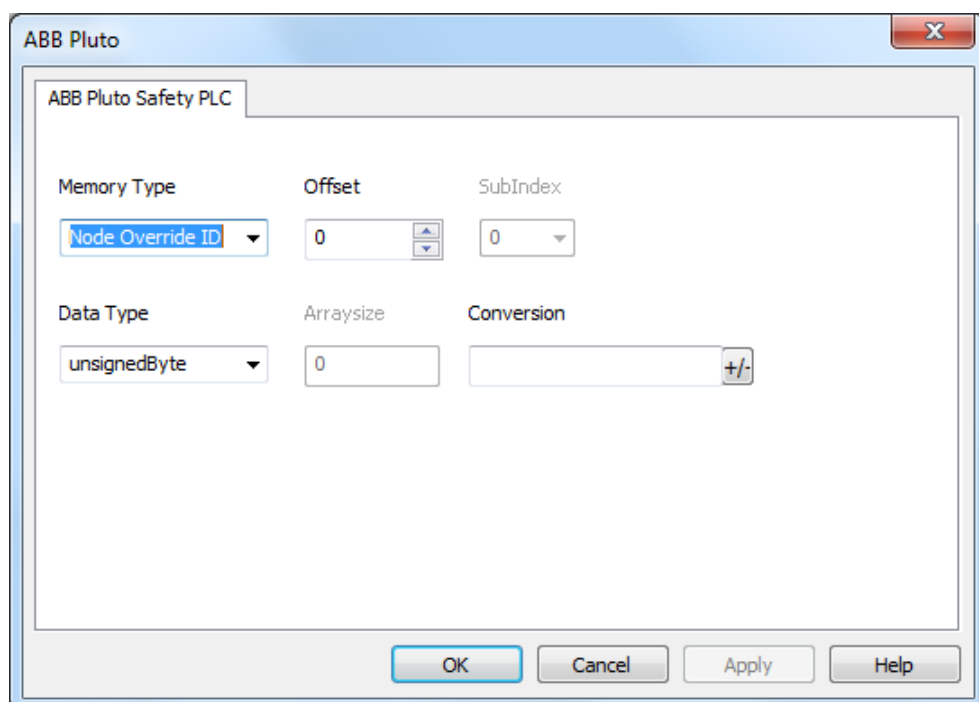
The protocol provides the special data type Node Override ID which allows you to change the node ID of the target controller at runtime. This memory type is an unsigned byte.

The node Override ID is initialized with the value of the node ID specified in the project at programming time.

Node Override ID	Modbus operation
0	Communication with the controller is stopped. In case of write operation, the request will be transmitted without waiting for a reply.
1 to 254	It is interpreted as the value of the new node ID and is replaced for runtime operation.
255	Communication with the controller is stopped; no request messages are generated.




Note: Node Override ID value assigned at runtime is retained through power cycles.

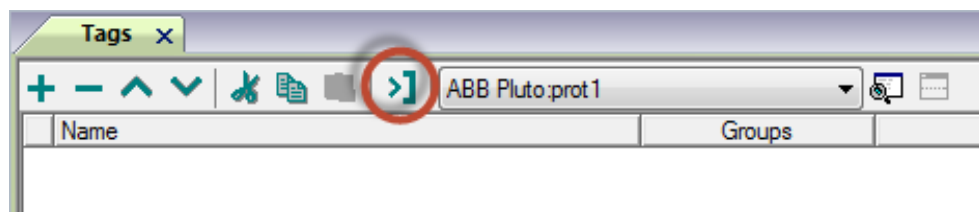


## Tag import

ABB Pluto driver supports tag import.

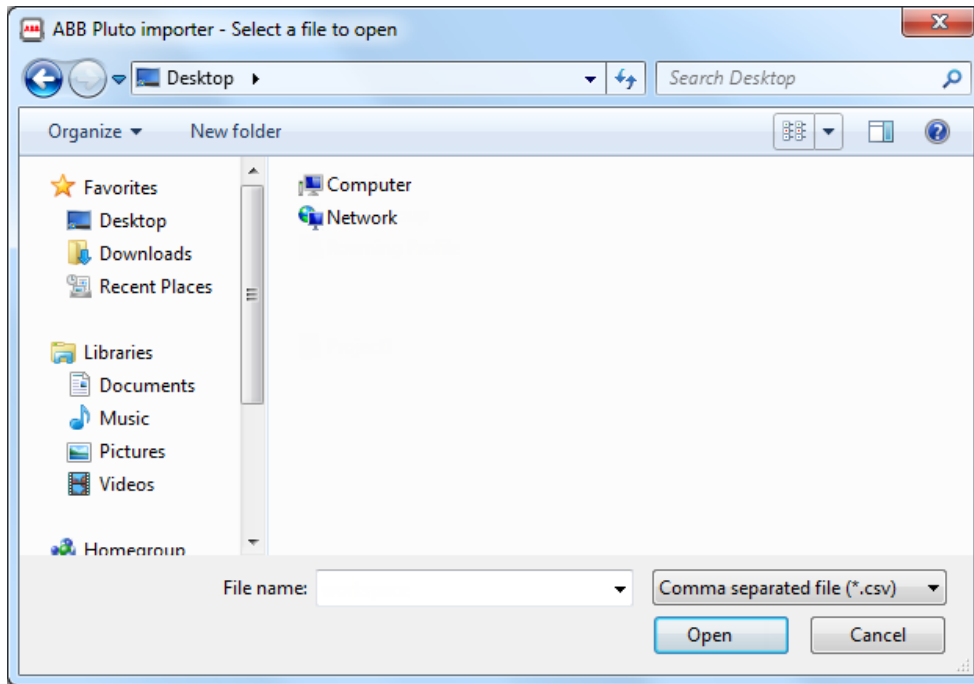
The ABB Pluto Safety PLC programming suite allows to export tags in .csv format.


1. In the Tag Editor select the driver.
2. Click the **Import Tags**  button to start the import.

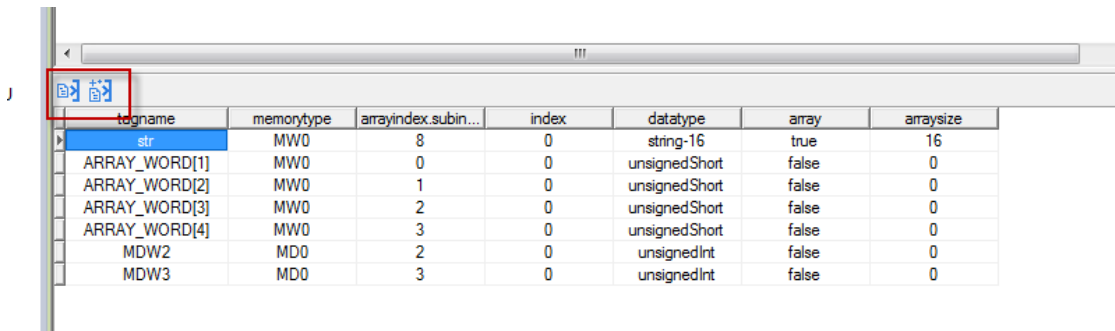


3. Locate the .csv file and confirm.





- To import tags, select one or more tags in the .csv file and click the  **Import tag** button: tags are copied to the project.



See "My first project" section in the main manual.

## Communication status

Current communication status can be displayed using System Variables. See "System Variables" section in the main manual.

Codes supported for this communication driver:

Error	Cause	Action
<b>NAK</b>	The controller replies with a not acknowledge.	-
<b>Timeout</b>	A request is not replied within the specified timeout period.	Check if the controller is connected and properly configured to get network access.
<b>Line Error</b>	An error on the communication parameter setup is detected (parity, baud rate, data bits, stop	Check if the communication parameter settings of the controller is compatible with the device communication

---

<b>Error</b>	<b>Cause</b>	<b>Action</b>
	bits).	setup.
<b>Invalid response</b>	The device did received a response with invalid format or contents from the controller .	Ensure the data programmed in the project are consistent with the controller resources.
<b>General Error</b>	Unidentifiable error. Should never be reported.	Contact technical support.

# BACnet

The BACnet communication driver has been designed to connect HMI devices to BACnet networks and supports IP and MS/TP communication.

The HMI device operates as a BACnet device.

## Protocol Editor Settings

### Adding a protocol

To configure the protocol:

1. In the **Config** node double-click **Protocols**.
2. To add a driver, click **+**: a new line is added.
3. Select the protocol from the **PLC** list.

The driver configuration dialog is displayed.

BACnet

Comm... OK Cancel

Panel Device ID

Object Name

Description

Media

Timeout (ms)

Panel Node

COV Lifetime (s)

Max Master

Max Info Frames

max MS/TP APDU

max IP APDU

IP UDP Port

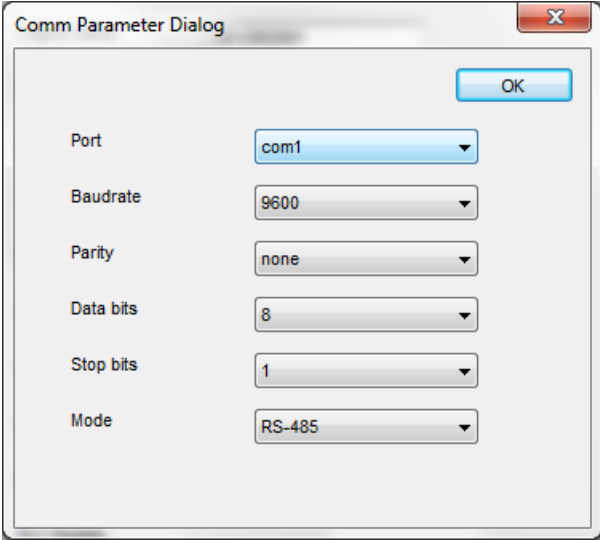
LocalIP

PLC Models

default

Element	Description
<b>Panel Device ID</b>	Identifies the HMI device in the network.
<b>Object Name</b>	BACnet Object Name for the HMI device.
<b>Description</b>	HMI device description, for documentation purposes.
<b>Media</b>	Type of communication of the protocol.

Element	Description
	<ul style="list-style-type: none"> <li>• <b>MS/TP</b>: Master-Slave/Token-Passing communication (RS-485).</li> <li>• <b>IP</b>: based on standard UDP/IP communication.</li> </ul>
<b>Timeout (ms)</b>	Time delay in milliseconds between two retries in case of missing response from the BACnet device.
<b>Panel Node *</b>	MS/TP address. Physical device address on the link; it is not passed through routers.
<b>COV Lifetime (s)</b>	Desired lifetime of the subscription in seconds before the it shall be automatically cancelled.. A value of zero indicates an indefinite lifetime, without automatic cancellation.
<b>Max Master *</b>	Highest allowable address for master nodes. Must be less than or equal to 127.
<b>Max Info Frames *</b>	Maximum number of information frames the node may send before it must pass the token. Max Info Frames may have different values on different nodes and may be used to allocate more or less of the available link bandwidth to particular nodes.
<b>Max MS/TP APDU *</b>	Maximum length of APDU (Application Layer Protocol Data Unit), which means the actual packet length on BACnet network. This value cannot exceed 480 (default value).
<b>Max IP APDU **</b>	Maximum length of APDU (Application Layer Protocol Data Unit), which means the actual packet length on BACnet network. This value cannot exceed 1476 (default value).
<b>IP UDP Port **</b>	Port number for IP communication.
<b>Local IP **</b>	IP Address of the network adapter to use for protocol. Not required if the device has only one Ethernet adapter.

Element	Description								
<b>PLC Models</b>	Reserved for future use.								
<b>Comm... *</b>	<p>If clicked displays the communication parameters setup dialog.</p>  <table border="1"> <thead> <tr> <th>Element</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td><b>Port</b></td> <td>Communication port.</td> </tr> <tr> <td><b>Baudrate, Parity, Data bits, Stop bits</b></td> <td>Communication parameters.</td> </tr> <tr> <td><b>Mode</b></td> <td>           Communication mode. Available modes:           <ul style="list-style-type: none"> <li>• <b>RS-232</b></li> <li>• <b>RS-485</b></li> <li>• <b>RS-422</b></li> </ul> </td> </tr> </tbody> </table>	Element	Description	<b>Port</b>	Communication port.	<b>Baudrate, Parity, Data bits, Stop bits</b>	Communication parameters.	<b>Mode</b>	Communication mode. Available modes: <ul style="list-style-type: none"> <li>• <b>RS-232</b></li> <li>• <b>RS-485</b></li> <li>• <b>RS-422</b></li> </ul>
Element	Description								
<b>Port</b>	Communication port.								
<b>Baudrate, Parity, Data bits, Stop bits</b>	Communication parameters.								
<b>Mode</b>	Communication mode. Available modes: <ul style="list-style-type: none"> <li>• <b>RS-232</b></li> <li>• <b>RS-485</b></li> <li>• <b>RS-422</b></li> </ul>								



Note \*: Available only if media is set to **MS/TP**.

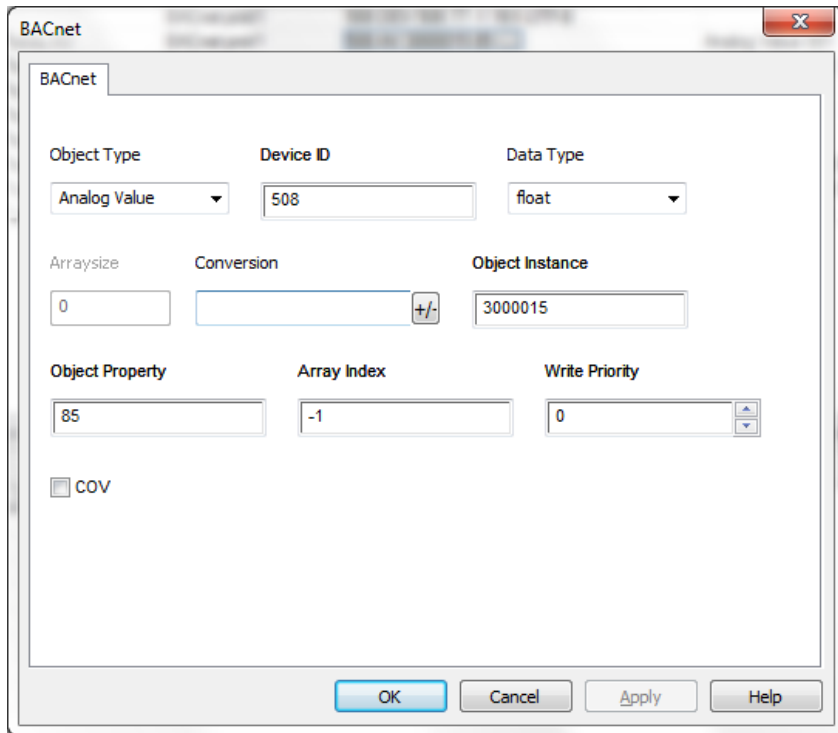


Note \*\*: Available only if media is set to **IP**.

## Tag Editor Settings

Path: **ProjectView** > **Config** > double-click **Tags**

1. To add a tag, click **+**: a new line is added.
2. Select **BACnet** from the **Driver** list: the tag definition dialog is displayed.

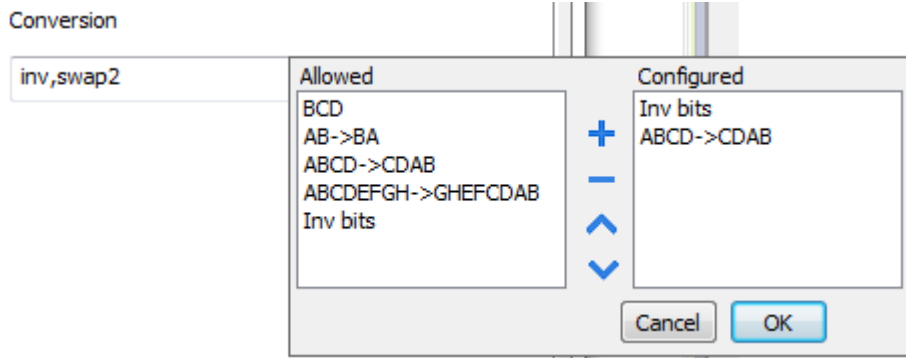


Element	Description
<b>Object Type</b>	Type of BACnet object to be referenced. Available object types: <ul style="list-style-type: none"> <li>• <b>Device</b></li> <li>• <b>Analog Input</b></li> <li>• <b>Analog Output</b></li> <li>• <b>Analog Value</b></li> <li>• <b>Binary Input</b></li> <li>• <b>Binary Output</b></li> <li>• <b>Binary Value</b></li> <li>• <b>Multi-state Input</b></li> <li>• <b>Multi-state Output</b></li> <li>• <b>Multi-state Value</b></li> <li>• <b>Integer Value</b></li> <li>• <b>Positive Integer Value</b></li> <li>• <b>Large Analog Value</b></li> </ul>
<b>Device ID</b>	ID of the device containing the object.
<b>Data Type</b>	Data type for display presentation. Available data types: <ul style="list-style-type: none"> <li>• <b>boolean</b></li> </ul>

Element	Description																																	
	<ul style="list-style-type: none"> <li>• <b>int</b></li> <li>• <b>unsignedInt</b></li> <li>• <b>float</b></li> <li>• <b>double</b></li> <li>• <b>string</b></li> <li>• <b>binary</b></li> <li>• <b>boolean[]</b></li> </ul> <p>These data types are data types as defined in the software.</p> <p>The equivalence with BACnet data types is shown in the table:</p> <table border="1" data-bbox="209 763 1217 1570"> <thead> <tr> <th data-bbox="209 763 523 853">BACnet data type</th> <th data-bbox="523 763 703 853">Software data type</th> <th data-bbox="703 763 1217 853">Notes</th> </tr> </thead> <tbody> <tr> <td data-bbox="209 853 523 913"><b>BOOLEAN</b></td> <td data-bbox="523 853 703 913">Boolean</td> <td data-bbox="703 853 1217 913">-</td> </tr> <tr> <td data-bbox="209 913 523 974"><b>INTEGER</b></td> <td data-bbox="523 913 703 974">Int</td> <td data-bbox="703 913 1217 974">-</td> </tr> <tr> <td data-bbox="209 974 523 1034"><b>UNSIGNED_INTEGER</b></td> <td data-bbox="523 974 703 1034">unsignedInt</td> <td data-bbox="703 974 1217 1034">-</td> </tr> <tr> <td data-bbox="209 1034 523 1095"><b>REAL</b></td> <td data-bbox="523 1034 703 1095">Float</td> <td data-bbox="703 1034 1217 1095">-</td> </tr> <tr> <td data-bbox="209 1095 523 1155"><b>BIT_STRING</b></td> <td data-bbox="523 1095 703 1155">boolean-x</td> <td data-bbox="703 1095 1217 1155"><b>x = size</b></td> </tr> <tr> <td data-bbox="209 1155 523 1238"><b>CHARACTER_STRING</b></td> <td data-bbox="523 1155 703 1238">string-x</td> <td data-bbox="703 1155 1217 1238"><b>x = size</b></td> </tr> <tr> <td data-bbox="209 1238 523 1299"><b>OCTET_STRING</b></td> <td data-bbox="523 1238 703 1299">binary-x</td> <td data-bbox="703 1238 1217 1299"><b>x = size</b></td> </tr> <tr> <td data-bbox="209 1299 523 1382"><b>DATE</b></td> <td data-bbox="523 1299 703 1382">int or unsignedInt</td> <td data-bbox="703 1299 1217 1382">-</td> </tr> <tr> <td data-bbox="209 1382 523 1464"><b>TIME</b></td> <td data-bbox="523 1382 703 1464">int or unsignedInt</td> <td data-bbox="703 1382 1217 1464">-</td> </tr> <tr> <td data-bbox="209 1464 523 1570"><b>BACnetObjectIdentifier</b></td> <td data-bbox="523 1464 703 1570">int or unsignedInt</td> <td data-bbox="703 1464 1217 1570"><b>Use conversions instance and objType for proper display</b></td> </tr> </tbody> </table>	BACnet data type	Software data type	Notes	<b>BOOLEAN</b>	Boolean	-	<b>INTEGER</b>	Int	-	<b>UNSIGNED_INTEGER</b>	unsignedInt	-	<b>REAL</b>	Float	-	<b>BIT_STRING</b>	boolean-x	<b>x = size</b>	<b>CHARACTER_STRING</b>	string-x	<b>x = size</b>	<b>OCTET_STRING</b>	binary-x	<b>x = size</b>	<b>DATE</b>	int or unsignedInt	-	<b>TIME</b>	int or unsignedInt	-	<b>BACnetObjectIdentifier</b>	int or unsignedInt	<b>Use conversions instance and objType for proper display</b>
BACnet data type	Software data type	Notes																																
<b>BOOLEAN</b>	Boolean	-																																
<b>INTEGER</b>	Int	-																																
<b>UNSIGNED_INTEGER</b>	unsignedInt	-																																
<b>REAL</b>	Float	-																																
<b>BIT_STRING</b>	boolean-x	<b>x = size</b>																																
<b>CHARACTER_STRING</b>	string-x	<b>x = size</b>																																
<b>OCTET_STRING</b>	binary-x	<b>x = size</b>																																
<b>DATE</b>	int or unsignedInt	-																																
<b>TIME</b>	int or unsignedInt	-																																
<b>BACnetObjectIdentifier</b>	int or unsignedInt	<b>Use conversions instance and objType for proper display</b>																																
<b>Arraysize</b>	<ul style="list-style-type: none"> <li>• In case of array Tag, this property represents the number of array elements.</li> <li>• In case of string Tag, this property represents the maximum number of bytes available in the string Tag.</li> </ul> <p>Note: number of bytes corresponds to number of string chars if Encoding property is set to UTF-8 or Latin1 in Tag Editor.</p> <p>If Encoding property is set to UCS-2BE, UCS-2LE, UTF-16BE or UTF-16LE one char requires 2 bytes.</p>																																	
<b>Conversion</b>	Conversion to be applied to the Tag.																																	



Element	Description
---------	-------------



Depending on data type selected, the **Allowed** list shows one or more conversions, listed below.

Value	Description
<b>Inv bits</b>	Invert all the bits of the tag.  <i>Example:</i> 1001 → 0110 (in binary format) 9 → 6 (in decimal format)
<b>Negate</b>	Set the opposite of the tag value.  <i>Example:</i> 25.36 → -25.36
<b>AB → BA</b>	Swap nibbles of a byte.  <i>Example:</i> 15D4 → 514D (in hexadecimal format) 5588 → 20813 (in decimal format)
<b>ABCD → CDAB</b>	Swap bytes of a word.  <i>Example:</i> 9ACC → CC9A (in hexadecimal format) 39628 → 52378 (in decimal format)
<b>ABCDEFGH → GHEFCDAB</b>	Swap bytes of a double word.  <i>Example:</i> 32FCFF54 → 54FFFC32 (in hexadecimal format) 855441236 → 1426062386 (in decimal format)
<b>ABC...NOP → OPM...DAB</b>	Swap bytes of a long word.  <i>Example:</i> 142.366 → -893553517.588905 (in decimal format) 0 10000000110

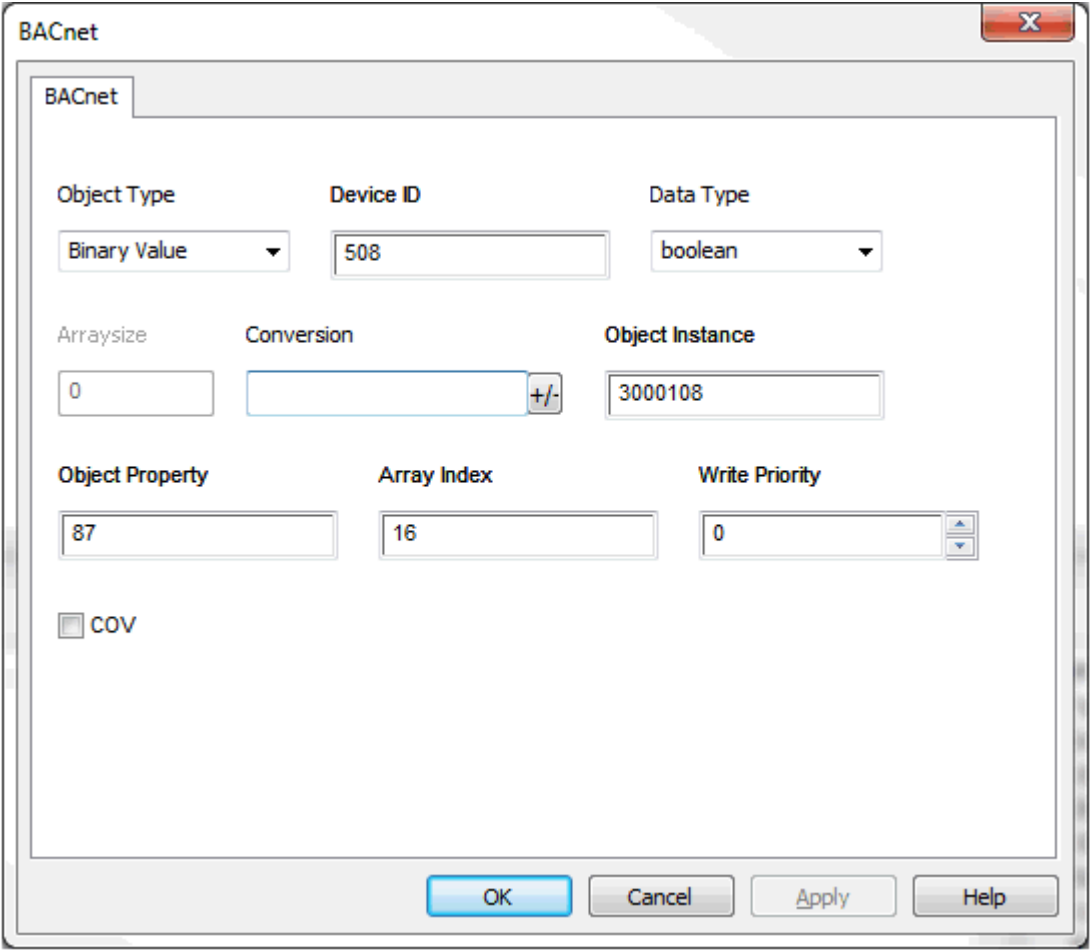
Element	Description																																									
	<table border="1"> <thead> <tr> <th data-bbox="197 324 459 398">Value</th> <th data-bbox="459 324 1337 398">Description</th> </tr> </thead> </table>	Value	Description	<p data-bbox="469 405 1206 577">0001110010111011011001000101101000011100101011000001 → 1 10000011100 1010101000010100010110110110110010110110000100111101 (in binary format)</p> <p data-bbox="469 600 1161 862"><b>BCD</b> Separate the byte in two nibbles, and reads them as decimal (from 0 to 9)  <i>Example:</i> 23 → 17 (in decimal format) 0001 0111 = 23 0001 = 1 (first nibble) 0111 = 7 (second nibble)</p> <p data-bbox="209 909 1294 972">Select the conversion and click on plus button. The selected item will be added on <b>Configured</b> list.</p> <p data-bbox="209 996 1327 1059">If more conversions are configured, they will be applied in order (from top to bottom of <b>Configured</b> list).</p> <p data-bbox="209 1084 879 1115">Use the arrow buttons to order the configured conversions.</p>																																						
Value	Description																																									
<b>Object Instance</b>	BACnet ID of the object to be referenced.																																									
<b>Object Property</b>	<p data-bbox="209 1267 1291 1330">Numeric value of the property to be referenced (example: the value 85 means <i>present-value</i> for most standard objects).</p> <p data-bbox="209 1337 890 1368">The table below specifies all the BACnet Object Properties.</p> <table border="1" data-bbox="209 1391 1217 1883"> <thead> <tr> <th data-bbox="209 1391 368 1480">Property</th> <th data-bbox="368 1391 459 1480">Value</th> <th data-bbox="469 1391 628 1480">Property</th> <th data-bbox="628 1391 719 1480">Value</th> <th data-bbox="729 1391 888 1480">Property</th> <th data-bbox="888 1391 979 1480">Value</th> <th data-bbox="989 1391 1149 1480">Property</th> <th data-bbox="1149 1391 1217 1480">Value</th> </tr> </thead> <tbody> <tr> <td data-bbox="209 1480 368 1570">accepted-modes</td> <td data-bbox="368 1480 459 1570">175</td> <td data-bbox="469 1480 628 1570">effective-period</td> <td data-bbox="628 1480 719 1570">32</td> <td data-bbox="729 1480 888 1570">max-info-frames</td> <td data-bbox="888 1480 979 1570">63</td> <td data-bbox="989 1480 1149 1570">reason-for-halt</td> <td data-bbox="1149 1480 1217 1570">100</td> </tr> <tr> <td data-bbox="209 1570 368 1697">acked-transitions</td> <td data-bbox="368 1570 459 1697">0</td> <td data-bbox="469 1570 628 1697">elapsed-active-time</td> <td data-bbox="628 1570 719 1697">33</td> <td data-bbox="729 1570 888 1697">max-master</td> <td data-bbox="888 1570 979 1697">64</td> <td data-bbox="989 1570 1149 1697">recipient-list</td> <td data-bbox="1149 1570 1217 1697">102</td> </tr> <tr> <td data-bbox="209 1697 368 1825">ack-required</td> <td data-bbox="368 1697 459 1825">1</td> <td data-bbox="469 1697 628 1825">error-limit</td> <td data-bbox="628 1697 719 1825">34</td> <td data-bbox="729 1697 888 1825">max-pres-value</td> <td data-bbox="888 1697 979 1825">65</td> <td data-bbox="989 1697 1149 1825">records-since-notification</td> <td data-bbox="1149 1697 1217 1825">140</td> </tr> <tr> <td data-bbox="209 1825 368 1883">action</td> <td data-bbox="368 1825 459 1883">2</td> <td data-bbox="469 1825 628 1883">event-</td> <td data-bbox="628 1825 719 1883">35</td> <td data-bbox="729 1825 888 1883">max-</td> <td data-bbox="888 1825 979 1883">167</td> <td data-bbox="989 1825 1149 1883">record-count</td> <td data-bbox="1149 1825 1217 1883">141</td> </tr> </tbody> </table>		Property	Value	Property	Value	Property	Value	Property	Value	accepted-modes	175	effective-period	32	max-info-frames	63	reason-for-halt	100	acked-transitions	0	elapsed-active-time	33	max-master	64	recipient-list	102	ack-required	1	error-limit	34	max-pres-value	65	records-since-notification	140	action	2	event-	35	max-	167	record-count	141
Property	Value	Property	Value	Property	Value	Property	Value																																			
accepted-modes	175	effective-period	32	max-info-frames	63	reason-for-halt	100																																			
acked-transitions	0	elapsed-active-time	33	max-master	64	recipient-list	102																																			
ack-required	1	error-limit	34	max-pres-value	65	records-since-notification	140																																			
action	2	event-	35	max-	167	record-count	141																																			

Element	Description							
	Property	Value	Property	Value	Property	Value	Property	Value
			enable		segments-accepted			
	action-text	3	event-state	36	member-of	159	reliability	103
	active-text	4	event-timestamps	130	minimum-off-time	66	relinquish-default	104
	active-vt-sessions	5	event-type	37	minimum-on-time	67	required	105
	active-cov-subscriptions	152	event-parameters	83	minimum-output	68	resolution	106
	adjust-value	176	exception-schedule	38	minimum-value	136	scale	187
	alarm-value	6	fault-values	39	minimum-value-timestamp	150	scale-factor	188
	alarm-values	7	feedback-value	40	min-pres-value	69	schedule-default	174
	all	8	file-access-method	41	mode	160	segmentation-supported	107
	all-writes-successful	9	file-size	42	model-name	70	setpoint	108
	apdu-segment-timeout	10	file-type	43	modification-date	71	setpoint-reference	109
	apdu-timeout	11	firmware-revision	44	notification-class	17	slave-address-binding	171
	application-software-version	12	high-limit	45	notification-threshold	137	setting	162

Element	Description							
	Property	Value	Property	Value	Property	Value	Property	Value
	archive	13	inactive-text	46	notify-type	72	silenced	163
	attempted-samples	124	in-process	47	number-of-APDU-retries	73	start-time	142
	auto-slave-discovery	169	input-reference	181	number-of-states	74	state-text	110
	average-value	125	instance-of	48	object-identifier	75	status-flags	111
	backup-failure-timeout	153	integral-constant	49	object-list	76	stop-time	143
	bias	14	integral-constant-units	50	object-name	77	stop-when-full	144
	buffer-size	126	last-notify-record	173	object-property-reference	78	system-status	112
	change-of-state-count	15	last-restore-time	157	object-type	79	time-delay	113
	change-of-state-time	16	life-safety-alarm-values	166	operation-expected	161	time-of-active-time-reset	114
	client-cov-increment	127	limit-enable	52	optional	80	time-of-state-count-reset	115
	configuration-files	154	limit-monitoring-interval	182	out-of-service	81	time-synchronization-recipients	116
	controlled-variable-reference	19	list-of-group-members	53	output-units	82	total-record-count	145

Element	Description							
	Property	Value	Property	Value	Property	Value	Property	Value
	controlled-variable-units	20	list-of-object-property-references	54	polarity	84	tracking-value	164
	controlled-variable-value	21	list-of-session-keys	55	prescale	185	units	117
	count	177	local-date	56	present-value	85	update-interval	118
	count-before-change	178	local-time	57	priority	86	update-time	189
	count-change-time	179	location	58	pulse-rate	186	utc-offset	119
	cov-increment	22	log-buffer	131	priority-array	87	valid-samples	146
	cov-period	180	log-device-object-property	132	priority-for-writing	88	value-before-change	190
	cov-resubscription-interval	128	log-enable	133	process-identifier	89	value-set	191
	database-revision	155	log-interval	134	profile-name	168	value-change-time	192
	date-list	23	logging-object	183	program-change	90	variance-value	151
	daylight-savings-status	24	logging-record	184	program-location	91	vendor-identifier	120
	deadband	25	low-limit	59	program-state	92	vendor-name	121
	derivative-constant	26	maintenance-	158	proportional-	93	vt-classes-supported	122

Element	Description							
	Property	Value	Property	Value	Property	Value	Property	Value
			required		constant			
derivative-constant-units	27		manipulated-variable-reference	60	proportional-constant-units	94	weekly-schedule	123
description	28		manual-slave-address-binding	170	protocol-object-types-supported	96	window-interval	147
description-of-halt	29		maximum-output	61	protocol-revision	139	window-samples	148
device-address-binding	30		maximum-value	135	protocol-services-supported	97	zone-members	165
device-type	31		maximum-value-timestamp	149	protocol-version	98		
direct-reading	156		max-apdu-length-accepted	62	read-only	99		
<b>Array Index</b>	<p>Index for subscribing elements in BACnet arrays.</p> <ul style="list-style-type: none"> <li>-1 means read all elements</li> <li>0 to n means read the specified element</li> </ul> <p><b>Priority Array example</b></p> <p>To read a priority array object it is necessary to set <b>Object Property = 87</b> and <b>Array Index</b> has to refer to the priority item to be read.</p> <p>The following figure shows how to read the 16th item of a priority array.</p>							

Element	Description
	
<b>Write Priority</b>	Write requests priority level. The value is in the range 1-16. 0 is interpreted as 16.
<b>COV</b>	Enable the Change Of Value notification.

### Clear/Set Priority

The system offers actions for a more flexible handling of Write Priority.

Action	Description
<b>BACnetClearPriority</b>	<p>Clears the priority array at the position associated to the BACnet tag passed as parameter.</p> <p>This action has immediate effect on the BACnet device.</p>
<b>BACnetClearAllPriorities</b>	<p>Clears all positions in the priority array.</p> <p>This action has immediate effect on the BACnet device.</p>
<b>BACnetSetPriority</b>	<p>Overrides the Write Priority value configured in the BACnet tag definition.</p> <p>This action has two parameters:</p> <ul style="list-style-type: none"> <li>• <b>TagName:</b> name of the BACnet tag.</li> <li>• <b>TagPriority:</b> new value of Write Priority for the BACnet tag passed as parameter.</li> </ul> <p>This action only overrides the value of Write Priority in the BACnet tag definition and does not perform any communication with the BACnet device. Any write command that will be performed to the Present Value property of the BACnet device identified by the tag, will be performed using the new Write Priority value.</p> <p>The priority value will be valid until:</p> <ul style="list-style-type: none"> <li>• A new call to the BACnetSetPriority action changes it.</li> <li>• The HMI device is restarted. The value of WritePriority defined in the project is valid in this case.</li> </ul>


## Tag Import

BACnet object information can be imported from BACnet EDE (Engineering Data Exchange) files. The EDE file must have the .csv extension.

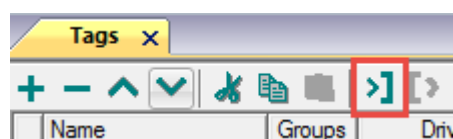
The importer uses the characters “,” and “;” as delimiters. They are considered as reserved characters and you cannot use them in file name.

Use the hierarchical importer to have a ordered list of BACnet objects and properties.

Tags will be created using the string specified in the column object-name of the EDE file. The importer will add the device ID as a prefix to avoid duplication of tag names.

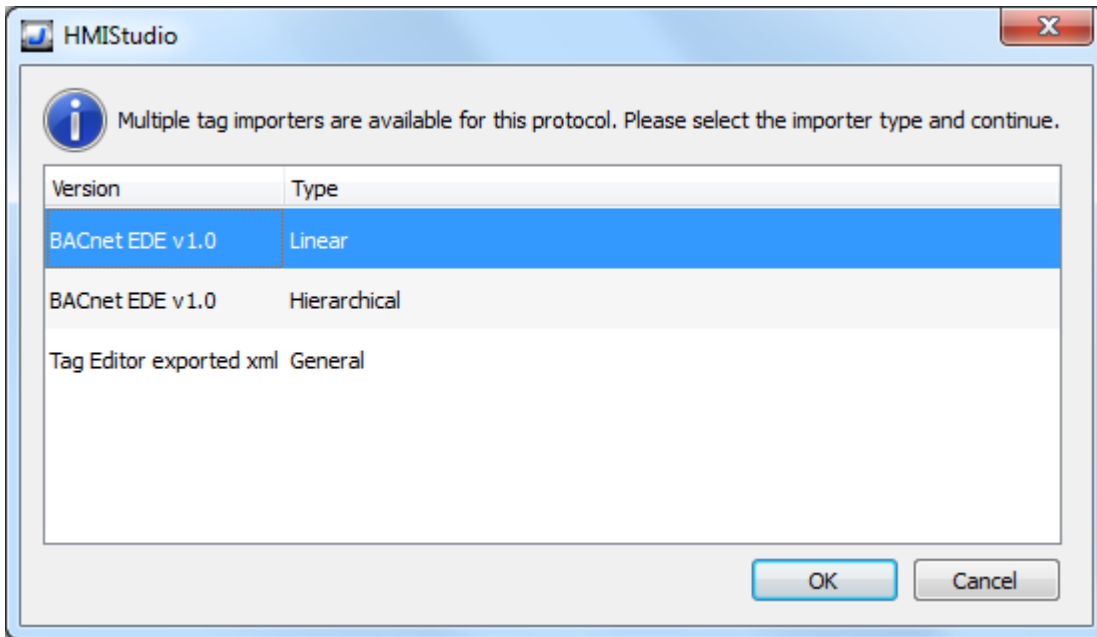
 Note: The importer will ask to locate the State-Texts, Unit-Texts and Object-Types files. Click Cancel to ignore.

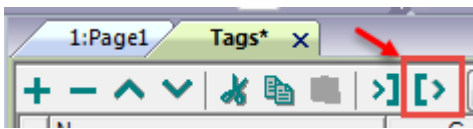
Select the driver in Tag Editor and click on the **Import Tags** button to start the importer.



The following dialog shows which importer type can be selected.

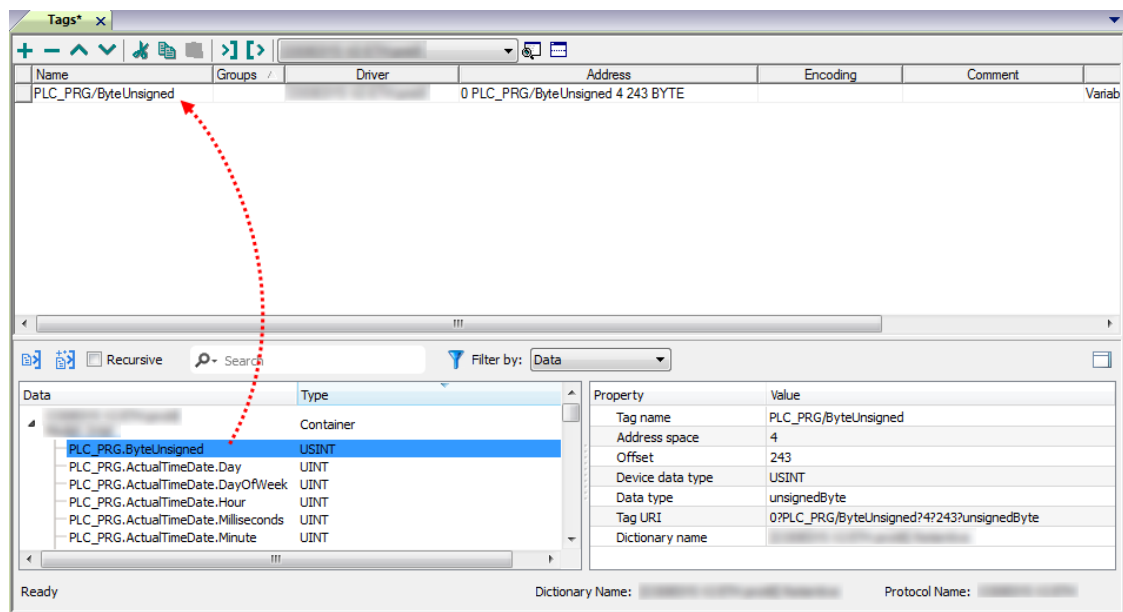






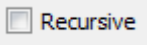
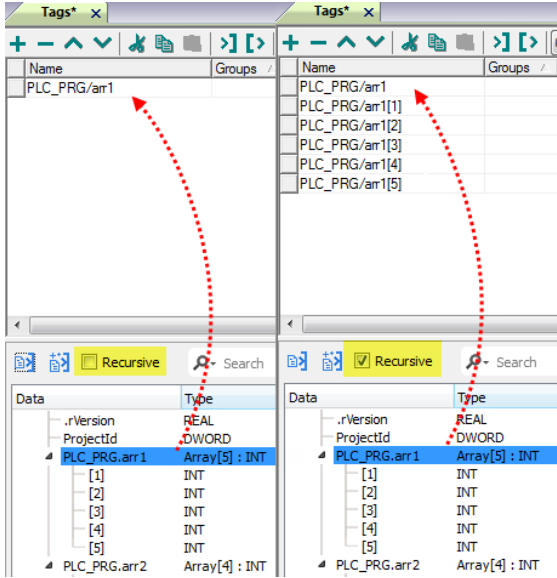
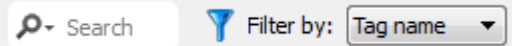
Importer	Description
<b>BACnet EDE v1.0 Linear</b>	Requires a <b>.csv</b> file. All variables will be displayed at the same level.
<b>BACnet EDE v1.0 Hierarchical</b>	Requires a <b>.csv</b> file. All variables will be displayed according to BACnet EDE Hierarchical view.
<b>Tag Editor exported xml</b>	Select this importer to read a generic XML file exported from Tag Editor by appropriate button. 

Once the importer has been selected, locate the symbol file and click **Open**.

Tags included in the symbol file are listed in the tag dictionary. The tag dictionary is displayed at the bottom of the screen.



Toolbar item	Description
	<p><b>Import Tag(s).</b></p> <p>Select tags to be imported and click on this icon to add tags from tag dictionary to the project</p>
	<p><b>Update Tag(s).</b></p> <p>Click on this icon to update the tags in the project, due a new dictionary import.</p>

Toolbar item	Description
	<p>Check this box to import all sub-elements of a tag.</p> <p>Example of both checked and unchecked result:</p> 
	<p>Searches tags in the dictionary basing on filter combo-box item selected.</p>

For tags referring to BACnet objects of type Calendar or Schedule the tag refresh rate is set to “Manual”.

The following BACnet object properties are required for operation of the widgets.

Object	Tags to import
Calendar	Date_List
Schedule	Weekly_Schedule Exception_Schedule Default_Value Effective_Period

## DEVICE Object Properties

A BACnet network scanner can detect properties when exploring the network and obtaining data from HMI device.


This are the supported DEVICE object properties:

Property	Description
Object_Identifier	BACnetObjectIdentifier
Object_Name	CharacterString

Property	Description
Object_Type	BACnetObjectType
System_Status	BACnetDeviceStatus
Vendor_Name	CharacterString
Vendor_Identifier	Unsigned16
Model_Name	CharacterString
Firmware_Revision	CharacterString
Application_Software_Version	CharacterString
Protocol_Version	Unsigned
Protocol_Revision	Unsigned
Protocol_Services_Supported	BACnetServicesSupported
Protocol_Object_Types_Supported	BACnetObjectTypesSupported
Object_List	BACnetARRAY[N]of BACnetObjectIdentifier
Max_APDU_Length_Accepted	Unsigned
Segmentation_Supported	BACnetSegmentation
APDU_Timeout	Unsigned
Number_Of_APDU_Retries	Unsigned
Device_Address_Binding	List of BACnetAddressBinding
Database_Revision	Unsigned

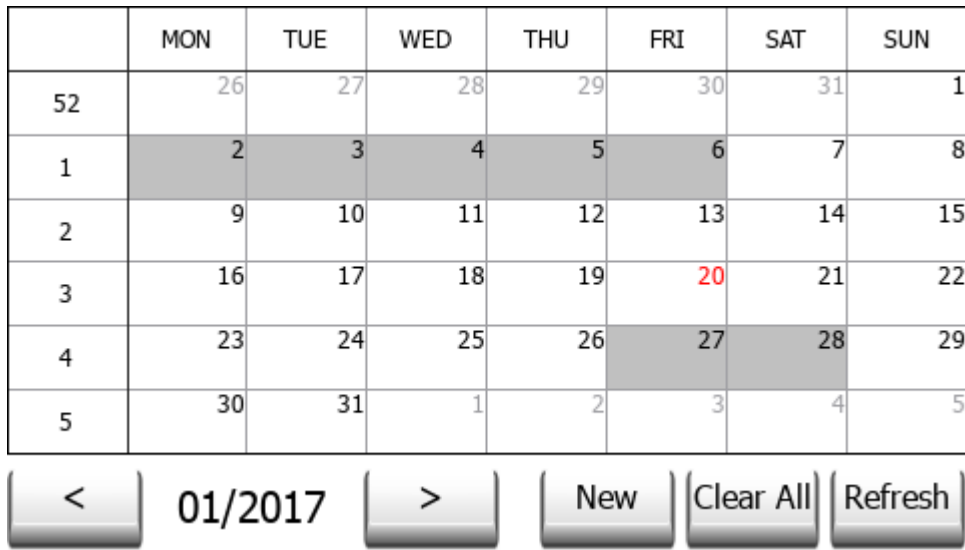
## BACnet Calendar Widget

Use Calendar widget to display content of a BACnet Calendar object.

Property	Description
Date_List	<p>Connect to the "Date_List" tag of a BACnet calendar object in ReadOnly or Read/Write.</p> <p> Note: it can be connected to an alias which indexes a list of BACnet calendar Date_List(s), in order to use one calendar widget for more than one calendar object.</p>

### Operation of Calendar Widget

The widget shows data for one month.

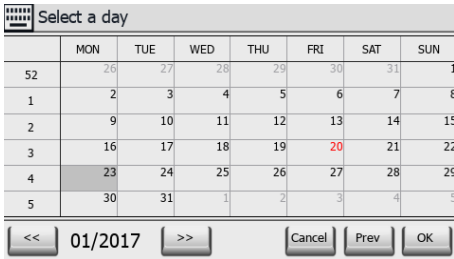
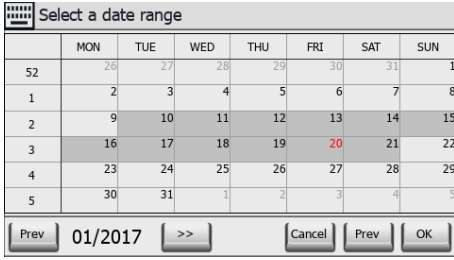


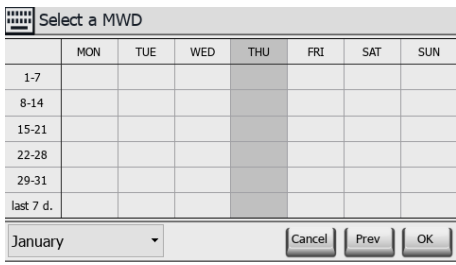
Use the < and > buttons to select the month to be displayed. The date of first day of the month is shown.

Swing gesture can be used on the widget to select the date.

**New**

Press the button “New” to enter a new calendar item. The button is active only if the tag associated to the calendar has been configured as Read/Write.

Calendar item	Description
Single	<p>Click on a day to select a single day into the calendar</p> 
Range	<p>Click on the first day and on the last day to select a range of days into the calendar.</p> <ul style="list-style-type: none"> <li>• Single click on a day to change previous selected last day of the range.</li> <li>• Double click on a day to change previous selected first selected day of the range.</li> </ul> 

Calendar item	Description
<b>MWD</b>	<p>Select a Day or a Week for each year or each month.</p> 

### Clear All


Press the “Clear All” to clear the content of the calendar object. The button is active only if the tag associated to the calendar has been configured as Read/Write. The button is configured to react to an onMouseHold event, to reduce risk of data loss.



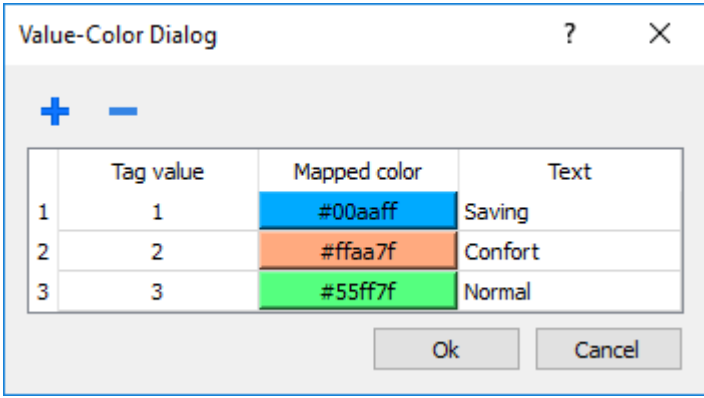
### Refresh

Press the “Refresh” button to start a manual refresh of the data of the widget. Always press the Refresh button after entering data in the calendar.

## BACnet Schedule Widget

Use Schedule widget to display content of BACnet Schedule object.

Property	Description
<b>Type</b>	<p>Select the type of BACnet object controlled by the schedule.</p> <p>Options are:</p> <ul style="list-style-type: none"> <li>• Binary</li> <li>• Real</li> <li>• Multistate</li> </ul>
<b>Weekly_Schedule</b>	Attach to the Weekly_Schedule tag of the schedule object. The tag can be Read Only or Read/Write.
<b>Exception_Schedule</b>	Optionally attach to the Exception_Schedule tag of the schedule object. The tag can be Read Only or Read/Write. Only attach this property if exceptions are used.
<b>Default_Value</b>	Optionally attach to the Default_Value tag of the schedule object. The tag can be Read Only or Read/Write. Only attach this property if default values are used.
<b>Cal. 0 (Date_List)</b>	<p>Optionally attach to the Date_List tag of the schedule widget in Read Only mode. Use this options to show the “calendar reference” exceptions.</p> <p> Note: An exception can be a single date, a date range, a mwd or a calendar reference. In this last case, exception_list does not contain the date information, but only time-value-priority and a reference to the</p>

Property	Description
	<p> calendar. The date_list needed to show the scheduling into the widget is stored into the relative BACNCalendar, and this is why we need this datalink. If there is no need to show calendar exceptions in the schedule, this property can be left void.</p> <p> Note: If it is not attached to a calendar, it is not possible to insert calendar exception. See BACNSchedKeypad for details.</p>
<b>Cal. 0 (Object_Name)</b>	Optionally attach to the property of the calendar. This name is used to identify the calendar in the BACNSchedKeypad used to insert calendar exceptions. If Object_Name is not attached, the calendar is identified with its instance number. This property is used only if a Cal. 0 (Date_List) is attached to a calendar.
<b>Cal. 1 (Date_List)</b>	Option for a second calendar.
<b>Cal. 1 (Object_Name)</b>	Option for a second calendar.
<b>Value-color-text Map</b>	<p>Defines the association value – Color/Text shown in the schedule. Use this option to define all possible values available in the BACNSched keypad.</p> 

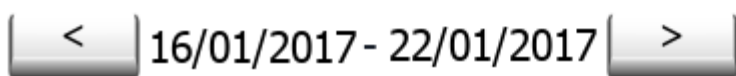
### Operation of Schedule Widget

The widget shows data for one week.

Default Value: Normal



	MON	TUE	WED	THU	FRI	SAT	SUN
00:00							
04:00		E, 04:00 Normal					
08:00						E, 08:00 Confort	
12:00		E, 12:00 Confort					
16:00							
20:00		E, 20:00 Saving				E, 20:00 Saving	

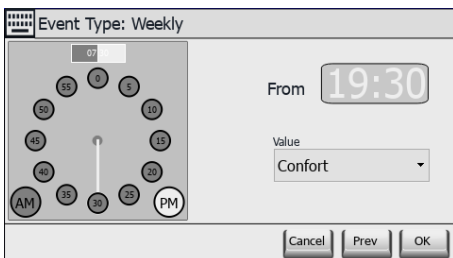
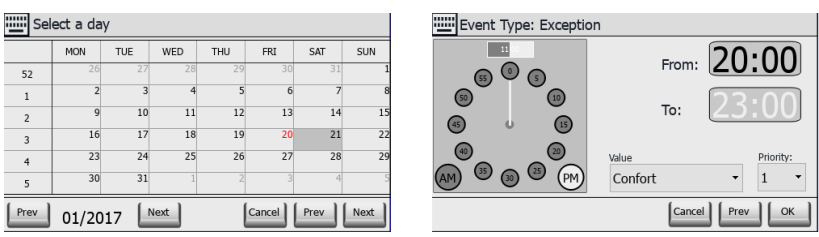


Use the < and > buttons to select the week to be displayed. The date of first day and last day of the week is shown.

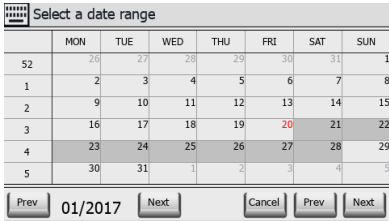
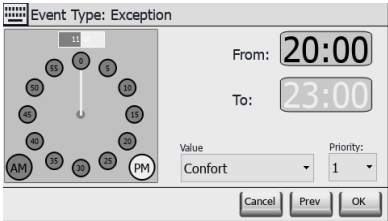
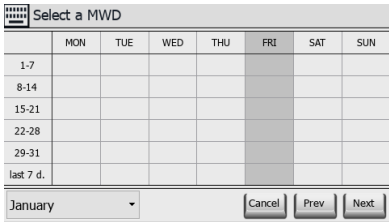
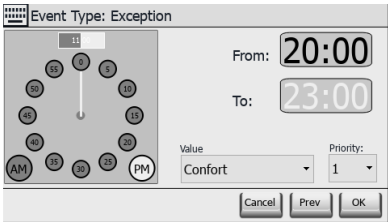
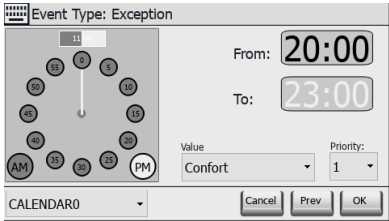
Swing gesture can be used on the widget to select the date.

**New**

Press the button “New” to enter a new schedule item. The button is active only if the tag associated to Weekly Schedule or Exception Schedule has been configured as Read/Write.

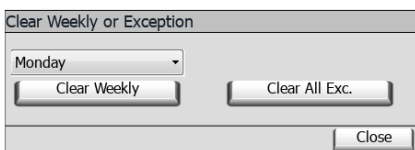
Schedule item	Description
Weekly	<p>Select the day and click Weekly button, the following dialog box appears. Then select the desired value and the time when it should be set. Press OK to confirm the new item.</p> 
Exception Single	<p>Click on a day to select a single day into the calendar.</p> <p>On the next dialog select the time window, the desired value and its priority.</p> 
Exception Range	<p>Click on the first day and on the last day to select a range of days into the calendar.</p>



Schedule item	Description
	<ul style="list-style-type: none"> <li>• Single click on a day to change previous selected last day of the range.</li> <li>• Double click on a day to change previous selected first selected day of the range.</li> </ul> <p>On the next dialog select the time window, the desired value and its priority.</p> <div style="display: flex; justify-content: space-around;">   </div>
<p><b>Exception MWD</b></p>	<p>Select a Day or a Week for each year or each month.</p> <p>On the next dialog select the time window, the desired value and its priority.</p> <div style="display: flex; justify-content: space-around;">   </div>
<p><b>Exception Cal Ref</b></p>	<p>This option is available only if scheduler is linked to a calendar (configured as Read/Write)</p> <p>Select the time window, the desired value and its priority. Value will set on all days defined from the calendar. If there are more calendars associated with Scheduler widget, select the calendar to use.</p> 

**Clear All**

Press the button “Clear All” to clear the content of the schedule object. The button is active only if the tag associated to the calendar has been configured as Read/Write. The button is configured to react to onMouseClick and onMouseHold events. The onMouseHold event will clear all data in the schedule. The onMouseClick event will recall a dialog box for selection of data to clear. It is needed to choice to clear weekly data or exception data.



**Refresh**

Press the “Refresh” button to start a manual refresh of the data of the widget. Always press the Refresh button after entering data in the schedule.

## BACnet Effective Period Widget

Use the Effective Period widget to feed information to the Effective\_Period tag of a Schedule object, if this is requested.

Property	Description
BACnet Effective_Period	Attach to the Effective_Period tag of the Schedule object

01/10/2017 - 01/13/2017

### Operation of Effective Period Widget

The widget shows starting date and end date for the period.

Click on the area showing the dates to activate the data entry procedure showing the keypad BACNDateRange.

⋮ **Select a date range**

Always
All month
All year

	MON	TUE	WED	THU	FRI	SAT	SUN
52	26	27	28	29	30	31	1
1	2	3	4	5	6	7	8
2	9	10	11	12	13	14	15
3	16	17	18	19	20	21	22
4	23	24	25	26	27	28	29
5	30	31	1	2	3	4	5

<
01/2017
>
Esc
Enter

The keypad shows data for one month.

Use the < and > buttons to select the month to be displayed. The date of first day of the month is shown.

You may use the swing gesture on the widget to select the date.

Select the period clicking of first day and last day of the period. The Effective\_Period is show with a different color.

The keypad offers three predefined options:

Option	Description
<b>Always</b>	The schedule will be always active.  <div style="text-align: center;"> <span>**/**/***** - **/**/*****</span> <input type="button" value="Refresh"/> </div>
<b>All Month</b>	The selected period will be extended to all months.  <div style="text-align: center;"> <span>**/03/2017 - **/12/2017</span> <input type="button" value="Refresh"/> </div>
<b>All Year</b>	The selected period will be extended to all years.  <div style="text-align: center;"> <span>01/03/***** - 01/12/*****</span> <input type="button" value="Refresh"/> </div>

**Refresh**

Press the “Refresh” button to start a manual refresh of the data of the widget. Always press the Refresh button after entering data in the widget.

**BACnet Keypads**

BACnet widgets require dedicated keypads for data entry.

Keypad	Description
<b>BACNCal</b>	Keypad for BACnet Calendar.
<b>BACNDateRange</b>	Keypad for BACnet Effective_Period.
<b>BACNDefVal</b>	Keypad for default value (embedded in the BACnet Schedule).
<b>BACNSched</b>	Keypad for BACnet Schedule.  This keypad is context sensitive. It will show different options depending on the type of schedule.

The system is configured to recall the appropriate keypad for each BACnet widget.

**Communication status**

Current communication status can be displayed using system variables. See "System Variables" section in the main manual.

Codes supported by this communication driver:

Error	Cause
Cannot bind to the device_id	Cannot establish communication with the Device ID provided for this tag.
Cannot read the property data type	The type of the property to write cannot be determined.
write conversion error	A conversion associated to this tag has failed.
Cannot write ICOM type .... BACnet type ....	A datatype selected for this tag is not compatible with the BACnet property to set.
Timeout on COV subscription	A request for COV subscription for this tag has timed out.
Timeout on waiting COV update	A COV notification has not been received for this tag within timeout.
Can't get COV for this property	The selected property for COV notification is unsupported.
datagramItem conversion error	A conversion associated to a tag that is part of a datagram has failed.
Timeout waiting on response	No response for a request of read or write property within timeout.
datagram element ....., no data available	No data available for a tag that is part of datagram.
datagram element ....., Unsupported BACnet data type	Read datagram element is of unsupported BACnet type.
datagram element ....., can't convert BACnet type to ....	A Data Type selected for a tag which is part of a datagram is not compatible with the BACnet property to read.
No data in response	No data available for a tag.
Datagram element 'element_URI' error: 'error_class': error_code	The reading of indicated datagram element 'element_URI' was reported as error. The error descriptions <b>error_class</b> and <b>error_code</b> are included in the message.
datagram object does not match	The object of the received datagram item does not match the asked object.
datagram property does not match	The property of the received datagram item does not match the asked property.
BACnet abort: reason_of abort	BACnet abort message was received. The reason of abort is given.
BACnet reject: reason_of rejection	BACnet reject message was received. The reason of rejection is given.

Error	Cause
<b>BACnet error: error_class: error_code</b>	BACnet error message was received. The error description is given as combination of <b>error_class</b> and <b>error_code</b> .
<b>parameter 'parameter_name' out of range</b>	The protocol parameter <b>parameter_name</b> value is out of range.

# CODESYS V2 ETH

CODESYS V2 ETH communication driver for supports communication through Ethernet connection with controllers based on the CODESYS V2.3 version.

## Protocol Editor settings

### Adding a protocol

To configure the protocol:

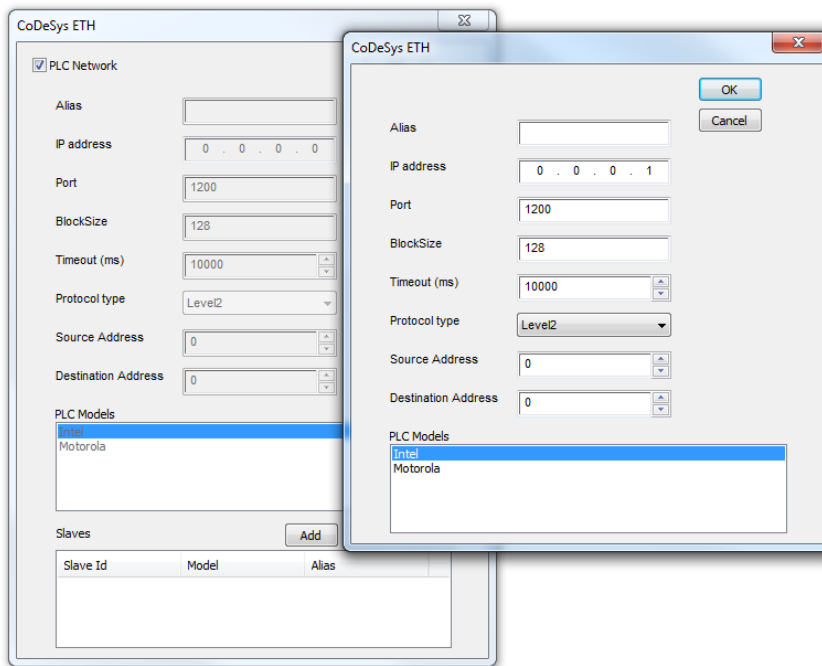
1. In the **Config** node double-click **Protocols**.
2. To add a driver, click **+**: a new line is added.
3. Select the protocol from the **PLC** list.

The driver configuration dialog is displayed.

Element	Description
<b>Alias</b>	Name identifying nodes in network configurations. The name will be added as a prefix to each tag name imported for each network node.
<b>IP address</b>	Ethernet IP address of the controller.
<b>Port</b>	Port number used by the CODESYS V2 Ethernet driver. The default value is set to <b>1200</b> , which is also the default setting of CODESYS-based controllers.
<b>Block Size</b>	Maximum block size supported by your controller (limit is 1024 KB ).

Element	Description
<b>Timeout (ms)</b>	Time delay in milliseconds between two retries of the same message when communication fails.
<b>Protocol type</b>	Protocol variant to be used. Please make sure you check which protocol variant is supported by the CODESYS run-time you want to connect.
<b>Source Address, Destination Address</b>	Available only when <b>TCP/IP Level 2 Route</b> is selected in <b>Protocol Type</b> . The Destination is the node of the PLC and allows the protocol to read variables in a sub-network. The address is used to read variables when multiple PLCs are connected in a sub-network (serial network) but only one have the Ethernet interface.
<b>PLC Models</b>	Two PLC models are available. <ul style="list-style-type: none"> <li>• Intel</li> <li>• Motorola</li> </ul>

**PLC Network** IP address for all controllers in multiple connections. **PLC network** check box must be selected to enable multiple connections.



*CODESYS V2 Ethernet driver supports connection to multiple controllers starting from version V1.60.*



Note: CODESYS V2 Ethernet driver is recommended when creating projects for the internal controller iPLC CODESYS. To use the CODESYS V2 Ethernet driver with iPLC, configure the IP address of the PLC as localhost (127.0.0.1).

*iPLC CODESYS supports communication with CODESYS V2 Ethernet driver with symbol based support starting from V1.55 and above.*

## Adding an alias name to a protocol

Tag names must be unique at project level, however, the same tag names might need to be used for different controller nodes (for example when the HMI device is connected to two devices running the same application).

When creating a protocol you can add an alias name that will be added to tag names imported for this protocol.

In the example, the connection to a certain controller is assigned the name **Node1**. When tags are imported for this node, all tag names will have the prefix **Node1** making each of them unique at the network/project level.

The screenshot shows the 'Tags' window for a 'Modbus TCP:prot1' protocol. The main table lists various tags with their names, groups, drivers, addresses, and comments. A 'Network' dialog box is open, allowing the user to select a network node ID. The dialog has two radio buttons: 'Node id as defined in import file' (unselected) and 'Select Network node id' (selected). Below the radio buttons is a table with columns 'Slave Id', 'Model', and 'Alias'. The 'Alias' column contains 'Node1' and 'Node2'. A red box highlights the 'Node1' entry. A red arrow points from the 'Node1' entry in the 'Network' dialog to the 'Node1/Water\_level' tag in the main 'Tags' list. Below the 'Tags' list, a 'tagname' field is visible with 'Water\_level' entered.

Name /	Group	Driver	Address	Comment
Node1/Bit_1adrdata		ABB Modbus TCP:prot1	1 11 0 unsignedShort	
Node1/Data_1adrdata		ABB Modbus TCP:prot1	1 12 0 unsignedShort	
Node1/IN_WATER_level		ABB Modbus TCP:prot1	1 0 0 unsignedShort	
Node1/CBOCPBNCN		ABB Modbus TCP:prot1	1 245 0 unsignedShort	
Node1/OUT_BIT_1adrdata		ABB Modbus TCP:prot1	1 1 0 unsignedShort	
Node1/R_DATA_1adrdata		ABB Modbus TCP:prot1	1 2 0 unsignedShort	
Node1/WATER		ABB Modbus TCP:prot1	1 3 0 unsignedShort	
Node1/Water_level		ABB CoDeSys ETH:prot1	1 10 0 unsignedShort	

Slave Id	Model	Alias
1-1-1-1	Modbus-modbus	Node1
1-1-1-2	Modbus-modbus	Node2

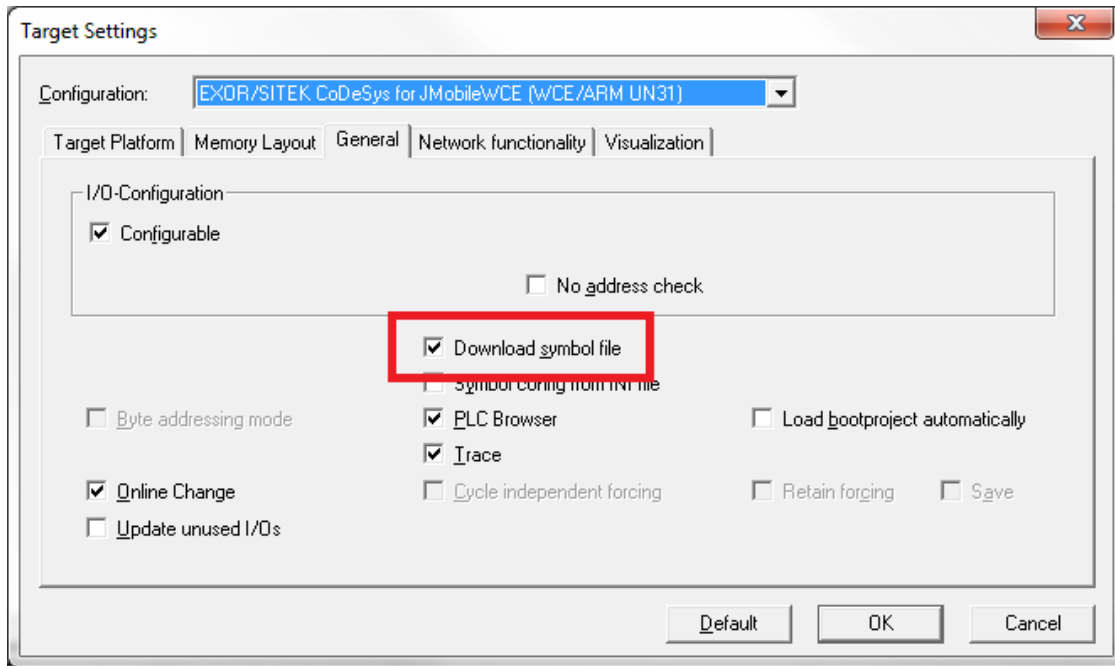
**i** Note: Aliasing tag names is only available for imported tags. Tags which are added manually in the Tag Editor do not need to have the Alias prefix in the tag name.

The Alias string is attached on the import. If you modify the Alias string after the tag import has been completed, there will be no effect on the names already present in the dictionary. When the Alias string is changed and tags are re-imported, all tags will be re-imported with the new prefix string.

## CODESYS software settings

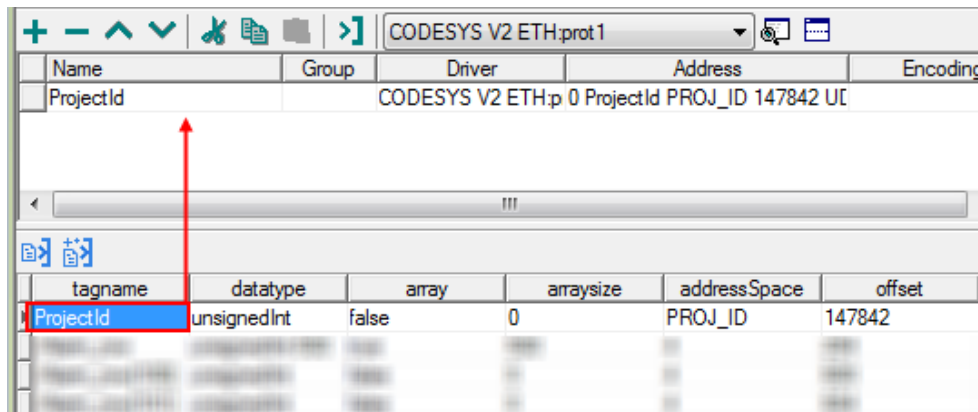
When creating the project in CODESYS, select **Download symbol file**.





Note: CODESYS V2 Ethernet communication driver supports the automatic symbol file (SDB) upload from the PLC; any change in the tag offset due to new compilation of the PLC program does not require a symbol file re-import. Tag file has to be re-imported only in case of tag rename or definition of new tags.

When the option **Download symbol file** is not available or cleared, the protocol can work only if the **ProjectId** tag is imported. If the tag offset changes because of a new compilation of the PLC program, the symbol file must be re-imported.



## Data types

The import module supports variables of standard data types and user defined data types.

**Supported data types**

- BOOL
- WORD
- DWORD
- INT
- UINT
- UDINT
- DINT
- STRING \*
- REAL
- TIME
- DATE & TIME

and 1-dimensional ARRAY of the types above. See "Programming concepts" section in the main manual.



Note \*: String length for a STRING variable in PLC should be max 80 characters. Declare a STRING variable either with a specified size (str: STRING(35)) or default size (str: STRING) which is 80 characters.

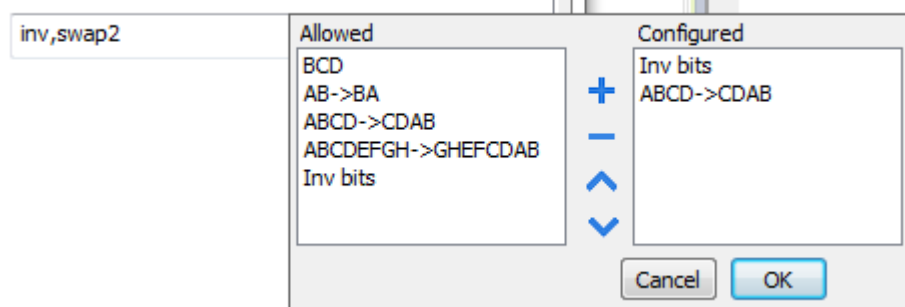
**Unsupported data types**

- LWORD
- LINT
- LREAL

**Tag conversion**

Conversion to be applied to the Tag.

Conversion



Depending on data type selected, the **Allowed** list shows one or more conversions, listed below.

Value	Description
<b>Inv bits</b>	Invert all the bits of the tag. <i>Example:</i> 1001 → 0110 (in binary format) 9 → 6 (in decimal format)
<b>Negate</b>	Set the opposite of the tag value. <i>Example:</i> 25.36 → -25.36
<b>AB → BA</b>	Swap nibbles of a byte. <i>Example:</i> 15D4 → 514D (in hexadecimal format) 5588 → 20813 (in decimal format)
<b>ABCD → CDAB</b>	Swap bytes of a word. <i>Example:</i> 9ACC → CC9A (in hexadecimal format) 39628 → 52378 (in decimal format)
<b>ABCDEFGH → GHEFC DAB</b>	Swap bytes of a double word. <i>Example:</i> 32FCFF54 → 54FFFC32 (in hexadecimal format) 855441236 → 1426062386 (in decimal format)
<b>ABC...NOP → OPM...DAB</b>	Swap bytes of a long word. <i>Example:</i> 142.366 → -893553517.588905 (in decimal format) 0 10000000110 0001110010111011011001000101101000011100101011000001 → 1 10000011100 1010101000010100010110110110010110110000100111101 (in binary format)
<b>BCD</b>	Separate the byte in two nibbles, and reads them as decimal (from 0 to 9) <i>Example:</i> 23 → 17 (in decimal format) 0001 0111 = 23 0001 = 1 (first nibble) 0111 = 7 (second nibble)

Select the conversion and click on plus button. The selected item will be added on **Configured** list.

If more conversions are configured, they will be applied in order (from top to bottom of **Configured** list).

Use the arrow buttons to order the configured conversions.

## Node Override IP

The protocol provides the special data type Node Override IP which allows you to change the IP address of the target controller at runtime.

This memory type is an array of 4 unsigned bytes, one per each byte of the IP address.

The Node Override IP is initialized with the value of the controller IP specified in the project at programming time.

Node Override IP	Modbus operation
0.0.0.0	Communication with the controller is stopped, no request frames are generated anymore.
<b>Different from 0.0.0.0</b>	It is interpreted as node IP override and the target IP address is replaced runtime with the new value.

If the HMI device is connected to a network with more than one controller node, each node has its own Node Override IP variable.



Note: Node Override IP values assigned at runtime are retained through power cycles.

## Tag Import

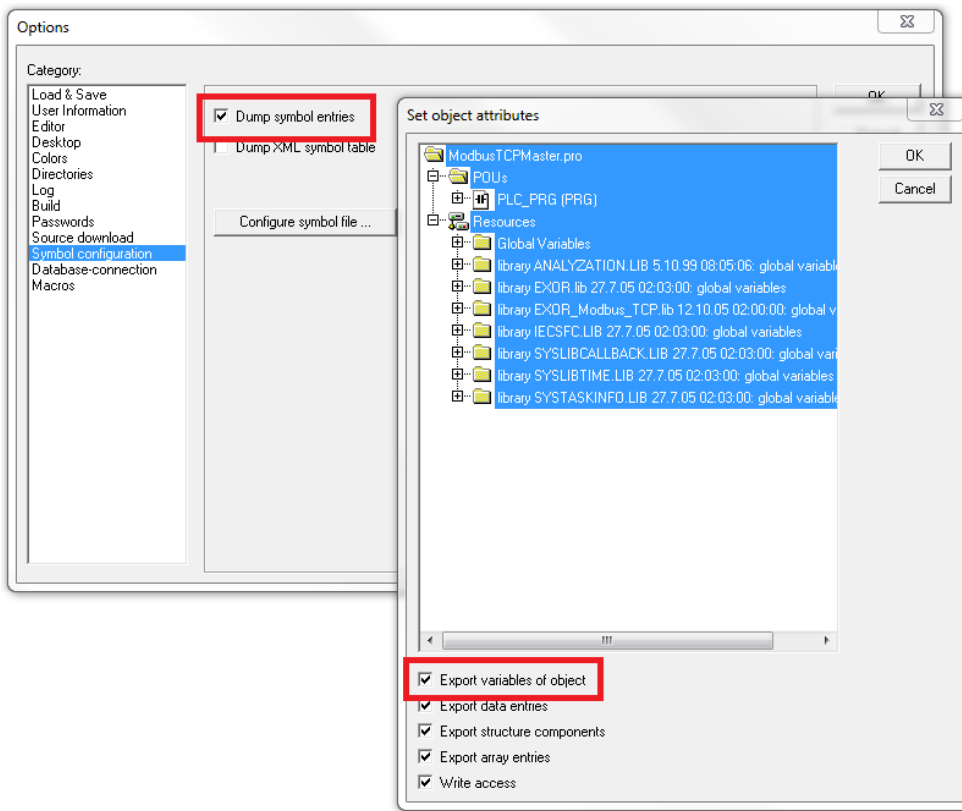
### Exporting Tags from PLC

When configuring PLC using the manufacturer's configuration software, enable Symbol file (.sym extension) creation under the CODESYS programming software:

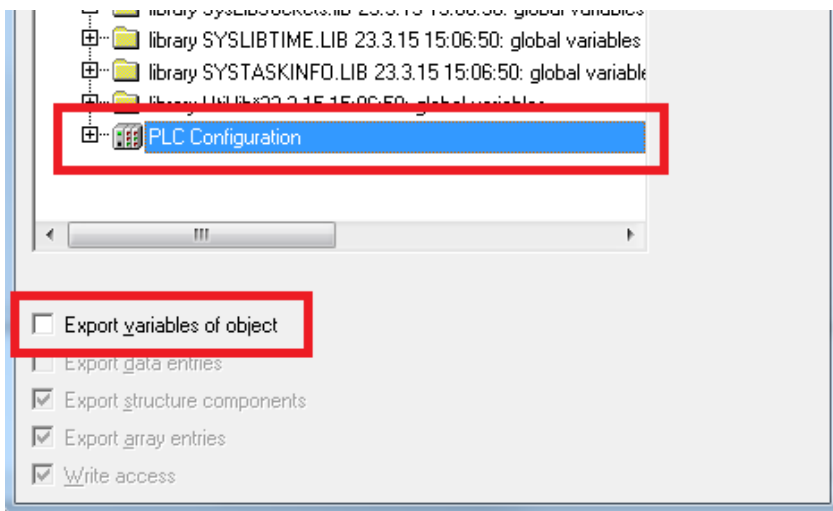
1. In the **Project** menu, click **Options**.
2. Click **Symbol configuration**.
3. Select **Dump symbol entries**.
4. Click **OK**.



Note: Click then **Configure symbol file...** and select **Export variables of object**. We recommend to clear the check box and re-select to be sure about the proper settings.

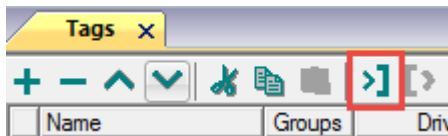


In some cases, duplication of symbols for variables associated to integrated I/O modules in the “.sym” file may be experienced. To remove the duplication selected the “PLC Configuration” voice from the objects list and uncheck the option “Export variables of object”.

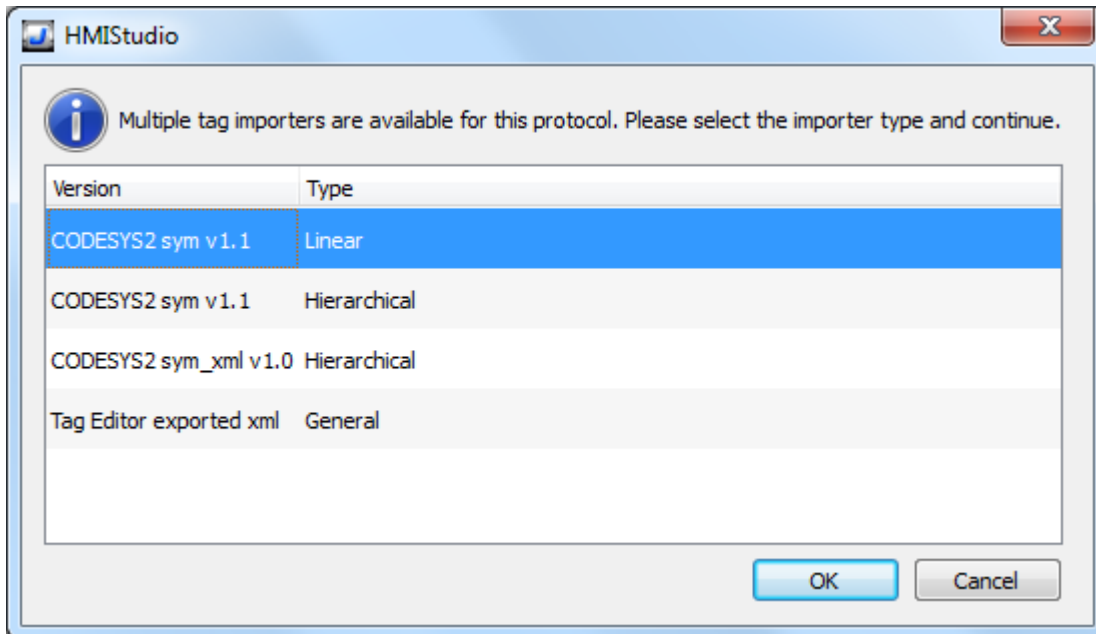


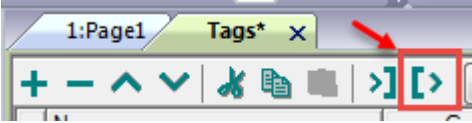
### Importing Tags in Tag Editor

Select the driver in Tag Editor and click on the **Import Tags** button to start the importer.



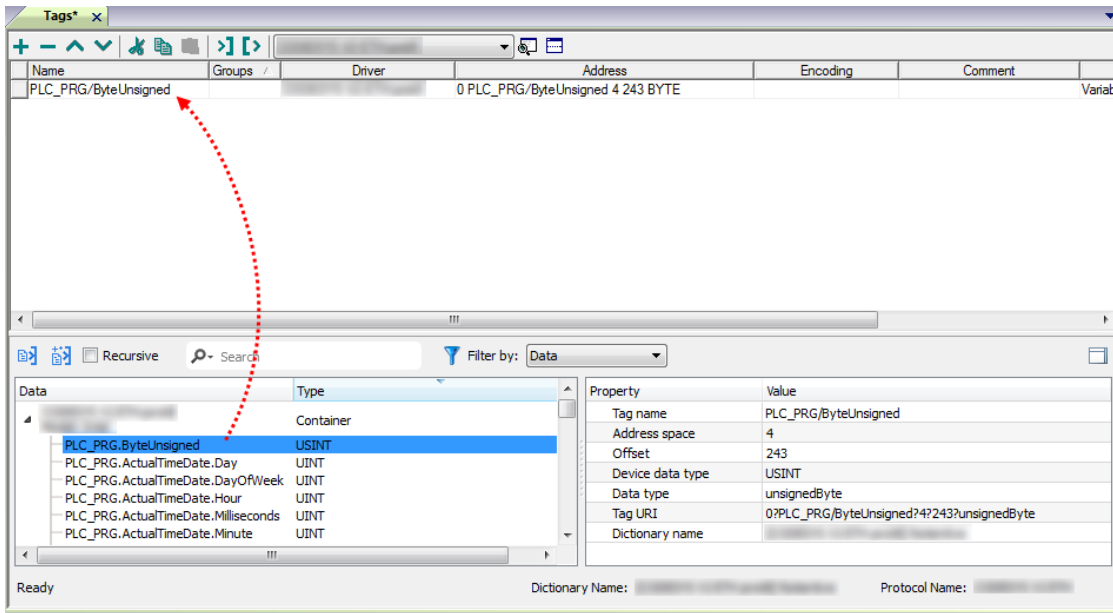
The following dialog shows which importer type can be selected.





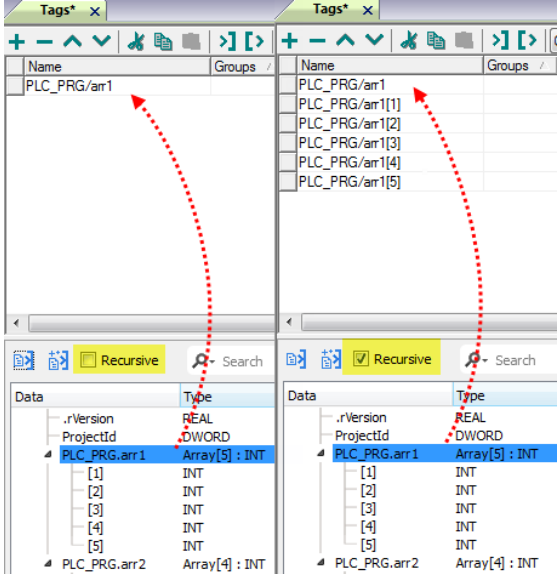
Importer	Description
<b>CODESYS2 sym v1.1 Linear</b>	Requires a <b>.sym</b> file. All variables will be displayed at the same level.
<b>CODESYS2 sym v1.1 Hierarchical</b>	Requires a <b>.sym</b> file. All variables will be displayed according to CODESYS V2 Hierarchical view.
<b>CODESYS2 sym_xml v1.0 Hierarchical</b>	Requires a <b>.sym_xml</b> file. All variables will be displayed according to CODESYS V2 Hierarchical view.
<b>Tag Editor exported xml</b>	Select this importer to read a generic XML file exported from Tag Editor by appropriate button. 

Once the importer has been selected, locate the symbol file and click **Open**.

Tags included in the symbol file are listed in the tag dictionary. The tag dictionary is displayed at the bottom of the screen.



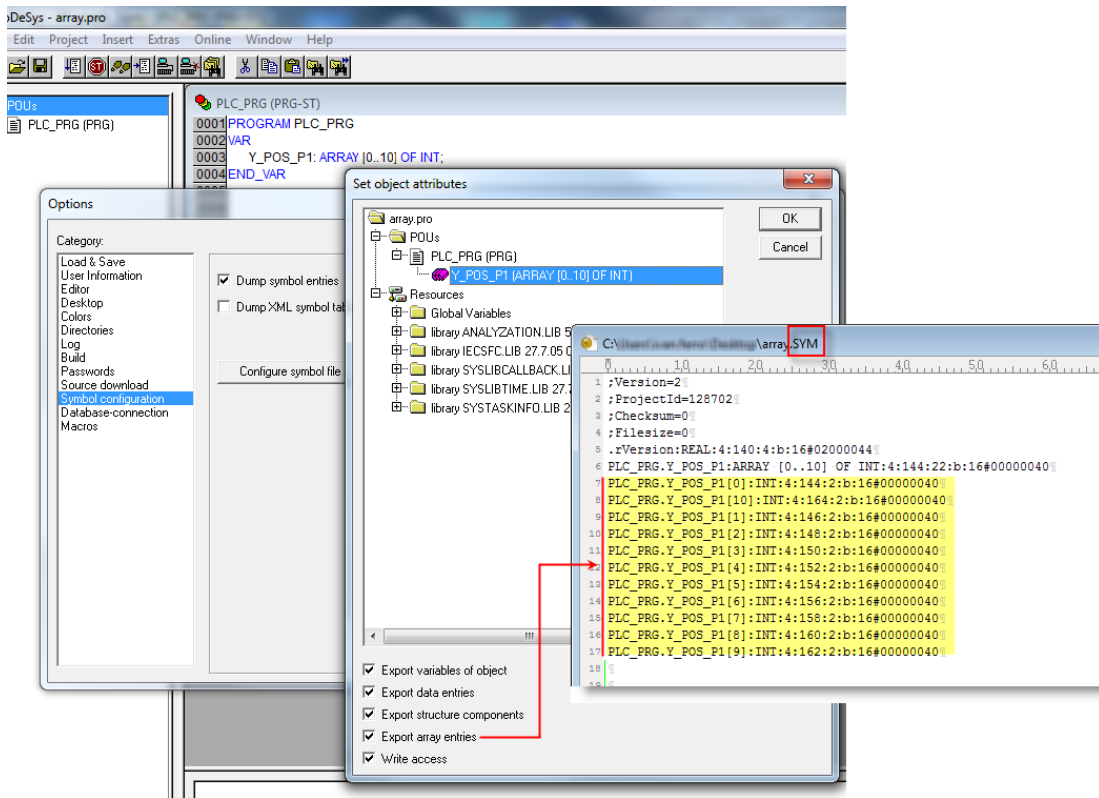
Toolbar item	Description
	<p><b>Import Tag(s).</b></p> <p>Select tags to be imported and click on this icon to add tags from tag dictionary to the project</p>
	<p><b>Update Tag(s).</b></p> <p>Click on this icon to update the tags in the project, due a new dictionary import.</p>

Toolbar item	Description
<input type="checkbox"/> Recursive	<p>Check this box to import all sub-elements of a tag.</p> <p>Example of both checked and unchecked result:</p> 
<input type="text" value="Search"/> Filter by: Tag name	<p>Searches tags in the dictionary basing on filter combo-box item selected.</p>

## Exporting tag arrays

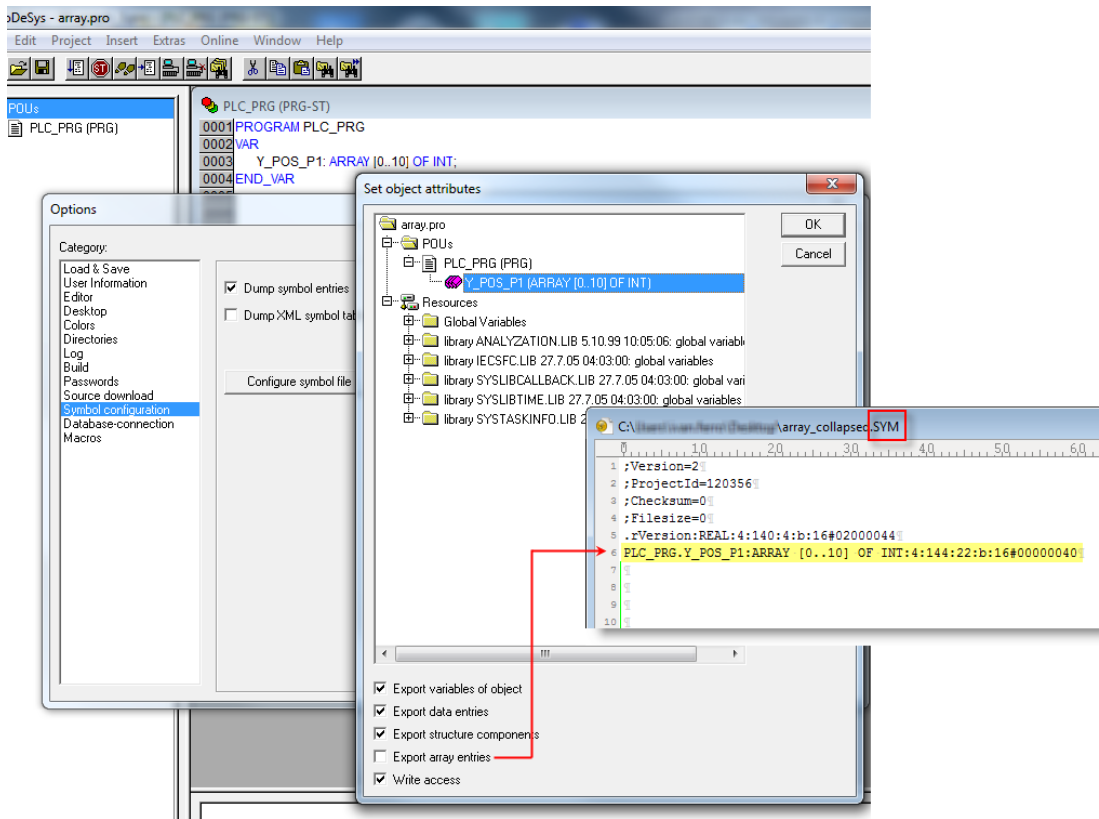
In CODESYS V2 program tag arrays are split into individual elements and one tag for each element is created. In the following example one array with 10 elements.



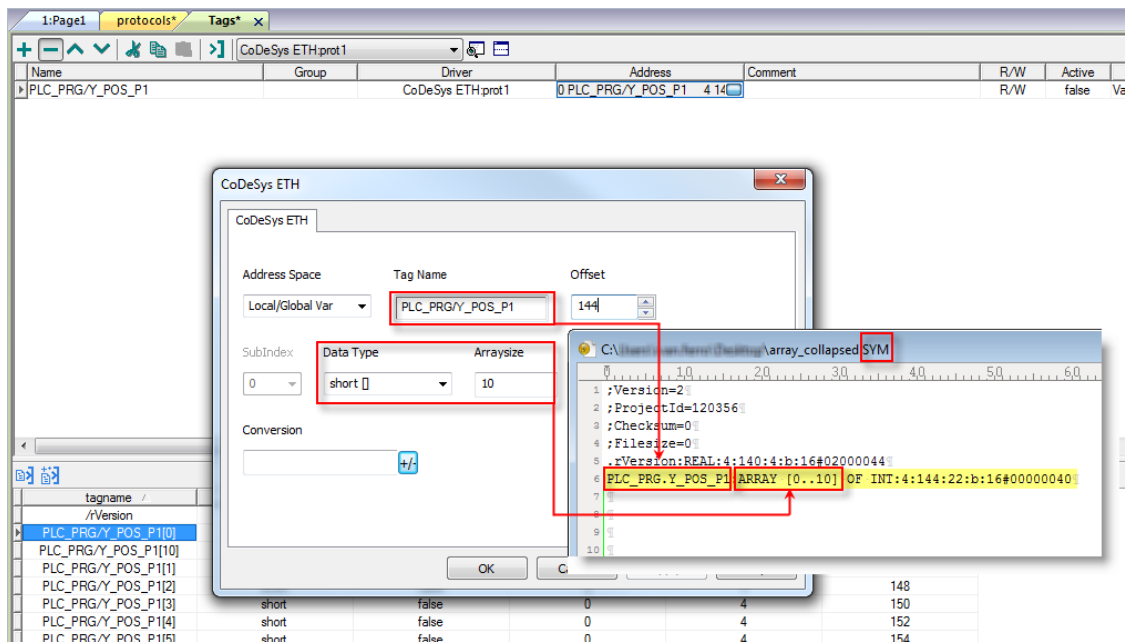


Note: If **Export array entries** is selected, a tag for each element will be created and exported into the .sym file. The entire tag list will be automatically imported into the Tag editor.

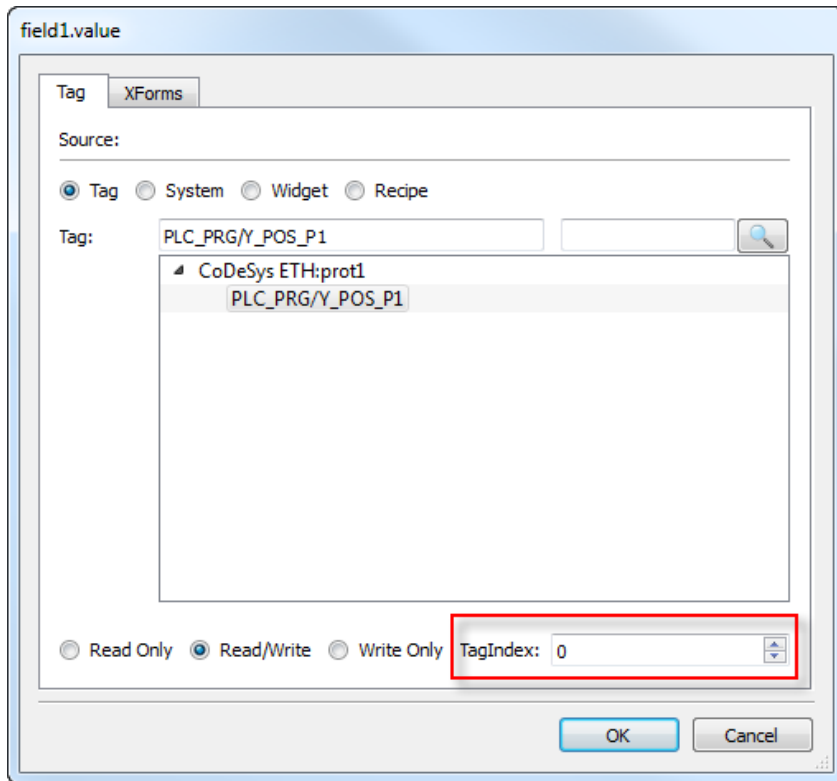
By clearing **Export array entries** only one tag for each one array can be created.



**Note:** When **Export array entries** has been cleared, only one tag is created and exported into the .sym file. The array is not automatically imported in the Tag editor and tags need to be manually configured in Tag editor.



All tag elements can be referenced in the editor using **TagIndex** in the **Attach to Tag** dialog.



## Communication status


Current communication status can be displayed using system variables. See "System Variables" section in the main manual.


Codes supported by this communication driver:

Error	Cause and action
<b>Symbols file not present</b>	Check Symbol file and download again the PLC program.
<b>“tag” not present in Symbols files</b>	Check if the Tag is present into the PLC project.
<b>Time out on Acknowledge</b>	Controller didn't send acknowledge.
<b>Time out on last Acknowledge</b>	Controller didn't sent last ack.
<b>Time out on data reciving</b>	Controller does not reply with data.
<b>Connection timeout</b>	Device not connected.

# CODESYS V3 ETH

The CODESYS V3 ETH communication driver supports communication through Ethernet connection with controllers based on the CODESYS V3 PLC software by the company 3S.

 Note: To accommodate developments in the controller protocol and hardware, drivers are continuously updated. Make sure the latest driver is used in the application.

 Note: Changes in the controller protocol or hardware may have occurred since this documentation was created. This may interfere with the functionality of this driver. Therefore, always test and verify the functionality of the application.

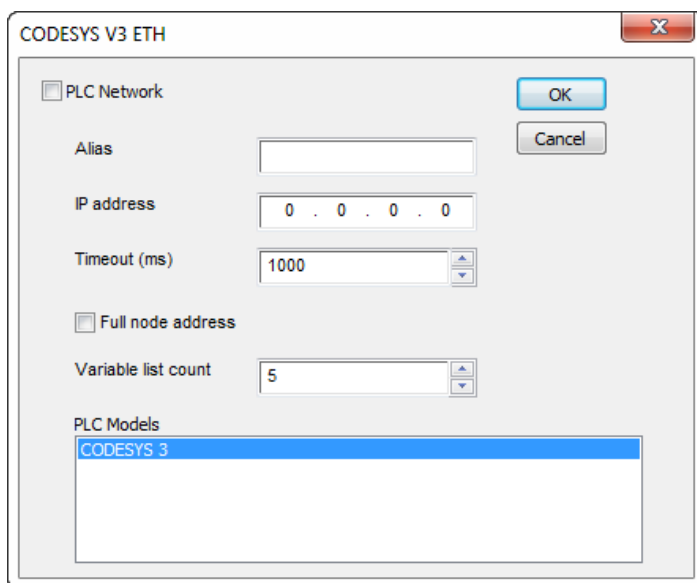
## Protocol Editor Settings

### Adding a protocol

To configure the protocol:

1. In the **Config** node double-click **Protocols**.
2. To add a driver, click **+**: a new line is added.
3. Select the protocol from the **PLC** list.

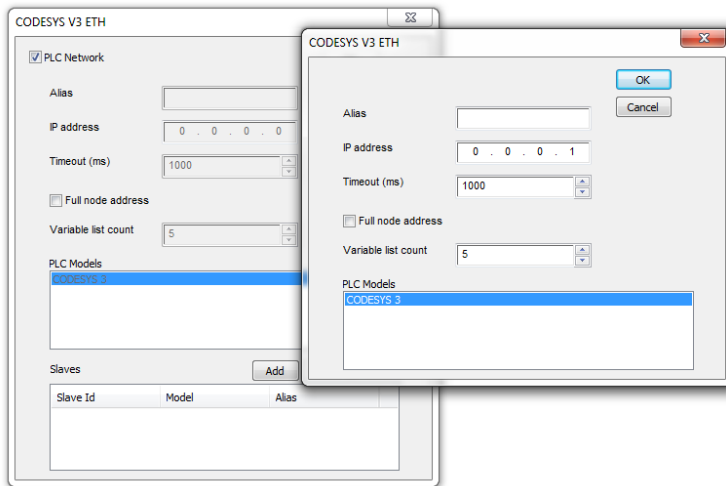
The driver configuration dialog is displayed.



Element	Description
<b>Alias</b>	Name to be used to identify nodes in network configurations. The name will be added as a prefix to each tag name imported for each network node.
<b>IP address</b>	Ethernet IP address of the controller
<b>Full</b>	Since some implementations of CODESYS V3 at runtime require all four values of the IP address

Element	Description
<b>node address</b>	to be specified in the protocol frames, this flag forces the protocol to create IP addresses using all four address fields of the IP.
<b>Variable list count</b>	Variable List is the best method to achieve higher performance in the CODESYS V3 communication protocol, as it allows requesting multiple data items in a single protocol session.  Since some implementations of CODESYS V3 at runtime have a limited number of Variable Lists that can be allocated, this parameter allows you to set the maximum number of Variable Lists the communication driver tries to create in the PLC.
<b>PLC Model</b>	Byte order that will be used by the communication driver when sending communication frames to the PLC.
<b>Timeout</b>	Number of milliseconds between retries when communication fails.

**PLC Network** Enable access to multiple networked controllers. For every controller (slave) set the proper option.



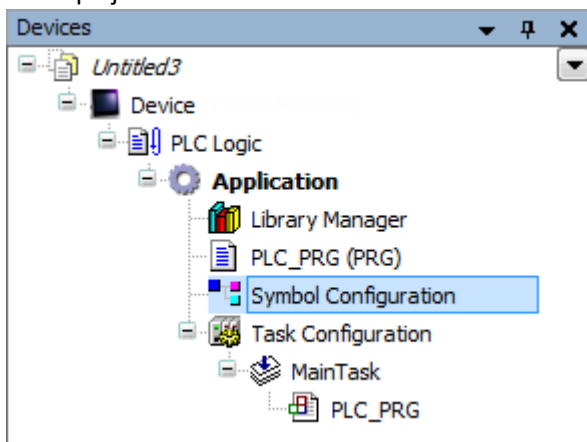
Note: Refer to the controller documentation to verify required values for the parameters **Full node address** or **Variable list count**.

## Tag Import

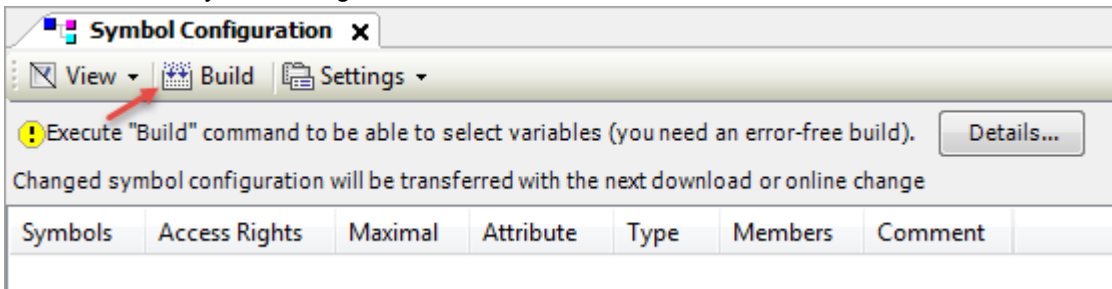
### Exporting Tags from PLC

When creating the project using CODESYS V3, properly configure the symbol file to contain the required variables.

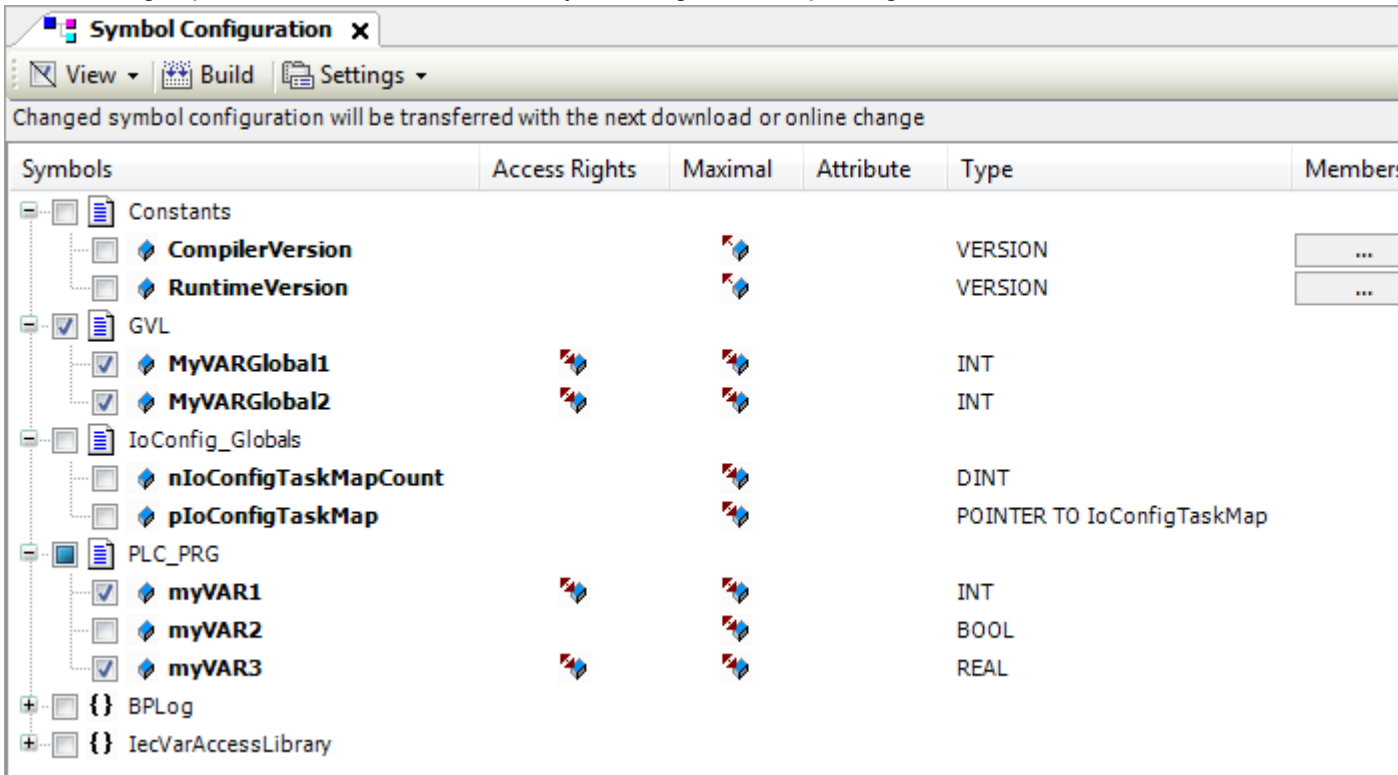
1. To add the Symbol configuration in CODESYS V3 project, right click on the Application item from the project tree, then into the context menu select Add Object > Symbol configuration. The symbol configuration item will be added to the project tree.



- Double click on Symbol configuration item, then click on "Build" button.



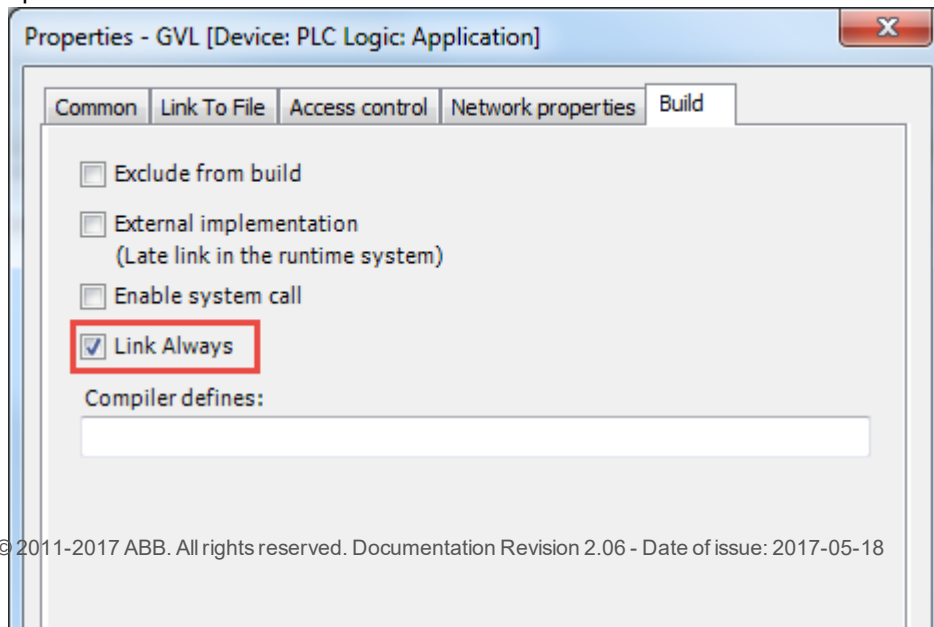
- Symbol configuration item contains a list of all the variables available into the CODESYS V3 project, single variables or groups of variables can be selected by checking the corresponding item in the list.



- After the symbols have been configured, download the project or use the **Generate code** function (Build > Generate code) to create an .xml file containing all the variables read to be imported in the Tag Editor.



Note: GVL global variables are listed in Symbols Configuration only if they are used in PLC program. To always list global variables right click on GVL and select "Properties". From "Build" tab check "Link Always" option.





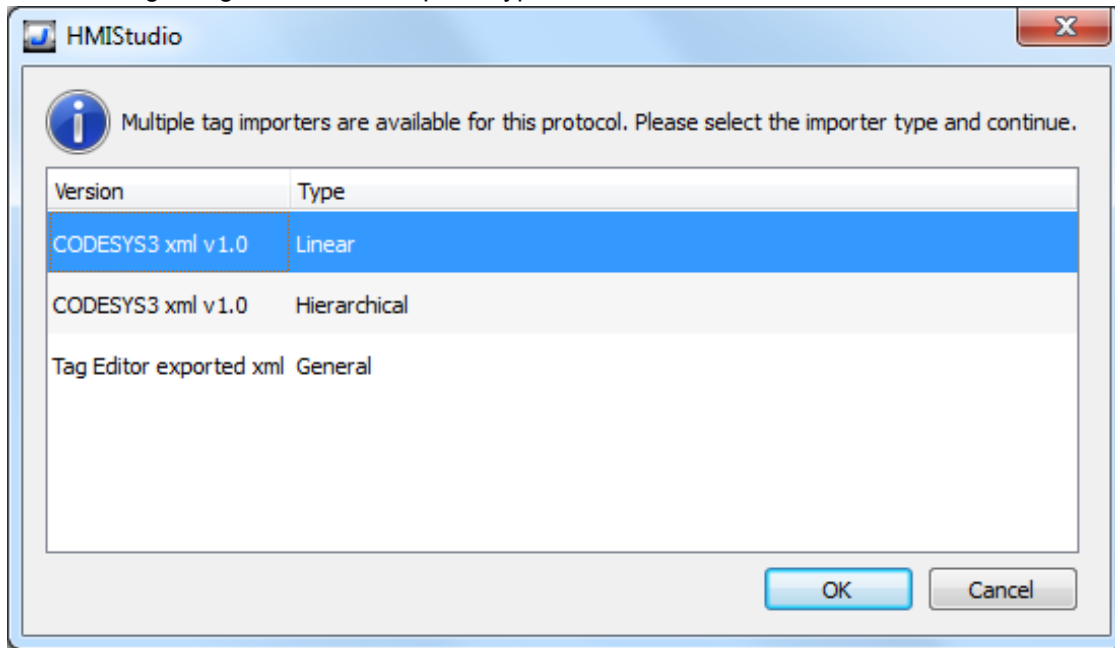



### Importing Tags in Tag Editor

Select the driver in Tag Editor and click on the **Import Tags** button to start the importer.



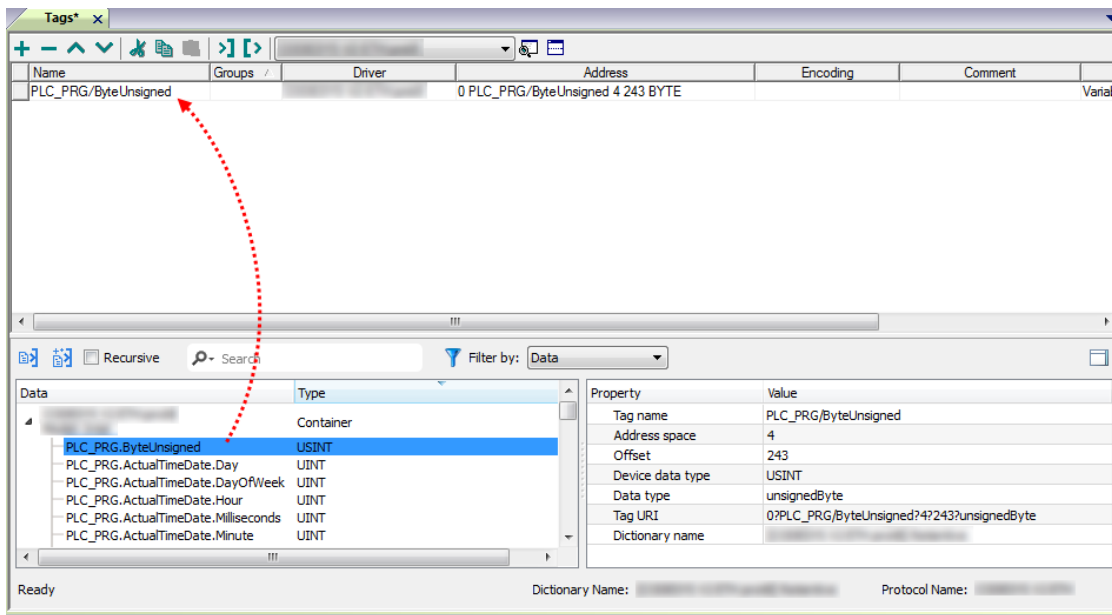
The following dialog shows which importer type can be selected.





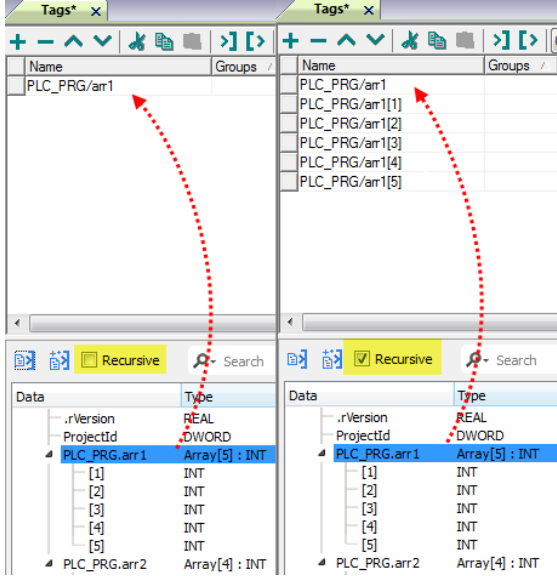
Importer	Description
<b>CODESYS3 xml v1.0 Linear</b>	Requires an <b>.xml</b> file. All variables will be displayed at the same level.
<b>CODESYS3 xml v1.0 Hierarchical</b>	Requires an <b>.xml</b> file. All variables will be displayed according to CODESYS V3 Hierarchical view.
<b>Tag Editor exported xml</b>	Select this importer to read a generic XML file exported from Tag Editor by appropriate button. 

Once the importer has been selected, locate the symbol file and click **Open**.

Tags included in the symbol file are listed in the tag dictionary. The tag dictionary is displayed at the bottom of the screen.



Toolbar item	Description
	<p><b>Import Tag(s).</b></p> <p>Select tags to be imported and click on this icon to add tags from tag dictionary to the project</p>
	<p><b>Update Tag(s).</b></p> <p>Click on this icon to update the tags in the project, due a new dictionary import.</p>

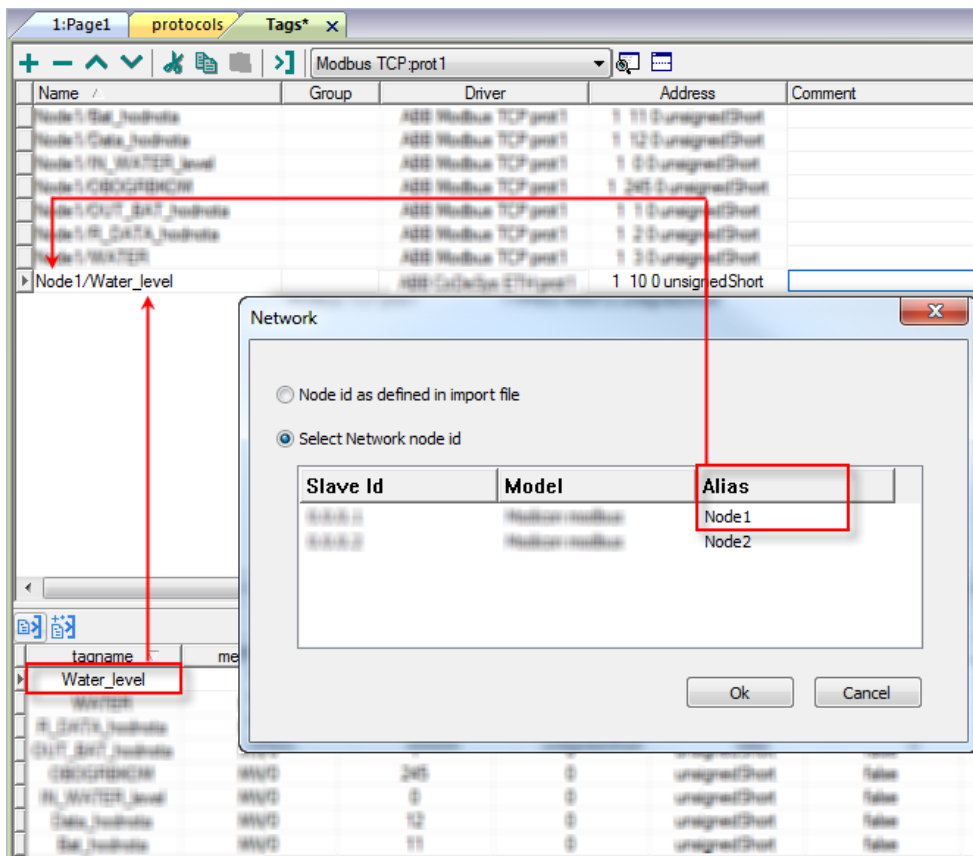
Toolbar item	Description
<div style="border: 1px solid #ccc; padding: 5px; width: fit-content;"> <input type="checkbox"/> Recursive                 </div>	<p>Check this box to import all sub-elements of a tag.</p> <p>Example of both checked and unchecked result:</p> 
<div style="border: 1px solid #ccc; padding: 5px; width: fit-content;"> <input type="text" value="Search"/> <span style="margin-left: 20px;">Filter by: <span style="border: 1px solid #ccc; padding: 2px;">Tag name</span></span> </div>	<p>Searches tags in the dictionary basing on filter combo-box item selected.</p>

## Adding an alias name to a protocol

Tag names must be unique at project level, however, the same tag names might need to be used for different controller nodes (for example when the HMI device is connected to two devices running the same application).

When creating a protocol you can add an alias name that will be added to tag names imported for this protocol.

In the example, the connection to a certain controller is assigned the name **Node1**. When tags are imported for this node, all tag names will have the prefix **Node1** making each of them unique at the network/project level.



**i** Note: Aliasing tag names is only available for imported tags. Tags which are added manually in the Tag Editor do not need to have the Alias prefix in the tag name.

The Alias string is attached on the import. If you modify the Alias string after the tag import has been completed, there will be no effect on the names already present in the dictionary. When the Alias string is changed and tags are re-imported, all tags will be re-imported with the new prefix string.

## Data Types

The import module supports variables of standard data types and user defined data types.

**Supported data types**

- BOOL
- INT
- SINT
- UINT
- UDINT
- DINT
- STRING\*
- REAL
- LREAL
- BYTE
- ULINT
- LINT

and 1-dimensional ARRAY of the types above. See "Programming concepts" section in the main manual.



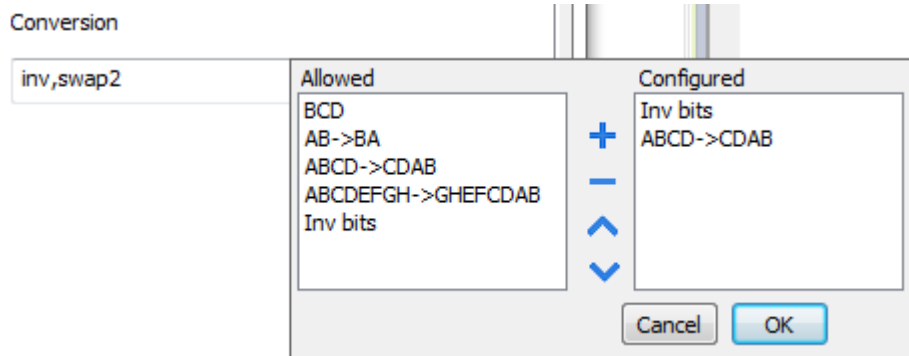
Note \*: String length for a STRING variable in PLC should be max 80 characters. Declare a STRING variable either with a specified size (str: STRING(35) or default size (str: STRING) which is 80 characters.

**Unsupported data types**

- LWORD
- LINT

**Tag conversion**

Conversion to be applied to the Tag.



Depending on data type selected, the **Allowed** list shows one or more conversions, listed below.

Value	Description
<b>Inv bits</b>	Invert all the bits of the tag. <i>Example:</i> 1001 → 0110 (in binary format) 9 → 6 (in decimal format)
<b>Negate</b>	Set the opposite of the tag value. <i>Example:</i> 25.36 → -25.36
<b>AB -&gt; BA</b>	Swap nibbles of a byte. <i>Example:</i> 15D4 → 514D (in hexadecimal format) 5588 → 20813 (in decimal format)
<b>ABCD -&gt; CDAB</b>	Swap bytes of a word. <i>Example:</i> 9ACC → CC9A (in hexadecimal format) 39628 → 52378 (in decimal format)
<b>ABCDEFGH -&gt; GHEFC DAB</b>	Swap bytes of a double word. <i>Example:</i> 32FCFF54 → 54FFFC32 (in hexadecimal format) 855441236 → 1426062386 (in decimal format)
<b>ABC...NOP -&gt; OPM...DAB</b>	Swap bytes of a long word. <i>Example:</i> 142.366 → -893553517.588905 (in decimal format) 0 10000000110 0001110010111011011001000101101000011100101011000001 → 1 10000011100 1010101000010100010110110110010110110000100111101 (in binary format)
<b>BCD</b>	Separate the byte in two nibbles, and reads them as decimal (from 0 to 9) <i>Example:</i> 23 → 17 (in decimal format) 0001 0111 = 23 0001 = 1 (first nibble) 0111 = 7 (second nibble)

Select the conversion and click on plus button. The selected item will be added on **Configured** list.

If more conversions are configured, they will be applied in order (from top to bottom of **Configured** list).

Use the arrow buttons to order the configured conversions.

## Node Override IP

The protocol provides the special data type Node Override IP which allows you to change the IP address of the target controller at runtime.

This memory type is an array of 4 unsigned bytes, one per each byte of the IP address.

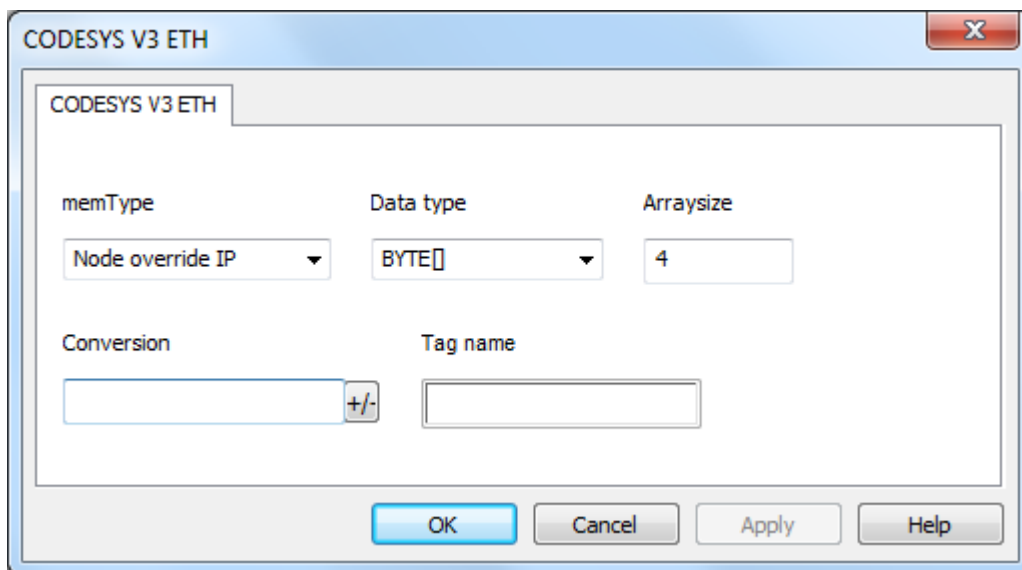
The Node Override IP is initialized with the value of the controller IP specified in the project at programming time.

Node Override IP	Modbus operation
0.0.0.0	Communication with the controller is stopped, no request frames are generated anymore.
<b>Different from 0.0.0.0</b>	It is interpreted as node IP override and the target IP address is replaced runtime with the new value.

If the HMI device is connected to a network with more than one controller node, each node has its own Node Override IP variable.



Note: Node Override IP values assigned at runtime are retained through power cycles.



## Communication Status

Current communication status can be displayed using System Variables. See "System Variables" section in the main manual.

# Ethernet/IP CIP

The protocol has been implemented according to the published Ethernet/IP specifications (available from [www.odva.org](http://www.odva.org)).

The Ethernet/IP CIP driver has been designed to provide the best performance with the least amount of impact on the system's overall performance. Although the Ethernet/IP CIP driver is fast, we suggest to use short Tag names. Tags are read from and written to the device by specifying their symbolic name in the communications request, therefore the longer the tag name is, the larger the request will be.

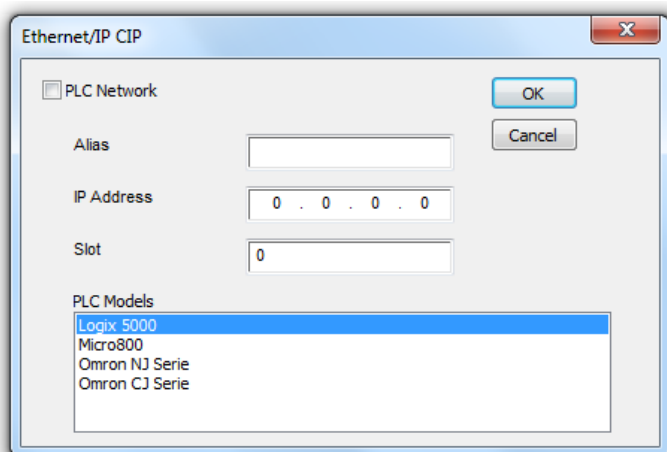
## Protocol Editor Settings

### Adding a protocol

To configure the protocol:

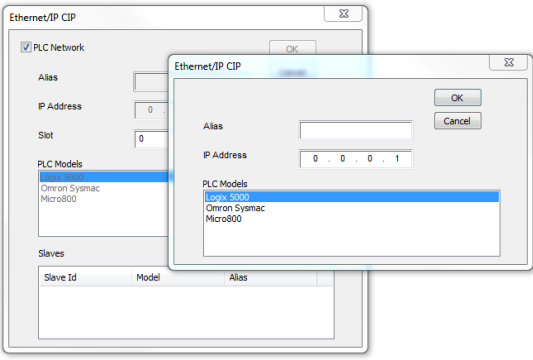
1. In the **Config** node double-click **Protocols**.
2. To add a driver, click **+**: a new line is added.
3. Select the protocol from the **PLC** list.

The driver configuration dialog is displayed.



Field	Description
<b>Alias</b>	Name identifying nodes in network configurations. The name will be added as a prefix to each tag name imported for each network node.
<b>IP Address</b>	Ethernet IP address of the controller.
<b>Slot</b>	CPU slot number for Logix 5000 models (typically 0). Refer to the controller documentation for further details.



Field	Description
<b>PLC Models</b>	PLC model used to import tags file.
<b>PLC Network</b>	Enable access to multiple networked controllers. For every controller (slave) set the proper option.  

## Controller Model Logix 5000

The Ethernet/IP CIP driver allows to connect Allen-Bradley ControlLogix and CompactLogix Ethernet controllers.

Communication with ControlLogix® 5500 controllers can be accomplished through an Ethernet/IP communication module for Ethernet such as the 1756-EN2T or 1756-ENET.

Ethernet communication with CompactLogix™ 5300 controllers requires a processor with a built-in Ethernet/IP port such as the 1769-L32E.

All trademarks are the property of their respective owners.

The internal memory organization of the Logix CPUs is not fixed but configured by the user at development time. Each data item can be identified by a string called “Tag”. The RSLogix 5000 software can then export to the application the list of Tags created for each controller.

The project loaded on the HMI device must refer to Tag names assigned in RSLogix 5000 software at development time. The Tag Editor supports direct import of the Tag file generated by RSLogix 5000 software in .CSV format.

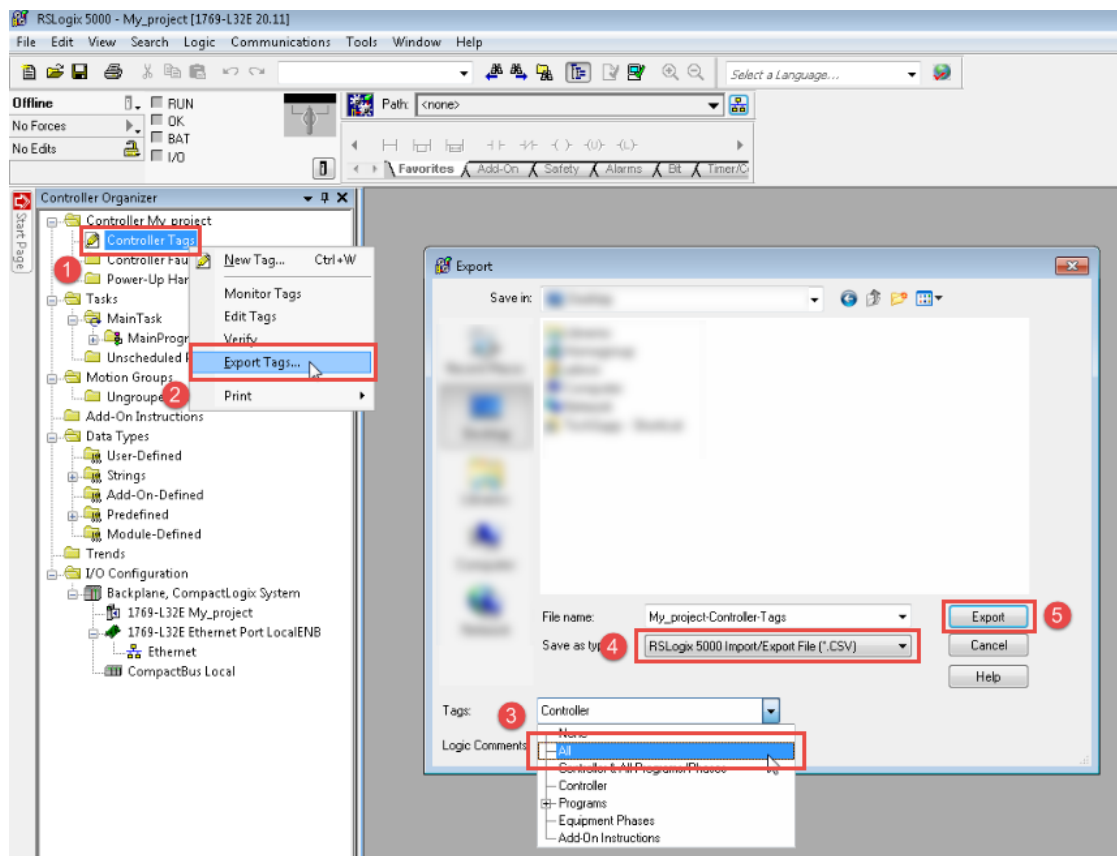
The implementation of the Ethernet/IP driver also supports access to structured data types which can be imported from .L5X files.

The driver supports access to both Controller and Program Tags.

### Export CSV and L5X files using RSLogix5000

To export the .CSV Tag file:

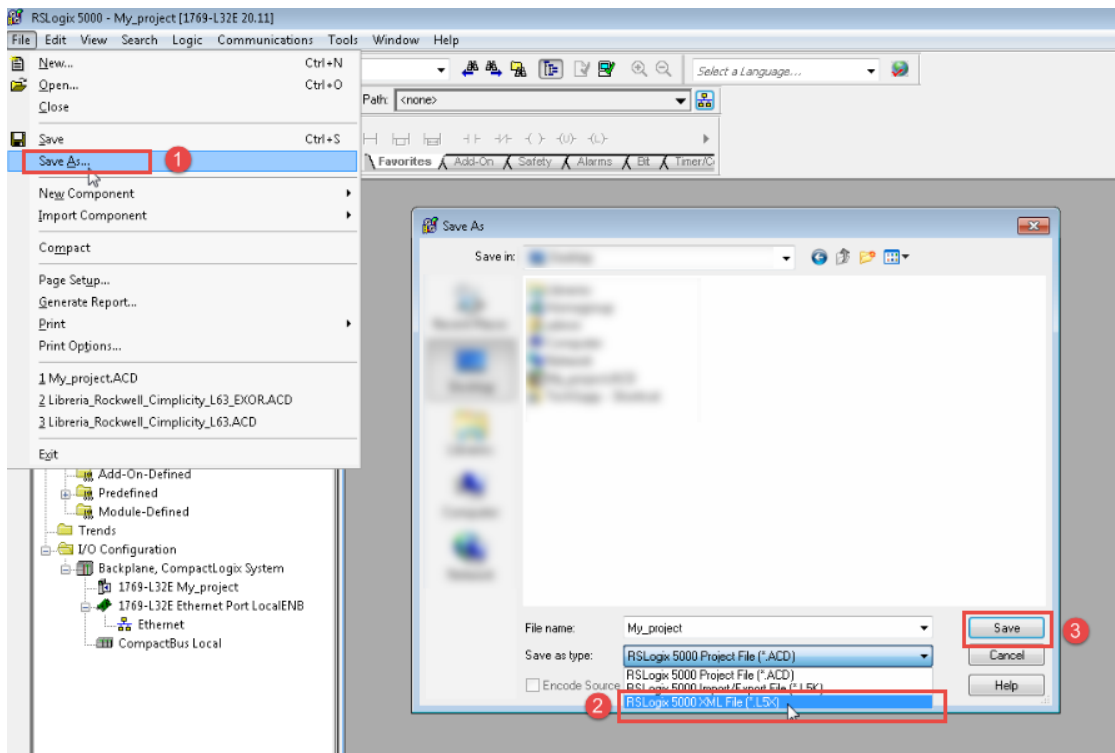
1. From the **Controller Organizer** pane, right-click on **Controller Tags**.
2. Select **Export Tags**: the **Export** dialog is displayed.



3. Choose **All** from the **Tags** list to export all Tags.
4. Select the **Save as type** option to **.CSV**.
5. Click **Export**: all the Tags are exported to an **.CSV** file.

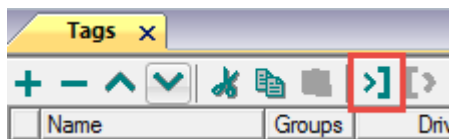
To export the **.L5X** data type file:

1. Choose **File > Save As**.
2. Select the **Save as type** option to **.L5X**.
3. Click **Save**: all the Tags are exported to an **.L5X** file.

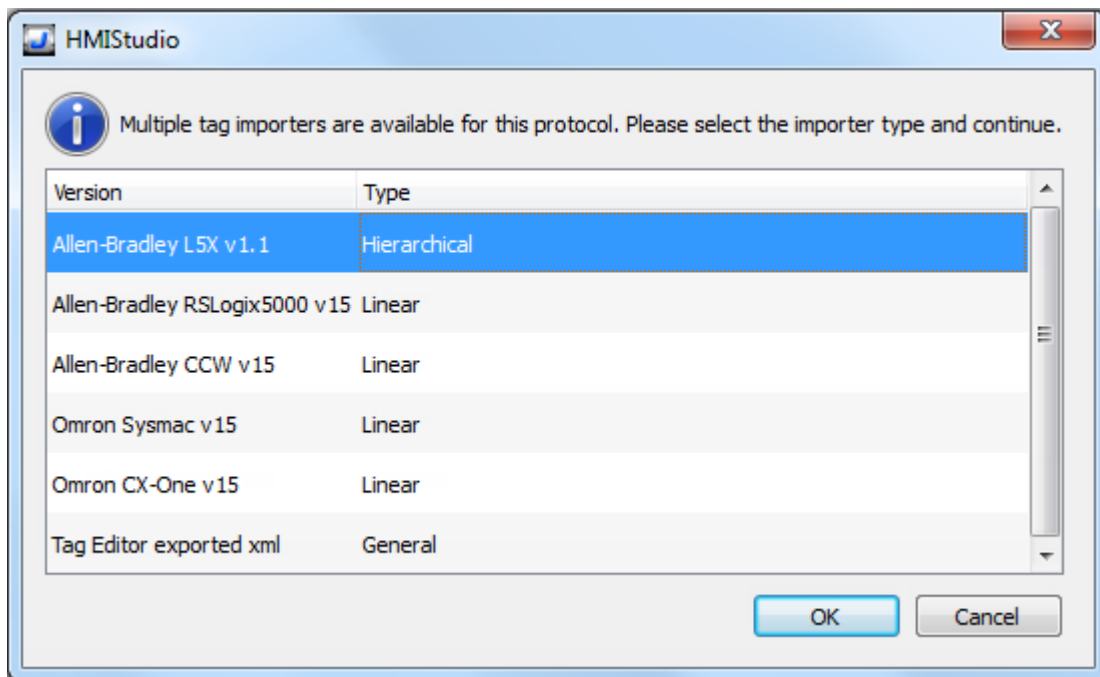


## Import Files in Tag Editor

Select the driver in Tag Editor and click on the **Import Tags** button to start the importer.



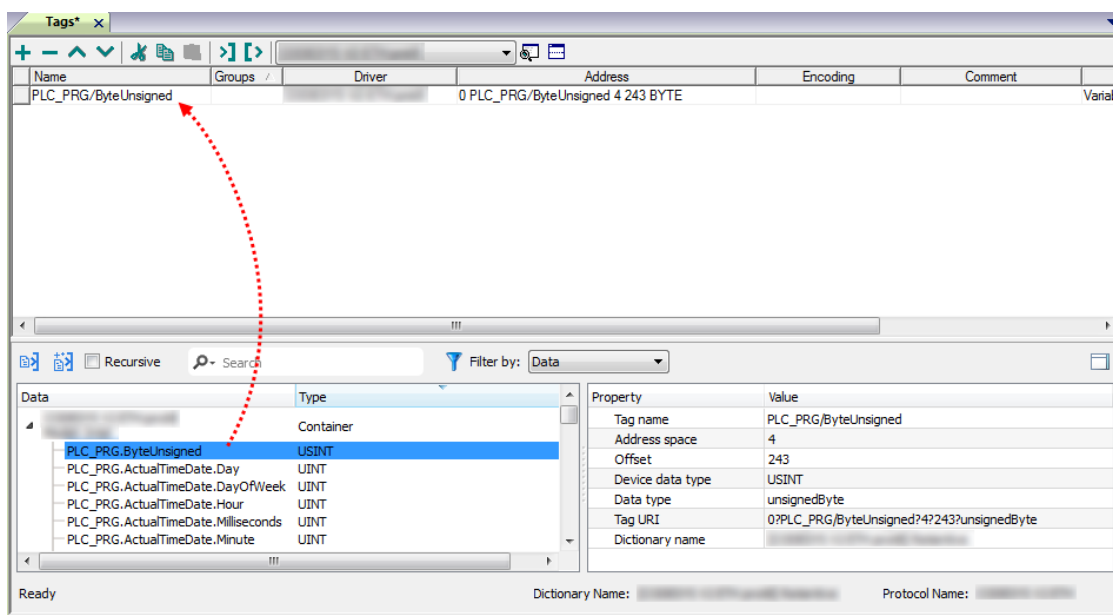
The following dialog shows which importer type can be selected.



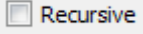
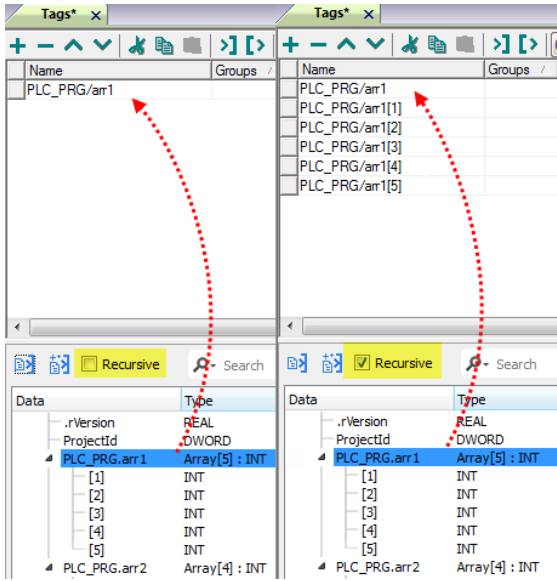
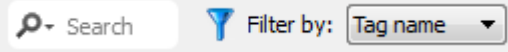


Select **Allen-Bradley RSLogix5000 v15** option.

Once the importer has been selected, locate the symbol file and click **Open**.

Tags included in the symbol file are listed in the tag dictionary. The tag dictionary is displayed at the bottom of the screen.



Toolbar item	Description
	<p><b>Import Tag(s).</b></p> <p>Select tags to be imported and click on this icon to add tags from tag dictionary to the project</p>
	<p><b>Update Tag(s).</b></p> <p>Click on this icon to update the tags in the project, due a new dictionary import.</p>
	<p>Check this box to import all sub-elements of a tag.</p> <p>Example of both checked and unchecked result:</p> 
	<p>Searches tags in the dictionary basing on filter combo-box item selected.</p>



Note: When importing the array data types, the importer is expanding them creating individual Tags per each array element; this is valid for all the data types, except for arrays of boolean. In this case they are imported as “boolean-32” and the single array element can be addressed using “Tag Index” parameter from “Attach to...” dialog.

### Module-Defined and User-Defined data types

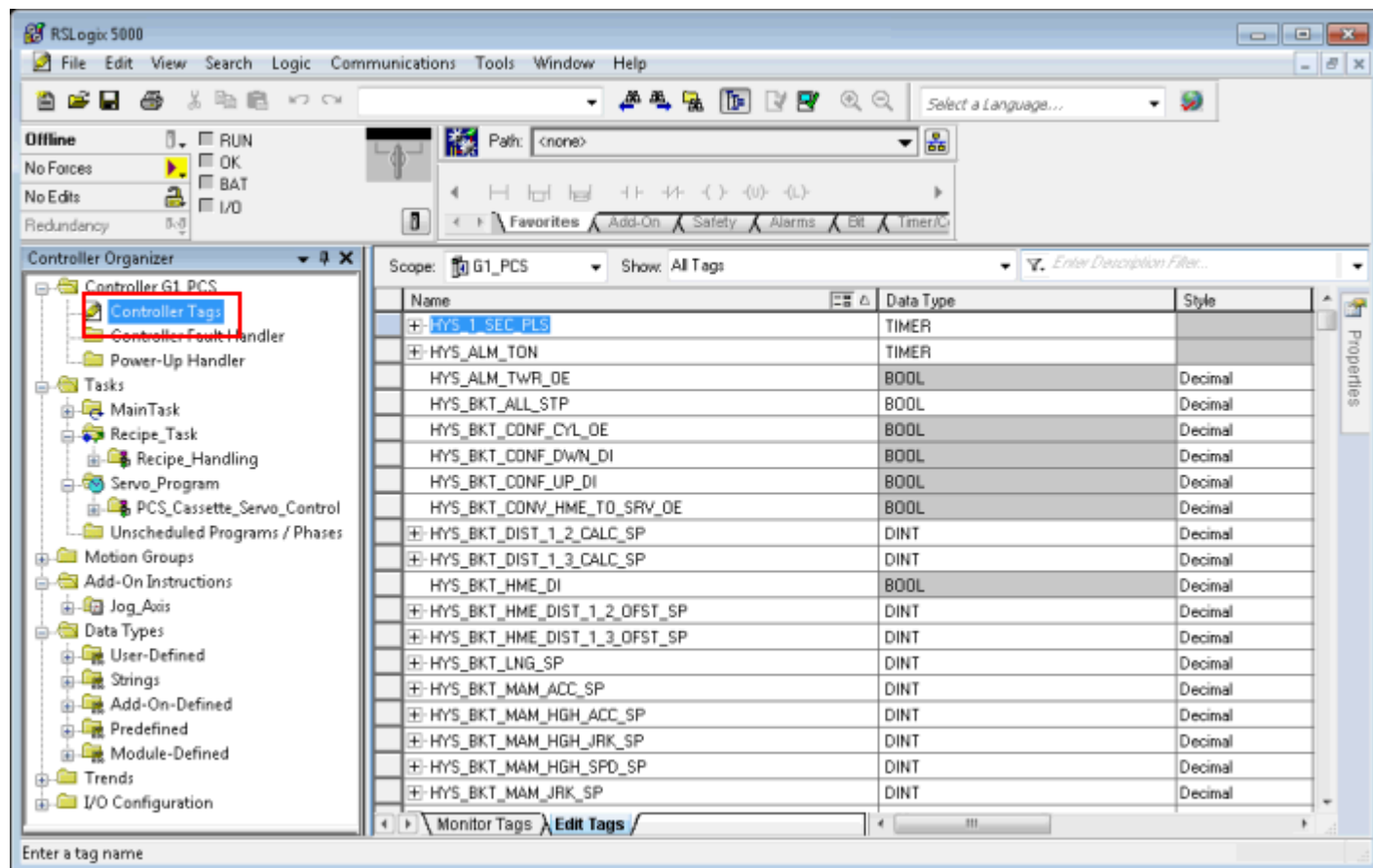
RSLogix 5000 allows you to define Tags with several data types.

Data type group	Description
Predefined	Standard data types such as BOOL, DINT, SINT, INT and other less common data types such as PID, COUNTER, TIMER.
Module-Defined	Data type associated with I/O optional modules usually referenced by aliases.
User-Defined	Custom data type defined by user

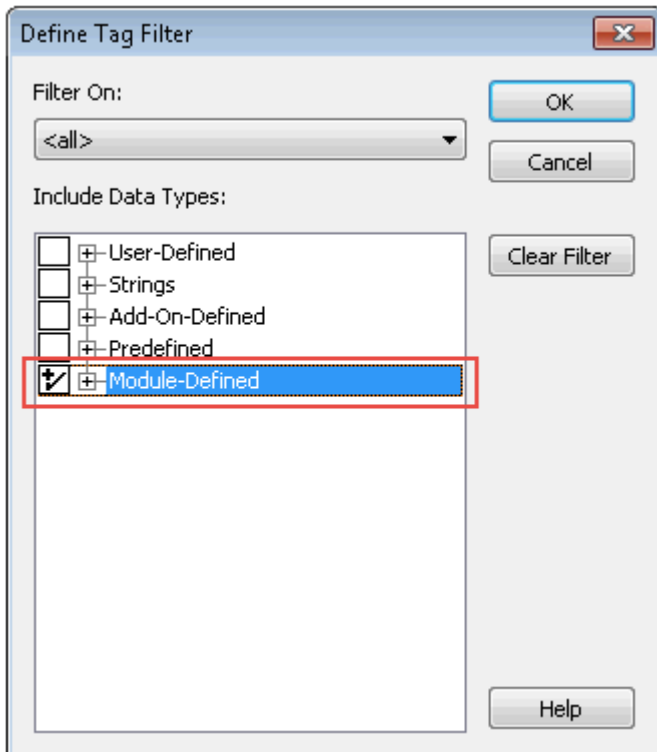
In order to import Predefined (with the exception of standard data types which are always imported) and Module-Defined data type you need to edit the ETIPSpecialDataTypes.xml file located under *languages\shared\studio\tagimport* or *studio\tagimport* depending on installed version.

In RSLogix5000 software:

1. From the **Controller Organizer** pane, select **Controller Tags**.



2. Filter tags to display only **Module-Defined** Tags.



Only tags (alias) with data type belonging to optional I/O Modules will be displayed.

Scope: **G1\_PCS** Show: **AB:1734\_12SLOT:I:0, AB:1734\_12SLOT:O:0, ...**

Name	Data Type	Style
+ HYS_Point_IO_Rack_20:I	AB:1734_3SLOT:I:0	
+ HYS_Point_IO_Rack_20:O	AB:1734_3SLOT:O:0	
+ HYS_Point_IO_Rack_1:I	AB:1734_13SLOT:I:0	
+ HYS_Point_IO_Rack_1:O	AB:1734_13SLOT:O:0	
+ HYS_Point_IO_Rack_1:2:C	AB:1734_DI8:C:0	
+ HYS_Point_IO_Rack_1:3:C	AB:1734_DI8:C:0	
+ HYS_Point_IO_Rack_1:4:C	AB:1734_DI8:C:0	
+ HYS_Point_IO_Rack_1:5:C	AB:1734_DI8:C:0	
+ HYS_Point_IO_Rack_1:6:C	AB:1734_DI8:C:0	
+ HYS_Point_IO_Rack_1:7:C	AB:1734_DI8:C:0	
+ HYS_Point_IO_Rack_1:8:C	AB:1734_DI8:C:0	
+ HYS_Point_IO_Rack_20:1:C	AB:1734_DI8:C:0	
+ HYS_Point_IO_Rack_1:9:C	AB:1734_D08_NoDiag:C:0	
+ HYS_Point_IO_Rack_1:10:C	AB:1734_D08_NoDiag:C:0	
+ HYS_Point_IO_Rack_1:11:C	AB:1734_D08_NoDiag:C:0	
+ HYS_Point_IO_Rack_1:12:C	AB:1734_D08_NoDiag:C:0	
+ HYS_Point_IO_Rack_20:2:C	AB:1734_D08_NoDiag:C:0	
+ HYS_Point_IO_Rack_1:1:C	AB:1734_VHSC:C:0	
+ HYS_Point_IO_Rack_1:1:I	AB:1734_VHSC:I:0	

Monitor Tags | **Edit Tags**

In this example alias HYS\_Point\_IO\_Rack\_20:I refers to data type AB:1734\_3SLOT:I:0. Expand this tag to see how this data type is structured:

Name	Data Type	Style
HYS_Point_IO_Rack_20:I	AB:1734_3SLOT:I:0	
+ HYS_Point_IO_Rack_20:I.SlotStatusBits0_31	DINT	Binary
+ HYS_Point_IO_Rack_20:I.SlotStatusBits32_63	DINT	Binary
+ HYS_Point_IO_Rack_20:I.Data	SINT[3]	Binary

To make sure that HYS\_Point\_IO\_Rack\_20:I, and all his sub-tags, will be imported into the project, open the ETIPSpecialDataTypes.xml file in any text editor and check if the AB:1734\_3SLOT:I:0 data type is included. If so you can proceed with the following data type. If not, you need to add it manually.

The structure is as in this example:

```
<DataType Name="aaa">
  <Members>
    <Member Name="bbb" DataType="ccc" Dimension="ddd" Radix="eee"/>
  </Members>
</DataType>
```

where:

- aaa = Alias/Tag data type
- bbb = Sub-tag Name (it's sub-tag name part after dot)
- ccc = Sub-tag data type
- ddd = Array dimension (0 if it is not an array)
- eee = Style

In the example above:

```
ETIPSpecialDataTypes.xml
238
239 <DataType Name="AB:1734_3SLOT:I:0">
240 <Members>
241 <Member Name="SlotStatusBit0_31" DataType="DINT" Dimension="0" Radix="Binary"/>
242 <Member Name="SlotStatusBit32_63" DataType="DINT" Dimension="0" Radix="Binary"/>
243 <Member Name="Data" DataType="SINT" Dimension="3" Radix="Binary"/>
244 </Members>
245 </DataType>
```

3. Repeat step 2 for all Module-Defined data types.
4. Repeat the procedure from step 2, filtering Tags to display only **Predefined** Tags.

## Controller Model Omron Sysmac

Data in NJ and CJ controllers can be accessed via CIP protocol.



Each data item can be identified by a string called “Tag”. Use appropriate programming tools for controller to export the list of Tags.

NJ series controller are programmed using Sysmac Studio:

- NJ301-xxxx
- NJ501-xxxx

CJ series controller are programmed using CX-One:

- CJ2M CPU-3x
- CJ2H CPU 6x-EIP
- Any CPU with a CJ1W-EIP21 attached.

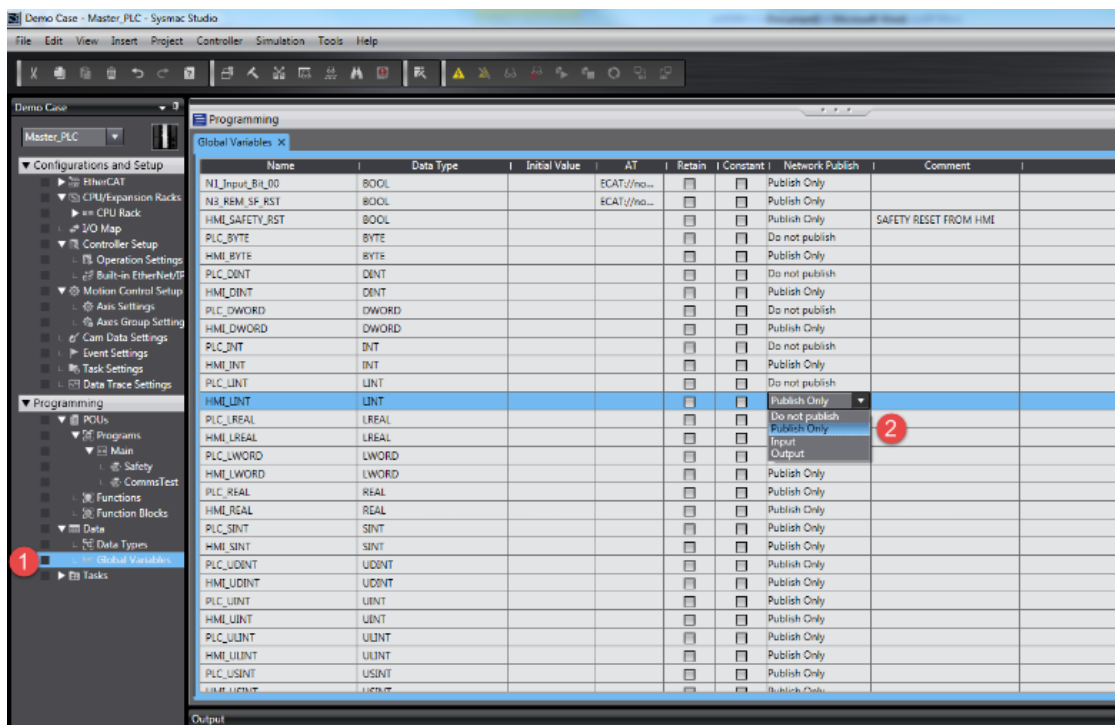
The project loaded on the HMI device must refer to the Tag names assigned in the programming software at development time. The Tag Editor supports direct import of the Tag file generated by Sysmac Studio software in .NJF format or generated by CX-One in the .CJF format.

All Tags to be accessed by the HMI device must be declared as Global Variables.

### Export NJF files using Sysmac Studio

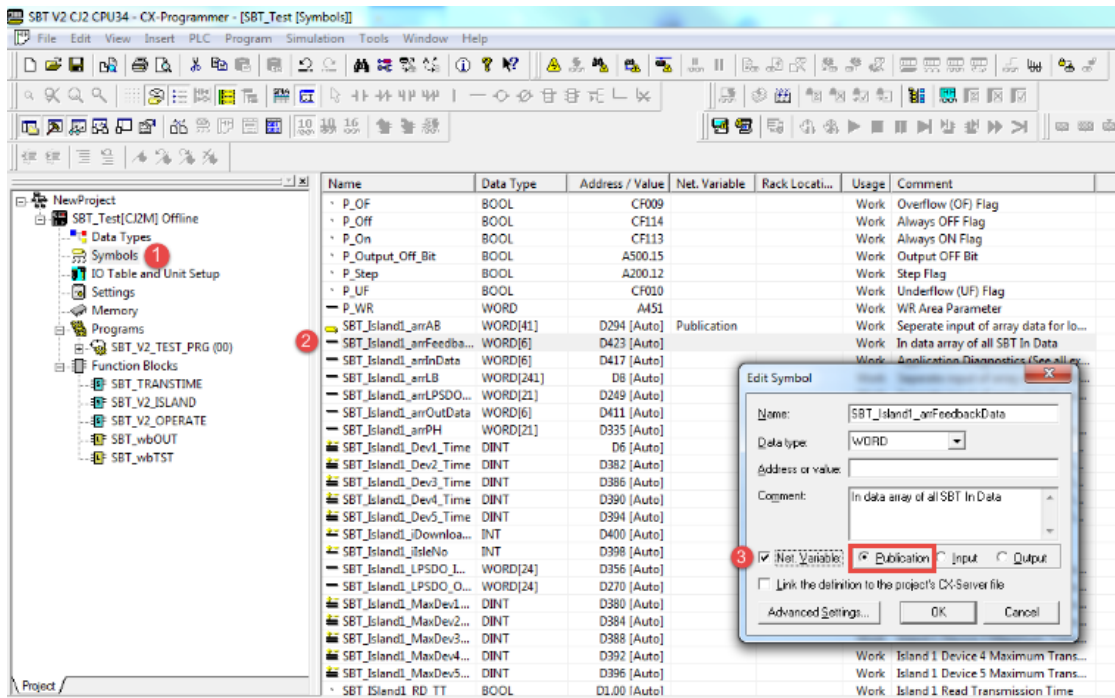
To export the .NJF Tag file:

1. In Sysmac Studio declare Tags as **Global Variables**.
2. Set the **Network Publish** attribute to **Publish Only**.

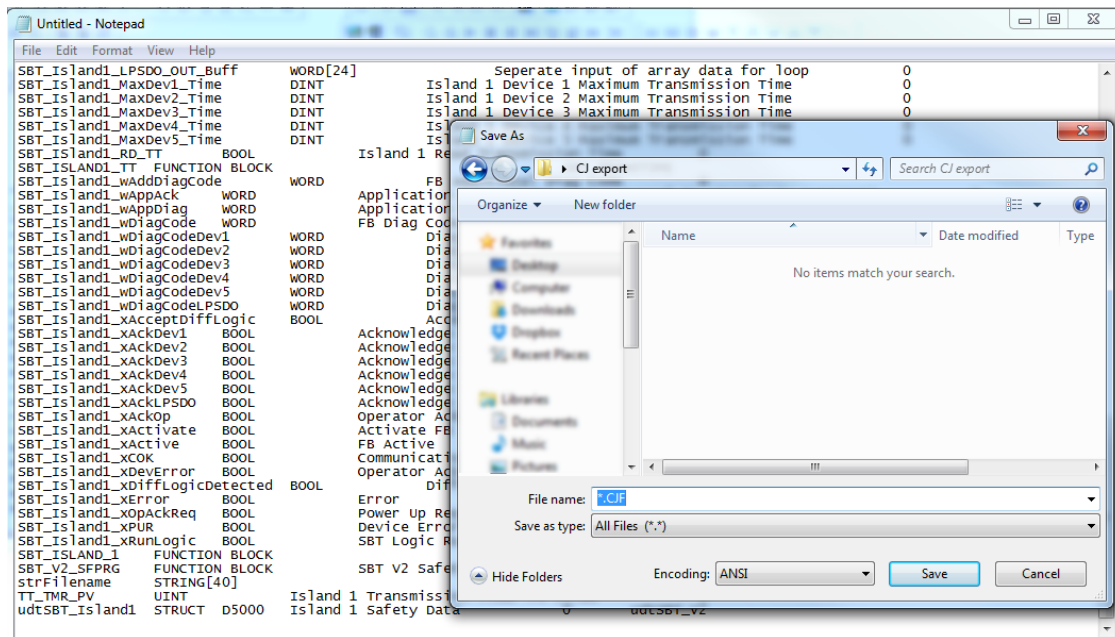


2. From the **Tools** menu, choose **Export Global Variables > CX-Designer**.





3. Copy and paste all the Tags in any text editor.



4. Save the file as **.CJF**.

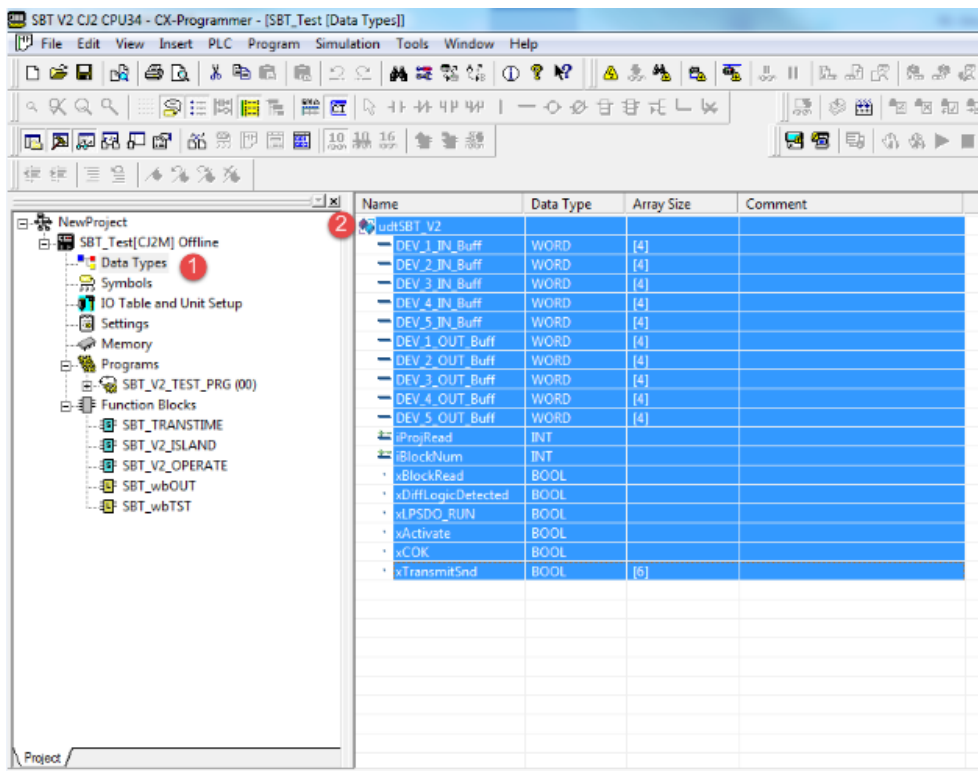


Note: Using Notepad as text editor, make sure to save the text file with **.CJF** extension by selecting "Save as type" as "All Files" although the file will be named \*.cjf.txt and it will not be visible from importer.

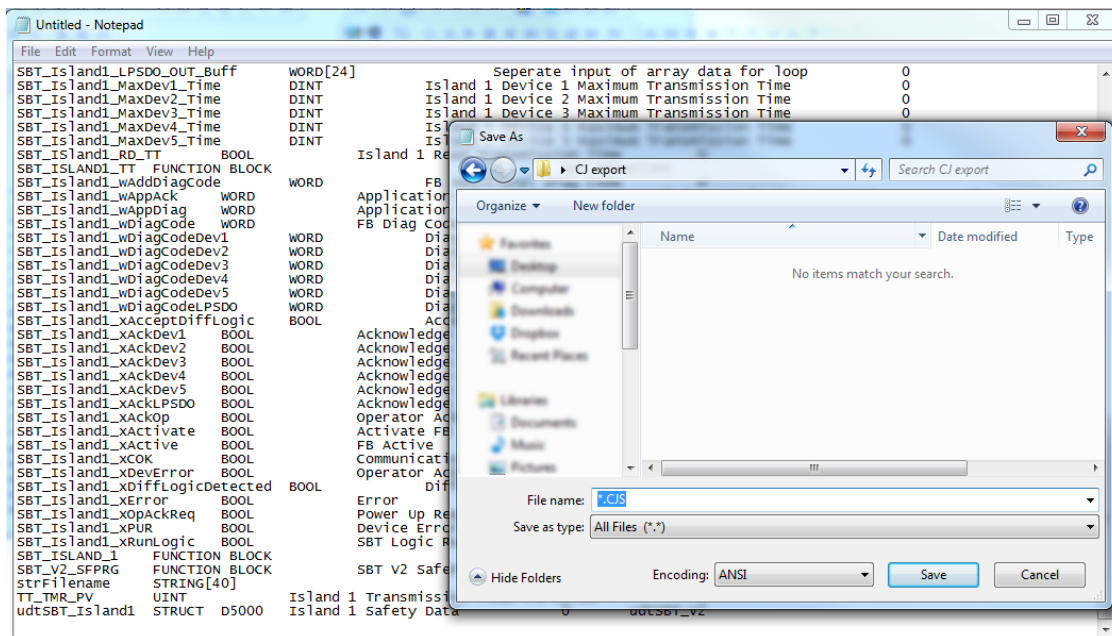
## Export User Defined structures

To export the **.CJS** Tag file:

1. In CX-One open the Data Types file in the project.



2. Copy and paste all the Tags in any text editor.

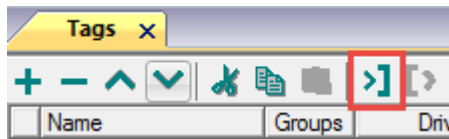


3. Save the file as .CJS.

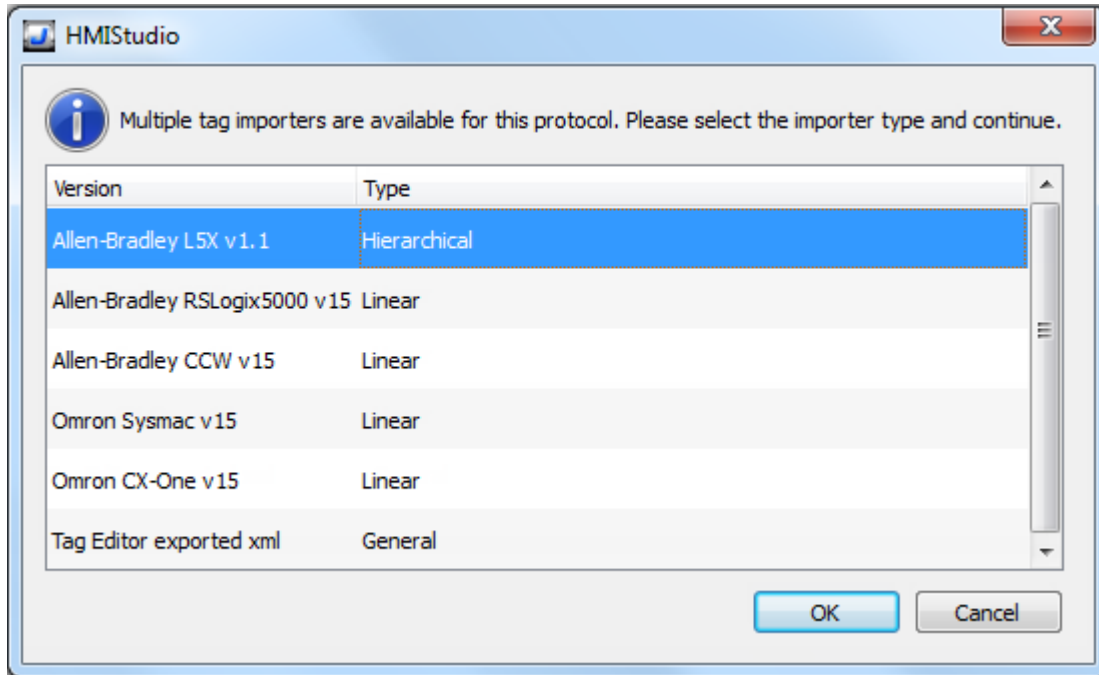
**Note:** Using Notepad as text editor, make sure to save the text file with **.CJS** extension by selecting "Save as type" as "All Files" although the file will be named \*.cjs.txt and it will not be visible from importer.

### Import Files in Tag Editor

Select the driver in Tag Editor and click on the **Import Tags** button to start the importer.



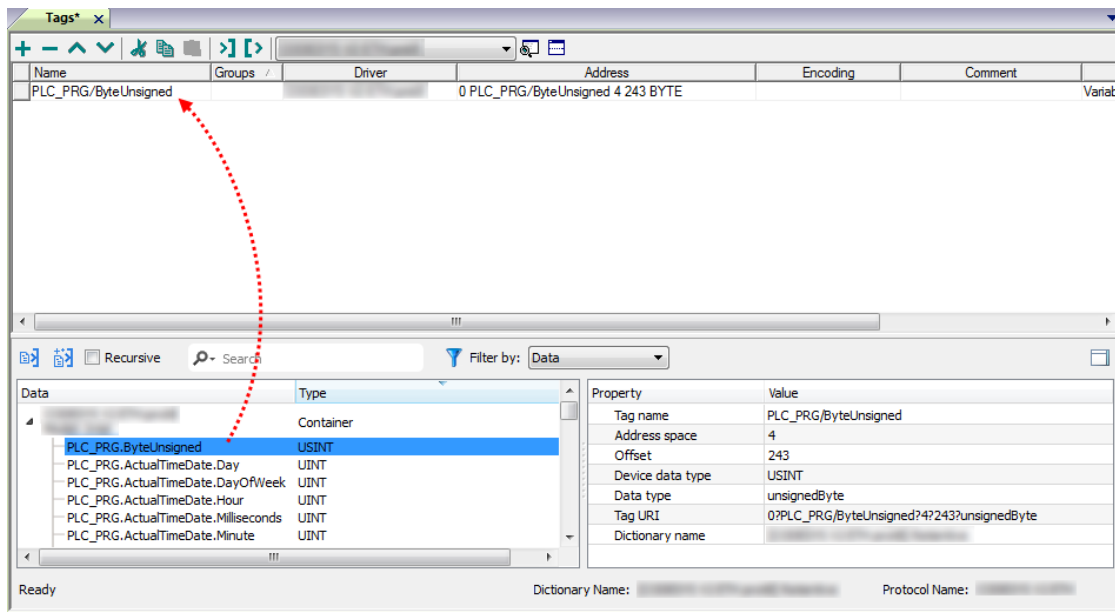
The following dialog shows which importer type can be selected.





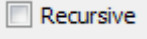
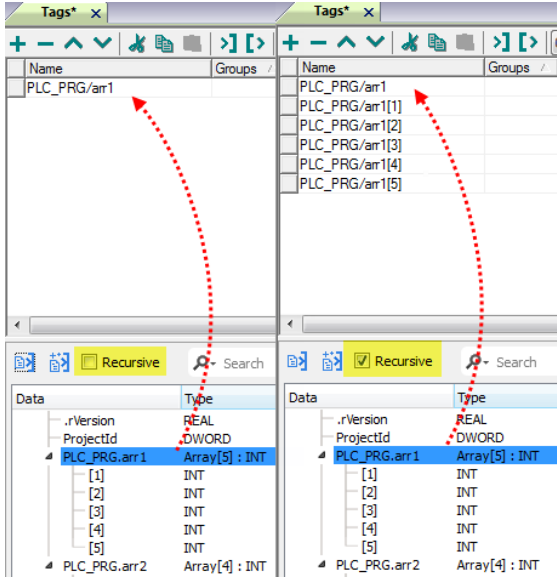
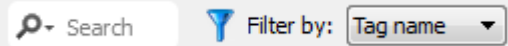
Select **Omron Sysmac** to import a **.NJF** Tags file or **Omron CX-One** to import a **.CJF** Tags file.

Once the importer has been selected, locate the Tags file and click **Open**. The system will ask for User Defined structures **.CJS** file. If not required, skip the dialog by clicking on Cancel button.

Tags included in the symbol file are listed in the tag dictionary. The tag dictionary is displayed at the bottom of the screen.



Toolbar item	Description
	<p><b>Import Tag(s).</b></p> <p>Select tags to be imported and click on this icon to add tags from tag dictionary to the project</p>
	<p><b>Update Tag(s).</b></p> <p>Click on this icon to update the tags in the project, due a new dictionary import.</p>

Toolbar item	Description
	<p>Check this box to import all sub-elements of a tag.</p> <p>Example of both checked and unchecked result:</p> 
	<p>Searches tags in the dictionary basing on filter combo-box item selected.</p>



Note: When importing the array data types, the importer is expanding them creating individual Tags per each array element; this is valid for all the data types, except for arrays of boolean. In this case they are imported as “boolean-32” and the single array element can be addressed using “Tag Index” parameter from “Attach to...” dialog.

## Controller Model Micro800

The Ethernet/IP CIP driver provides an easy and reliable way to connect to Allen-Bradley Micro800 controllers.

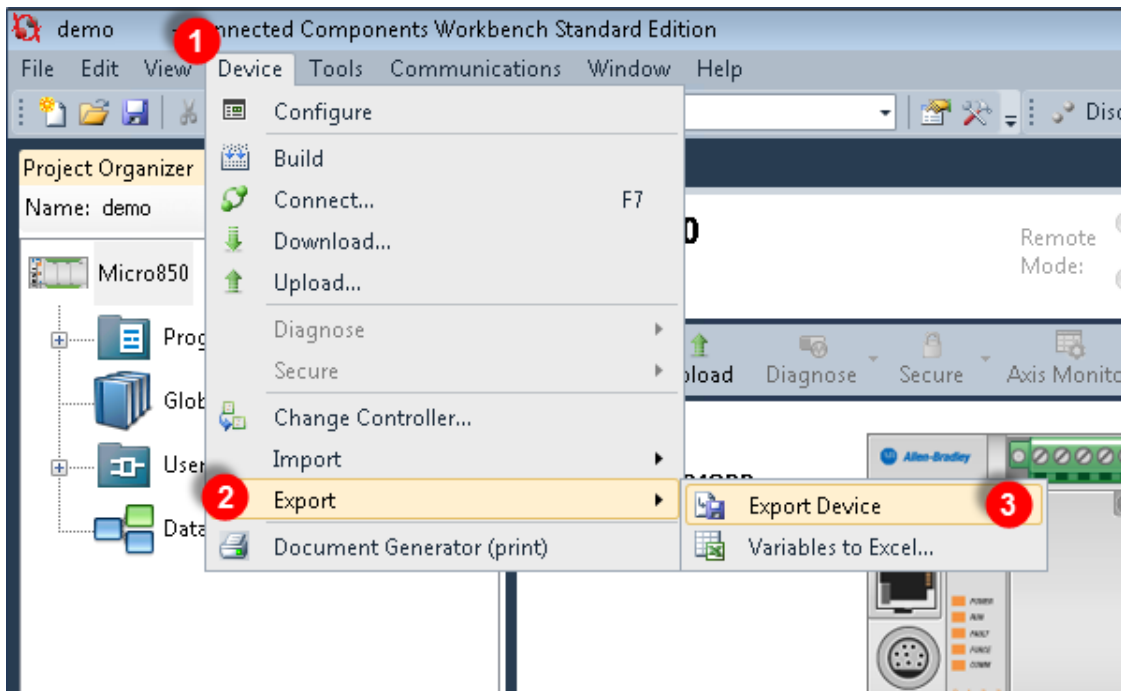
The scope of variables into a Micro800 controller can be local to a program or global:

Scope	Description
<p><b>Local Variables</b></p>	<p>Program-scoped Tags. Tags are assigned to a specific program in the project and available only to that program.</p> <p>These Tags are <b>not supported</b> within this driver.</p>
<p><b>Global Variables</b></p>	<p>Controller-scoped Tags. Tags belong to the controller in the project and are available to any program in the project.</p> <p>These Tags are <b>supported</b> within this driver.</p>

## Export ISAXML file using Connected Component Workbench

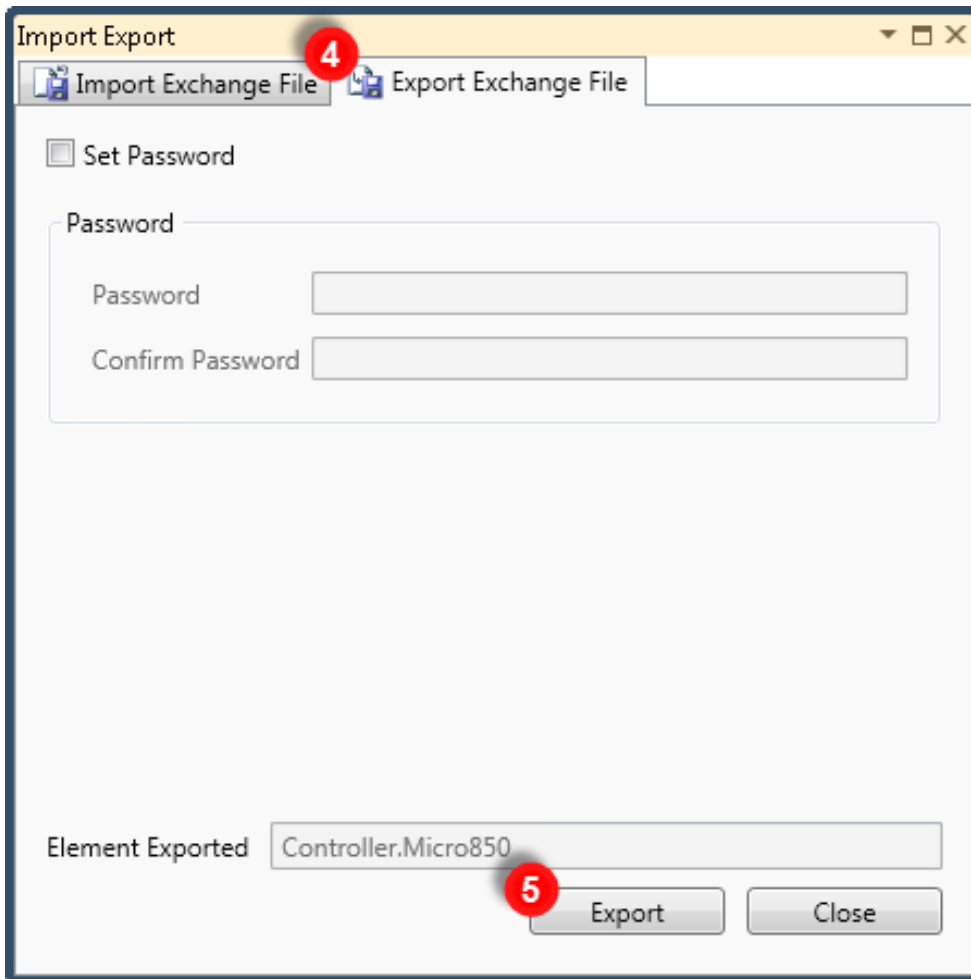
To export .ISAXML global variables including I/O tags:

1. Select **Device** tab.
2. Expand **Export** item.
3. Select **Export Device**.

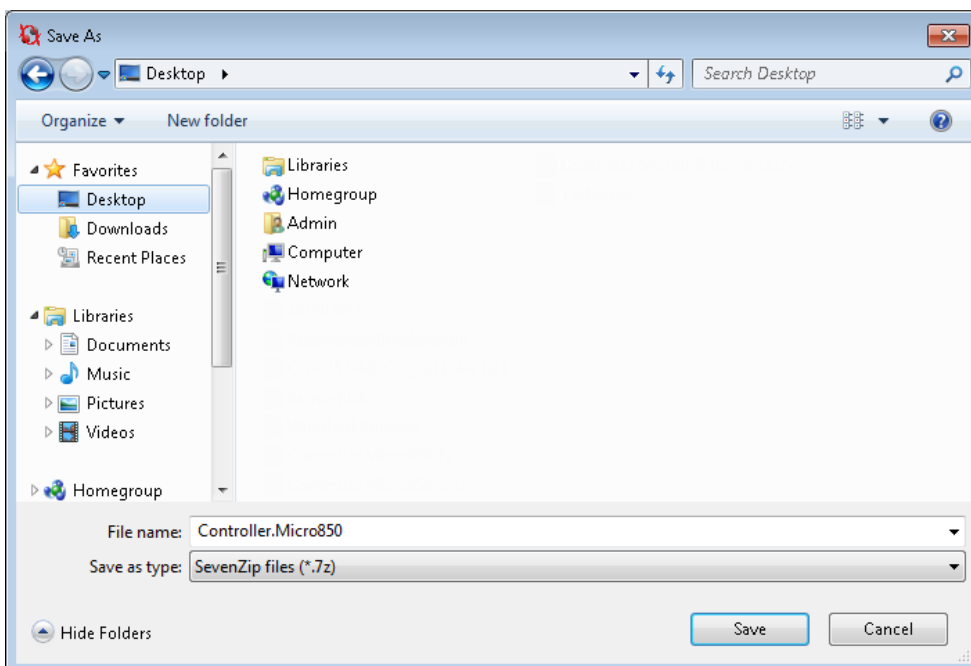


4. Click on **Export Exchange File** tab.
5. Click **Export** button.

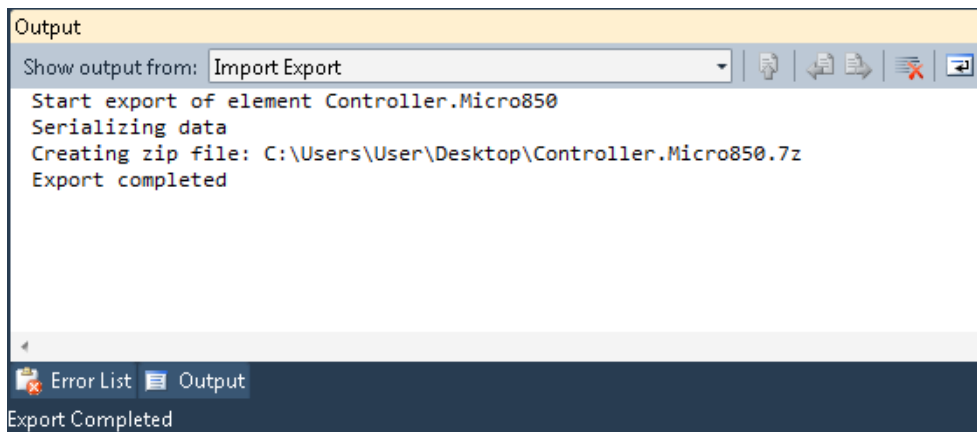





6. Choose a location where to save the export file and click **Save**.



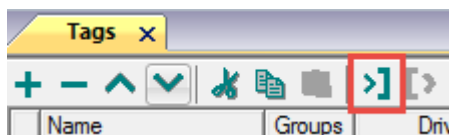
7. When the export is completed successfully the output information is displayed:



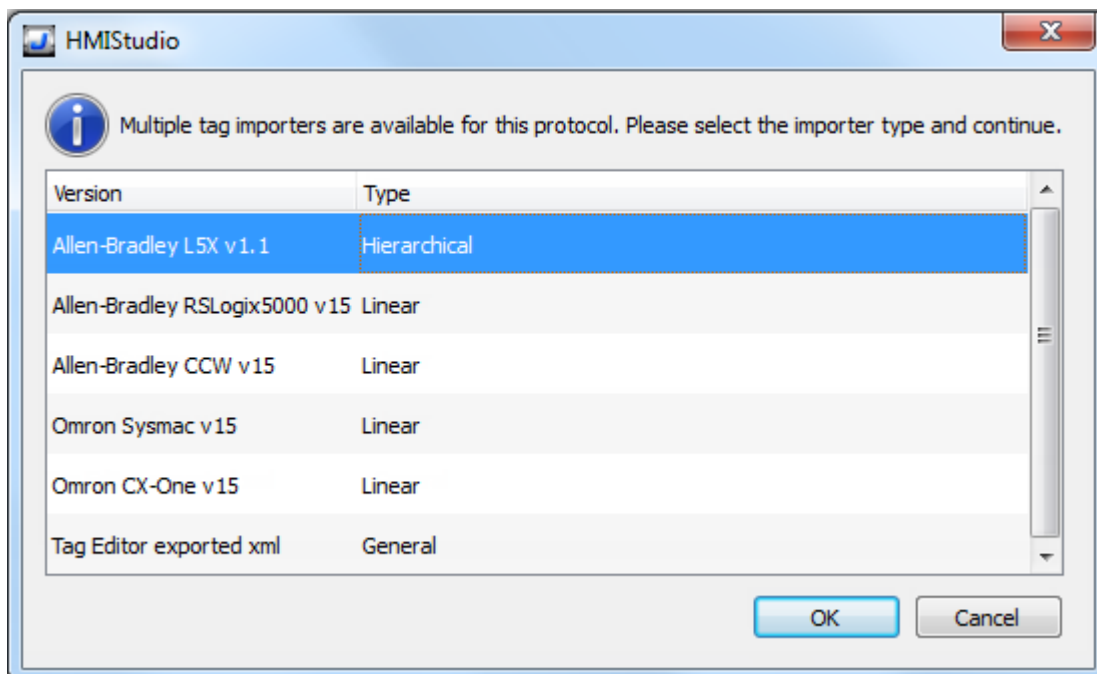
 Note: CCW export file is a 7-zip compressed archive. Use a suitable zip utility to extract archive content into a local folder.

## Import Files in Tag Editor

Select the driver in Tag Editor and click on the **Import Tags** button to start the importer.



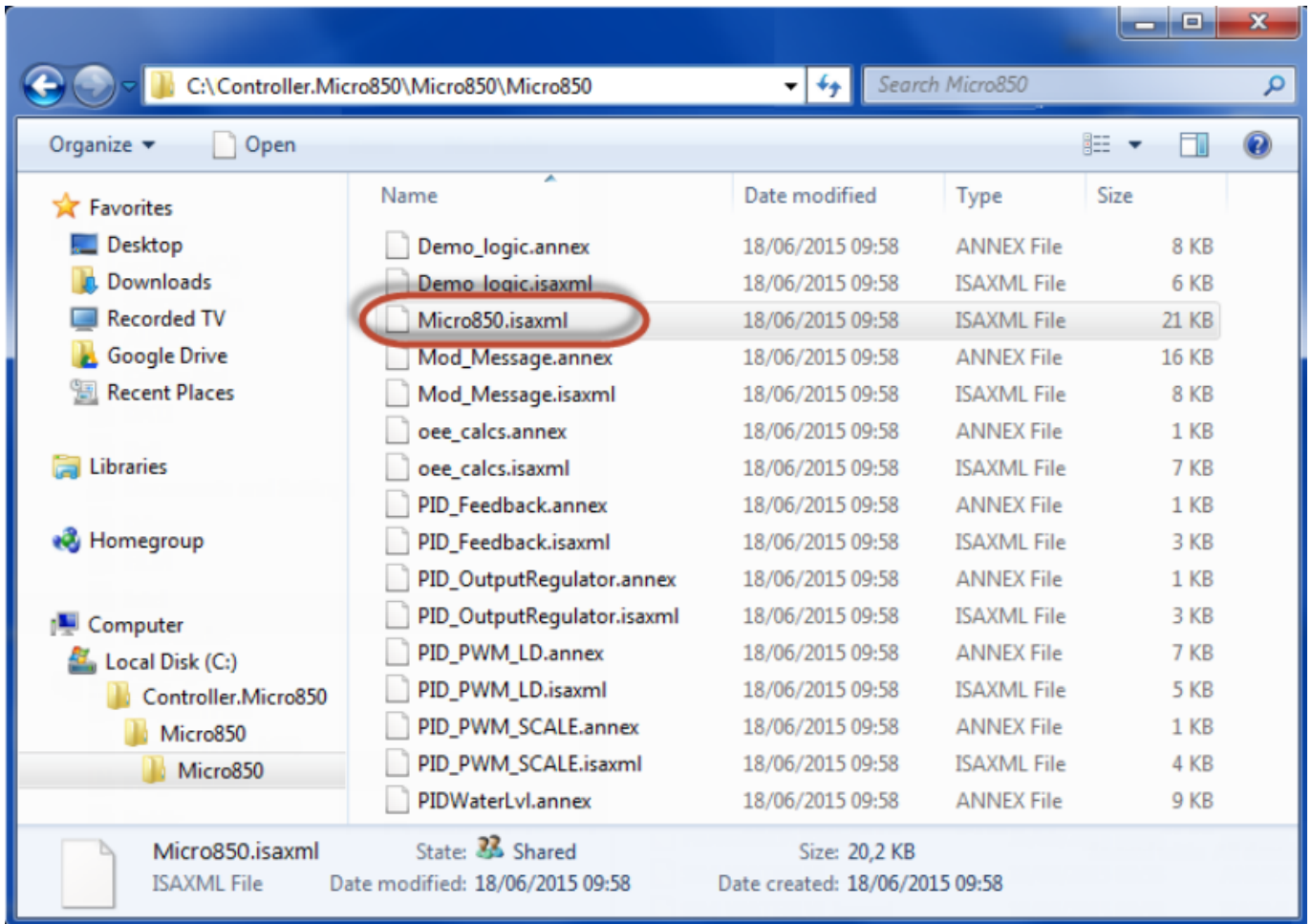
The following dialog shows which importer type can be selected.



Select **Allen-Bradely CCW v15** option.

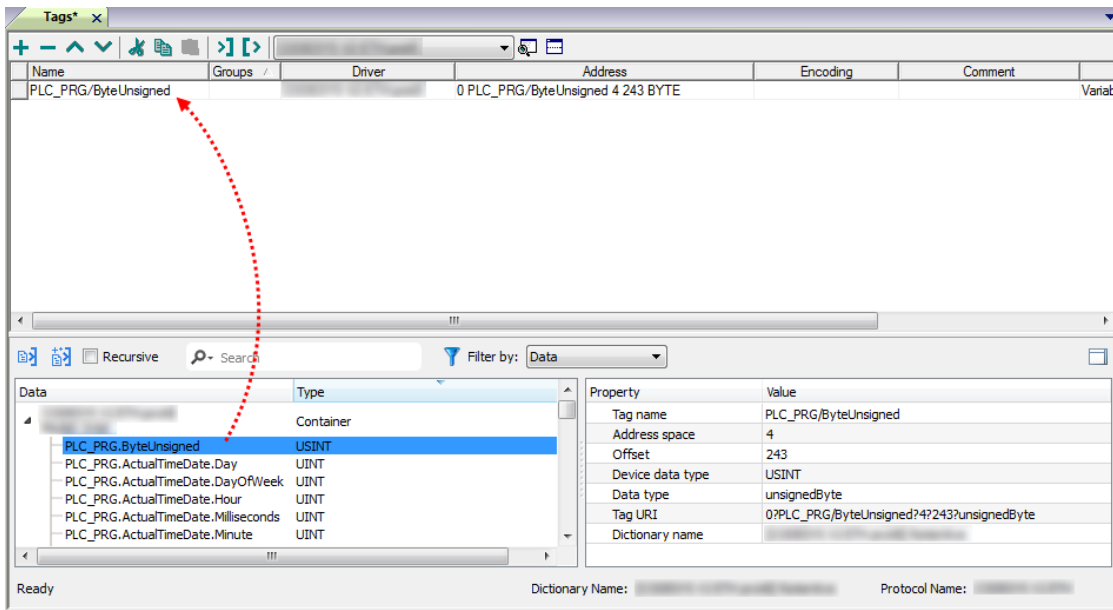
Directory structure extracted from 7z file is something like: “.\<folder\_name>\Micro8xx\Micro8xx\”



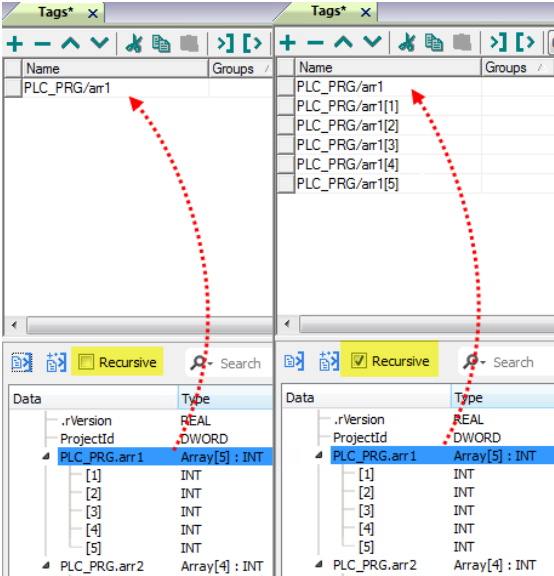


Inside this last folder, select the Micro8xx.isaxml file as shown below:



Once the importer has been selected, locate the symbol file and click **Open**.

Tags included in the symbol file are listed in the tag dictionary. The tag dictionary is displayed at the bottom of the screen.



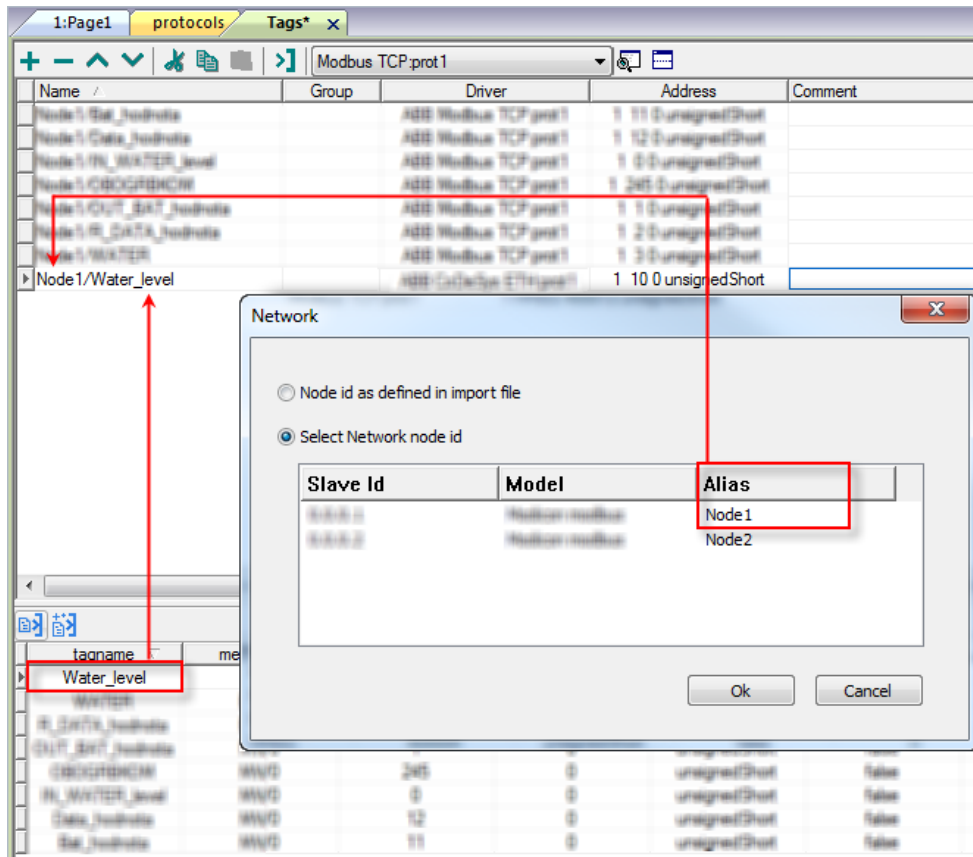
Toolbar item	Description
	<p><b>Import Tag(s).</b></p> <p>Select tags to be imported and click on this icon to add tags from tag dictionary to the project</p>
	<p><b>Update Tag(s).</b></p> <p>Click on this icon to update the tags in the project, due a new dictionary import.</p>
<input type="checkbox"/> Recursive	<p>Check this box to import all sub-elements of a tag.</p> <p>Example of both checked and unchecked result:</p> 
 Search  Filter by: <input type="text" value="Tag name"/>	<p>Searches tags in the dictionary basing on filter combo-box item selected.</p>

## Adding an alias name to a protocol

Tag names must be unique at project level, however, the same tag names might need to be used for different controller nodes (for example when the HMI device is connected to two devices running the same application).

When creating a protocol you can add an alias name that will be added to tag names imported for this protocol.

In the example, the connection to a certain controller is assigned the name **Node1**. When tags are imported for this node, all tag names will have the prefix **Node1** making each of them unique at the network/project level.



Note: Aliasing tag names is only available for imported tags. Tags which are added manually in the Tag Editor do not need to have the Alias prefix in the tag name. The Alias string is attached on the import. If you modify the Alias string after the tag import has been completed, there will be no effect on the names already present in the dictionary. When the Alias string is changed and tags are re-imported, all tags will be re-imported with the new prefix string.

## Node Override IP

The protocol provides the special data type Node Override IP which allows you to change the IP address of the target controller at runtime.

This memory type is an array of 4 unsigned bytes, one per each byte of the IP address.

The Node Override IP is initialized with the value of the controller IP specified in the project at programming time.

Node Override IP	Modbus operation
0.0.0.0	Communication with the controller is stopped, no request frames are generated anymore.
<b>Different from 0.0.0.0</b>	It is interpreted as node IP override and the target IP address is replaced runtime with the new value.

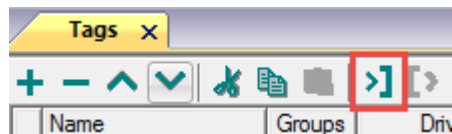
If the HMI device is connected to a network with more than one controller node, each node has its own Node Override IP variable.



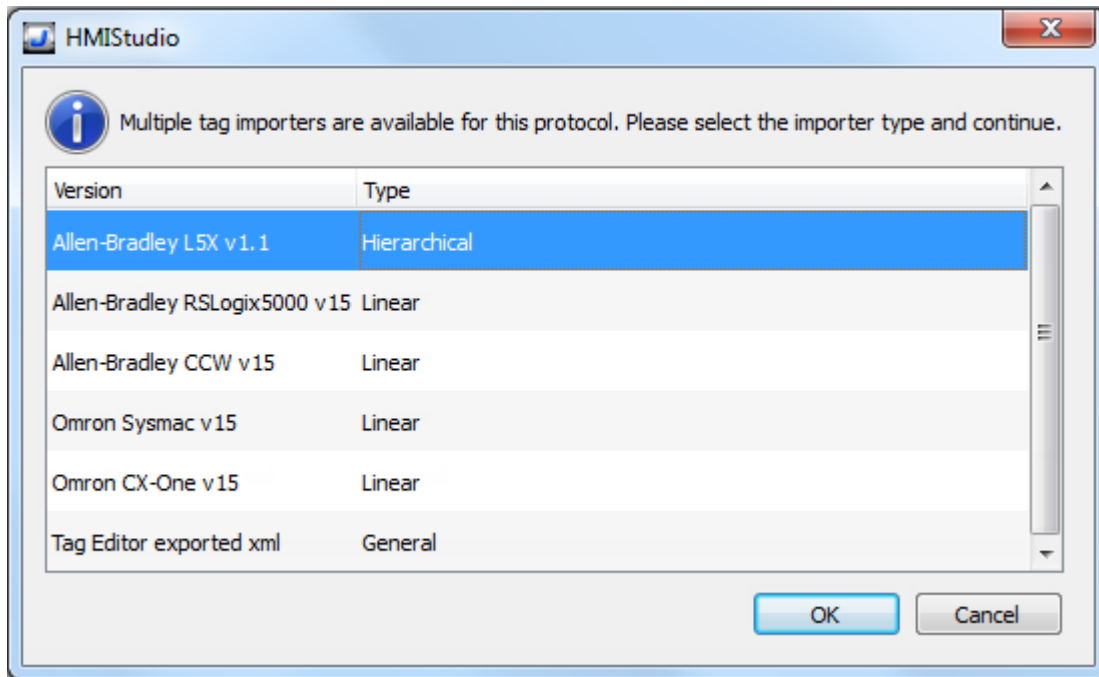
Note: Node Override IP values assigned at runtime are retained through power cycles.

## Tag Import

Select the driver in Tag Editor and click on the **Import Tags** button to start the importer.



The following dialog shows which importer type can be selected.



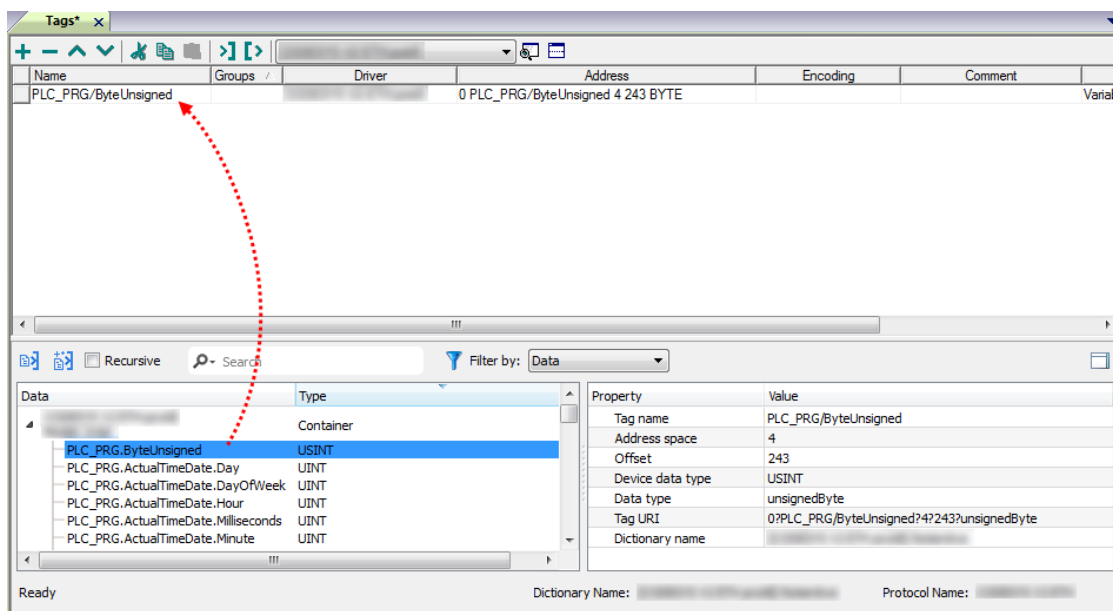
Importer	Description
<b>Allen-Bradley L5X v1.1 Hierarchical</b>	Requires a .L5X file. Check <b>Controller Model Logix 5000</b> for more details. All variables will be displayed according to RSLogix5000 Hierarchical view.
<b>Allen-Bradley RSLogix5000 v15 Linear</b>	Requires a .CSV and .L5X (optional) files. Check <b>Controller Model Logix 5000</b> for more details. All variables will be displayed at the same level.
<b>Allen-Bradley CCW v15 Linear</b>	Requires a .ISAXML file. Check <b>Controller Model Micro800</b> for more details. All variables will be displayed at the same level.
<b>Omron Sysmac v15 Linear</b>	Requires a .NJF file. Check <b>Controller Model Omron Sysmac</b> for more details. All variables will be displayed at the same level.



Importer	Description
<b>Omron CX-One v15 Linear</b>	Requires a <b>.CJF</b> and <b>.CJS</b> (optional) files. Check <b>Controller Model Omron Sysmac</b> for more details. All variables will be displayed at the same level.
<b>Tag Editor exported xml</b>	Select this importer to read a generic XML file exported from Tag Editor by appropriate button.




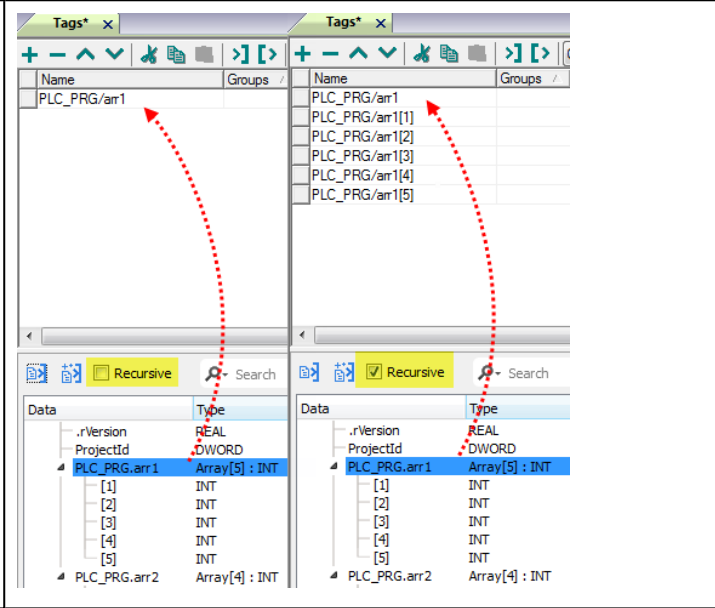

Once the importer has been selected, locate the symbol file and click **Open**.

Tags included in the symbol file are listed in the tag dictionary. The tag dictionary is displayed at the bottom of the screen.



Toolbar item	Description
	<b>Import Tag(s).</b> Select tags to be imported and click on this icon to add tags from tag dictionary to the project
	<b>Update Tag(s).</b> Click on this icon to update the tags in the project, due a new dictionary import.
<input type="checkbox"/> Recursive	Check this box to import all sub-elements of a tag. Example of both checked and unchecked result:



Toolbar item	Description
	
	<p>Searches tags in the dictionary basing on filter combo-box item selected.</p>

## Communication status

Current communication status can be displayed using System Variables. See "System Variables" section in the main manual.

Codes supported for this communication driver:

Error	Cause	Action
<b>NAK</b>	The controller replies with a not acknowledge.	-
<b>Timeout</b>	A request is not replied within the specified timeout period.	Check if the controller is connected and properly configured to get network access.
<b>Invalid response</b>	The device did received a response with invalid format or contents from the controller .	Ensure the data programmed in the project are consistent with the controller resources.
<b>General Error</b>	Unidentifiable error. Should never be reported.	Contact technical support.

# Modbus RTU

The operator panels can be connected to a Modbus network as the network master using this communication driver.

## Implementation details

The Modbus RTU implementation supports only a subset of the Modbus standard RTU function codes.

Code	Function	Description
01	Read Coil Status	Reads multiple bits in the device Coil area
02	Read Input Status	Read the ON/OFF status of the discrete inputs (1x reference) in the slave
03	Read Holding Registers	Read multiple Registers
04	Read Input Registers	Reads the binary contents of input registers (3x reference) in the slave
05	Force Single Coil	Forces a single Coil to either ON or OFF
06	Preset Single Register	Presets a value in a Register
16	Preset Multiple Registers	Presets value in multiple Registers



Note: Communication speed with controllers is supported up to 115200 baud.



Note: Floating point data format is IEEE standard compliant.

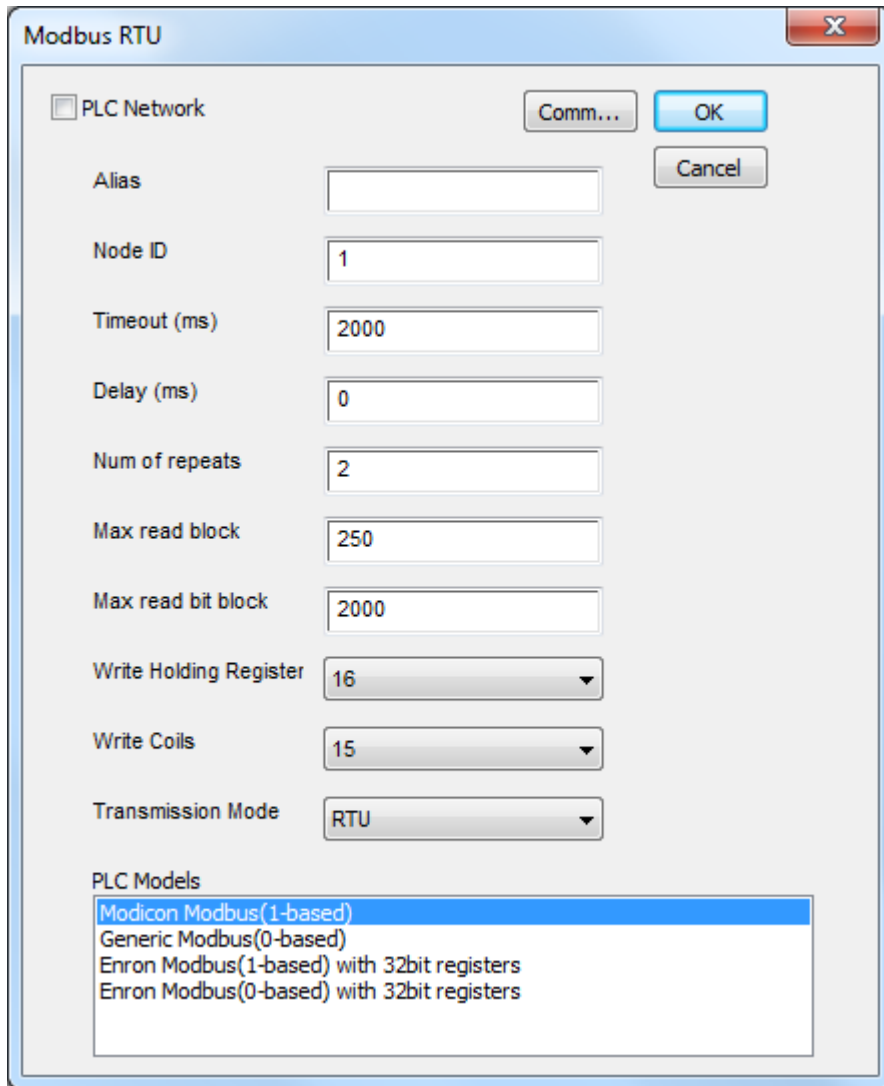
## Protocol Editor Settings

### Adding a protocol



To configure the protocol:

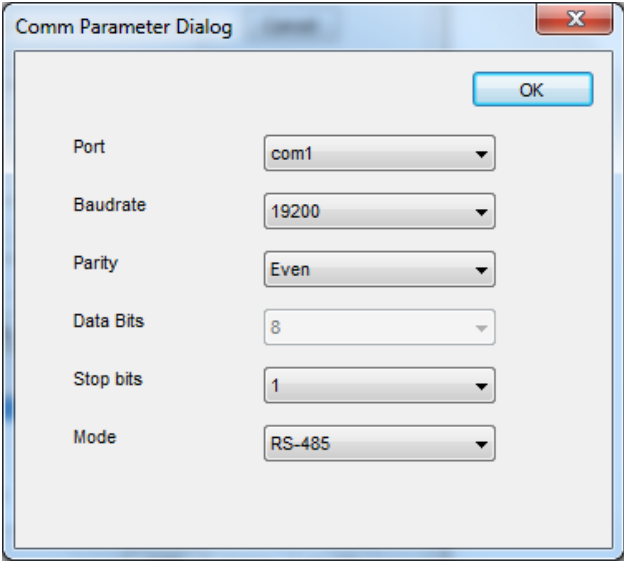
1. In the **Config** node double-click **Protocols**.
2. To add a driver, click **+**: a new line is added.
3. Select the protocol from the **PLC** list.

The driver configuration dialog is displayed.



Element	Description
<b>Alias</b>	Name identifying nodes in network configurations. The name will be added as a prefix to each tag name imported for each network node.
<b>Node ID</b>	Modbus node of the slave device.
<b>Timeout (ms)</b>	Time delay in milliseconds between two retries in case of missing response from the server device.
<b>Delay (ms)</b>	Time delay in milliseconds between the end of the last received frame and the starting of a new request. If set to 0, the new request will be issued as soon as the internal system is able to reschedule it.
<b>Num of repeats</b>	Number of times a certain message will be sent to the controller before reporting the communication error status.  When set to 1 the panel will report the communication error if the response to the first request packet is not correct.

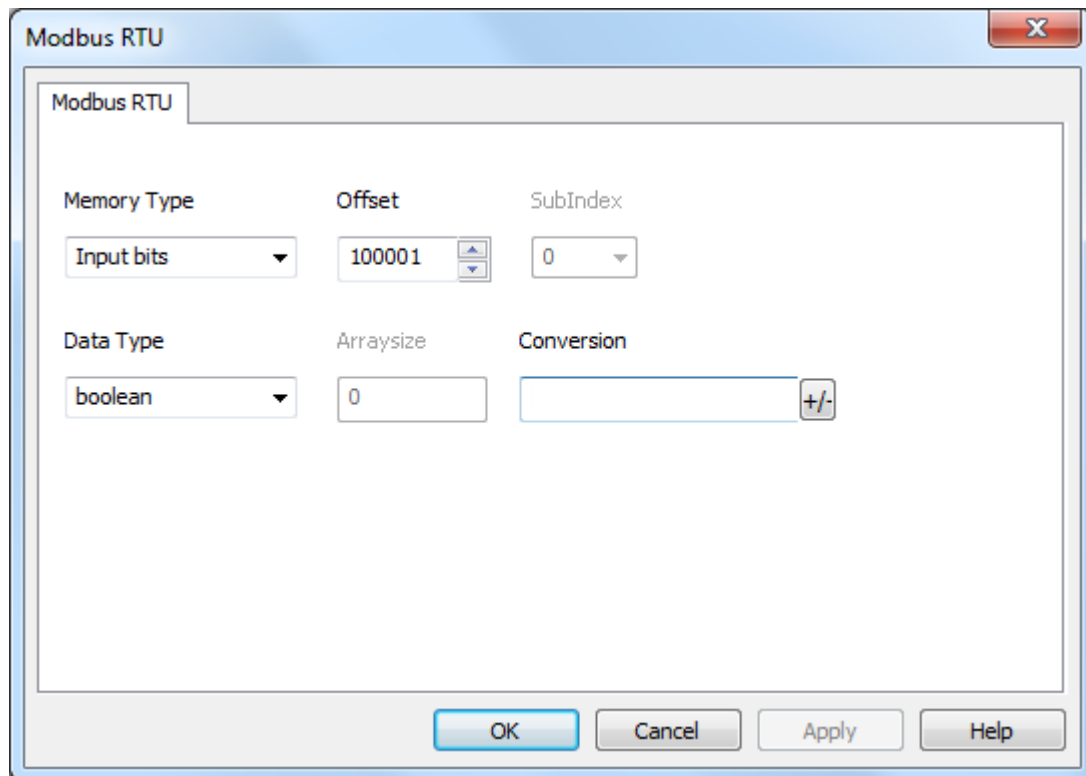
Element	Description
<b>Max read block</b>	Maximum length in bytes of a data block request. It applies only to read access of Holding Registers.
<b>Max read bit block</b>	Maximum length in bits of a block request. It applies only to read access of Input Bits and Output Coils.
<b>Write Holding Register</b>	<p>Modbus function for write operations to Holding Registers. Select between the function <b>06</b> (preset single register) and function <b>16</b> (preset multiple registers).</p> <p>If function <b>06</b> is selected, the protocol will always use function <b>06</b> for writing to the controller, even when writing to multiple consecutive registers.</p> <p>If function <b>16</b> is selected, the protocol will always use function <b>16</b> to write to the controller, even for a single register write request and the <b>Max read block size</b> parameter of the query is set to <b>2</b>. The use of function <b>16</b> may result in higher communication performance.</p>
<b>Write Coils</b>	<p>Modbus function for write operations to Output Coils. Select between the function <b>05</b> (write single coil) and function <b>15</b> (write multiple coils).</p> <p>If Modbus function <b>05</b> is selected, the protocol will always use function <b>05</b> for writing to the controller, even when writing to multiple consecutive coils.</p> <p>If Modbus function <b>15</b> is selected, the protocol will always use function <b>15</b> to write to the controller, even for a single coil write request. The use of function <b>15</b> may result in higher communication performance.</p>
<b>Transmission Mode</b>	<ul style="list-style-type: none"> <li>• <b>RTU</b>: use RTU mode</li> <li>• <b>ASCII</b>: use ASCII mode</li> </ul> <p> Note: When PLC network is active, all nodes will be configured with the same Transmission Mode.</p>
<b>PLC Models</b>	<p>Allows to select between different PLC models:</p> <ul style="list-style-type: none"> <li>• <b>Modicon Modbus (1-based)</b>: Modbus implementation where all resources starts with offset 1.</li> <li>• <b>Generic Modbus (0-based)</b>: Modbus implementation where all resources starts with offset 0.</li> <li>• <b>Enron Modbus (1-based)</b>: Extends Modicon Modbus implementation with 32 bit registers memory area.</li> <li>• <b>Enron Modbus (0-base)</b>: Extends Generic Modbus implementation with 32 bit registers memory area.</li> </ul> <p> Note: The address range used in the Modbus frames is always between 0 and 65535 for the Holding Registers and between 0 and 65535 for Coils.</p>
<b>Comm...</b>	If clicked displays the communication parameters setup dialog.

Element	Description								
									
	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="background-color: #cccccc;">Element</th> <th style="background-color: #cccccc;">Parameter</th> </tr> </thead> <tbody> <tr> <td style="vertical-align: top;"><b>Port</b></td> <td>                     Serial port selection.                     <ul style="list-style-type: none"> <li><b>COM1:</b> On-board port</li> <li><b>COM2:</b> Optional Plug-in module plugged on slot#1 or slot#2</li> <li><b>COM3:</b> Optional Plug-in module plugged on slot#3 or slot#4</li> </ul> </td> </tr> <tr> <td style="vertical-align: top;"><b>Baudrate, Parity, Data Bits, Stop bits</b></td> <td>Serial line parameters.</td> </tr> <tr> <td style="vertical-align: top;"><b>Mode</b></td> <td>                     Serial port mode. Available modes:                     <ul style="list-style-type: none"> <li><b>RS-232.</b></li> <li><b>RS-485</b> (2 wires).</li> <li><b>RS-422</b> (4 wires).</li> </ul> </td> </tr> </tbody> </table>	Element	Parameter	<b>Port</b>	Serial port selection. <ul style="list-style-type: none"> <li><b>COM1:</b> On-board port</li> <li><b>COM2:</b> Optional Plug-in module plugged on slot#1 or slot#2</li> <li><b>COM3:</b> Optional Plug-in module plugged on slot#3 or slot#4</li> </ul>	<b>Baudrate, Parity, Data Bits, Stop bits</b>	Serial line parameters.	<b>Mode</b>	Serial port mode. Available modes: <ul style="list-style-type: none"> <li><b>RS-232.</b></li> <li><b>RS-485</b> (2 wires).</li> <li><b>RS-422</b> (4 wires).</li> </ul>
Element	Parameter								
<b>Port</b>	Serial port selection. <ul style="list-style-type: none"> <li><b>COM1:</b> On-board port</li> <li><b>COM2:</b> Optional Plug-in module plugged on slot#1 or slot#2</li> <li><b>COM3:</b> Optional Plug-in module plugged on slot#3 or slot#4</li> </ul>								
<b>Baudrate, Parity, Data Bits, Stop bits</b>	Serial line parameters.								
<b>Mode</b>	Serial port mode. Available modes: <ul style="list-style-type: none"> <li><b>RS-232.</b></li> <li><b>RS-485</b> (2 wires).</li> <li><b>RS-422</b> (4 wires).</li> </ul>								
<b>PLC Network</b>	Multiple controllers can be connected to one HMI device. To set-up multiple connections, select <b>PLC network</b> and click <b>Add</b> to configure each slave								

## Tag Editor Settings

Path: **ProjectView** > **Config** > double-click **Tags**

1. To add a tag, click **+**: a new line is added.
2. Select **Modbus RTU** from the protocol list: tag definition dialog is displayed.




The image shows a 'Modbus RTU' configuration dialog box. It has a title bar with a close button (X) in the top right corner. The main area contains several configuration options:

- Memory Type:** A dropdown menu currently set to 'Input bits'.
- Offset:** A numeric input field containing '100001' with up and down arrow buttons on the right.
- SubIndex:** A dropdown menu currently set to '0'.
- Data Type:** A dropdown menu currently set to 'boolean'.
- Arraysize:** A numeric input field containing '0'.
- Conversion:** An empty text input field followed by a '+/-' button.

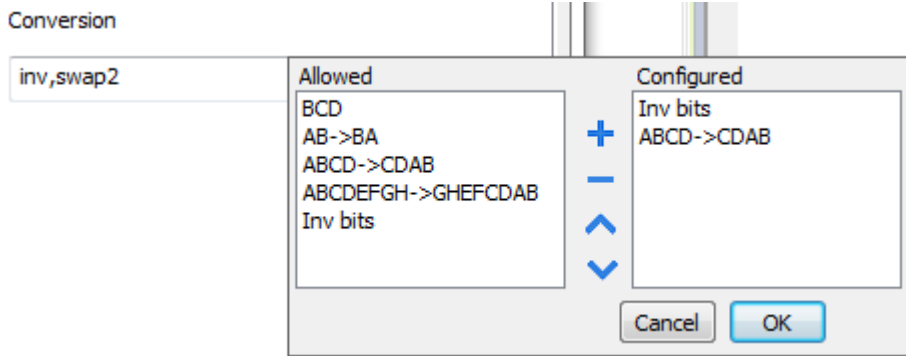
At the bottom of the dialog, there are four buttons: 'OK', 'Cancel', 'Apply', and 'Help'.

Element	Description																				
<b>Memory Type</b>	Modbus resource where tag is located.																				
	<table border="1"> <thead> <tr> <th>Memory Type</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td><b>Coil Status</b></td> <td>Coils</td> </tr> <tr> <td><b>Input Status</b></td> <td>Discrete Input</td> </tr> <tr> <td><b>Input Registers</b></td> <td>Input Registers</td> </tr> <tr> <td><b>Holding Registers</b></td> <td>Holding Registers</td> </tr> <tr> <td><b>32 bit Registers</b></td> <td>32 bit registers memory area. Available only for <b>Enron Modbus</b> PLC Models</td> </tr> <tr> <td><b>Node Override ID</b></td> <td rowspan="8">protocol parameter (see <b>Special Data Types</b> for mode details)</td> </tr> <tr> <td><b>Modicon Mode</b></td> </tr> <tr> <td><b>Serial Baudrate</b></td> </tr> <tr> <td><b>Serial Parity</b></td> </tr> <tr> <td><b>Serial Stop Bits</b></td> </tr> <tr> <td><b>Serial Mode</b></td> </tr> <tr> <td><b>Serial Done</b></td> </tr> </tbody> </table>	Memory Type	Description	<b>Coil Status</b>	Coils	<b>Input Status</b>	Discrete Input	<b>Input Registers</b>	Input Registers	<b>Holding Registers</b>	Holding Registers	<b>32 bit Registers</b>	32 bit registers memory area. Available only for <b>Enron Modbus</b> PLC Models	<b>Node Override ID</b>	protocol parameter (see <b>Special Data Types</b> for mode details)	<b>Modicon Mode</b>	<b>Serial Baudrate</b>	<b>Serial Parity</b>	<b>Serial Stop Bits</b>	<b>Serial Mode</b>	<b>Serial Done</b>
	Memory Type	Description																			
	<b>Coil Status</b>	Coils																			
	<b>Input Status</b>	Discrete Input																			
	<b>Input Registers</b>	Input Registers																			
	<b>Holding Registers</b>	Holding Registers																			
	<b>32 bit Registers</b>	32 bit registers memory area. Available only for <b>Enron Modbus</b> PLC Models																			
	<b>Node Override ID</b>	protocol parameter (see <b>Special Data Types</b> for mode details)																			
	<b>Modicon Mode</b>																				
	<b>Serial Baudrate</b>																				
	<b>Serial Parity</b>																				
	<b>Serial Stop Bits</b>																				
<b>Serial Mode</b>																					
<b>Serial Done</b>																					
<b>Offset</b>	Offset address where tag is located.																				
	Offset addresses are six digits composed by one digit data type prefix + five digits resource address.																				
	<table border="1"> <thead> <tr> <th>Memory Type</th> <th>Studio Offset range</th> <th>Modicon Offset range</th> <th>Generic Modbus Offset range</th> </tr> </thead> <tbody> <tr> <td><b>Coil Status</b></td> <td>0 – 65535</td> <td rowspan="5">1 – 65536</td> <td rowspan="5">0 – 65535</td> </tr> <tr> <td><b>Input Status</b></td> <td>100000 – 165535</td> </tr> <tr> <td><b>Input Registers</b></td> <td>300000 – 365535</td> </tr> <tr> <td><b>Holding Registers</b></td> <td>400000 – 465535</td> </tr> <tr> <td><b>32 bit Registers</b></td> <td>0 – 65535</td> </tr> </tbody> </table>	Memory Type	Studio Offset range	Modicon Offset range	Generic Modbus Offset range	<b>Coil Status</b>	0 – 65535	1 – 65536	0 – 65535	<b>Input Status</b>	100000 – 165535	<b>Input Registers</b>	300000 – 365535	<b>Holding Registers</b>	400000 – 465535	<b>32 bit Registers</b>	0 – 65535				
	Memory Type	Studio Offset range	Modicon Offset range	Generic Modbus Offset range																	
	<b>Coil Status</b>	0 – 65535	1 – 65536	0 – 65535																	
	<b>Input Status</b>	100000 – 165535																			
	<b>Input Registers</b>	300000 – 365535																			
<b>Holding Registers</b>	400000 – 465535																				
<b>32 bit Registers</b>	0 – 65535																				
<b>SubIndex</b>	This allows resource offset selection within the register.																				

Element	Description																																										
<b>Data Type</b>	<table border="1"> <thead> <tr> <th>Data Type</th> <th>Memory Space</th> <th>Limits</th> </tr> </thead> <tbody> <tr> <td><b>boolean</b></td> <td>1-bit data</td> <td>0 ... 1</td> </tr> <tr> <td><b>byte</b></td> <td>8-bit data</td> <td>-128 ... 127</td> </tr> <tr> <td><b>short</b></td> <td>16-bit data</td> <td>-32768 ... 32767</td> </tr> <tr> <td><b>int</b></td> <td>32-bit data</td> <td>-2.1e9 ... 2.1e9</td> </tr> <tr> <td><b>int64</b></td> <td>64-bit data</td> <td>-9.2e18 ... 9.2e18</td> </tr> <tr> <td><b>unsignedByte</b></td> <td>8-bit data</td> <td>0 ... 255</td> </tr> <tr> <td><b>unsignedShort</b></td> <td>16-bit data</td> <td>0 ... 65535</td> </tr> <tr> <td><b>unsignedInt</b></td> <td>32-bit data</td> <td>0 ... 4.2e9</td> </tr> <tr> <td><b>uint64</b></td> <td>64-bit data</td> <td>0 ... 1.8e19</td> </tr> <tr> <td><b>float</b></td> <td>IEEE single-precision 32-bit floating point type</td> <td>1.17e-38 ... 3.4e38</td> </tr> <tr> <td><b>double</b></td> <td>IEEE double-precision 64-bit floating point type</td> <td>2.2e-308 ... 1.79e308</td> </tr> <tr> <td><b>string</b></td> <td colspan="2">Array of elements containing character code defined by selected encoding</td> </tr> <tr> <td><b>binary</b></td> <td colspan="2">Arbitrary binary data</td> </tr> </tbody> </table>	Data Type	Memory Space	Limits	<b>boolean</b>	1-bit data	0 ... 1	<b>byte</b>	8-bit data	-128 ... 127	<b>short</b>	16-bit data	-32768 ... 32767	<b>int</b>	32-bit data	-2.1e9 ... 2.1e9	<b>int64</b>	64-bit data	-9.2e18 ... 9.2e18	<b>unsignedByte</b>	8-bit data	0 ... 255	<b>unsignedShort</b>	16-bit data	0 ... 65535	<b>unsignedInt</b>	32-bit data	0 ... 4.2e9	<b>uint64</b>	64-bit data	0 ... 1.8e19	<b>float</b>	IEEE single-precision 32-bit floating point type	1.17e-38 ... 3.4e38	<b>double</b>	IEEE double-precision 64-bit floating point type	2.2e-308 ... 1.79e308	<b>string</b>	Array of elements containing character code defined by selected encoding		<b>binary</b>	Arbitrary binary data	
	Data Type	Memory Space	Limits																																								
	<b>boolean</b>	1-bit data	0 ... 1																																								
	<b>byte</b>	8-bit data	-128 ... 127																																								
	<b>short</b>	16-bit data	-32768 ... 32767																																								
	<b>int</b>	32-bit data	-2.1e9 ... 2.1e9																																								
	<b>int64</b>	64-bit data	-9.2e18 ... 9.2e18																																								
	<b>unsignedByte</b>	8-bit data	0 ... 255																																								
	<b>unsignedShort</b>	16-bit data	0 ... 65535																																								
	<b>unsignedInt</b>	32-bit data	0 ... 4.2e9																																								
	<b>uint64</b>	64-bit data	0 ... 1.8e19																																								
	<b>float</b>	IEEE single-precision 32-bit floating point type	1.17e-38 ... 3.4e38																																								
	<b>double</b>	IEEE double-precision 64-bit floating point type	2.2e-308 ... 1.79e308																																								
<b>string</b>	Array of elements containing character code defined by selected encoding																																										
<b>binary</b>	Arbitrary binary data																																										
	 Note: to define arrays. select one of Data Type format followed by square brackets like "byte[]", "short[]"...																																										
<b>Arraysizesize</b>	<ul style="list-style-type: none"> <li>In case of array Tag, this property represents the number of array elements.</li> <li>In case of string Tag, this property represents the maximum number of bytes available in the string Tag.</li> </ul> <p>Note: number of bytes corresponds to number of string chars if Encoding property is set to UTF-8 or Latin1 in Tag Editor. If Encoding property is set to UCS-2BE, UCS-2LE, UTF-16BE or UTF-16LE one char requires 2 bytes.</p>																																										
<b>Conversion</b>	Conversion to be applied to the Tag.																																										



Element	Description
---------	-------------



Depending on data type selected, the **Allowed** list shows one or more conversions, listed below.

Value	Description
<b>Inv bits</b>	Invert all the bits of the tag.  <i>Example:</i> 1001 → 0110 (in binary format) 9 → 6 (in decimal format)
<b>Negate</b>	Set the opposite of the tag value.  <i>Example:</i> 25.36 → -25.36
<b>AB → BA</b>	Swap nibbles of a byte.  <i>Example:</i> 15D4 → 514D (in hexadecimal format) 5588 → 20813 (in decimal format)
<b>ABCD → CDAB</b>	Swap bytes of a word.  <i>Example:</i> 9ACC → CC9A (in hexadecimal format) 39628 → 52378 (in decimal format)
<b>ABCDEFGH -&gt; GHEFCDAB</b>	Swap bytes of a double word.  <i>Example:</i> 32FCFF54 → 54FFFC32 (in hexadecimal format) 855441236 → 1426062386 (in decimal format)
<b>ABC...NOP → OPM...DAB</b>	Swap bytes of a long word.  <i>Example:</i> 142.366 → -893553517.588905 (in decimal format) 0 10000000110

Element	Description	
	<b>Value</b>	<b>Description</b>
		0001110010111011011001000101101000011100101011000001 → 1 10000011100 1010101000010100010110110110110010110110000100111101 (in binary format)
	<b>BCD</b>	Separate the byte in two nibbles, and reads them as decimal (from 0 to 9)  <i>Example:</i> 23 → 17 (in decimal format) 0001 0111 = 23 0001 = 1 (first nibble) 0111 = 7 (second nibble)
	<p>Select the conversion and click on plus button. The selected item will be added on <b>Configured</b> list.</p> <p>If more conversions are configured, they will be applied in order (from top to bottom of <b>Configured</b> list).</p> <p>Use the arrow buttons to order the configured conversions.</p>	

## Node Override ID

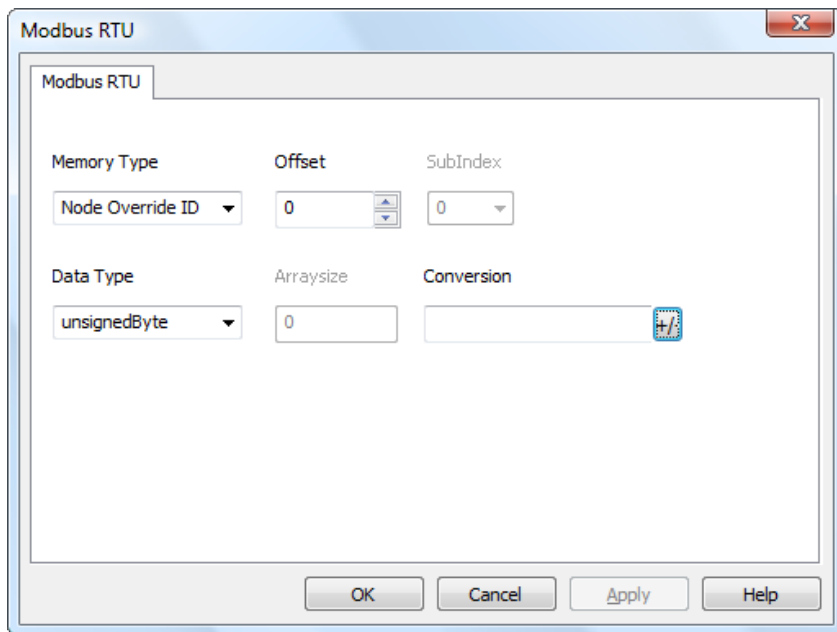
The protocol provides the special data type Node Override ID which allows you to change the node ID of the slave at runtime. This memory type is an unsigned byte.

The node Override ID is initialized with the value of the node ID specified in the project at programming time.

Node Override ID	Modbus operation
0	Communication with the controller is stopped. In case of write operation, the request will be transmitted without waiting for a reply.
1 to 254	It is interpreted as the value of the new node ID and is replaced for runtime operation.
255	Communication with the controller is stopped; no request messages are generated.



Note: Node Override ID value assigned at runtime is retained through power cycles.



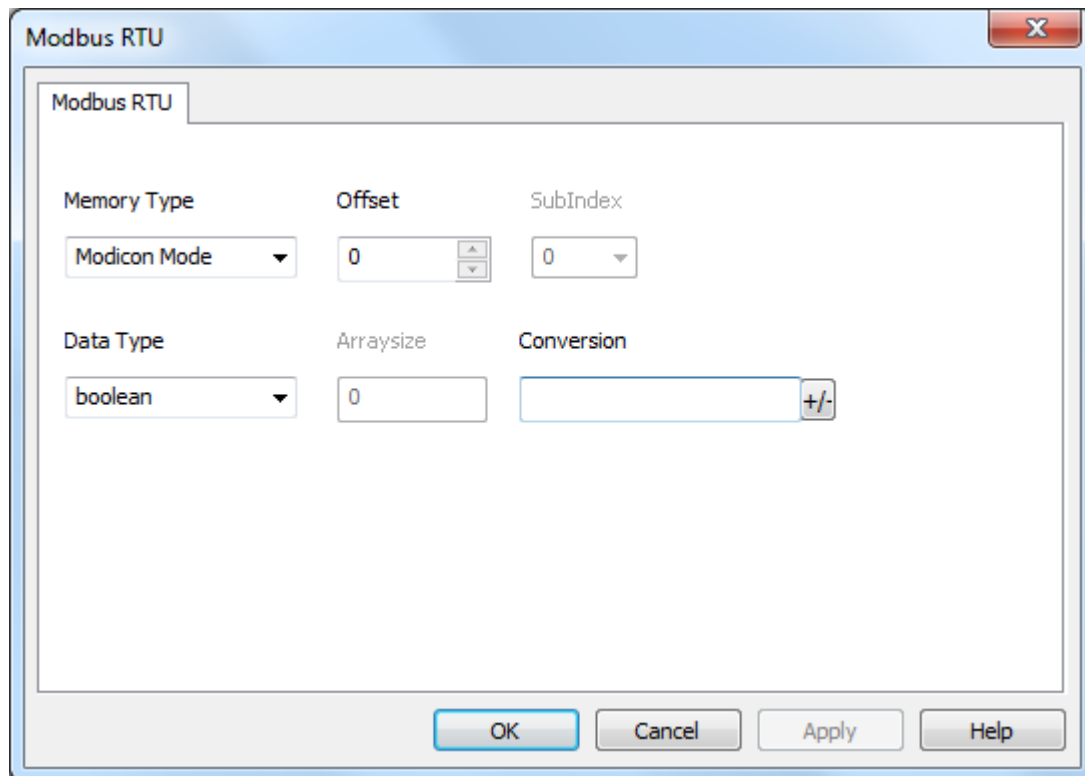
## Modicon Mode

The protocol provide a special data type that can be used to override the Modicon Mode parameter at runtime.

Modicon Mode	Description
0	Generic Modbus (0-based). Register indexes start from 0.
1	Modicon Modbus (1-based). Register indexes start from 1.



Note: Modicon Mode parameter value assigned at runtime is retained through power cycles.

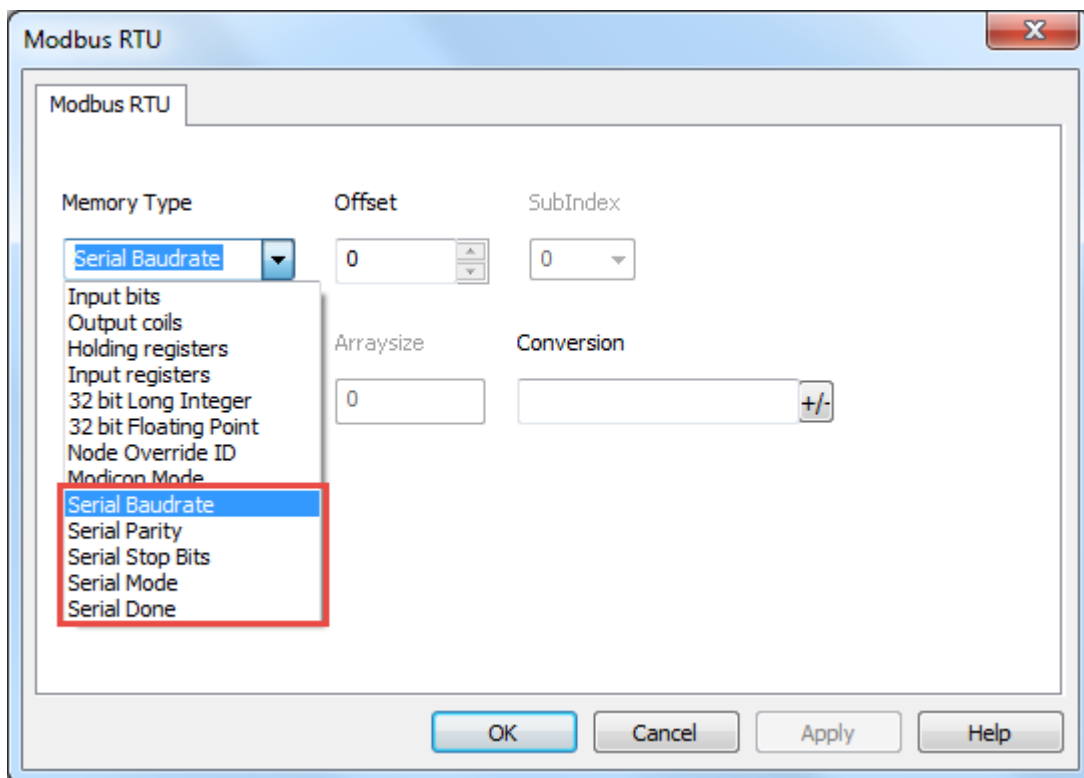


## Serial Parameters Override

The protocol provide special data types that can be used to override the serial parameters at runtime.

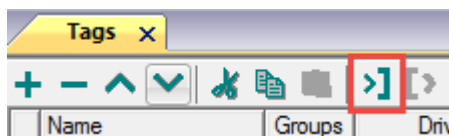
Parameter	Description								
<b>Serial Baudrate</b>	unsigned 32 bit value for baudrate overriding. Possible values are 150, 300, 600, 1200, 2400, 4800, 9600, 19200, 38400, 57600, 115200.								
<b>Serial Parity</b>	unsigned 8 bit value for parity overriding. Possible values are described in the following list. <table border="1" data-bbox="331 1438 1471 1675"> <thead> <tr> <th>Value</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>none parity</td> </tr> <tr> <td>1</td> <td>even parity</td> </tr> <tr> <td>2</td> <td>odd parity</td> </tr> </tbody> </table>	Value	Description	0	none parity	1	even parity	2	odd parity
Value	Description								
0	none parity								
1	even parity								
2	odd parity								
<b>Serial Stop Bits</b>	unsigned 8 bit value for stop bits overriding. Possible values are 1, 2.								
<b>Serial Mode</b>	unsigned 8 bit value for serial mode overriding. Possible values are described in the following list.								

Parameter	Description	
	<b>Value</b>	<b>Description</b>
	0	RS-232 mode
	1	RS-485 mode
	2	RS-422 mode
<b>Serial Done</b>	Set to 1 to overwrite the communication line parameters. The parameters are processed all together only when this variable is set to value 1	

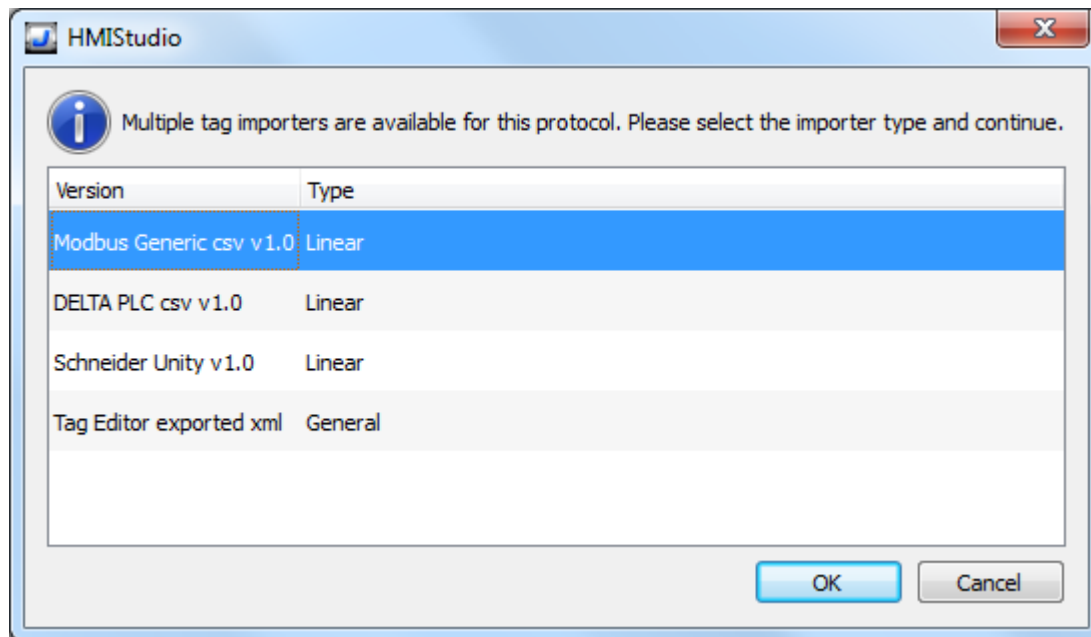



## Tag Import

Select the driver in Tag Editor and click on the **Import Tags** button to start the importer.



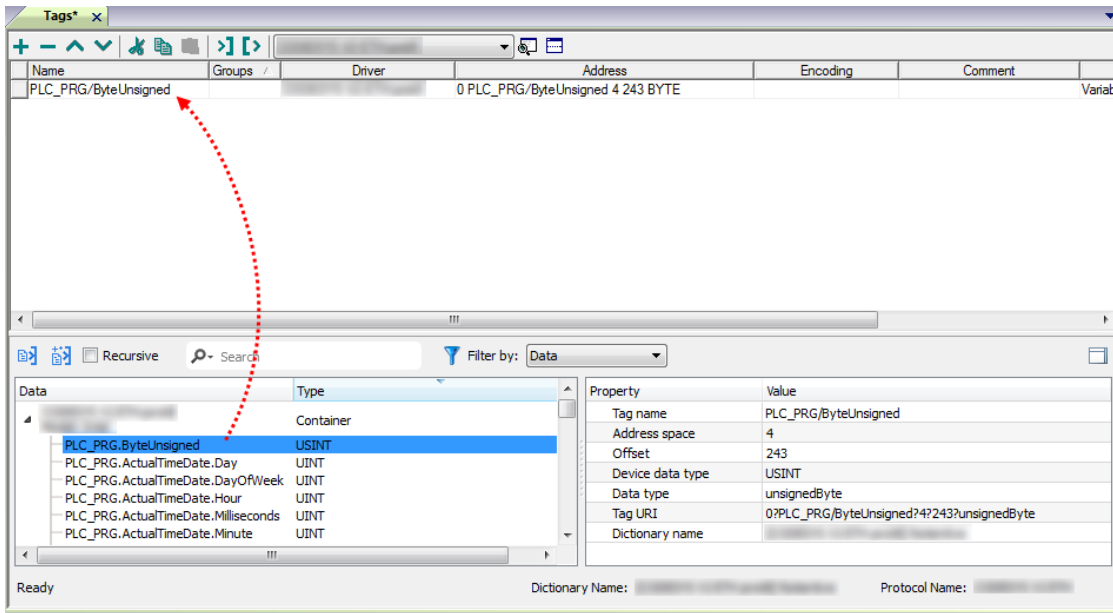
The following dialog shows which importer type can be selected.





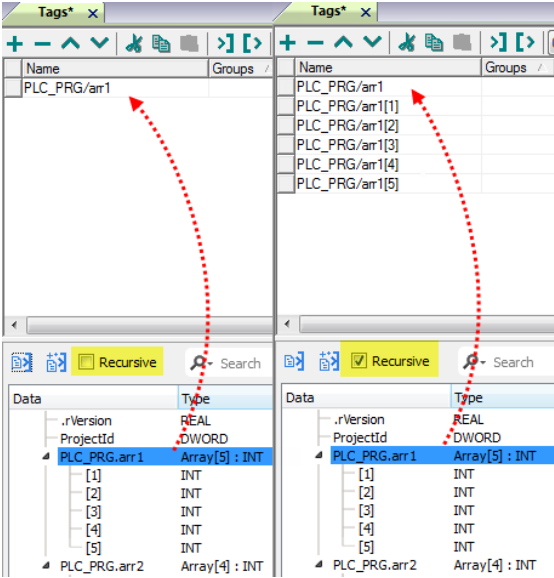
Type	Description
<b>Modbus Generic csv v1.0</b> Linear	Requires a <b>.csv</b> file. All variables will be displayed at the same level.
<b>DELTA PLC csv v1.0</b>	Requires a <b>.csv</b> file. All variables will be displayed at the same level.
<b>Schneider Unity v1.0</b> Linear	Requires a <b>.uny</b> file. The file containing symbols must be exported in <b>.txt</b> format and later renamed as <b>.uny</b> . The importer considers only variables located at fixed address and disregards arrays of strings. All other arrays, except for boolean type, are expanded.
<b>Tag Editor exported xml</b>	Select this importer to read a generic XML file exported from Tag Editor by appropriate button. 

Once the importer has been selected, locate the symbol file and click **Open**.

Tags included in the symbol file are listed in the tag dictionary. The tag dictionary is displayed at the bottom of the screen.



Toolbar item	Description
	<p><b>Import Tag(s).</b></p> <p>Select tags to be imported and click on this icon to add tags from tag dictionary to the project</p>
	<p><b>Update Tag(s).</b></p> <p>Click on this icon to update the tags in the project, due a new dictionary import.</p>

Toolbar item	Description
<input type="checkbox"/> Recursive	<p>Check this box to import all sub-elements of a tag.</p> <p>Example of both checked and unchecked result:</p> 
<input type="text" value="Search"/> Filter by: <span>Tag name</span>	<p>Searches tags in the dictionary basing on filter combo-box item selected.</p>

## Modbus Generic csv file structure

This protocol supports the import of tag information when provided in **.csv** format according to the following format:

`NodeID, TagName, MemoryType, Address, DataFormat, ..., [Comment]`



Note: Fields in brackets are optional as well as fields between Data Format and Comment.

Field	Description
<b>NodeID</b>	Node the tag belongs to
<b>TagName</b>	Tag description
<b>MemoryType</b>	<ul style="list-style-type: none"> <li>• OUTP</li> <li>• INP</li> <li>• IREG</li> <li>• HREG</li> </ul>
<b>Address</b>	Offset compatible with Modbus notation
<b>DataFormat</b>	Data type in internal notation. See "Programming concepts" section in the main manual.
<b>Comment</b>	Optional additional description.



## Tag file example

Example of .csv line:

```
2, Holding Register 1, HREG, 400001, unsignedShort,
```



Note: This line has no comment. When the Comment is missing, the comma as a terminator character is mandatory.

## Communication status

Current communication status can be displayed using System Variables. See "System Variables" section in the main manual.

Codes supported for this communication driver:

Error	Cause	Action
<b>No response</b>	No reply within the specified timeout.	Check if the controller is connected and properly configured to get network access.
<b>Incorrect node address in response</b>	The device received a response with an invalid node address from the controller .	-
<b>The received message too short</b>	The device received a response with an invalid format from the controller .	-
<b>Incorrect writing data acknowledge</b>	The controller did not accept a write request.	Check if project data is consistent with the controller resources.

# Modbus RTU Server

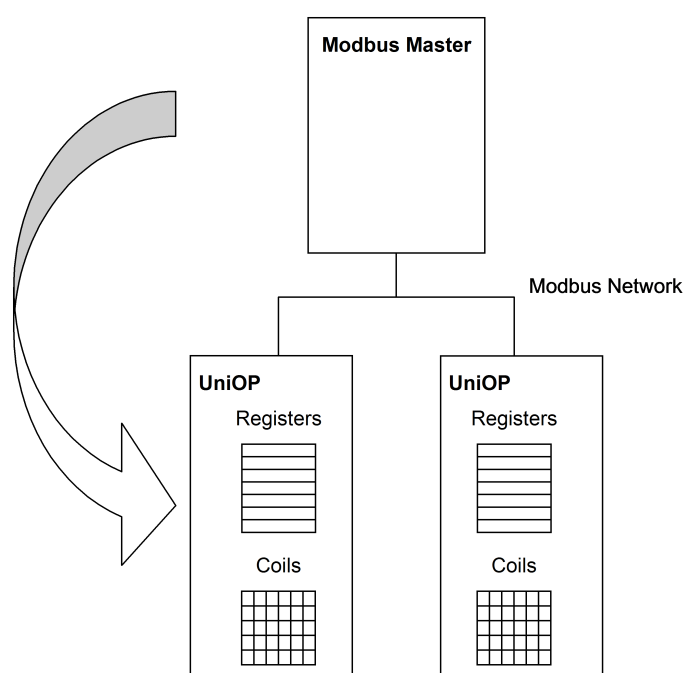
Modbus RTU Server communication driver allows connecting the HMI device as a slave in a Modbus RTU network. Standard Modbus messages are used for information exchange.

This approach allows connecting HMI devices to SCADA systems through the universally supported Modbus RTU communication protocol.

## Principle of operation

This communication driver implements a Modbus RTU slave unit in the HMI device. A subset of the complete range of Modbus function codes is supported. The available function codes allow data transfer between the master and the slave.

The following diagram shows the system architecture.



The HMI device is actually simulating the communication interface of a PLC: Coils and Registers are respectively boolean and 16 bit integers.

The device always access data in its internal memory. Data can be transferred to and from the Modbus Master only on initiative of the Master itself.

## Implementation details

This Modbus RTU slave implementation supports only a subset of the standard Modbus function codes.

Code	Function	Description
01	Read Coil Status	Reads multiple bits in the device Coil area.
03	Read Holding Registers	Read multiple device Registers.

Code	Function	Description
05	Force Single Coil	Forces a single device Coil to either ON or OFF.
06	Preset Single Register	Presets a value in a device Register.
08	Loopback Diagnostic Test	Only sub function 00 (Return Query Data) is supported.
15	Force Multiple Coils	Forces multiple device Coils to either ON or OFF.
16	Preset Multiple Registers	Presets value in multiple device Registers.
17	Report Slave ID	Returns diagnostic information of the controller present at the slave address.
23	Read Write Multiple Registers	Read & presets values in multiple device Registers

### Exception Codes

Code	Description
01	<b>Illegal Function.</b> the function code received in the query is not supported
02	<b>Illegal Data Address.</b> Data Address received in the query exceeds the predefined data range (see <b>Tag Definition</b> for detailed ranges of all types).
03	<b>Illegal Data Value.</b> A sub function other than 00 is specified in Loopback Diagnostic Test (Code 08).

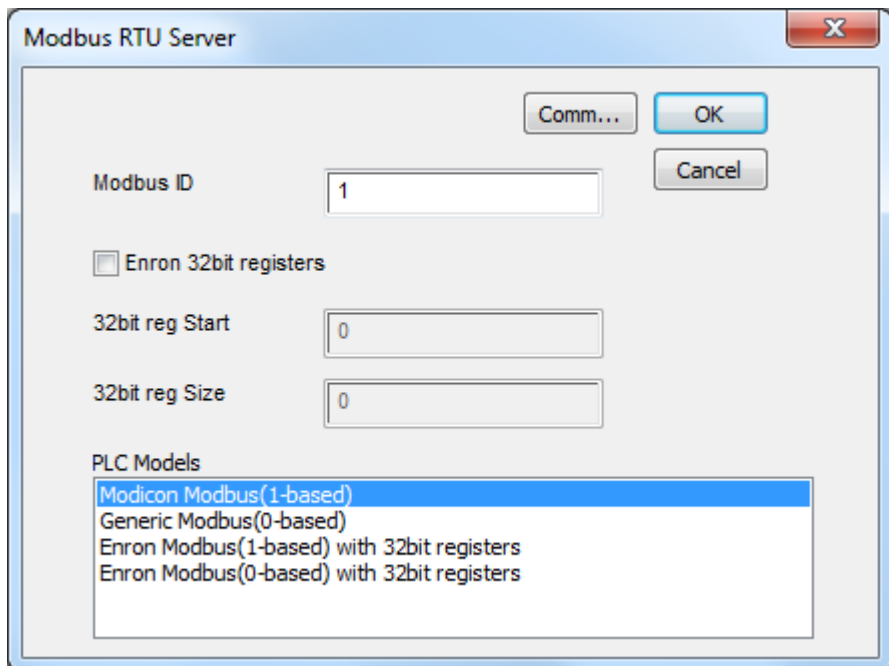
## Protocol Editor Settings



### Adding a protocol

To configure the protocol:

1. In the **Config** node double-click **Protocols**.
2. To add a driver, click **+**: a new line is added.
3. Select the protocol from the **PLC** list.

The driver configuration dialog is displayed.



Element	Description
<b>Modbus ID</b>	Modbus node ID. Every Modbus server device in the network must have its own Modbus ID.
<b>Enron 32bit registers</b>	<p>If selected, allows to define the first register address and the number of registers for 32 bit registers memory area.</p> <p> Note: 32 bit registers are available only for <b>Enron Modbus</b> PLC Models.</p>
<b>32bit reg Start</b>	32 bit registries memory area definition. <b>Start</b> value represents the first register address.
<b>32bit reg Size</b>	<b>Size</b> value represents the number of registries.  <p> Note: A request to one of the registries inside this area gives a 4 byte answer.</p>
<b>PLC Models</b>	<p>Allows to select between different PLC models:</p> <ul style="list-style-type: none"> <li>• <b>Modicon Modbus (1-based)</b>: Modbus implementation where all resources starts with offset 1.</li> <li>• <b>Generic Modbus (0-based)</b>: Modbus implementation where all resources starts with offset 0.</li> <li>• <b>Enron Modbus (1-based)</b>: Extends Modicon Modbus implementation with 32 bit registers memory area.</li> <li>• <b>Enron Modbus (0-base)</b>: Extends Generic Modbus implementation with 32 bit registers memory area.</li> </ul>

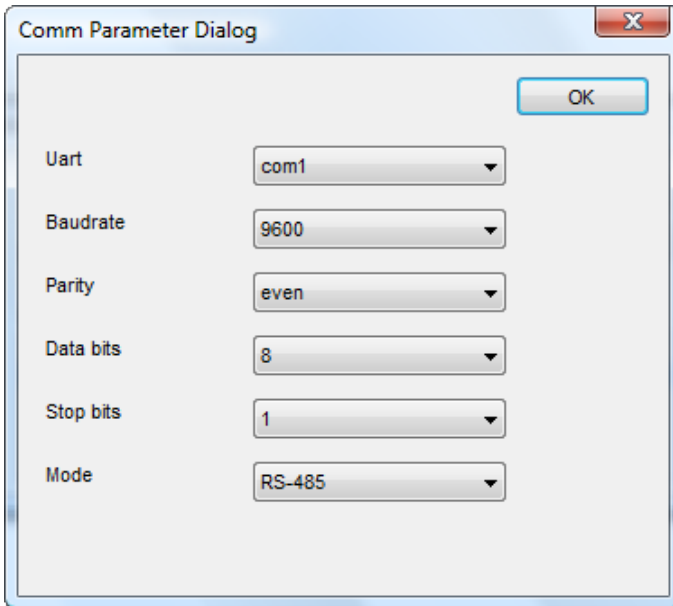
Element	Description
---------	-------------



Note: The address range used in the Modbus frames is always between 0 and 65535 for the Holding Registers and between 0 and 65535 for Coils.

**Com  
m...**

If clicked, displays the communication parameters setup dialog.  
You have to set parameters according to the values programmed in Modbus Master.

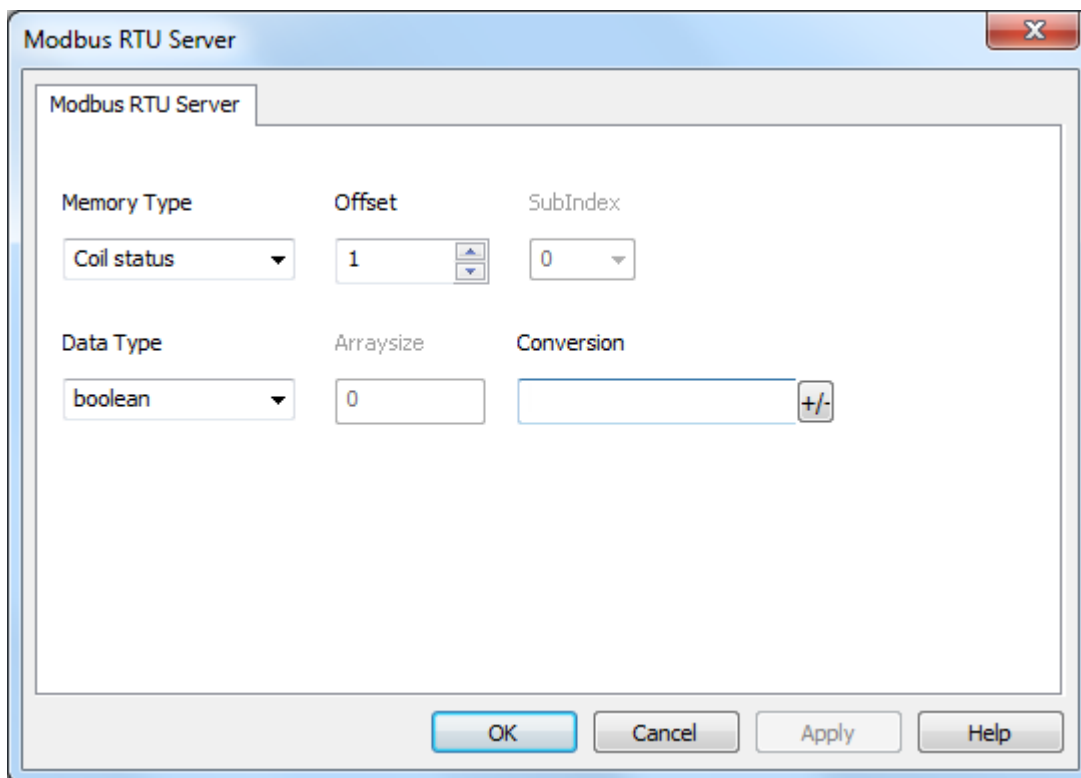


Element	Description
<b>Uart</b>	Serial port selection. <ul style="list-style-type: none"> <li>• <b>COM1</b>: On-board port</li> <li>• <b>COM2</b>: Optional Plug-in module plugged on slot#1 or slot#2</li> <li>• <b>COM3</b>: Optional Plug-in module plugged on slot#3 or slot#4</li> </ul>
<b>Baudrate, Parity, Data bits, Stop bits</b>	Serial line parameters.
<b>Mode</b>	Serial port mode. Available options: <ul style="list-style-type: none"> <li>• <b>RS-232</b></li> <li>• <b>RS-485</b> (2 wires)</li> <li>• <b>RS-422</b> (4 wires)</li> </ul>

## Tag Editor Settings

Path: **ProjectView** > **Config** > double-click **Tags**

1. To add a tag, click **+**: a new line is added.
2. Select **Modbus RTU Server** from the protocol list: tag definition dialog is displayed.



The screenshot shows a dialog box titled "Modbus RTU Server" with a close button (X) in the top right corner. The dialog contains the following fields:


Memory Type	Offset	SubIndex
Coil status	1	0

Data Type	Arraysize	Conversion
boolean	0	

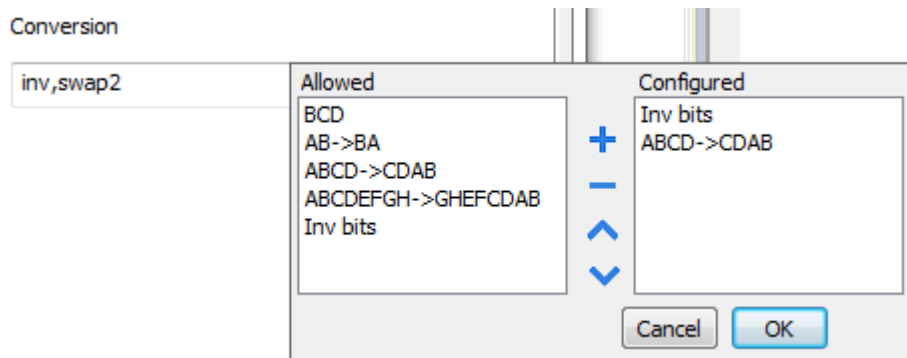
At the bottom of the dialog, there are four buttons: "OK", "Cancel", "Apply", and "Help".

Element	Description																				
<b>Memory Type</b>	Modbus resource where tag is located.																				
	<table border="1"> <thead> <tr> <th>Memory Type</th> <th>Modbus Resource</th> </tr> </thead> <tbody> <tr> <td><b>Coil Status</b></td> <td>Coils</td> </tr> <tr> <td><b>Input Status</b></td> <td>Discrete Input</td> </tr> <tr> <td><b>Input Registers</b></td> <td>Input Registers</td> </tr> <tr> <td><b>Holding Registers</b></td> <td>Holding Registers</td> </tr> <tr> <td><b>32 bit Registers</b></td> <td>32 bit registers memory area. Available only for <b>Enron Modbus</b> PLC Models</td> </tr> <tr> <td><b>Node Override ID</b></td> <td rowspan="8">protocol parameter (see <b>Special Data Types</b> for mode details)</td> </tr> <tr> <td><b>Modicon Mode</b></td> </tr> <tr> <td><b>Serial Baudrate</b></td> </tr> <tr> <td><b>Serial Parity</b></td> </tr> <tr> <td><b>Serial Stop Bits</b></td> </tr> <tr> <td><b>Serial Mode</b></td> </tr> <tr> <td><b>Serial Done</b></td> </tr> </tbody> </table>	Memory Type	Modbus Resource	<b>Coil Status</b>	Coils	<b>Input Status</b>	Discrete Input	<b>Input Registers</b>	Input Registers	<b>Holding Registers</b>	Holding Registers	<b>32 bit Registers</b>	32 bit registers memory area. Available only for <b>Enron Modbus</b> PLC Models	<b>Node Override ID</b>	protocol parameter (see <b>Special Data Types</b> for mode details)	<b>Modicon Mode</b>	<b>Serial Baudrate</b>	<b>Serial Parity</b>	<b>Serial Stop Bits</b>	<b>Serial Mode</b>	<b>Serial Done</b>
	Memory Type	Modbus Resource																			
	<b>Coil Status</b>	Coils																			
	<b>Input Status</b>	Discrete Input																			
	<b>Input Registers</b>	Input Registers																			
	<b>Holding Registers</b>	Holding Registers																			
	<b>32 bit Registers</b>	32 bit registers memory area. Available only for <b>Enron Modbus</b> PLC Models																			
	<b>Node Override ID</b>	protocol parameter (see <b>Special Data Types</b> for mode details)																			
	<b>Modicon Mode</b>																				
	<b>Serial Baudrate</b>																				
	<b>Serial Parity</b>																				
	<b>Serial Stop Bits</b>																				
<b>Serial Mode</b>																					
<b>Serial Done</b>																					
<b>Offset</b>	Offset address where tag is located.																				
	Offset addresses are six digits composed by one digit data type prefix + five digits resource address.																				
	<table border="1"> <thead> <tr> <th>Memory Type</th> <th>Studio Offset range</th> <th>Modicon Offset range</th> <th>Generic Modbus Offset range</th> </tr> </thead> <tbody> <tr> <td><b>Coil Status</b></td> <td>0 – 65535</td> <td rowspan="5">1 – 65536</td> <td rowspan="5">0 – 65535</td> </tr> <tr> <td><b>Input Status</b></td> <td>100000 – 165535</td> </tr> <tr> <td><b>Input Registers</b></td> <td>300000 – 365535</td> </tr> <tr> <td><b>Holding Registers</b></td> <td>400000 – 465535</td> </tr> <tr> <td><b>32 bit Registers</b></td> <td>0 – 65535</td> </tr> </tbody> </table>	Memory Type	Studio Offset range	Modicon Offset range	Generic Modbus Offset range	<b>Coil Status</b>	0 – 65535	1 – 65536	0 – 65535	<b>Input Status</b>	100000 – 165535	<b>Input Registers</b>	300000 – 365535	<b>Holding Registers</b>	400000 – 465535	<b>32 bit Registers</b>	0 – 65535				
	Memory Type	Studio Offset range	Modicon Offset range	Generic Modbus Offset range																	
	<b>Coil Status</b>	0 – 65535	1 – 65536	0 – 65535																	
	<b>Input Status</b>	100000 – 165535																			
	<b>Input Registers</b>	300000 – 365535																			
<b>Holding Registers</b>	400000 – 465535																				
<b>32 bit Registers</b>	0 – 65535																				
<b>SubIndex</b>	This allows resource offset selection within the register.																				

Element	Description		
Data type	Data Type	Memory Space	Limits
	boolean	1-bit data	0 ... 1
	byte	8-bit data	-128 ... 127
	short	16-bit data	-32768 ... 32767
	int	32-bit data	-2.1e9 ... 2.1e9
	int64	64-bit data	-9.2e18 ... 9.2e18
	unsignedByte	8-bit data	0 ... 255
	unsignedShort	16-bit data	0 ... 65535
	unsignedInt	32-bit data	0 ... 4.2e9
	uint64	64-bit data	0 ... 1.8e19
	float	IEEE single-precision 32-bit floating point type	1.17e-38 ... 3.4e38
	double	IEEE double-precision 64-bit floating point type	2.2e-308 ... 1.79e308
	string	Array of elements containing character code defined by selected encoding	
	binary	Arbitrary binary data	
 Note: to define arrays, select one of Data Type format followed by square brackets like "byte[]", "short[]"...			

**Arrays size** When configuring array or string tags, this option define the amount of array elements or characters of the string.

**Conversion** Conversion to be applied to the Tag.



Depending on data type selected, the **Allowed** list shows one or more conversions, listed



Element	Description																
	below.																
	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="background-color: #cccccc;">Value</th> <th style="background-color: #cccccc;">Description</th> </tr> </thead> <tbody> <tr> <td><b>Inv bits</b></td> <td>Invert all the bits of the tag.  <i>Example:</i> 1001 → 0110 (in binary format) 9 → 6 (in decimal format)</td> </tr> <tr> <td><b>Negate</b></td> <td>Set the opposite of the tag value.  <i>Example:</i> 25.36 → -25.36</td> </tr> <tr> <td><b>AB → BA</b></td> <td>Swap nibbles of a byte.  <i>Example:</i> 15D4 → 514D (in hexadecimal format) 5588 → 20813 (in decimal format)</td> </tr> <tr> <td><b>ABCD → CDAB</b></td> <td>Swap bytes of a word.  <i>Example:</i> 9ACC → CC9A (in hexadecimal format) 39628 → 52378 (in decimal format)</td> </tr> <tr> <td><b>ABCDEFGH - &gt; GHEFC DAB</b></td> <td>Swap bytes of a double word.  <i>Example:</i> 32FCFF54 → 54FFFC32 (in hexadecimal format) 855441236 → 1426062386 (in decimal format)</td> </tr> <tr> <td><b>ABC...NOP → OPM...DAB</b></td> <td>Swap bytes of a long word.  <i>Example:</i> 142.366 → -893553517.588905 (in decimal format) 0 10000000110 0001110010111011011001000101101000011100101011000001 → 1 10000011100 1010101000010100010110110110110010110110000100111101 (in binary format)</td> </tr> <tr> <td><b>BCD</b></td> <td>Separate the byte in two nibbles, and reads them as decimal (from 0 to 9)  <i>Example:</i> 23 → 17 (in decimal format) 0001 0111 = 23 0001 = 1 (first nibble) 0111 = 7 (second nibble)</td> </tr> </tbody> </table>	Value	Description	<b>Inv bits</b>	Invert all the bits of the tag.  <i>Example:</i> 1001 → 0110 (in binary format) 9 → 6 (in decimal format)	<b>Negate</b>	Set the opposite of the tag value.  <i>Example:</i> 25.36 → -25.36	<b>AB → BA</b>	Swap nibbles of a byte.  <i>Example:</i> 15D4 → 514D (in hexadecimal format) 5588 → 20813 (in decimal format)	<b>ABCD → CDAB</b>	Swap bytes of a word.  <i>Example:</i> 9ACC → CC9A (in hexadecimal format) 39628 → 52378 (in decimal format)	<b>ABCDEFGH - &gt; GHEFC DAB</b>	Swap bytes of a double word.  <i>Example:</i> 32FCFF54 → 54FFFC32 (in hexadecimal format) 855441236 → 1426062386 (in decimal format)	<b>ABC...NOP → OPM...DAB</b>	Swap bytes of a long word.  <i>Example:</i> 142.366 → -893553517.588905 (in decimal format) 0 10000000110 0001110010111011011001000101101000011100101011000001 → 1 10000011100 1010101000010100010110110110110010110110000100111101 (in binary format)	<b>BCD</b>	Separate the byte in two nibbles, and reads them as decimal (from 0 to 9)  <i>Example:</i> 23 → 17 (in decimal format) 0001 0111 = 23 0001 = 1 (first nibble) 0111 = 7 (second nibble)
Value	Description																
<b>Inv bits</b>	Invert all the bits of the tag.  <i>Example:</i> 1001 → 0110 (in binary format) 9 → 6 (in decimal format)																
<b>Negate</b>	Set the opposite of the tag value.  <i>Example:</i> 25.36 → -25.36																
<b>AB → BA</b>	Swap nibbles of a byte.  <i>Example:</i> 15D4 → 514D (in hexadecimal format) 5588 → 20813 (in decimal format)																
<b>ABCD → CDAB</b>	Swap bytes of a word.  <i>Example:</i> 9ACC → CC9A (in hexadecimal format) 39628 → 52378 (in decimal format)																
<b>ABCDEFGH - &gt; GHEFC DAB</b>	Swap bytes of a double word.  <i>Example:</i> 32FCFF54 → 54FFFC32 (in hexadecimal format) 855441236 → 1426062386 (in decimal format)																
<b>ABC...NOP → OPM...DAB</b>	Swap bytes of a long word.  <i>Example:</i> 142.366 → -893553517.588905 (in decimal format) 0 10000000110 0001110010111011011001000101101000011100101011000001 → 1 10000011100 1010101000010100010110110110110010110110000100111101 (in binary format)																
<b>BCD</b>	Separate the byte in two nibbles, and reads them as decimal (from 0 to 9)  <i>Example:</i> 23 → 17 (in decimal format) 0001 0111 = 23 0001 = 1 (first nibble) 0111 = 7 (second nibble)																

Element	Description
	<p>Select the conversion and click on plus button. The selected item will be added on <b>Configured</b> list.</p> <p>If more conversions are configured, they will be applied in order (from top to bottom of <b>Configured</b> list).</p> <p>Use the arrow buttons to order the configured conversions.</p>

## Node Override ID

The protocol provides the special data type Node Override ID which allows you to change the node ID of the slave at runtime. This memory type is an unsigned byte.

The node Override ID is initialized with the value of the node ID specified in the project at programming time.

Node Override ID	Modbus operation
0	Communication with the slave is stopped. In case of write operation, the device will not respond to request frames.
1 to 255	It is interpreted as the value of the new node ID and is replaced for runtime operation.



Note: Node Override ID value assigned at runtime is retained through power cycles.

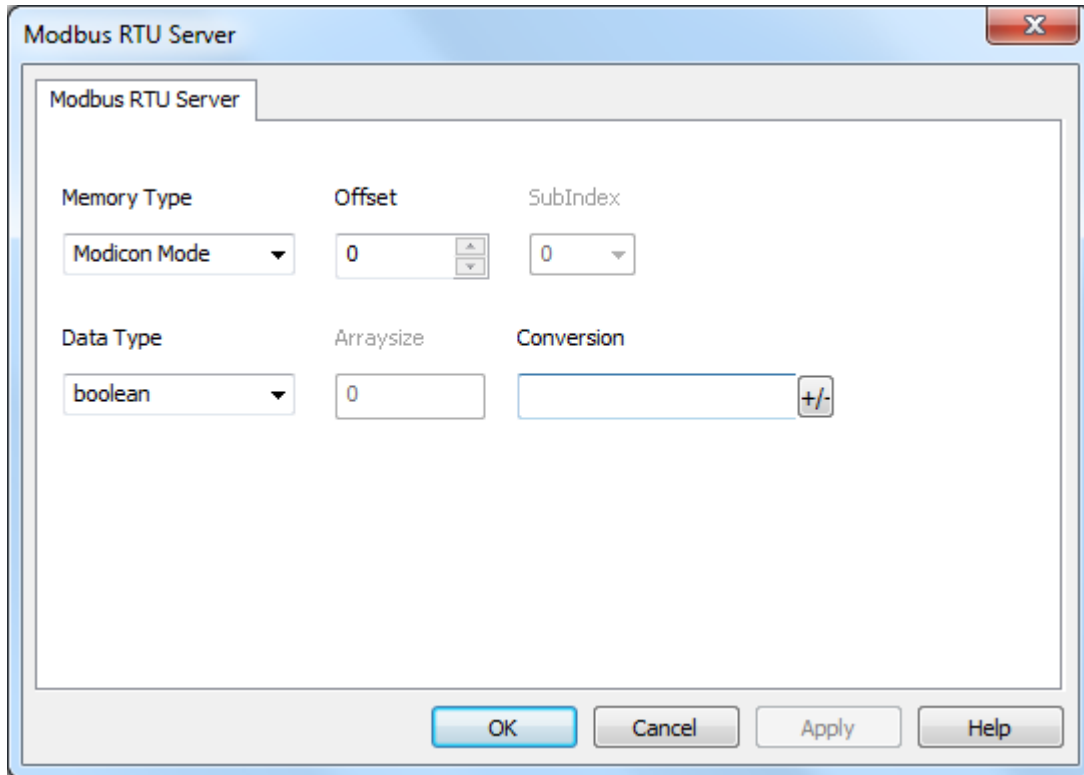
## Modicon Mode

The protocol provide a special data type that can be used to override the Modicon Mode parameter at runtime.

Modicon Mode	Description
0	Generic Modbus (0-based). Register indexes start from 0.
1	Modicon Modbus (1-based). Register indexes start from 1.



Note: Modicon Mode parameter value assigned at runtime is retained through power cycles.

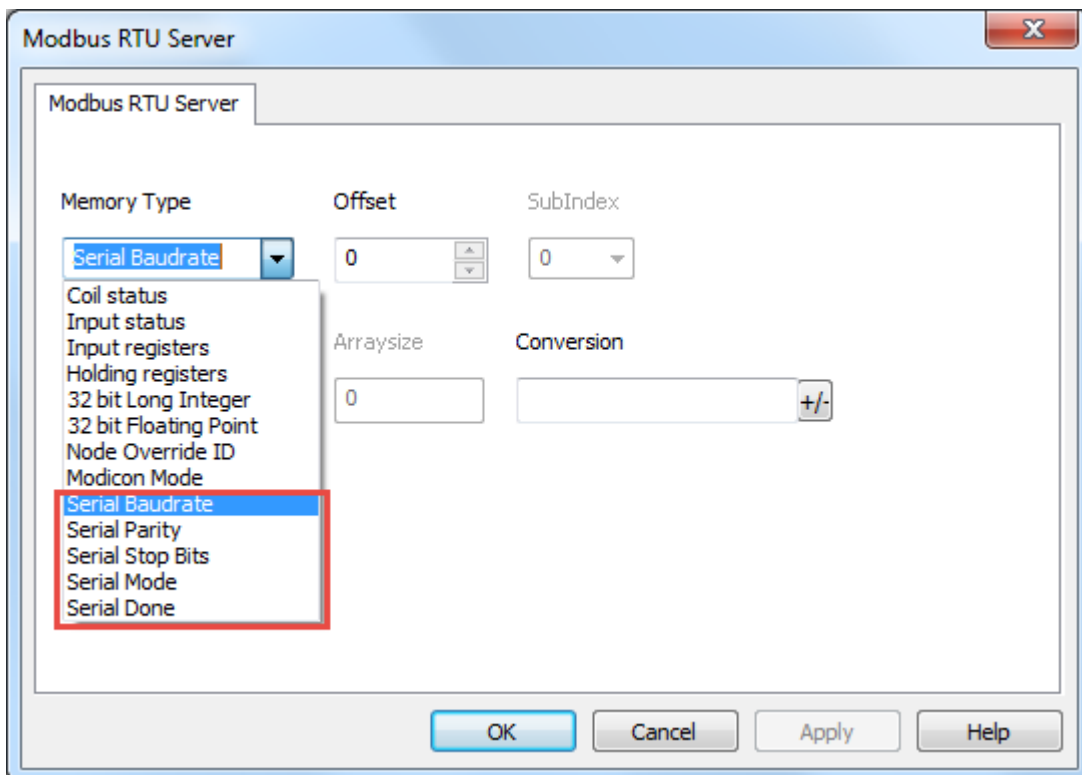


## Serial Parameters Override

The protocol provide special data types that can be used to override the serial parameters at runtime.

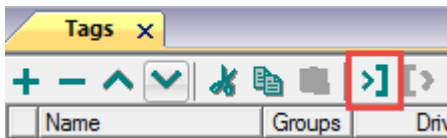
Parameter	Description
<b>Serial Baudrate</b>	unsigned 32 bit value for baudrate overriding. Possible values are 150, 300, 600, 1200, 2400, 4800, 9600, 19200, 38400, 57600, 115200.
<b>Serial Parity</b>	unsigned 8 bit value for parity overriding. Possible values are described in the following list.

Parameter	Description								
	<table border="1"> <thead> <tr> <th>Value</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>none parity</td> </tr> <tr> <td>1</td> <td>even parity</td> </tr> <tr> <td>2</td> <td>odd parity</td> </tr> </tbody> </table>	Value	Description	0	none parity	1	even parity	2	odd parity
Value	Description								
0	none parity								
1	even parity								
2	odd parity								
<b>Serial Stop Bits</b>	unsigned 8 bit value for stop bits overriding. Possible values are 1, 2.								
<b>Serial Mode</b>	unsigned 8 bit value for serial mode overriding. Possible values are described in the following list. <table border="1"> <thead> <tr> <th>Value</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>RS-232 mode</td> </tr> <tr> <td>1</td> <td>RS-485 mode</td> </tr> <tr> <td>2</td> <td>RS-422 mode</td> </tr> </tbody> </table>	Value	Description	0	RS-232 mode	1	RS-485 mode	2	RS-422 mode
Value	Description								
0	RS-232 mode								
1	RS-485 mode								
2	RS-422 mode								
<b>Serial Done</b>	Set to 1 to overwrite the communication line parameters. The parameters are processed all together only when this variable is set to value 1								

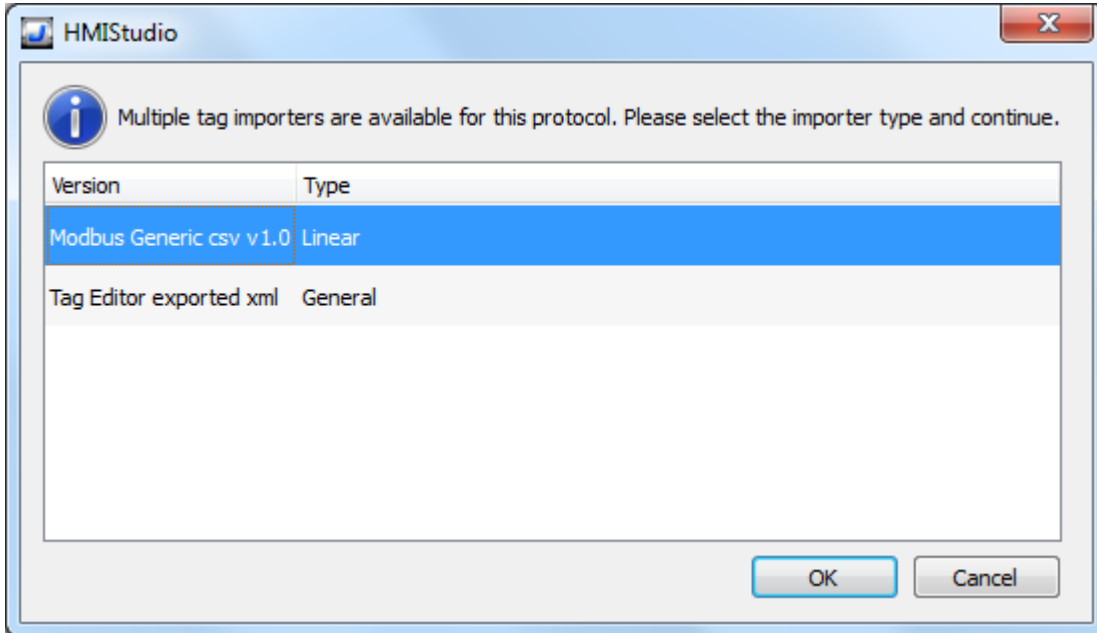


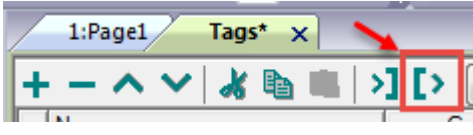
## Tag Import

Select the driver in Tag Editor and click on the **Import Tags** button to start the importer.



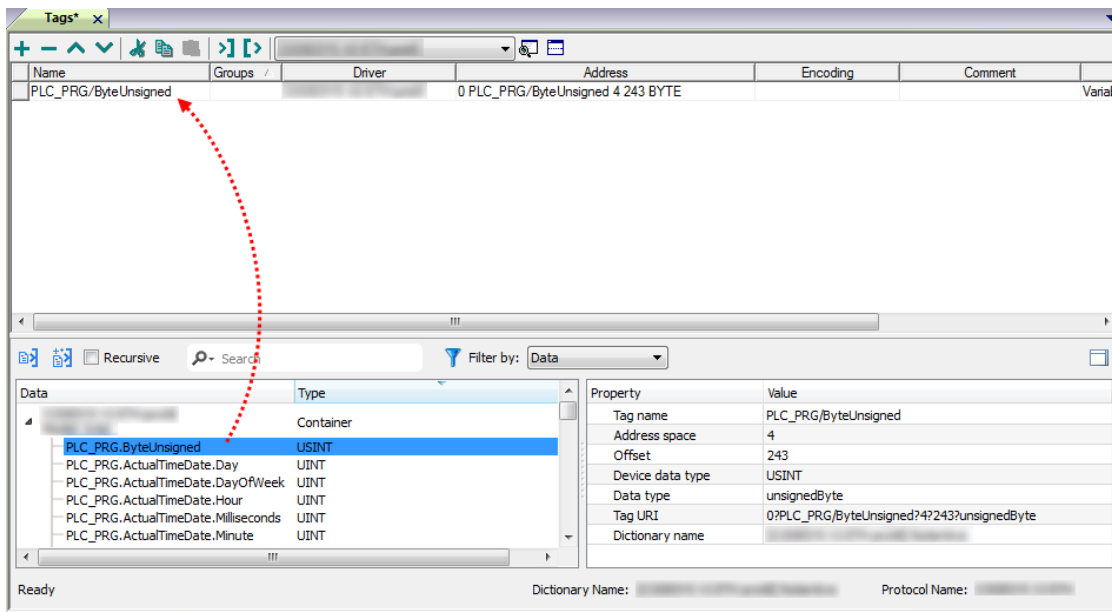
The following dialog shows which importer type can be selected.





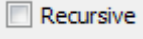
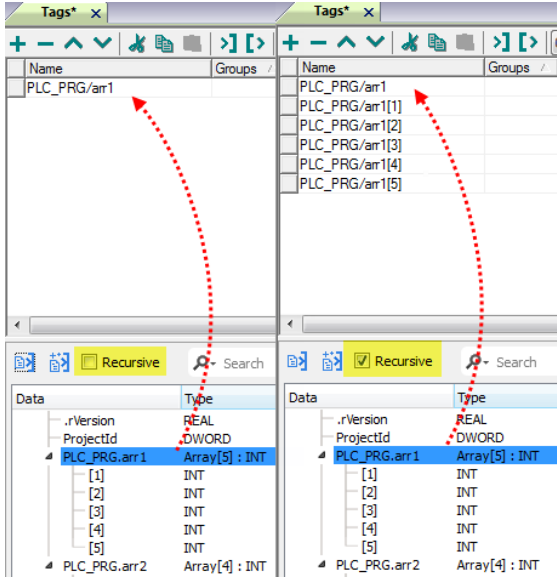
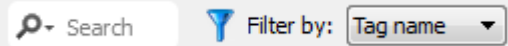
Type	Description
<b>Modbus Generic csv v1.0 Linear</b>	Requires a <b>.csv</b> file. All variables will be displayed at the same level.
<b>Tag Editor exported xml</b>	Select this importer to read a generic XML file exported from Tag Editor by appropriate button. 

Once the importer has been selected, locate the symbol file and click **Open**.

Tags included in the symbol file are listed in the tag dictionary. The tag dictionary is displayed at the bottom of the screen.



Toolbar item	Description
	<p><b>Import Tag(s).</b></p> <p>Select tags to be imported and click on this icon to add tags from tag dictionary to the project</p>
	<p><b>Update Tag(s).</b></p> <p>Click on this icon to update the tags in the project, due a new dictionary import.</p>

Toolbar item	Description
 Recursive	<p>Check this box to import all sub-elements of a tag.</p> <p>Example of both checked and unchecked result:</p> 
 Search    Filter by: Tag name	<p>Searches tags in the dictionary basing on filter combo-box item selected.</p>

## Modbus Generic csv file structure

This protocol supports the import of tag information when provided in **.csv** format according to the following format:

```
NodeID, TagName, MemoryType, Address, DataFormat, ..., [Comment]
```



Note: Fields in brackets are optional as well as fields between Data Format and Comment.

Field	Description
<b>NodeID</b>	Node the tag belongs to
<b>TagName</b>	Tag description
<b>MemoryType</b>	<ul style="list-style-type: none"> <li>• OUTP</li> <li>• INP</li> <li>• IREG</li> <li>• HREG</li> </ul>
<b>Address</b>	Offset compatible with Modbus notation
<b>DataFormat</b>	Data type in internal notation. See "Programming concepts" section in the main manual.
<b>Comment</b>	Optional additional description.

## Tag file example

Example of .csv line:

```
2, Holding Register 1, HREG, 400001, unsignedShort,
```



Note: This line has no comment. When the Comment is missing, the comma as a terminator character is mandatory.

## Communication status

Current communication status can be displayed using system variables. This communication protocol acts as server and doesn't return any specific Protocol Error Message.

See "System Variables" section in the main manual.



## Modbus TCP

Various Modbus TCP-capable devices can be connected to HMI devices. To set-up your Modbus TCP device, please refer to the documentation you have received with the device.

The implementation of the protocol operates as a Modbus TCP client only.

### Implementation details

This Modbus TCP implementation supports only a subset of the Modbus TCP standard function codes.

Code	Function	Description
01	Read Coil Status	Reads multiple bits in the HMI device Coil area.
02	Read Input Status	Reads the ON/OFF status of the discrete inputs (1x reference) in the slave.
03	Read Holding Registers	Reads multiple registers.
04	Read Input Registers	Reads the binary contents of input registers (3x reference) in the slave.
05	Force Single Coil	Forces a single coil to either ON or OFF.
06	Preset Single Register	Writes a value to one register.
15	Write Multiple Coils	Writes each coil in a sequence of coils to either ON or OFF.
16	Preset Multiple Registers	Writes values to a block of registers in sequence.

### Protocol Editor Settings

#### Adding a protocol

To configure the protocol:

1. In the **Config** node double-click **Protocols**.
2. To add a driver, click **+**: a new line is added.
3. Select the protocol from the **PLC** list.

The driver configuration dialog is displayed.

**Modbus TCP**

PLC Network

Alias

IP address

Port

use UDP/IP

Encapsulated RTU

Timeout (ms)

Modbus ID

Max read block

Max read bit block

Write Holding Register

Write Coils

PLC Models


- Modicon Modbus(1-based)
- Generic Modbus(0-based)
- Enron Modbus(1-based) with 32bit registers
- Enron Modbus(0-based) with 32bit registers

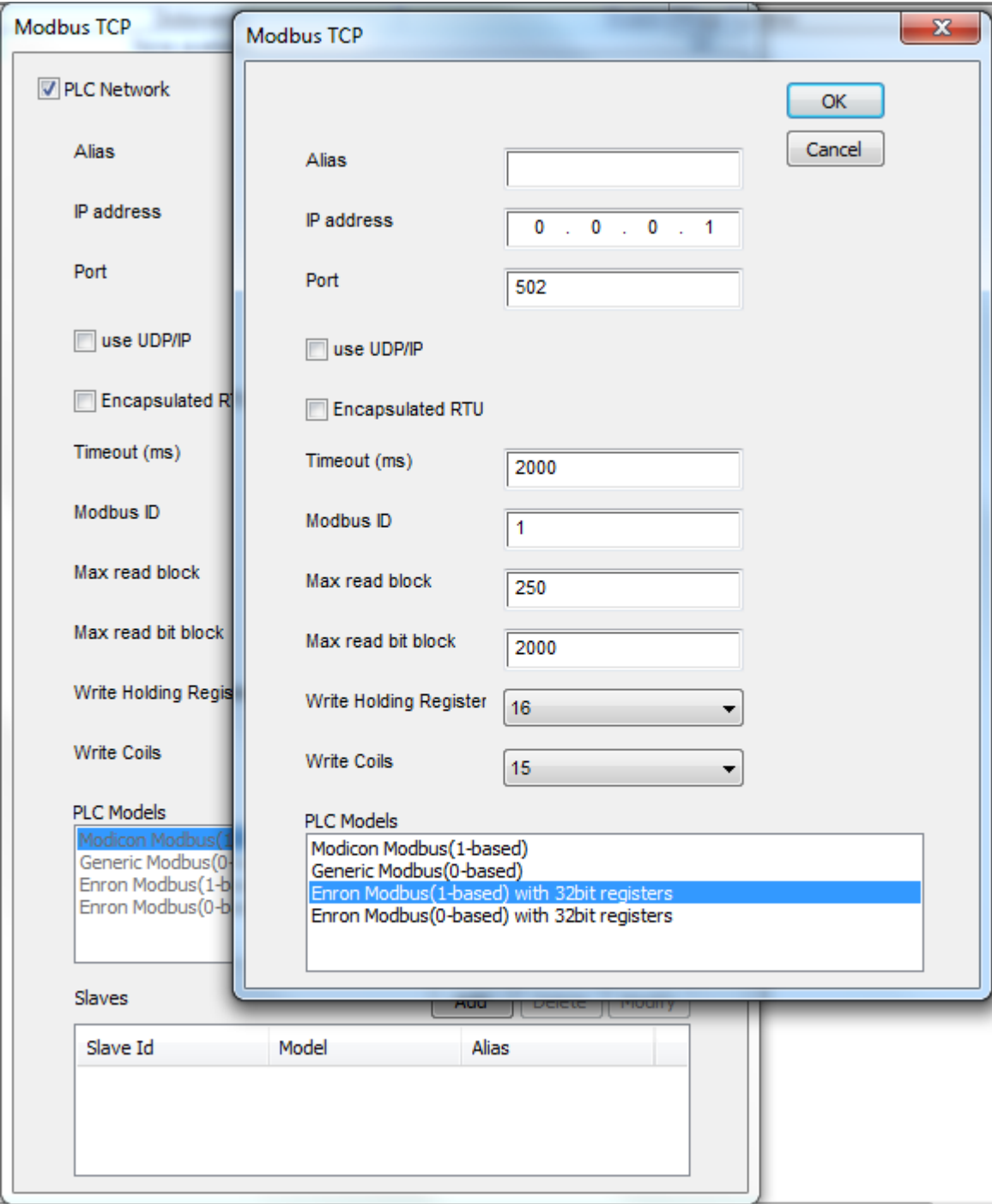
OK

Cancel

Element	Description
<b>Alias</b>	Name identifying nodes in network configurations. The name will be added as a prefix to each tag name imported for each network node.
<b>IP address</b>	Address of the controller.
<b>Port</b>	Port number used by the Modbus TCP driver. The default value is <b>502</b> and can be changed when the communication goes through routers or Internet gateways where the default port number is already in use.
<b>use UDP/IP</b>	If selected, the protocol will use connectionless UDP datagrams.
<b>Encapsulated RTU</b>	If selected, the protocol will use serial RTU protocol over Ethernet instead of Modbus TCP protocol, independently from TCP or UDP usage.
<b>Timeout (ms)</b>	Time delay in milliseconds between two retries in case of missing response from the server device.

Element	Description
<b>Modbus ID</b>	Usually used when communicating over Ethernet-to-serial gateways and then interpreted as the Slave ID. This value is simply copied into the Unit Identifier field of the Modbus TCP communication frame. This is rarely used and in most cases can be left zero.
<b>Max read block</b>	Maximum length in bytes of a data block request. It applies only to read access of Holding Registers.
<b>Max read bit block</b>	Maximum length in bits of a block request. It applies only to read access of Input Bits and Output Coils.
<b>Write Holding Register</b>	<p>Modbus function for write operations to Holding Registers. Select between the function <b>06</b> (preset single register) and function <b>16</b> (preset multiple registers).</p> <p>If <b>06</b> is selected, the protocol will always use function <b>06</b> for writing to the controller, even when writing to multiple consecutive registers.</p> <p>If <b>16</b> is selected, the protocol will always use function <b>16</b> to write to the controller, even for a single register write request and the <b>Max read block size</b> parameter of the query is set to <b>2</b>. The use of function <b>16</b> may result in higher communication performance.</p> <p>If <b>Auto</b> is selected, the protocol will use both function <b>06</b> or function <b>16</b> depending on number of registries to be written.</p>
<b>Write Coils</b>	<p>Modbus function for write operations to Output Coils. Select between the function <b>05</b> (write single coil) and function <b>15</b> (write multiple coils).</p> <p>If Modbus function <b>05</b> is selected, the protocol will always use function <b>05</b> for writing to the controller, even when writing to multiple consecutive coils.</p> <p>If Modbus function <b>15</b> is selected, the protocol will always use function <b>15</b> to write to the controller, even for a single coil write request. The use of function <b>15</b> may result in higher communication performance.</p>

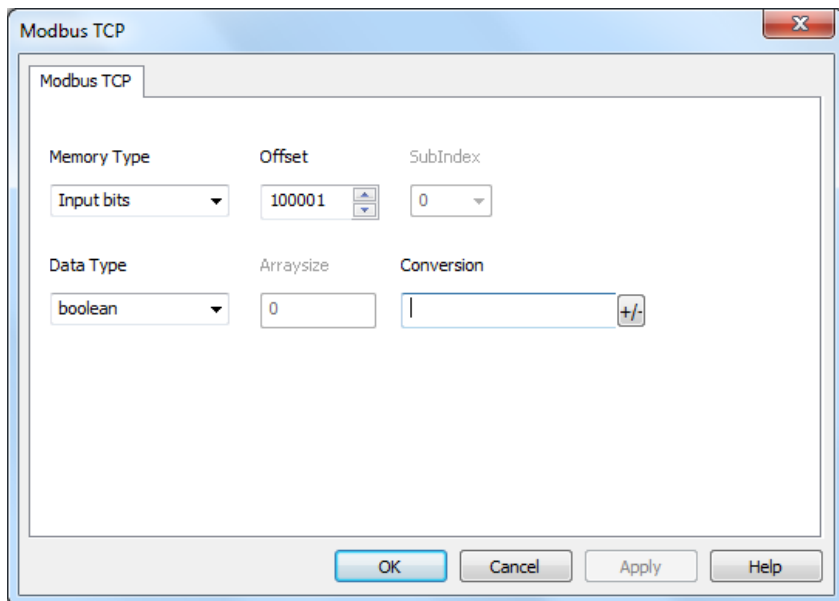
Element	Description
<b>PLC Models</b>	<p>Allows to select between different PLC models:</p> <ul style="list-style-type: none"><li>• <b>Modicon Modbus (1-based):</b> Modbus implementation where all resources starts with offset 1.</li><li>• <b>Generic Modbus (0-based):</b> Modbus implementation where all resources starts with offset 0.</li><li>• <b>Enron Modbus (1-based):</b> Extends Modicon Modbus implementation with 32 bit registers memory area.</li><li>• <b>Enron Modbus (0-base):</b> Extends Generic Modbus implementation with 32 bit registers memory area.</li></ul> <p> Note: The address range used in the Modbus frames is always between 0 and 65535 for the Holding Registers and between 0 and 65535 for Coils.</p>
<b>PLC Network</b>	IP address for all controllers in multiple connections. <b>PLC Network</b> must be selected to enable multiple connections.

Element	Description
	


## Tag Editor Settings

Path: **ProjectView**> **Config** > double-click **Tags**

1. To add a tag, click +: a new line is added.
2. Select **Modbus TCP** from the **Driver** list: tag definition dialog is displayed.

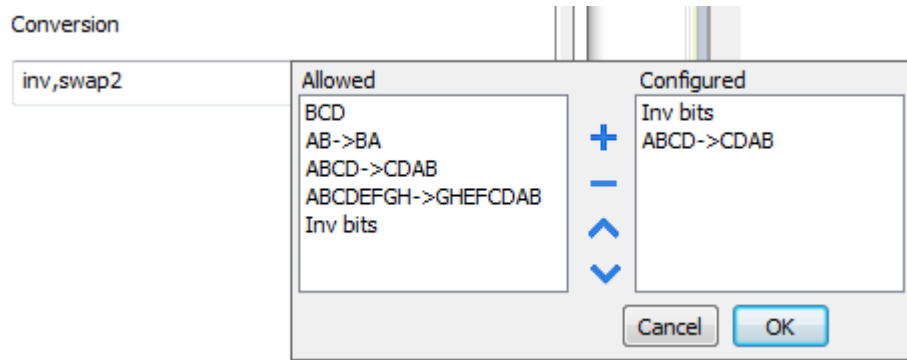


Element	Description																	
<b>Memory Type</b>	Modbus resource where tag is located.																	
	<table border="1"> <thead> <tr> <th>Memory Type</th> <th>Modbus Resource</th> </tr> </thead> <tbody> <tr> <td>Coil Status</td> <td>Coils</td> </tr> <tr> <td>Input Status</td> <td>Discrete Input</td> </tr> <tr> <td>Input Registers</td> <td>Input Registers</td> </tr> <tr> <td>Holding registers</td> <td>Holding Registers</td> </tr> <tr> <td>32 bit Registers</td> <td>32 bit registers memory area. Available only for <b>Enron Modbus</b> PLC Models</td> </tr> <tr> <td>Node Override IP</td> <td rowspan="4">protocol parameter (see <b>Special Data Types</b> for mode details)</td> </tr> <tr> <td>Node Override Port</td> </tr> <tr> <td>Node Override ID</td> </tr> <tr> <td>Modicon Mode</td> </tr> </tbody> </table>	Memory Type	Modbus Resource	Coil Status	Coils	Input Status	Discrete Input	Input Registers	Input Registers	Holding registers	Holding Registers	32 bit Registers	32 bit registers memory area. Available only for <b>Enron Modbus</b> PLC Models	Node Override IP	protocol parameter (see <b>Special Data Types</b> for mode details)	Node Override Port	Node Override ID	Modicon Mode
	Memory Type	Modbus Resource																
	Coil Status	Coils																
	Input Status	Discrete Input																
	Input Registers	Input Registers																
	Holding registers	Holding Registers																
	32 bit Registers	32 bit registers memory area. Available only for <b>Enron Modbus</b> PLC Models																
	Node Override IP	protocol parameter (see <b>Special Data Types</b> for mode details)																
Node Override Port																		
Node Override ID																		
Modicon Mode																		
<b>Offset</b>	Offset address where tag is located. Offset addresses are six digits composed by one digit data type prefix + five digits resource address.																	

Element	Description			
	<b>Memory Type</b>	<b>Studio Offset range</b>	<b>Modicon Offset range</b>	<b>Generic Modbus Offset range</b>
	<b>Coil Status</b>	0 – 65535	1 – 65536	0 – 65535
	<b>Input Status</b>	100000 – 165535		
	<b>Input Registers</b>	300000 – 365535		
	<b>Holding Registers</b>	400000 – 465535		
	<b>32 bit Registers</b>	0 – 65535		
<b>SubIndex</b>	This allows resource offset selection within the register.			
<b>Data Type</b>	<b>Data Type</b>	<b>Memory Space</b>		<b>Limits</b>
	<b>boolean</b>	1-bit data		0 ... 1
	<b>byte</b>	8-bit data		-128 ... 127
	<b>short</b>	16-bit data		-32768 ... 32767
	<b>int</b>	32-bit data		-2.1e9 ... 2.1e9
	<b>int64</b>	64-bit data		-9.2e18 ... 9.2e18
	<b>unsignedByte</b>	8-bit data		0 ... 255
	<b>unsignedShort</b>	16-bit data		0 ... 65535
	<b>unsignedInt</b>	32-bit data		0 ... 4.2e9
	<b>uint64</b>	64-bit data		0 ... 1.8e19
	<b>float</b>	IEEE single-precision 32-bit floating point type		1.17e-38 ... 3.4e38
	<b>double</b>	IEEE double-precision 64-bit floating point type		2.2e-308 ... 1.79e308
	<b>string</b>	Array of elements containing character code defined by selected encoding		
<b>binary</b>	Arbitrary binary data			
	 Note: to define arrays, select one of Data Type format followed by square brackets like "byte[]", "short[]"...			
<b>Arraysizes</b>	<ul style="list-style-type: none"> <li>• In case of array Tag, this property represents the number of array elements.</li> <li>• In case of string Tag, this property represents the maximum number of bytes available in the string Tag.</li> </ul>			

Element	Description
	Note: number of bytes corresponds to number of string chars if Encoding property is set to UTF-8 or Latin1 in Tag Editor. If Encoding property is set to UCS-2BE, UCS-2LE, UTF-16BE or UTF-16LE one char requires 2 bytes.

**Conversion**  
Conversion to be applied to the Tag.



Depending on data type selected, the **Allowed** list shows one or more conversions, listed below.

Value	Description
<b>Inv bits</b>	Invert all the bits of the tag. <i>Example:</i> 1001 → 0110 (in binary format) 9 → 6 (in decimal format)
<b>Negate</b>	Set the opposite of the tag value. <i>Example:</i> 25.36 → -25.36
<b>AB → BA</b>	Swap nibbles of a byte. <i>Example:</i> 15D4 → 514D (in hexadecimal format) 5588 → 20813 (in decimal format)
<b>ABCD → CDAB</b>	Swap bytes of a word. <i>Example:</i> 9ACC → CC9A (in hexadecimal format) 39628 → 52378 (in decimal format)
<b>ABCDEFGH → GHEFCDAB</b>	Swap bytes of a double word. <i>Example:</i> 32FCFF54 → 54FFFC32 (in hexadecimal format) 855441236 → 1426062386 (in decimal format)



Element	Description	
	Value	Description
	<b>ABC...NOP → OPM...DAB</b>	Swap bytes of a long word.  Example: 142.366 → -893553517.588905 (in decimal format) 0 10000000110 0001110010111011011001000101101000011100101011000001 → 1 10000011100 1010101000010100010110110110110010110110000100111101 (in binary format)
	<b>BCD</b>	Separate the byte in two nibbles, and reads them as decimal (from 0 to 9)  <i>Example:</i> 23 → 17 (in decimal format) 0001 0111 = 23 0001 = 1 (first nibble) 0111 = 7 (second nibble)
Select the conversion and click on plus button. The selected item will be added on <b>Configured</b> list. If more conversions are configured, they will be applied in order (from top to bottom of <b>Configured</b> list). Use the arrow buttons to order the configured conversions.		

## Node Override IP

The protocol provides the special data type Node Override IP which allows you to change the IP address of the target controller at runtime.

This memory type is an array of 4 unsigned bytes, one per each byte of the IP address.

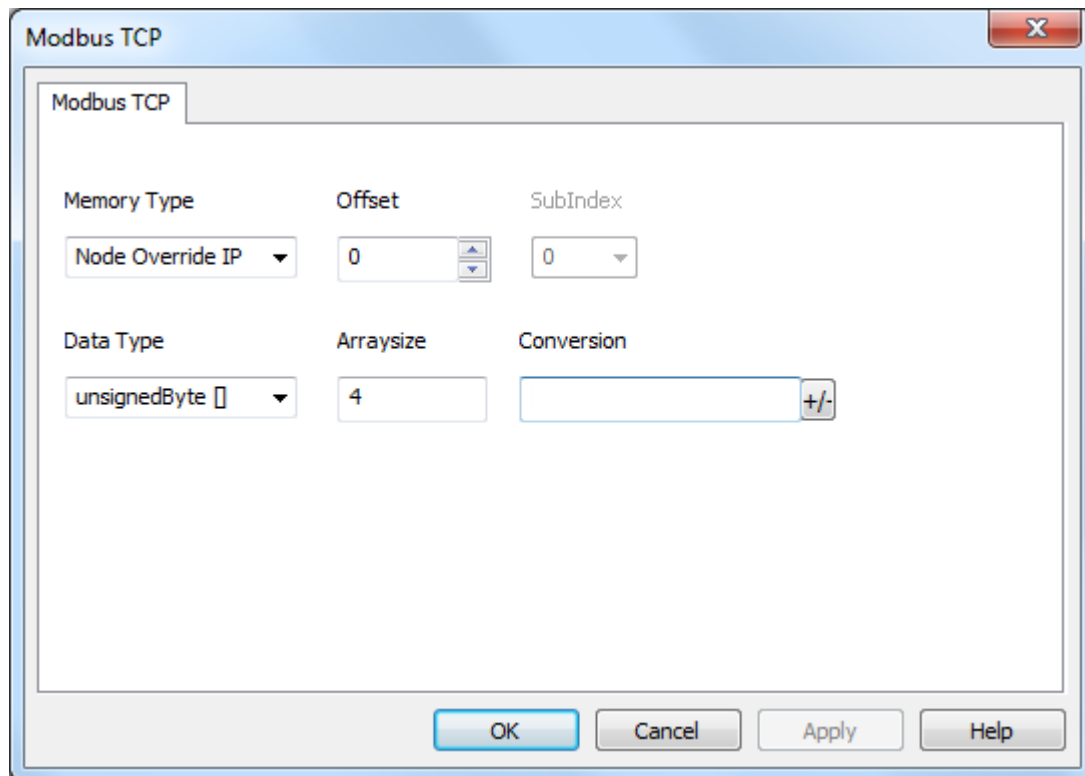
The Node Override IP is initialized with the value of the controller IP specified in the project at programming time.

Node Override IP	Modbus operation
<b>0.0.0.0</b>	Communication with the controller is stopped, no request frames are generated anymore.
<b>Different from 0.0.0.0</b>	It is interpreted as node IP override and the target IP address is replaced runtime with the new value.

If the HMI device is connected to a network with more than one controller node, each node has its own Node Override IP variable.



Note: Node Override IP values assigned at runtime are retained through power cycles.



## Node Override Port

The protocol provides the special data type Node Override Port which allows you to change the network Port of the target controller at runtime.

This memory type is an unsigned short.

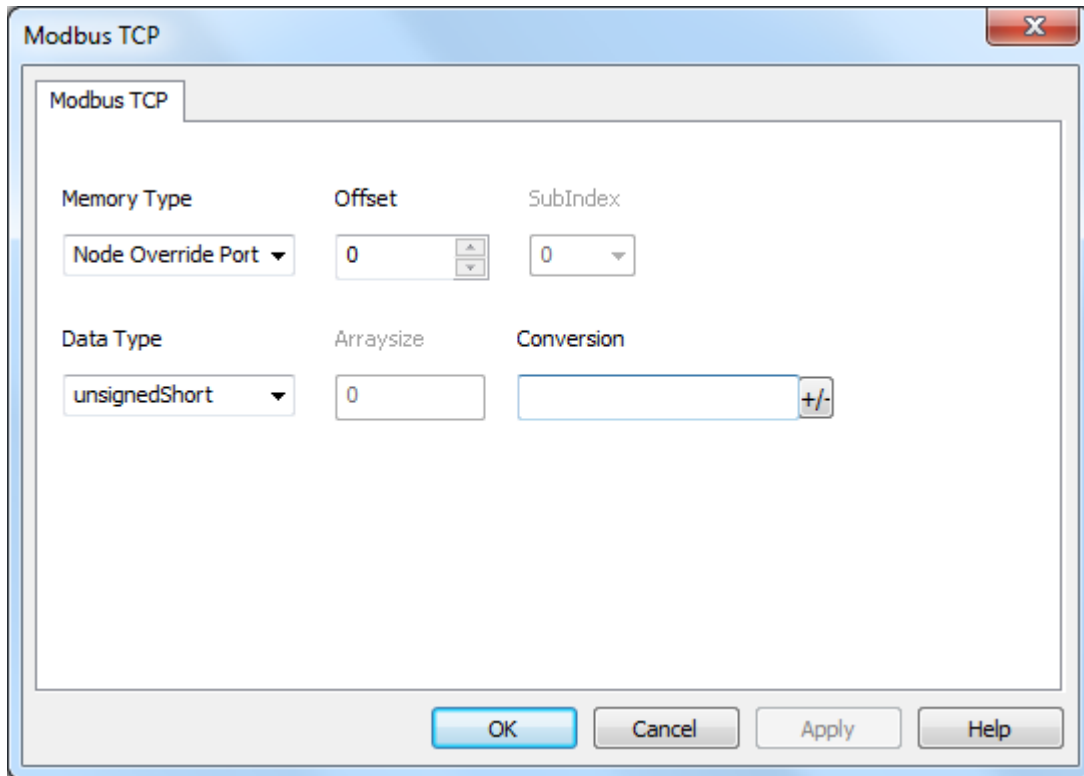
The Node Override Port is initialized with the value of the controller Port specified in the project at programming time.

Node Override Port	Modbus operation
0	Communication with the controller is stopped, no request frames are generated anymore.
Different from 0	It is interpreted as the value of the new port and is replaced for runtime operation.

If the HMI device is connected to a network with more than one controller node, each node has its own Node Override Port variable.



Note: Node Override Port values assigned at runtime are retained through power cycles.



## Node Override ID

The protocol provides the special data type Node Override ID which allows you to change the node ID of the slave at runtime. This memory type is an unsigned byte.

The node Override ID is initialized with the value of the node ID specified in the project at programming time.

Node Override ID	Modbus operation
0	Communication with the controller is stopped. In case of write operation, the request will be transmitted without waiting for a reply.
1 to 254	It is interpreted as the value of the new node ID and is replaced for runtime operation.
255	Communication with the controller is stopped; no request messages are generated.



Note: Node Override ID value assigned at runtime is retained through power cycles.

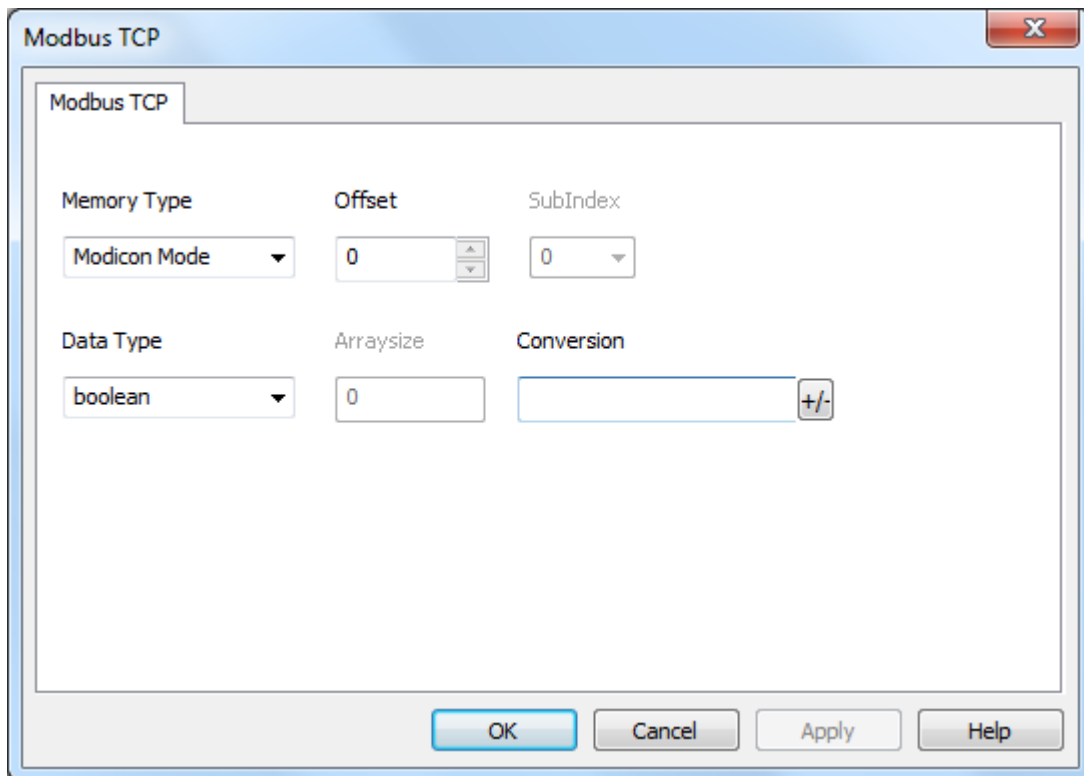
## Modicon Mode

The protocol provide a special data type that can be used to override the Modicon Mode parameter at runtime.

Modicon Mode	Description
0	Generic Modbus (0-based). Register indexes start from 0.
1	Modicon Modbus (1-based). Register indexes start from 1.

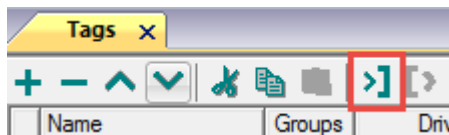


Note: Modicon Mode parameter value assigned at runtime is retained through power cycles.

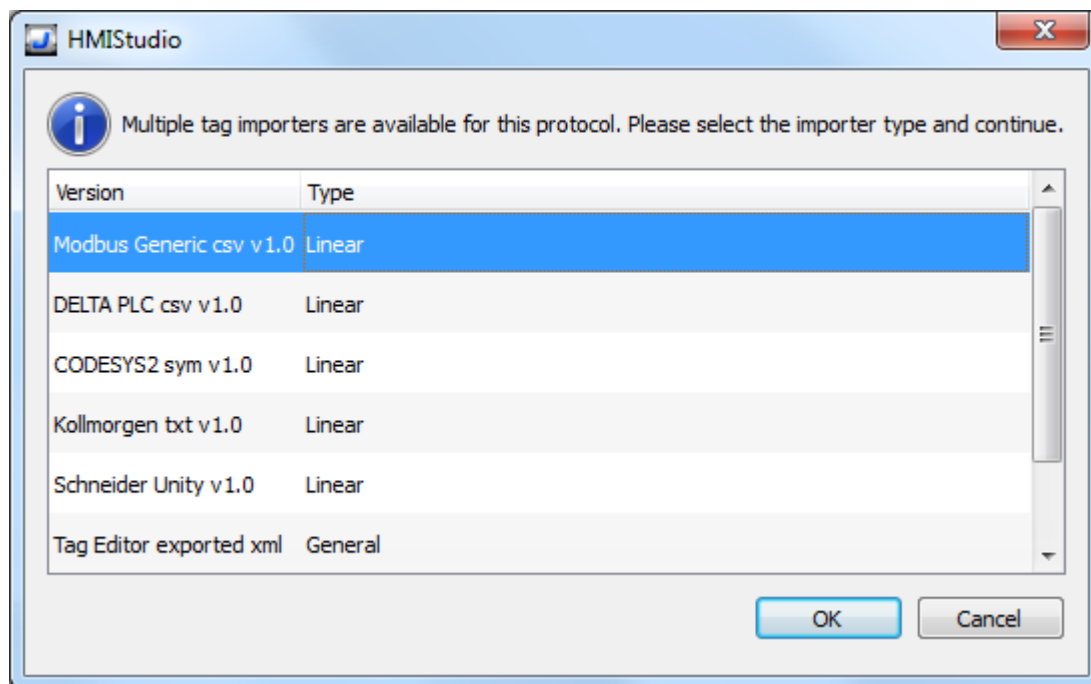


## Tag Import

Select the driver in Tag Editor and click on the **Import Tags** button to start the importer.

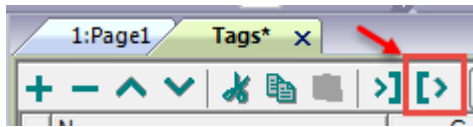


The following dialog shows which importer type can be selected.



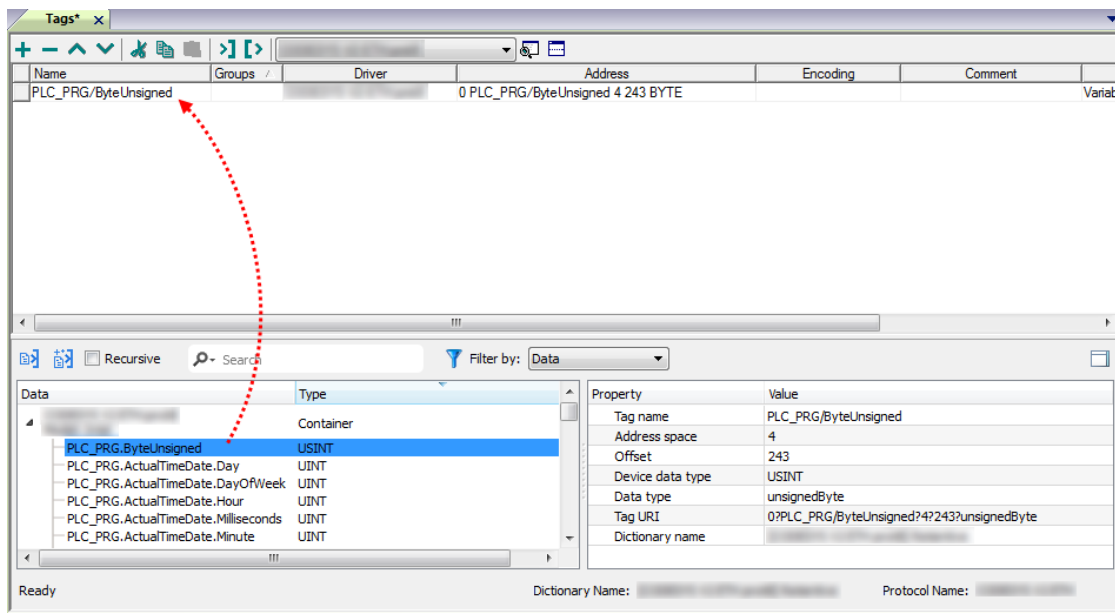
Type	Description
<b>Modbus Generic csv v1.0</b> Linear	Requires a <b>.csv</b> file. All variables will be displayed at the same level.
<b>DELTA PLC csv v1.0</b>	Requires a <b>.csv</b> file. All variables will be displayed at the same level.
<b>CODESYS2 sym v1.0</b> Linear	Requires a <b>.sym</b> file. All variables will be displayed at the same level. After selecting the <b>.sym</b> file, the following dialog will appear for PLC model selection.
<b>Kollmorgen txt v1.0</b> Linear	Requires a <b>.txt</b> file. All variables will be displayed at the same level.
<b>Schneider Unity v1.0</b> Linear	Requires a <b>.uny</b> file.



Type	Description
	The file containing symbols must be exported in <b>.txt</b> format and later renamed as <b>.uny</b> . The importer considers only variables located at fixed address and disregards arrays of strings. All other arrays, except for boolean type, are expanded.
<b>Tag Editor exported xml</b>	Select this importer to read a generic XML file exported from Tag Editor by appropriate button.

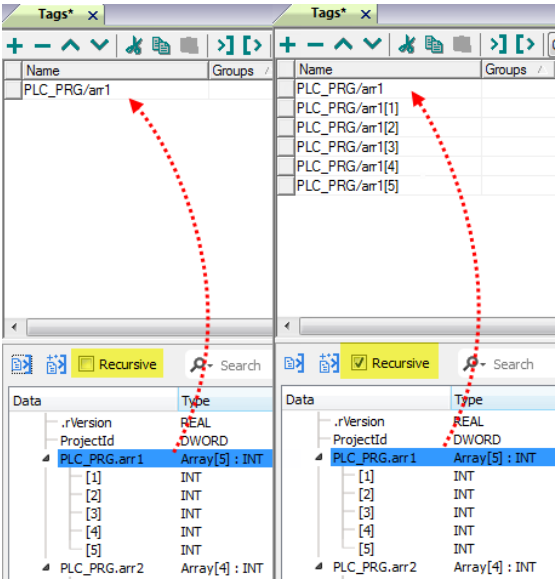
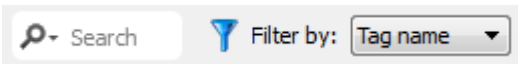


Once the importer has been selected, locate the symbol file and click **Open**.

Tags included in the symbol file are listed in the tag dictionary. The tag dictionary is displayed at the bottom of the screen.



Toolbar item	Description
	<p><b>Import Tag(s).</b></p> <p>Select tags to be imported and click on this icon to add tags from tag dictionary to the project</p>
	<p><b>Update Tag(s).</b></p> <p>Click on this icon to update the tags in the project, due a new dictionary import.</p>
<input type="checkbox"/> Recursive	<p>Check this box to import all sub-elements of a tag.</p> <p>Example of both checked and unchecked result:</p>

Toolbar item	Description
	
	<p>Searches tags in the dictionary basing on filter combo-box item selected.</p>

## Modbus Generic csv file structure

This protocol supports the import of tag information when provided in **.csv** format according to the following format:

`NodeID, TagName, MemoryType, Address, DataFormat, ..., [Comment]`



Note: Fields in brackets are optional as well as fields between Data Format and Comment.

Field	Description
<b>NodeID</b>	Node the tag belongs to
<b>TagName</b>	Tag description
<b>MemoryType</b>	<ul style="list-style-type: none"> <li>• OUTP</li> <li>• INP</li> <li>• IREG</li> <li>• HREG</li> </ul>
<b>Address</b>	Offset compatible with Modbus notation
<b>DataFormat</b>	Data type in internal notation. See "Programming concepts" section in the main manual.
<b>Comment</b>	Optional additional description.



## Tag file example

Example of .csv line:

```
2, Holding Register 1, HREG, 400001, unsignedShort,
```



Note: This line has no comment. When the Comment is missing, the comma as a terminator character is mandatory.

## Communication status

Current communication status can be displayed using system variables. See "System Variables" section in the main manual.

Codes supported for this communication driver:

Error	Cause	Action
<b>No response</b>	No reply within the specified timeout.	Check if the controller is connected and properly configured to get network access.
<b>Incorrect node address in response</b>	The device received a response with an invalid node address from the controller .	-
<b>The received message too short</b>	The device received a response with an invalid format from the controller .	-
<b>Incorrect writing data acknowledge</b>	The controller did not accept a write request.	Check if project data is consistent with the controller resources.

# Modbus TCP Server

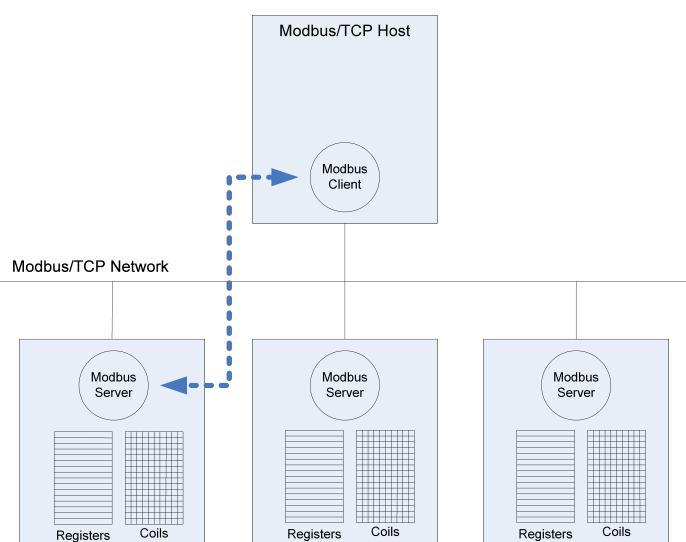
Modbus TCP Server communication driver allows connecting the HMI device as a server in a Modbus TCP network. It is possible for Modbus TCP clients to connect then to multiple HMI panels acting as servers. Standard Modbus TCP messages are used for information exchange.

This approach allows connecting HMI devices to SCADA systems through the universally supported Modbus TCP communication protocol.

## Principle of operation

This communication driver implements a Modbus TCP Server unit in HMI device. A subset of the complete range of Modbus function codes is supported. The available function codes allow data transfer between clients on the TCP network and the server. The HMI device acts as a server in the network. It can exchange data with up to 32 clients. This means that up to 32 clients can be connected to the HMI device at the same time. If all the 32 available connections are in use, any further attempt to connect by a client will be refused by the system.

The following diagram shows the system architecture.



The device simulates the communication interface of a PLC: Coils and Registers data types are respectively boolean and 16 bit integers.

The device always access data in its internal memory. Data can be transferred to and from the Modbus Client only on the initiative of the client itself.

## Implementation details

This Modbus TCP Server implementation supports only a subset of the Modbus standard function codes.

Code	Function	Description
01	Read Coil Status	Reads multiple bits in the device Coil area.
02	Read Input Status	Reads multiple bits in the device Coil area.
03	Read Holding Registers	Read multiple device Registers.

Code	Function	Description
04	Read Input Registers	Read multiple device Registers.
05	Force Single Coil	Forces a single device Coil to either ON or OFF.
06	Preset Single Register	Presets a value in a device Register.
15	Force Multiple Coils	Forces multiple device Coils to either ON or OFF.
16	Preset Multiple Registers	Presets value in multiple device Registers.
23	Read Write Multiple Registers	Read & presets values in multiple device Registers



Note: For both PLC models the Read Coil Status and Read Input Status function codes both access the same Coil memory area in the HMI device memory. The Read Holding Registers and Read Input Registers function codes both access the same Register area in the HMI device memory.

## Exception Codes

Code	Description
01	<b>Illegal Function.</b> the function code received in the query is not supported
02	<b>Illegal Data Address.</b> Data Address received in the query exceeds the predefined data range (see <b>Tag Editor Settings</b> for detailed ranges of all types).
03	<b>Illegal Data Value.</b> A sub function other than 00 is specified in Loopback Diagnostic Test (Code 08).


## Protocol Editor Settings



### Adding a protocol

To configure the protocol:

1. In the **Config** node double-click **Protocols**.
2. To add a driver, click **+**: a new line is added.
3. Select the protocol from the **PLC** list.

The driver configuration dialog is displayed.

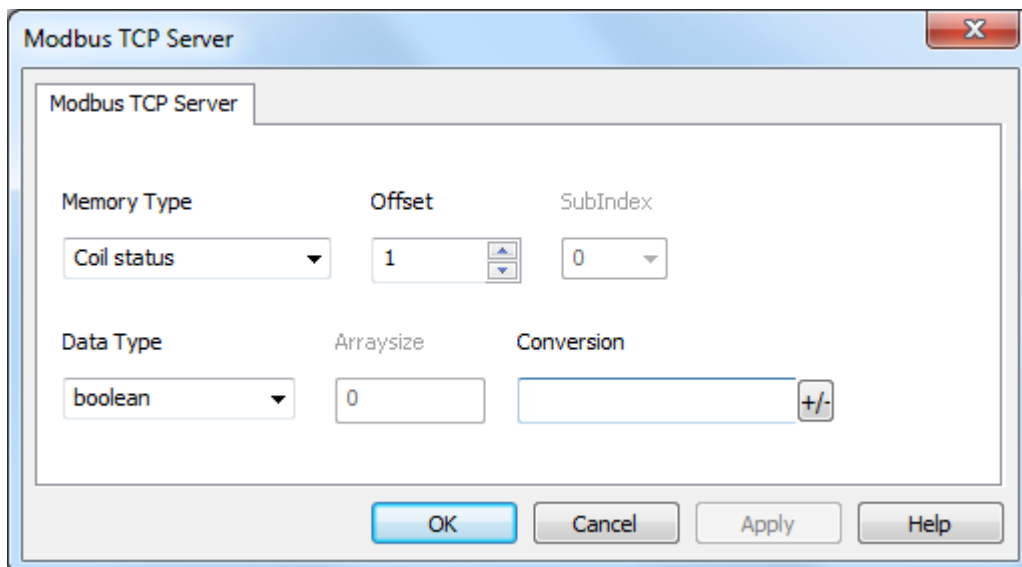
Element	Description
<b>Modbus ID</b>	Modbus node ID of the HMI device. Every Modbus server device in the network must have its own Modbus ID.
<b>Port</b>	Port number used by the Modbus TCP protocol. Default value is <b>502</b> . Set the value accordingly to the port number used by your Modbus TCP Network.
<b>use UDP/IP</b>	If selected, the protocol will use connectionless UDP datagrams.
<b>Encapsulated RTU</b>	If selected, the protocol will use serial RTU protocol over Ethernet instead of Modbus TCP protocol, independently from TCP or UDP usage.
<b>Enron 32bit registers</b>	<p>If selected, allows to define the first register address and the number of registers for 32 bit registers memory area.</p> <p> Note: 32 bit registers are available only for <b>Enron Modbus</b> PLC Models.</p>

Element	Description
<p><b>32bit reg Start</b></p> <p><b>32bit reg Size</b></p>	<p>32 bit registries memory area definition.</p> <p><b>Start</b> value represents the first register address.</p> <p><b>Size</b> value represents the number of registries.</p> <p> Note: A request to one of the registries inside this area gives a 4 byte answer.</p>
<p><b>PLC Models</b></p>	<p>Allows to select between different PLC models:</p> <ul style="list-style-type: none"> <li>• <b>Modicon Modbus (1-based)</b>: Modbus implementation where all resources starts with offset 1.</li> <li>• <b>Generic Modbus (0-based)</b>: Modbus implementation where all resources starts with offset 0.</li> <li>• <b>Enron Modbus (1-based)</b>: Extends Modicon Modbus implementation with 32 bit registers memory area.</li> <li>• <b>Enron Modbus (0-base)</b>: Extends Generic Modbus implementation with 32 bit registers memory area.</li> </ul> <p> Note: The address range used in the Modbus frames is always between 0 and 65535 for the Holding Registers and between 0 and 65535 for Coils.</p>


## Tag Editor Settings

Path: **ProjectView > Config > double-click Tags**

1. To add a tag, click **+**: a new line is added.
2. Select **Modbus TCP Server** from the protocol list: tag definition dialog is displayed.



Element	Description																		
<b>Memory Type</b>	Modbus resource where tag is located.																		
	<table border="1"> <thead> <tr> <th>Memory Type</th> <th>Modbus Resource</th> </tr> </thead> <tbody> <tr> <td><b>Coil Status</b></td> <td>Coils</td> </tr> <tr> <td><b>Input Status</b></td> <td>Discrete Input</td> </tr> <tr> <td><b>Input Registers</b></td> <td>Input Registers</td> </tr> <tr> <td><b>Holding Registers</b></td> <td>Holding Registers</td> </tr> <tr> <td><b>32 bit Registers</b></td> <td>32 bit registers memory area. Available only for <b>Enron Modbus PLC Models</b>.</td> </tr> <tr> <td><b>Modicon Mode</b></td> <td>protocol parameter (see <b>Special Data Types</b> for mode details)</td> </tr> </tbody> </table>	Memory Type	Modbus Resource	<b>Coil Status</b>	Coils	<b>Input Status</b>	Discrete Input	<b>Input Registers</b>	Input Registers	<b>Holding Registers</b>	Holding Registers	<b>32 bit Registers</b>	32 bit registers memory area. Available only for <b>Enron Modbus PLC Models</b> .	<b>Modicon Mode</b>	protocol parameter (see <b>Special Data Types</b> for mode details)				
	Memory Type	Modbus Resource																	
	<b>Coil Status</b>	Coils																	
	<b>Input Status</b>	Discrete Input																	
	<b>Input Registers</b>	Input Registers																	
	<b>Holding Registers</b>	Holding Registers																	
	<b>32 bit Registers</b>	32 bit registers memory area. Available only for <b>Enron Modbus PLC Models</b> .																	
<b>Modicon Mode</b>	protocol parameter (see <b>Special Data Types</b> for mode details)																		
<b>Coil Status</b>	Coils																		
<b>Input Status</b>	Discrete Input																		
<b>Input Registers</b>	Input Registers																		
<b>Holding Registers</b>	Holding Registers																		
<b>32 bit Registers</b>	32 bit registers memory area. Available only for <b>Enron Modbus PLC Models</b> .																		
<b>Modicon Mode</b>	protocol parameter (see <b>Special Data Types</b> for mode details)																		
<b>Offset</b>	Offset address where tag is located.																		
	Offset addresses are six digits composed by one digit data type prefix + five digits resource address.																		
	<table border="1"> <thead> <tr> <th>Memory Type</th> <th>Studio Offset range</th> <th>Modicon Offset range</th> <th>Generic Modbus Offset range</th> </tr> </thead> <tbody> <tr> <td><b>Coil Status</b></td> <td>0 – 65535</td> <td rowspan="5">1 – 65536</td> <td rowspan="5">0 – 65535</td> </tr> <tr> <td><b>Input Status</b></td> <td>100000 – 165535</td> </tr> <tr> <td><b>Input Registers</b></td> <td>300000 – 365535</td> </tr> <tr> <td><b>Holding Registers</b></td> <td>400000 – 465535</td> </tr> <tr> <td><b>32 bit Registers</b></td> <td>0 – 65535</td> </tr> </tbody> </table>	Memory Type	Studio Offset range	Modicon Offset range	Generic Modbus Offset range	<b>Coil Status</b>	0 – 65535	1 – 65536	0 – 65535	<b>Input Status</b>	100000 – 165535	<b>Input Registers</b>	300000 – 365535	<b>Holding Registers</b>	400000 – 465535	<b>32 bit Registers</b>	0 – 65535		
	Memory Type	Studio Offset range	Modicon Offset range	Generic Modbus Offset range															
	<b>Coil Status</b>	0 – 65535	1 – 65536	0 – 65535															
	<b>Input Status</b>	100000 – 165535																	
	<b>Input Registers</b>	300000 – 365535																	
<b>Holding Registers</b>	400000 – 465535																		
<b>32 bit Registers</b>	0 – 65535																		
<b>Coil Status</b>	0 – 65535	1 – 65536	0 – 65535																
<b>Input Status</b>	100000 – 165535																		
<b>Input Registers</b>	300000 – 365535																		
<b>Holding Registers</b>	400000 – 465535																		
<b>32 bit Registers</b>	0 – 65535																		
<b>SubIndex</b>	This allows resource offset selection within the register.																		
<b>Data type</b>	<table border="1"> <thead> <tr> <th>Data Type</th> <th>Memory Space</th> <th>Limits</th> </tr> </thead> <tbody> <tr> <td><b>boolean</b></td> <td>1-bit data</td> <td>0 ... 1</td> </tr> <tr> <td><b>byte</b></td> <td>8-bit data</td> <td>-128 ... 127</td> </tr> <tr> <td><b>short</b></td> <td>16-bit data</td> <td>-32768 ... 32767</td> </tr> <tr> <td><b>int</b></td> <td>32-bit data</td> <td>-2.1e9 ... 2.1e9</td> </tr> <tr> <td><b>int64</b></td> <td>64-bit data</td> <td>-9.2e18 ... 9.2e18</td> </tr> </tbody> </table>	Data Type	Memory Space	Limits	<b>boolean</b>	1-bit data	0 ... 1	<b>byte</b>	8-bit data	-128 ... 127	<b>short</b>	16-bit data	-32768 ... 32767	<b>int</b>	32-bit data	-2.1e9 ... 2.1e9	<b>int64</b>	64-bit data	-9.2e18 ... 9.2e18
	Data Type	Memory Space	Limits																
	<b>boolean</b>	1-bit data	0 ... 1																
	<b>byte</b>	8-bit data	-128 ... 127																
	<b>short</b>	16-bit data	-32768 ... 32767																
	<b>int</b>	32-bit data	-2.1e9 ... 2.1e9																
<b>int64</b>	64-bit data	-9.2e18 ... 9.2e18																	
<b>Data Type</b>	<b>Memory Space</b>	<b>Limits</b>																	
<b>boolean</b>	1-bit data	0 ... 1																	
<b>byte</b>	8-bit data	-128 ... 127																	
<b>short</b>	16-bit data	-32768 ... 32767																	
<b>int</b>	32-bit data	-2.1e9 ... 2.1e9																	
<b>int64</b>	64-bit data	-9.2e18 ... 9.2e18																	

Element	Description		
	<b>Data Type</b>	<b>Memory Space</b>	<b>Limits</b>
	<b>unsignedByte</b>	8-bit data	0 ... 255
	<b>unsignedShort</b>	16-bit data	0 ... 65535
	<b>unsignedInt</b>	32-bit data	0 ... 4.2e9
	<b>uint64</b>	64-bit data	0 ... 1.8e19
	<b>float</b>	IEEE single-precision 32-bit floating point type	1.17e-38 ... 3.4e38
	<b>double</b>	IEEE double-precision 64-bit floating point type	2.2e-308 ... 1.79e308
	<b>string</b>	Array of elements containing character code defined by selected encoding	
	<b>binary</b>	Arbitrary binary data	
	 Note: to define arrays, select one of Data Type format followed by square brackets like "byte[]", "short[]"...		

**Arraysize**

- In case of array Tag, this property represents the number of array elements.
- In case of string Tag, this property represents the maximum number of bytes available in the string Tag.

Note: number of bytes corresponds to number of string chars if Encoding property is set to UTF-8 or Latin1 in Tag Editor.  
 If Encoding property is set to UCS-2BE, UCS-2LE, UTF-16BE or UTF-16LE one char requires 2 bytes.

**Conversion**

Conversion to be applied to the Tag.

Conversion

inv\_swap2

Allowed		Configured
BCD		Inv bits
AB->BA	+	ABCD->CDAB
ABCD->CDAB	-	
ABCDEFGH->GHEFCDAB	^	
Inv bits	v	

Cancel OK

Depending on data type selected, the **Allowed** list shows one or more conversions, listed below.

Element	Description	
	<b>Value</b>	<b>Description</b>
	<b>Inv bits</b>	Invert all the bits of the tag.  <i>Example:</i> 1001 → 0110 (in binary format) 9 → 6 (in decimal format)
	<b>Negate</b>	Set the opposite of the tag value.  <i>Example:</i> 25.36 → -25.36
	<b>AB → BA</b>	Swap nibbles of a byte.  <i>Example:</i> 15D4 → 514D (in hexadecimal format) 5588 → 20813 (in decimal format)
	<b>ABCD → CDAB</b>	Swap bytes of a word.  <i>Example:</i> 9ACC → CC9A (in hexadecimal format) 39628 → 52378 (in decimal format)
	<b>ABCDEFGH → GHEFC DAB</b>	Swap bytes of a double word.  <i>Example:</i> 32FCFF54 → 54FFFC32 (in hexadecimal format) 855441236 → 1426062386 (in decimal format)
	<b>ABC...NOP → OPM...DAB</b>	Swap bytes of a long word.  <i>Example:</i> 142.366 → -893553517.588905 (in decimal format) 0 1000000110 000111001011101101100100010110100001110010101100001 → 1 10000011100 1010101000010100010110110110110010110110000100111101 (in binary format)
	<b>BCD</b>	Separate the byte in two nibbles, and reads them as decimal (from 0 to 9)  <i>Example:</i> 23 → 17 (in decimal format) 0001 0111 = 23 0001 = 1 (first nibble) 0111 = 7 (second nibble)

Select the conversion and click on plus button. The selected item will be added on **Configured** list.



Element	Description
	If more conversions are configured, they will be applied in order (from top to bottom of <b>Configured</b> list). Use the arrow buttons to order the configured conversions.

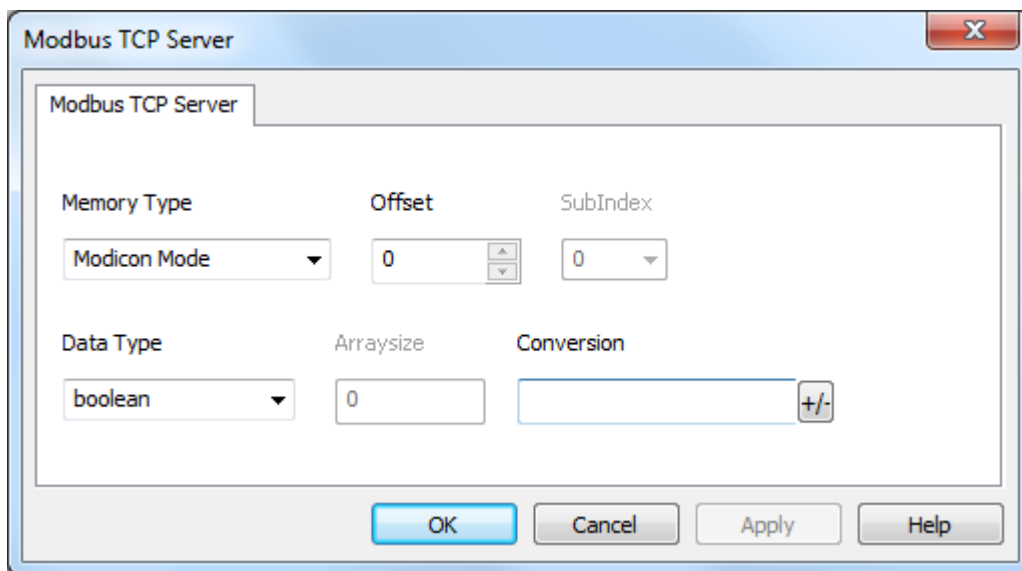
## Modicon Mode

The protocol provide a special data type that can be used to override the Modicon Mode parameter at runtime.

Modicon Mode	Description
0	Generic Modbus (0-based). Register indexes start from 0.
1	Modicon Modbus (1-based). Register indexes start from 1.

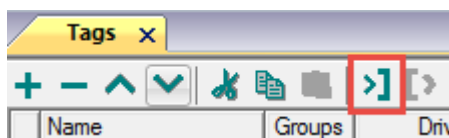


Note: Modicon Mode parameter value assigned at runtime is retained through power cycles.

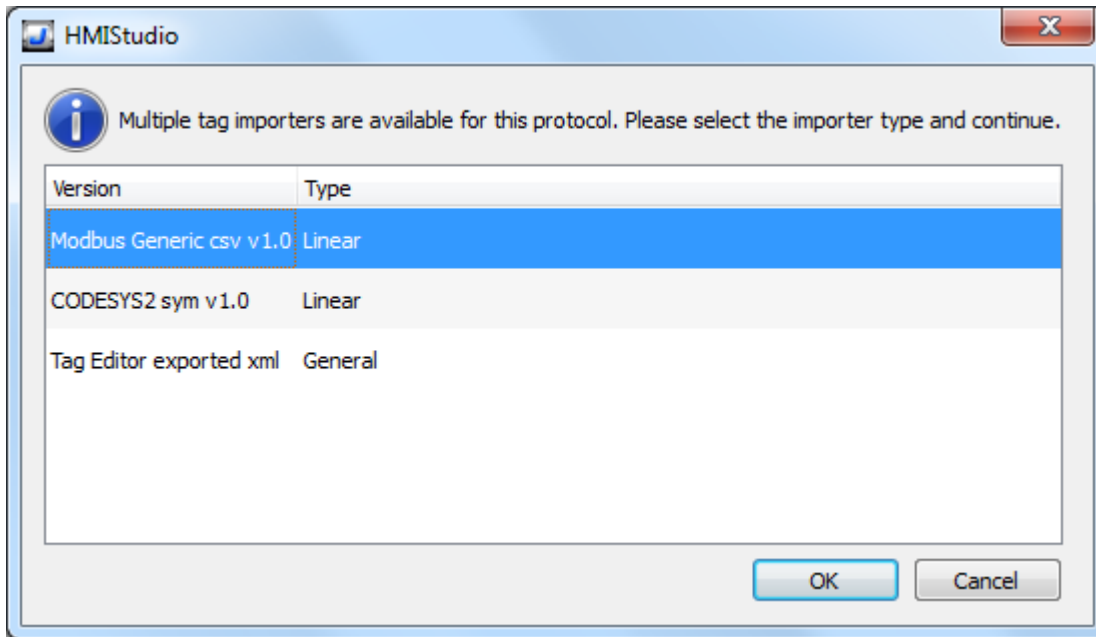


## Tag Import

Select the driver in Tag Editor and click on the **Import Tags** button to start the importer.



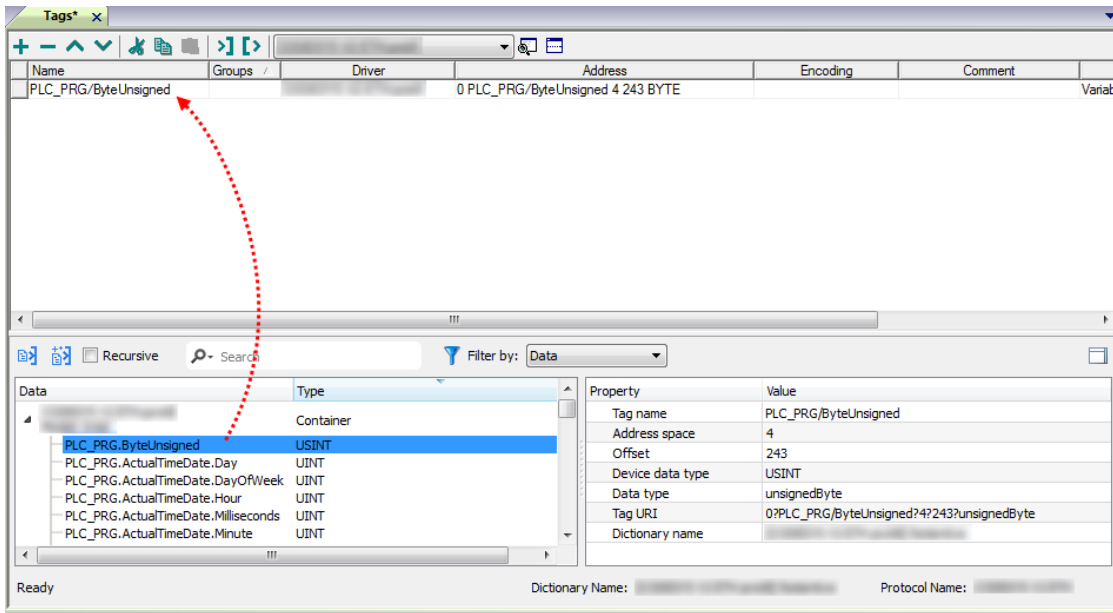
The following dialog shows which importer type can be selected.





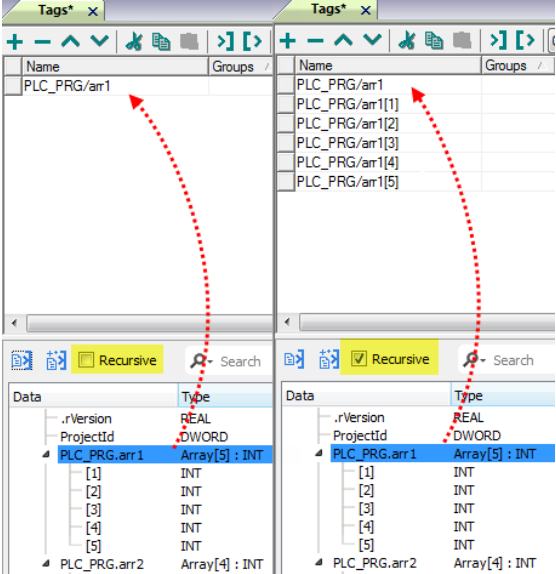
Importer	Description
<b>Modbus Generic csv v1.0</b> Linear	Requires a <b>.csv</b> file.  All variables will be displayed at the same level.
<b>CODESYS2 sym v1.0</b> Linear	Requires a <b>.sym</b> file.  All variables will be displayed at the same level.  After selecting the <b>.sym</b> file, the following dialog will appear for PLC model selection. <div data-bbox="384 1319 1035 1603" style="border: 1px solid gray; padding: 5px; margin: 10px 0;"> </div>
<b>Tag Editor exported xml</b>	Select this importer to read a generic XML file exported from Tag Editor by appropriate button. <div data-bbox="384 1727 858 1845" style="border: 1px solid gray; padding: 5px; margin: 10px 0;"> </div>

Once the importer has been selected, locate the symbol file and click **Open**.

Tags included in the symbol file are listed in the tag dictionary. The tag dictionary is displayed at the bottom of the screen.



Toolbar item	Description
	<p><b>Import Tag(s).</b></p> <p>Select tags to be imported and click on this icon to add tags from tag dictionary to the project</p>
	<p><b>Update Tag(s).</b></p> <p>Click on this icon to update the tags in the project, due a new dictionary import.</p>

Toolbar item	Description
<input type="checkbox"/> Recursive	<p>Check this box to import all sub-elements of a tag.</p> <p>Example of both checked and unchecked result:</p> 
<input type="text" value="Search"/> Filter by: <input type="text" value="Tag name"/>	<p>Searches tags in the dictionary basing on filter combo-box item selected.</p>

## Modbus Generic csv file structure

This protocol supports the import of tag information when provided in **.csv** format according to the following format:

`NodeID, TagName, MemoryType, Address, DataFormat, ..., [Comment]`



Note: Fields in brackets are optional as well as fields between Data Format and Comment.

Field	Description
<b>NodeID</b>	Node the tag belongs to
<b>TagName</b>	Tag description
<b>MemoryType</b>	<ul style="list-style-type: none"> <li>• OUTP</li> <li>• INP</li> <li>• IREG</li> <li>• HREG</li> </ul>
<b>Address</b>	Offset compatible with Modbus notation
<b>DataFormat</b>	Data type in internal notation. See "Programming concepts" section in the main manual.
<b>Comment</b>	Optional additional description.

### Tag file example

Example of .csv line:

```
2, Holding Register 1, HREG, 400001, unsignedShort,
```



Note: This line has no comment. When the Comment is missing, the comma as a terminator character is mandatory.

### Communication status

The HMI device is a server station in the Modbus TCP network. The current implementation of the protocol doesn't report any communication error code apart from standard communication error codes related to the proper driver loading.

See "System Variables" section in the main manual.

# OPC UA Client

The OPC UA Client communication driver has been designed to connect HMI devices to OPC UA servers.

This implementation of the protocol operates as a client only.

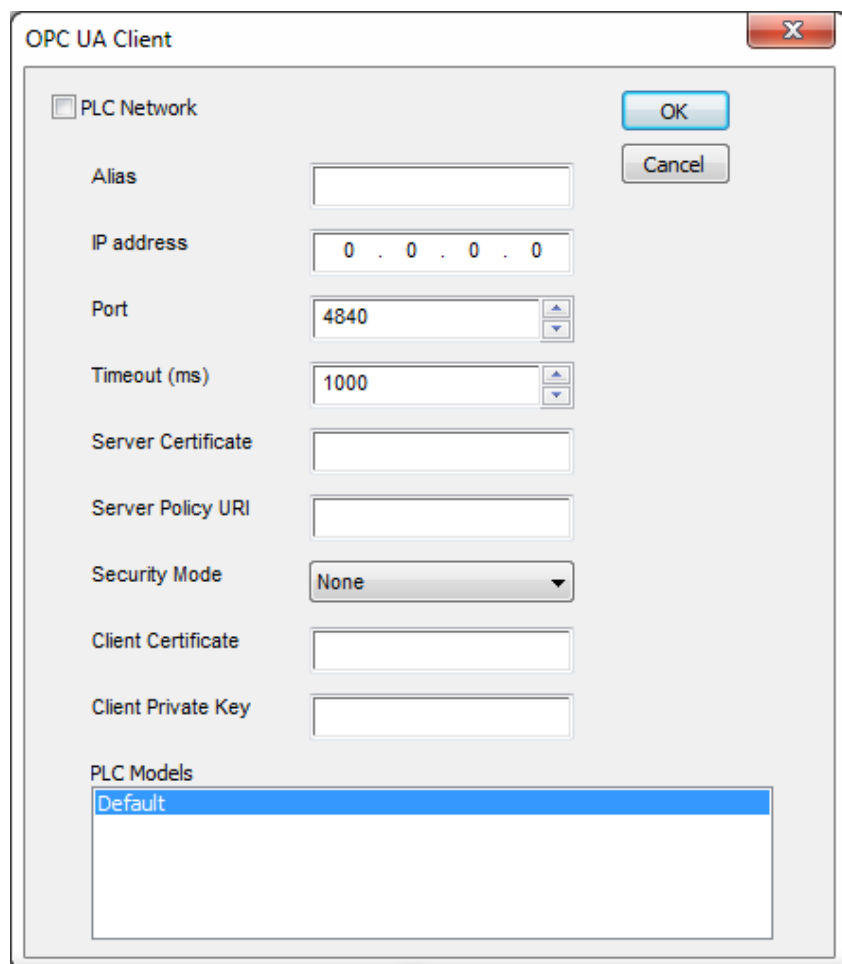
## Protocol Editor Settings

### Adding a protocol


To configure the protocol:

1. In the **Config** node double-click **Protocols**.
2. To add a driver, click **+**: a new line is added.
3. Select the protocol from the **PLC** list.

The driver configuration dialog is displayed.



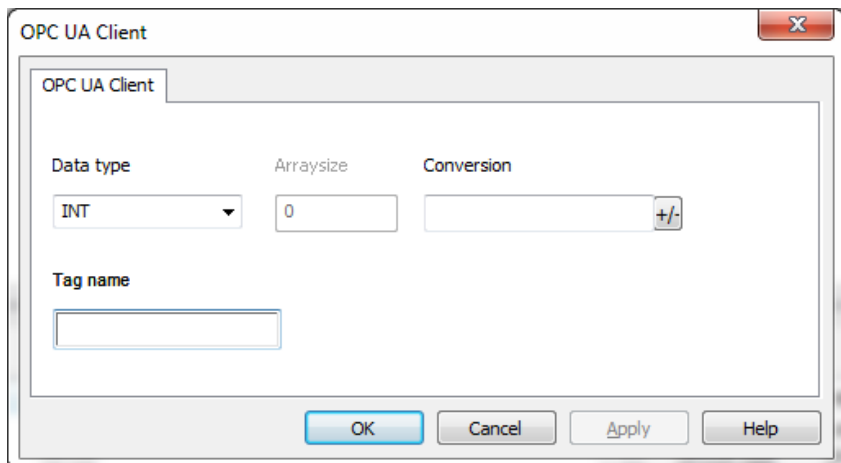
The screenshot shows the 'OPC UA Client' configuration dialog box. It features a title bar with a close button (X) and a 'PLC Network' checkbox. The main area contains several fields: 'Alias' (text input), 'IP address' (text input with '0 . 0 . 0 . 0'), 'Port' (spin box with '4840'), 'Timeout (ms)' (spin box with '1000'), 'Server Certificate' (text input), 'Server Policy URI' (text input), 'Security Mode' (dropdown menu with 'None'), 'Client Certificate' (text input), and 'Client Private Key' (text input). There are 'OK' and 'Cancel' buttons on the right. At the bottom, there is a 'PLC Models' list with 'Default' selected.


Element	Description
<b>PLC Network</b>	Enable access to multiple networked controllers. For every controller set the proper option.
<b>Alias</b>	Name identifying nodes in network configurations. The name will be added as a prefix to each tag name imported for each network node.
<b>IP Address</b>	IP address of the server.
<b>Port</b>	Port number where the server is listening.
<b>Timeout (ms)</b>	Time delay in milliseconds between two retries in case of no response from the server device.
<b>Server Certificate</b>	Certificate for OPC UA Server (PEM format). If blank, no security is enabled for communication.
<b>Server Policy URI</b>	URI (Uniform Resource Identifier) of the requested endpoint in the OPC server. If blank, default endpoint will be used. Default endpoint normally has no security enabled.
<b>Security Mode</b>	Type of authentication: <ul style="list-style-type: none"> <li>• <b>None</b>: No authentication with server and no data encryption.</li> <li>• <b>Sign</b>: Certificates only used for authentication with server.</li> <li>• <b>SignAndEncrypt</b>: Certificates used for authentication with server and data encryption.</li> </ul>  Note: set <b>Security Mode</b> consistently with <b>Server Policy URI</b> . For example, do not select <b>SignAndEncrypt</b> for an endpoint that does not support encryption.
<b>Client Certificate</b>	Certificate used by the OPC UA client. If blank, a certificate is automatically generated.
<b>Client Private Key</b>	Key used by the OPC UA client. If blank, a key is automatically generated.
<b>PLC Models</b>	No options available.

## Tag Editor Settings

Path: **ProjectView** > **Config** > double-click **Tags**

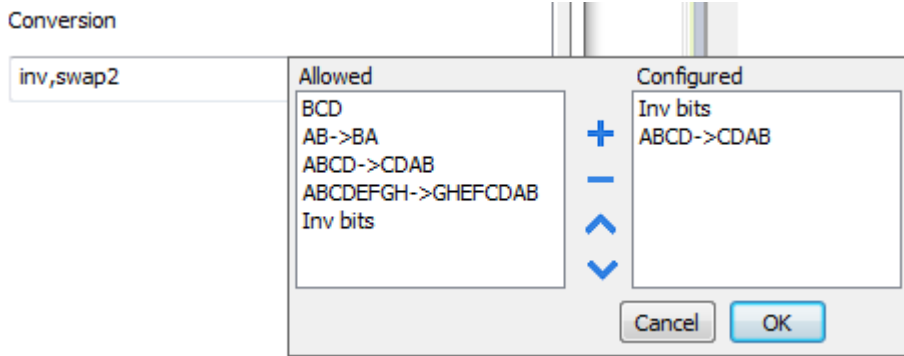
1. Select **OPC UA Client** from the protocol list.
2. To add a tag, click **+**: the tag definition dialog is displayed.



Element	Description
<p><b>Data Type</b></p>	<p>Available data types:</p> <ul style="list-style-type: none"> <li>• <b>boolean</b></li> <li>• <b>byte</b></li> <li>• <b>short</b></li> <li>• <b>int</b></li> <li>• <b>unsignedByte</b></li> <li>• <b>unsignedShort</b></li> <li>• <b>unsignedInt</b></li> <li>• <b>float</b></li> <li>• <b>double</b></li> <li>• <b>time</b></li> <li>• <b>uint64</b></li> <li>• <b>int64</b></li> <li>• <b>string</b></li> <li>• <b>binary</b></li> </ul> <p>See "Programming concepts" section in the main manual.</p> <p> Note: To define arrays, select one of Data Type format followed by square brackets.</p>
<p><b>Arraysize</b></p>	<ul style="list-style-type: none"> <li>• In case of array Tag, this property represents the number of array elements.</li> <li>• In case of string Tag, this property represents the maximum number of bytes available in the string Tag.</li> </ul> <p>Note: number of bytes corresponds to number of string chars if Encoding property is set to UTF-8 or Latin1 in Tag Editor. If Encoding property is set to UCS-2BE, UCS-2LE, UTF-16BE or UTF-16LE one char requires 2 bytes.</p>
<p><b>Conversion</b></p>	<p>Conversion to be applied to the Tag.</p>



Element	Description
---------	-------------



Depending on data type selected, the **Allowed** list shows one or more conversions, listed below.

Value	Description
<b>Inv bits</b>	Invert all the bits of the tag.  <i>Example:</i> 1001 → 0110 (in binary format) 9 → 6 (in decimal format)
<b>Negate</b>	Set the opposite of the tag value.  <i>Example:</i> 25.36 → -25.36
<b>AB -&gt; BA</b>	Swap nibbles of a byte.  <i>Example:</i> 15D4 → 514D (in hexadecimal format) 5588 → 20813 (in decimal format)
<b>ABCD -&gt; CDAB</b>	Swap bytes of a word.  <i>Example:</i> 9ACC → CC9A (in hexadecimal format) 39628 → 52378 (in decimal format)
<b>ABCDEFGH -&gt; GHEFCDAB</b>	Swap bytes of a double word.  <i>Example:</i> 32FCFF54 → 54FFFC32 (in hexadecimal format) 855441236 → 1426062386 (in decimal format)
<b>ABC...NOP -&gt; OPM...DAB</b>	Swap bytes of a long word.  <i>Example:</i> 142.366 → -893553517.588905 (in decimal format) 0 10000000110

Element	Description	
	Value	Description
		0001110010111011011001000101101000011100101011000001 → 1 10000011100 1010101000010100010110110110110010110110000100111101 (in binary format)
	<b>BCD</b>	Separate the byte in two nibbles, and reads them as decimal (from 0 to 9)  <i>Example:</i> 23 → 17 (in decimal format) 0001 0111 = 23 0001 = 1 (first nibble) 0111 = 7 (second nibble)
	Select the conversion and click on plus button. The selected item will be added on <b>Configured</b> list.  If more conversions are configured, they will be applied in order (from top to bottom of <b>Configured</b> list).  Use the arrow buttons to order the configured conversions.	
<b>Tag name</b>	Name of tag to be used in communication.	



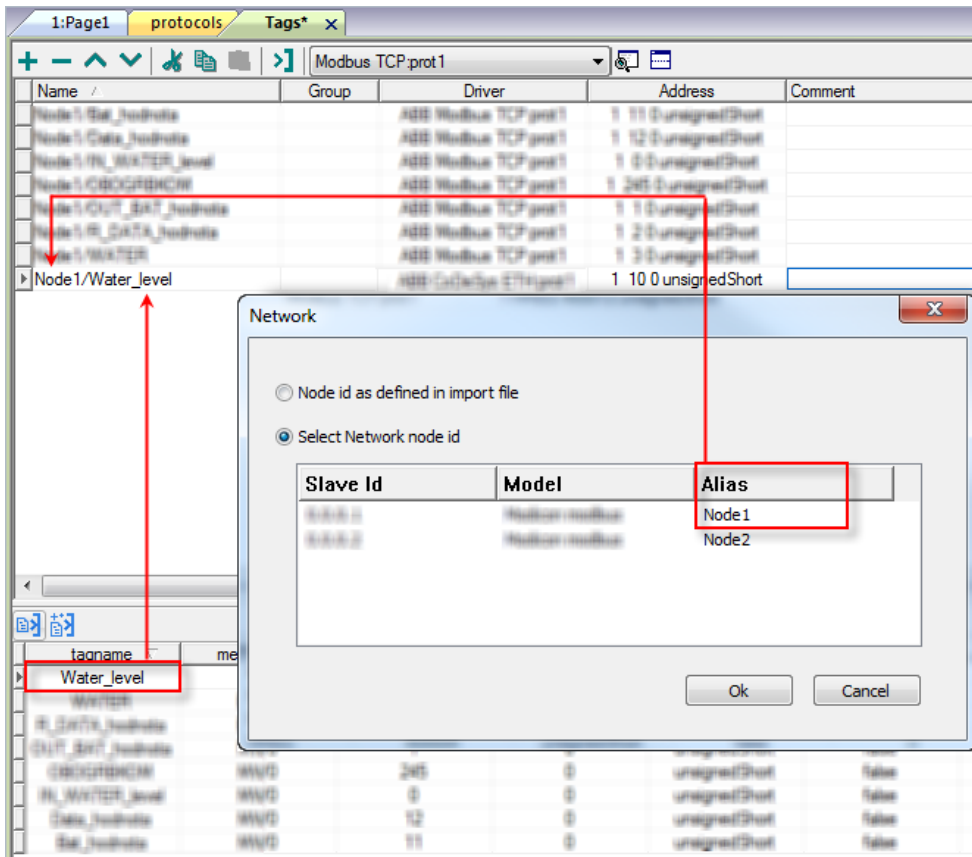
Note: Tags properties result from the import process. In most cases manual creation of a new tag is not necessary.

## Adding an alias name to a protocol

Tag names must be unique at project level, however, the same tag names might need to be used for different controller nodes (for example when the HMI device is connected to two devices running the same application).

When creating a protocol you can add an alias name that will be added to tag names imported for this protocol.

In the example, the connection to a certain controller is assigned the name **Node1**. When tags are imported for this node, all tag names will have the prefix **Node1** making each of them unique at the network/project level.



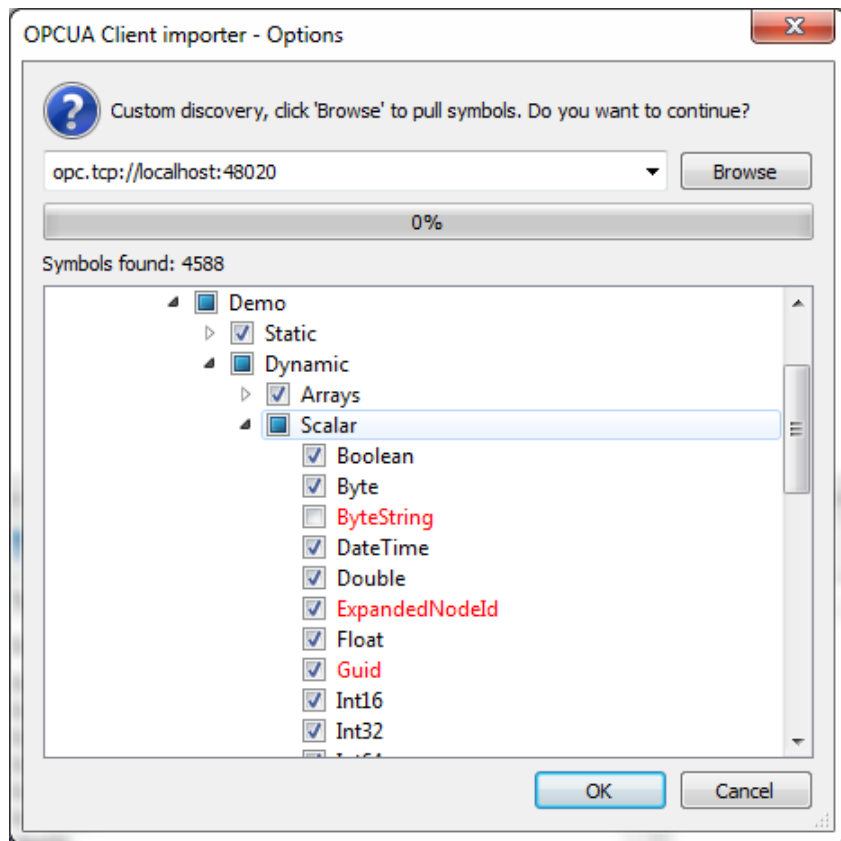
Note: Aliasing tag names is only available for imported tags. Tags which are added manually in the Tag Editor do not need to have the Alias prefix in the tag name. The Alias string is attached on the import. If you modify the Alias string after the tag import has been completed, there will be no effect on the names already present in the dictionary. When the Alias string is changed and tags are re-imported, all tags will be re-imported with the new prefix string.

## Importing tags

Tags must be imported from OPC UA servers.

Path: **ProjectView** > **Config** > double-click **Tags**

1. From the protocols list select **OPC UA Client**.
2. Click on **Import Tags**.
3. Select **Hierarchical importer**.
4. Enter the address of the server and click **Browse**.



5. When the discovery process is completed, click **OK** to create the dictionary with the tags.

See "My first project" section in the main manual.

## Communication status

Current communication status can be displayed using System Variables. See "System Variables" section in the main manual.

Codes supported for this communication driver:

Error	Description
<b>Connecting &lt;Error description&gt;</b>	Error during connection
<b>Connection while reading: &lt;Error description&gt;</b>	Error encountered when connecting for read operation
<b>Bad status while reading: &lt;Error description&gt;</b>	Error in read operation
<b>Connection while writing: &lt;Error description&gt;</b>	Error encountered when connecting for write operation
<b>Bad status writing: &lt;Error description&gt;</b>	Error in write operation
<b>OPC UA client for given node ID not found</b>	Wrong node ID information

<Error description> can be one of the following:

<b>Error</b>	<b>Notes</b>
<b>BadTimeout</b>	Timeout error. No answer from server.
<b>BadSecurityChecksFailed</b>	Error during exchange of certificates. Typically occurs when the server does not accept the client certificate as trusted.
<b>BadCertificateInvalid</b>	Error in client or server certificate.
<b>BadNodeUnknown</b>	The tag (node) does not exist.
<b>BadAttributeNotFound</b>	Attempt to access an invalid attribute.
<b>BadNotWritable</b>	Attempt to write to a read-only attribute.

# Simatic S7 ETH

Simatic S7 ETH communication driver has been designed to communicate with Simatic controllers through Ethernet connection.

The Simatic controller must either have an on-board Ethernet port or be equipped with an appropriate Ethernet interface (either built-in or with a module).

Communication is based on the PG/OP (ISO on TCP) communication functions.

This documents describes the driver settings to be applied in programming IDE software and in S7 PLC programming software.

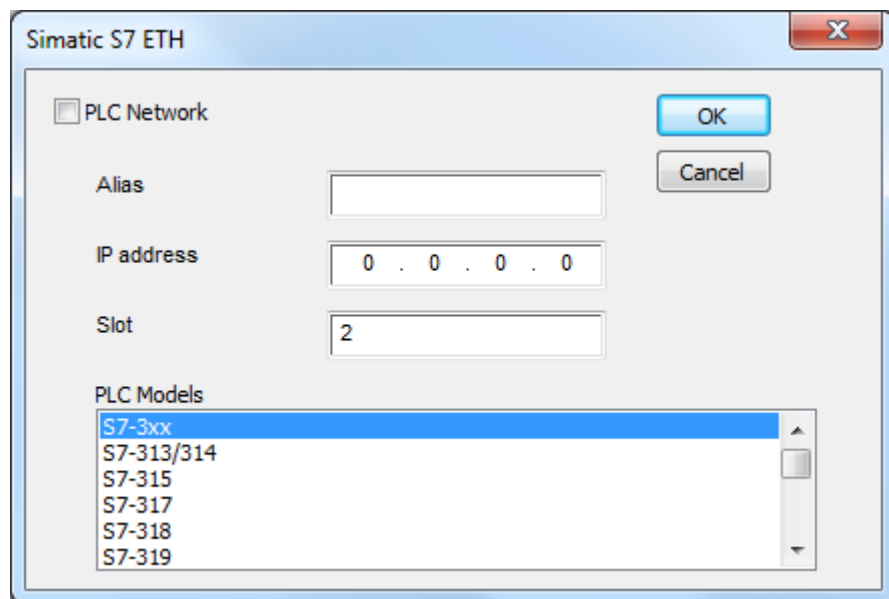
## Protocol Editor Settings

### Adding a protocol

To configure the protocol:

1. In the **Config** node double-click **Protocols**.
2. To add a driver, click **+**: a new line is added.
3. Select the protocol from the **PLC** list.

The driver configuration dialog is displayed.



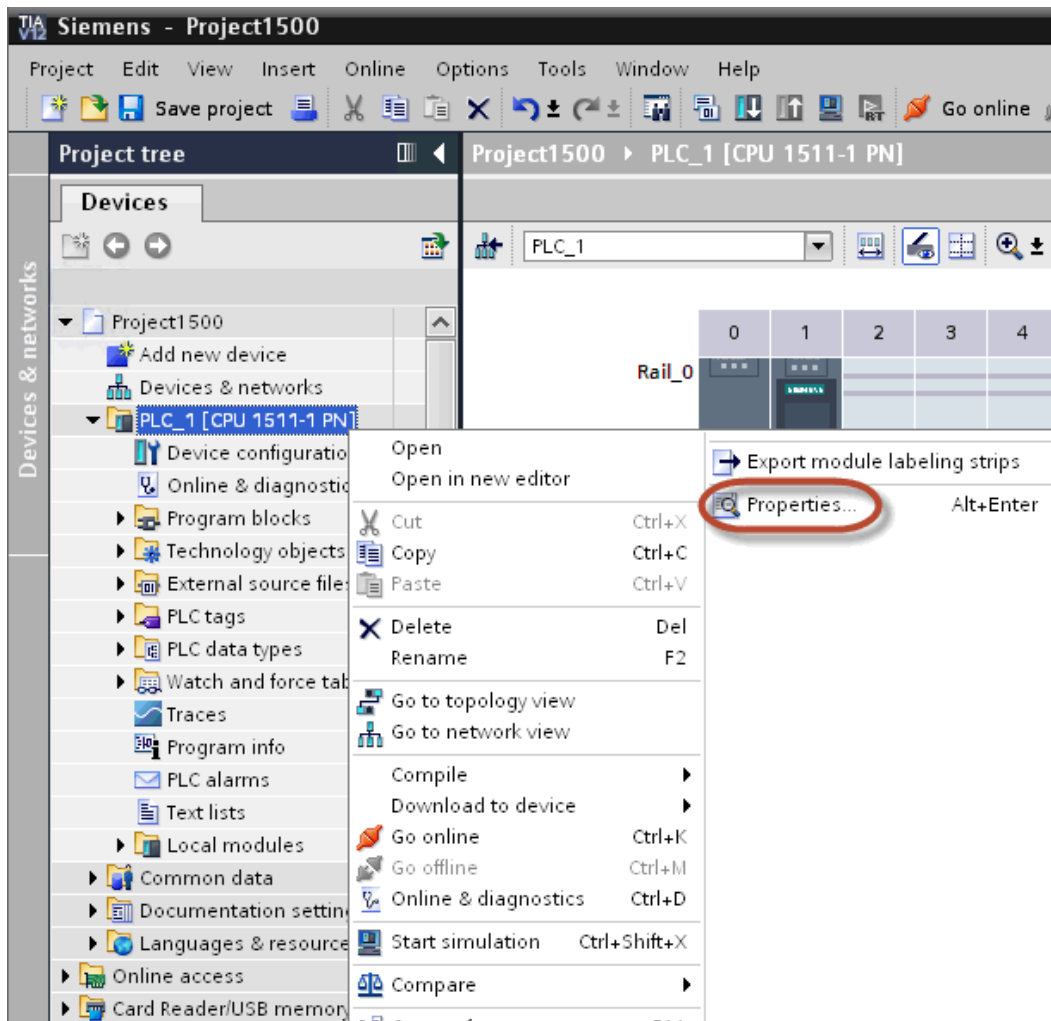
Element	Description
<b>Alias</b>	Name identifying nodes in network configurations. The name will be added as a prefix to each tag name imported for each network node.
<b>IP address</b>	Ethernet IP address of the controller.
<b>Slot</b>	Number of the slot where the CPU is mounted. 2 for S7-300, may take a higher value for S7-400

Element	Description
	systems.
<b>PLC Models</b>	List of compatible controller models. Make sure to select the correct PLC model in this list when configuring the protocol.
<b>PLC Network</b>	Enable access to multiple networked controllers. For every controller (slave) set the proper option.

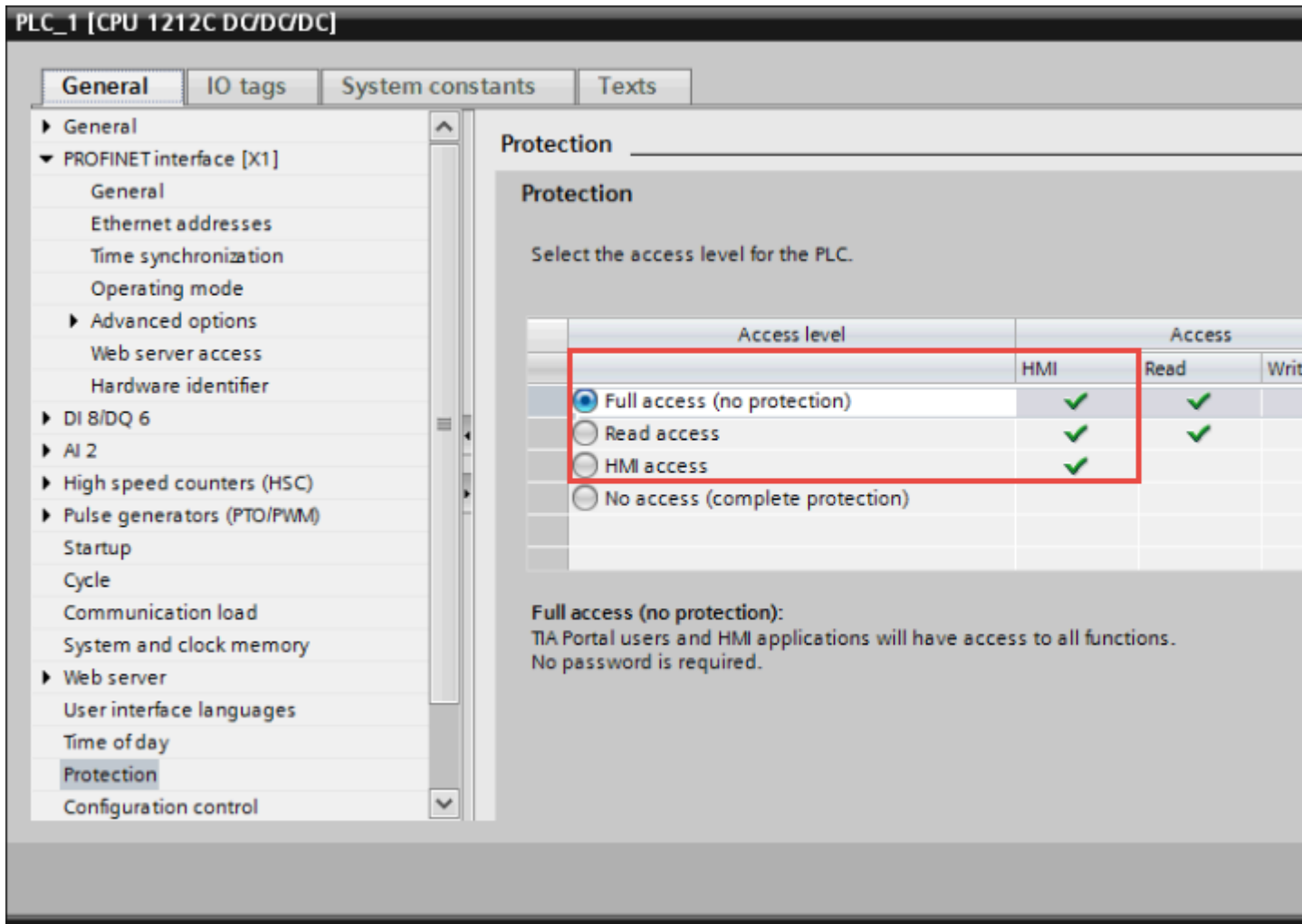
## S7-1200 and S7-1500 PLC configuration

S7-1200 (starting from firmware version 4.0) and S7-1500 PLC Series from Siemens have a built-in firewall; by default the maximum protection level is enabled. To establish communication with these PLC models it is necessary to enable S7 communication with 3<sup>rd</sup> party devices; this setting is available in TIA Portal programming software.

1. Open the PLC project in TIA Portal.
2. Select the PLC from the project tree and open PLC Properties.



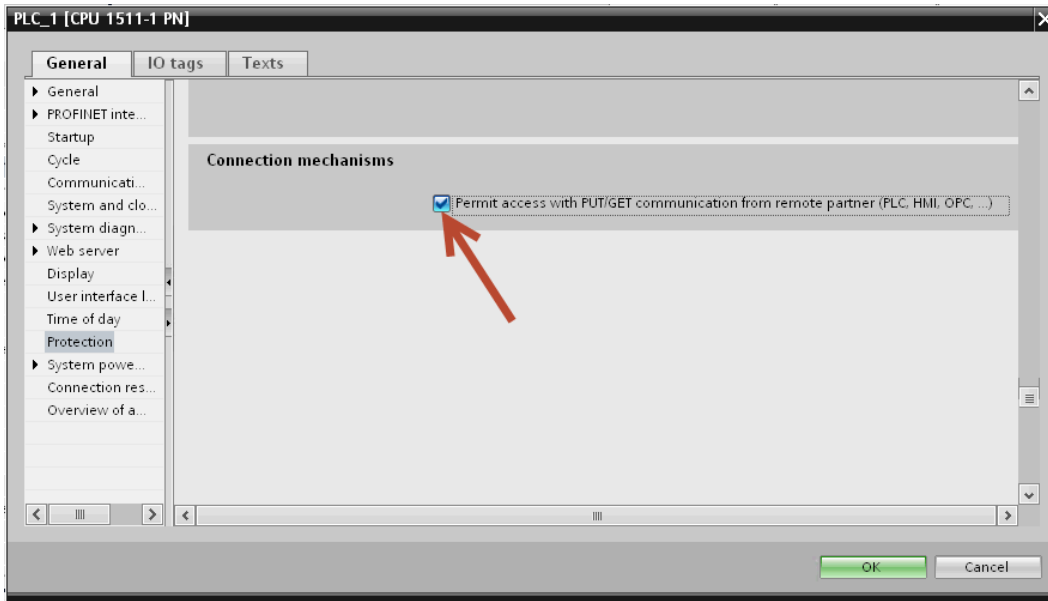
- In General > Protection choose a permission between the top three (make sure that the tick is present on HMI column).



Note: If "No access" is selected, the communication with the panel will not be established.

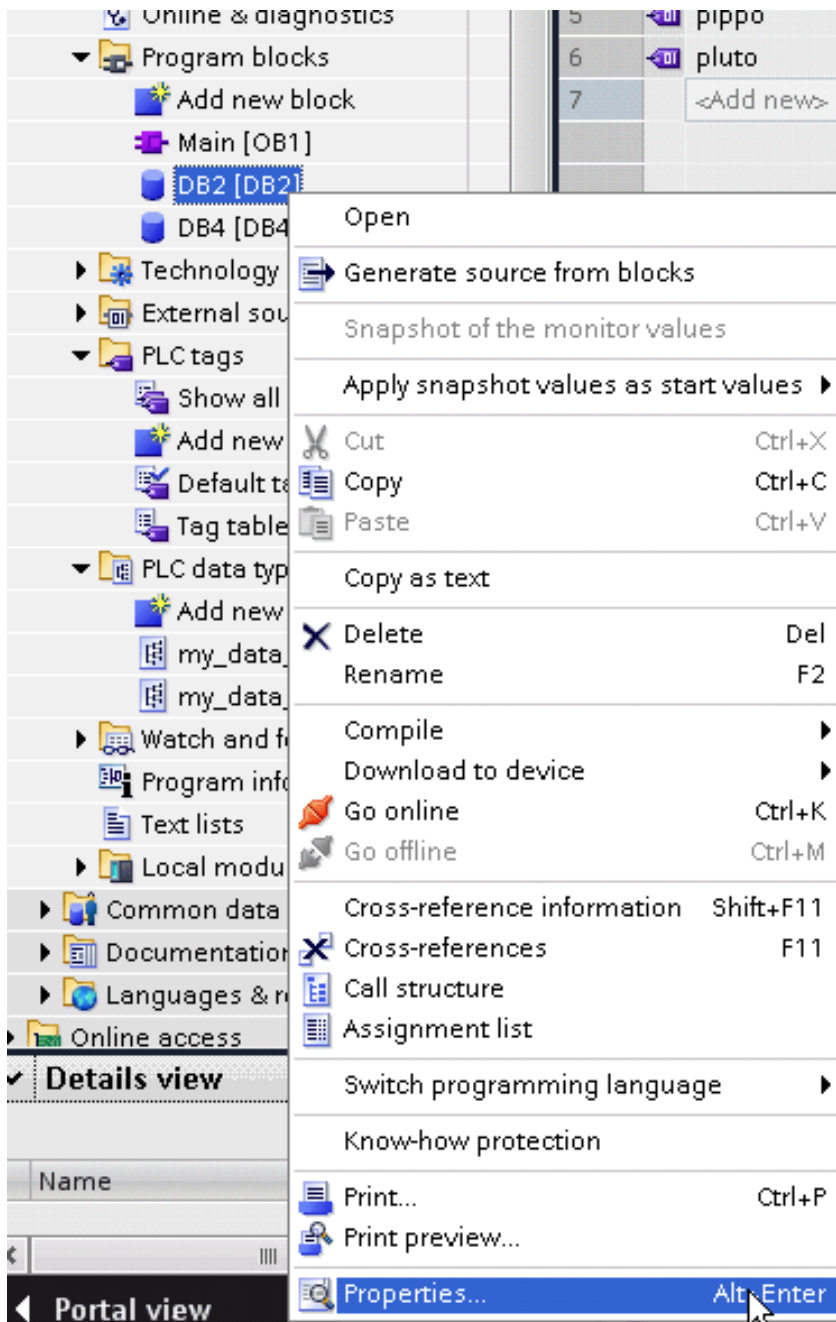


4. Scroll down the page and check "Permit access with PUT/GET communication from remote partner".

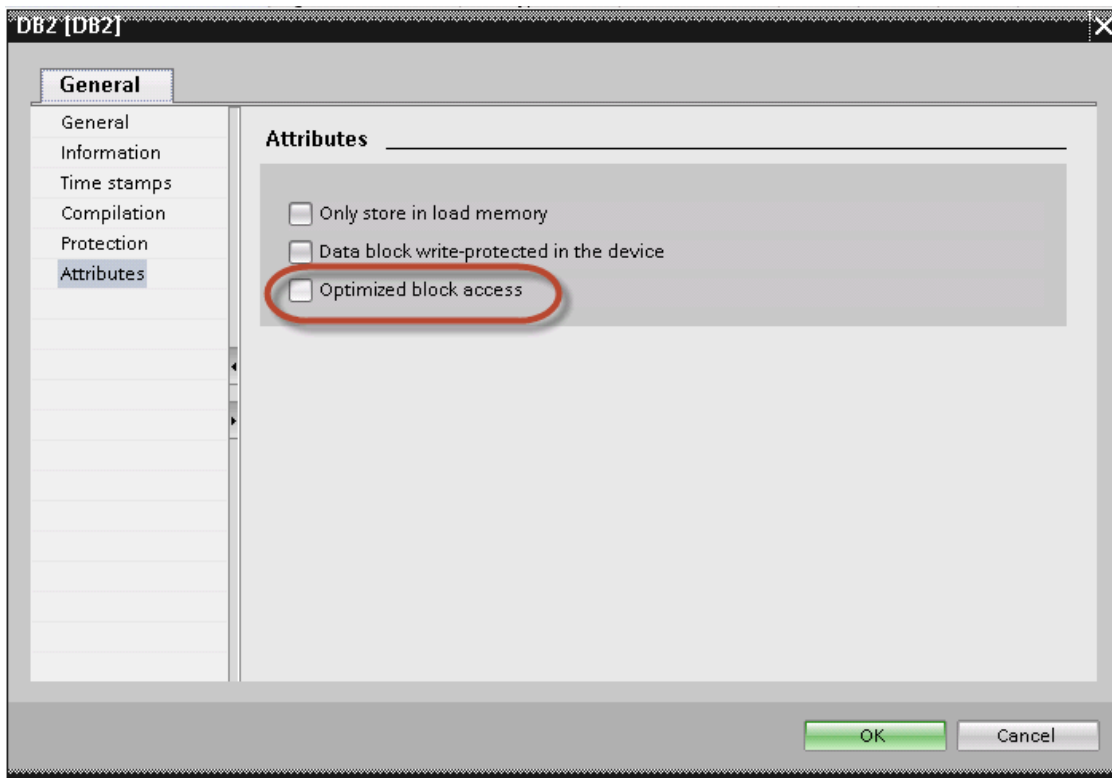


Note: If variables are defined in "Program blocks", DB must be configured as "Not optimized".

To check or change DB optimization, open DB Properties:



In General > Attributes uncheck "Optimized block access":



If check box "Optimized block access" is not available (grayed-out) it could be because DB is an "instance DB" linked to an "optimized access FB".

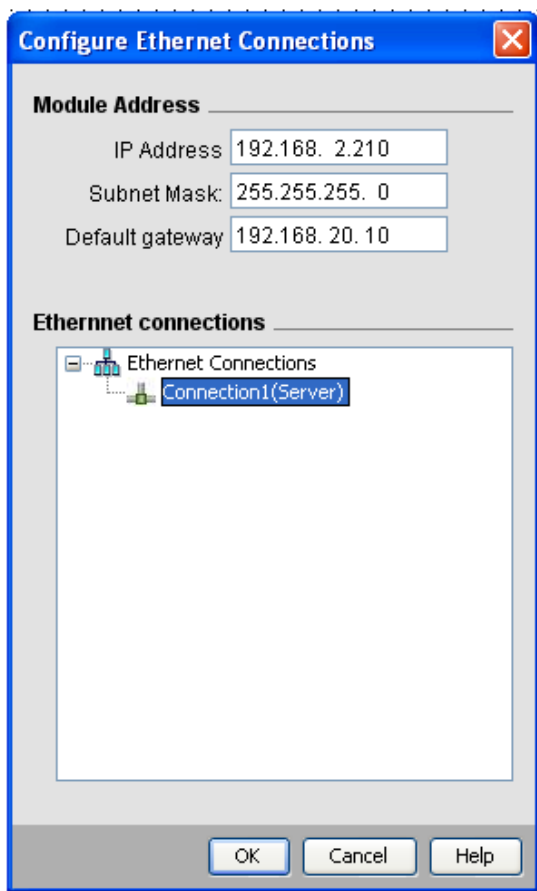
After compiling the project, tag offsets will be shown close to variable name.

These settings can be applied to TIA Portal programming software, S7-1200 PLC family starting from PLC firmware version 4.0 and S7-1500 PLC family.

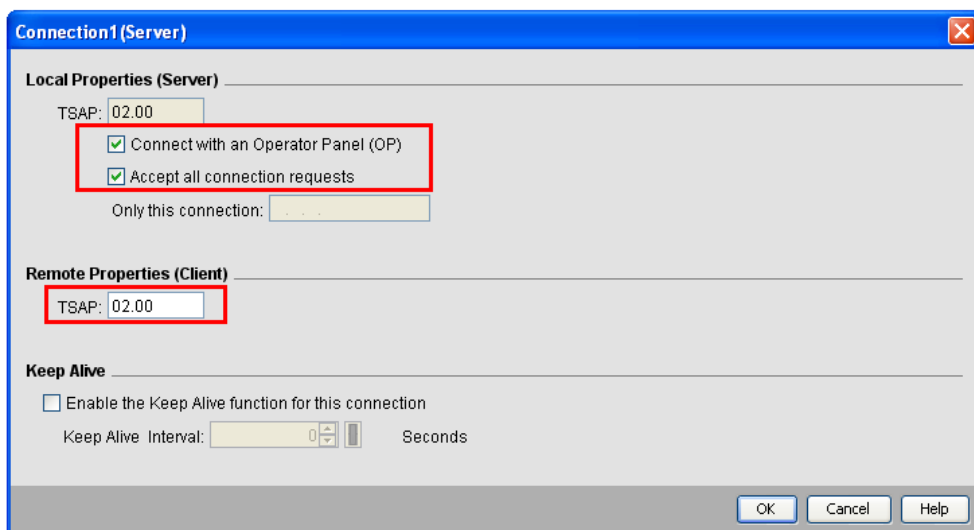
## Logo! PLC configuration

To configure communication with Logo! PLC:

1. Open the Logo!Soft Comfort project.
2. Select **Tools > Ethernet Connections**: the Configure Ethernet Connections dialog is displayed.



3. Right-click on **Ethernet Connections** and add a server connection.
4. Double-click on the newly created connection: the connection properties dialog is displayed.



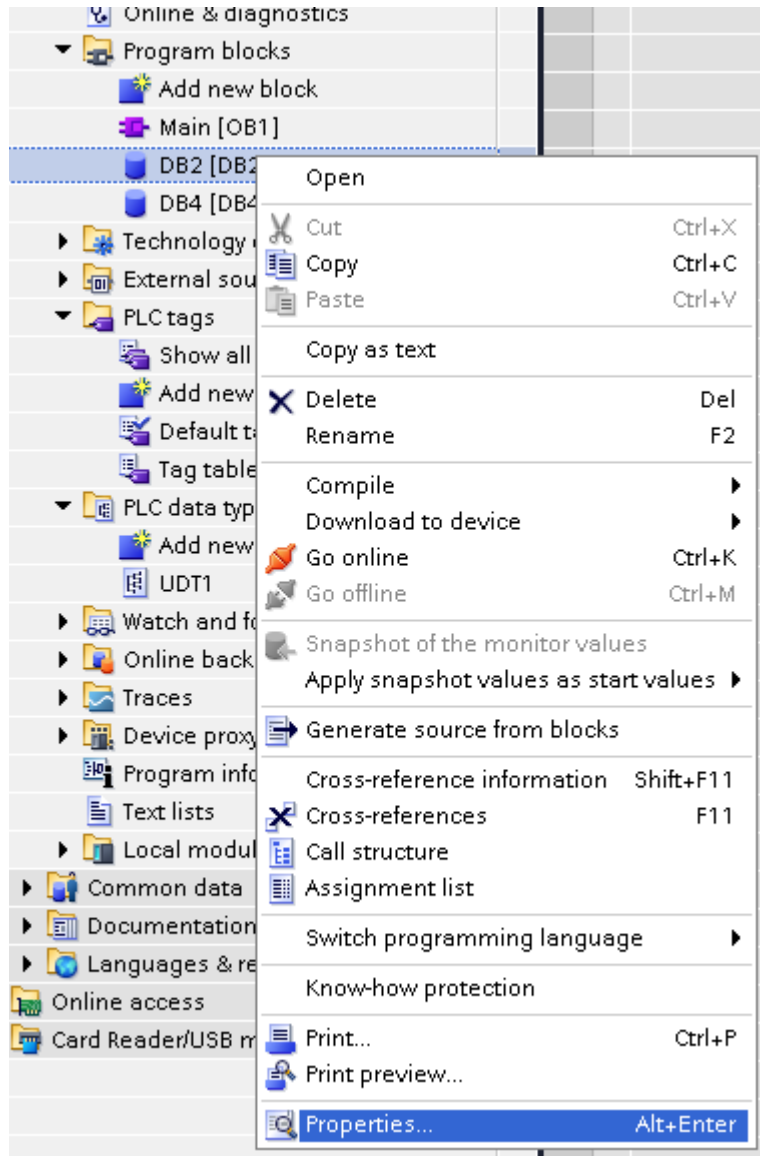
5. Select the **Connect with an operator panel (OP)** and **Accept all connection requests** options.
6. In the **Remote Properties (Client)** section, set **TSAP** to 02.00.

## Export using TIA Portal v13, v14 or newer

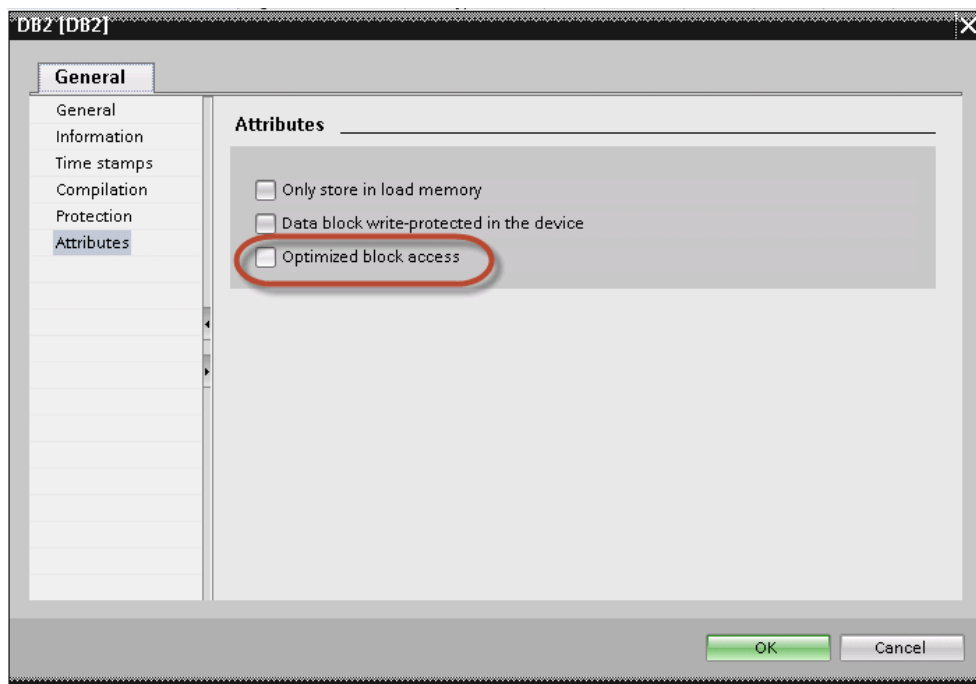
## Exporting Program blocks

These files refer to DB tags defined in **Program blocks**.

1. Configure the Data Block as **Not optimized**.
2. Right-click on the Data Block and choose **Properties**:

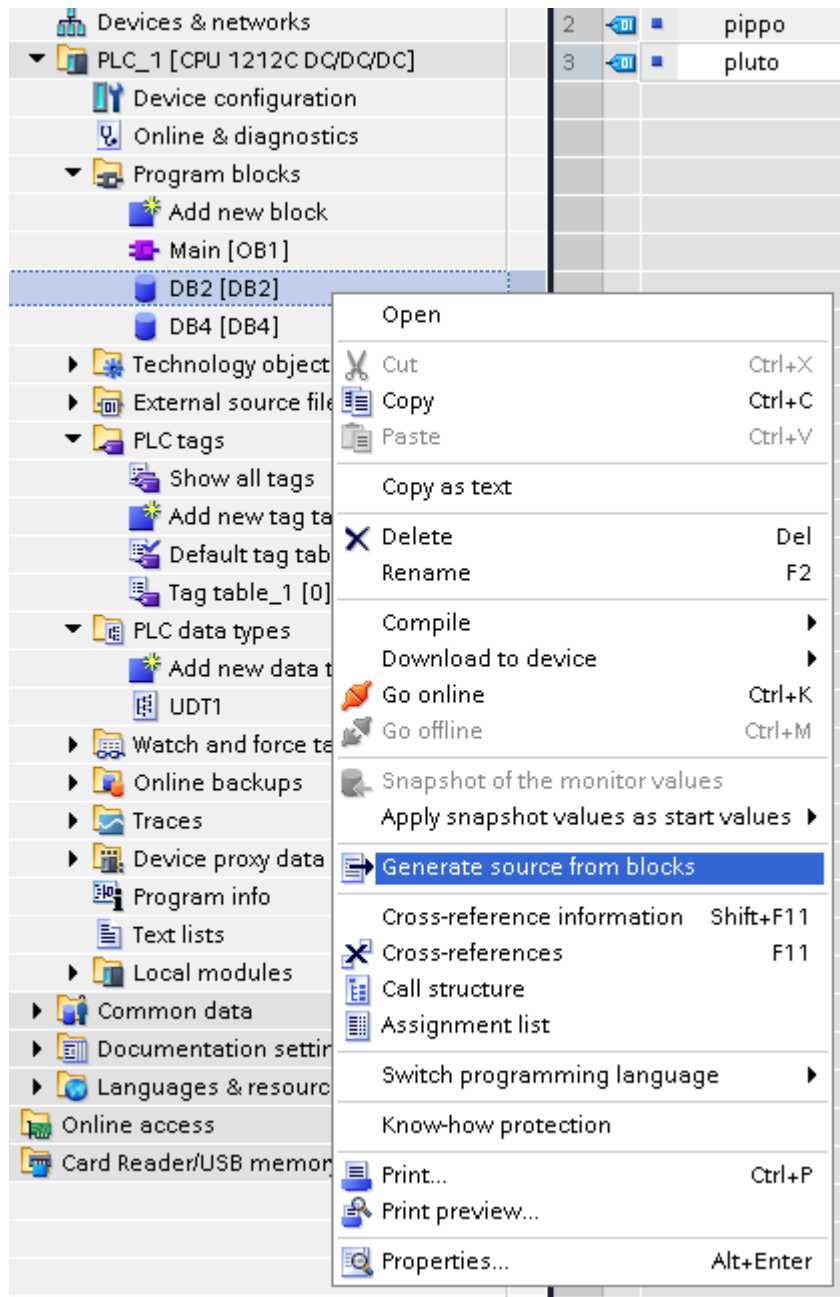


3. In the **General** tab select **Attributes** and unselect **Optimized block access**.

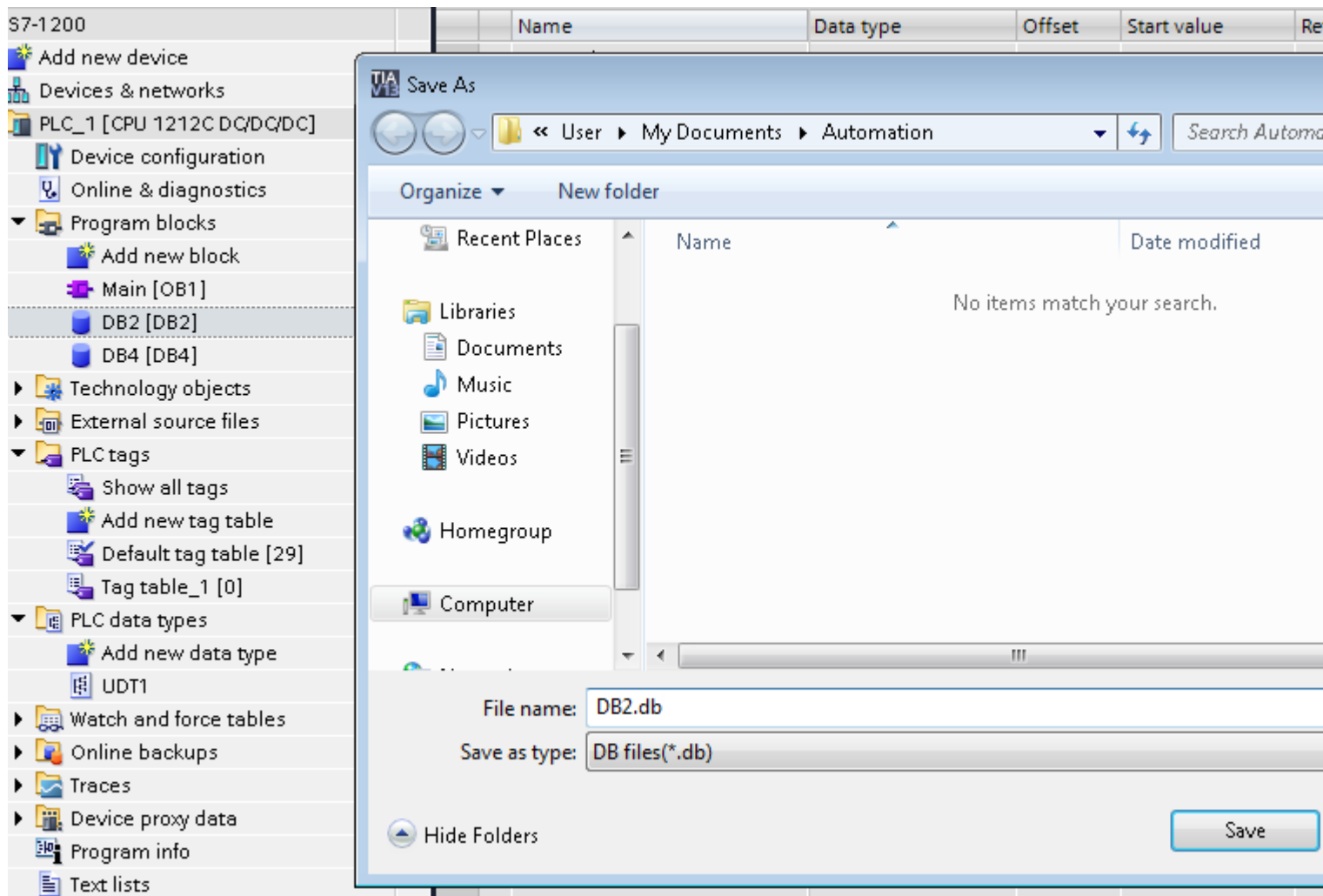


Note: If the options **Optimized block access** is not enabled (checkbox grayed out) this might mean that the Data Block is an "instance DB" linked to an "optimized access FB".

4. Right-click on the Data Block and choose **Generate source from blocks**:



5. Save the file as DBxxx.db, where xxx=number of DB.

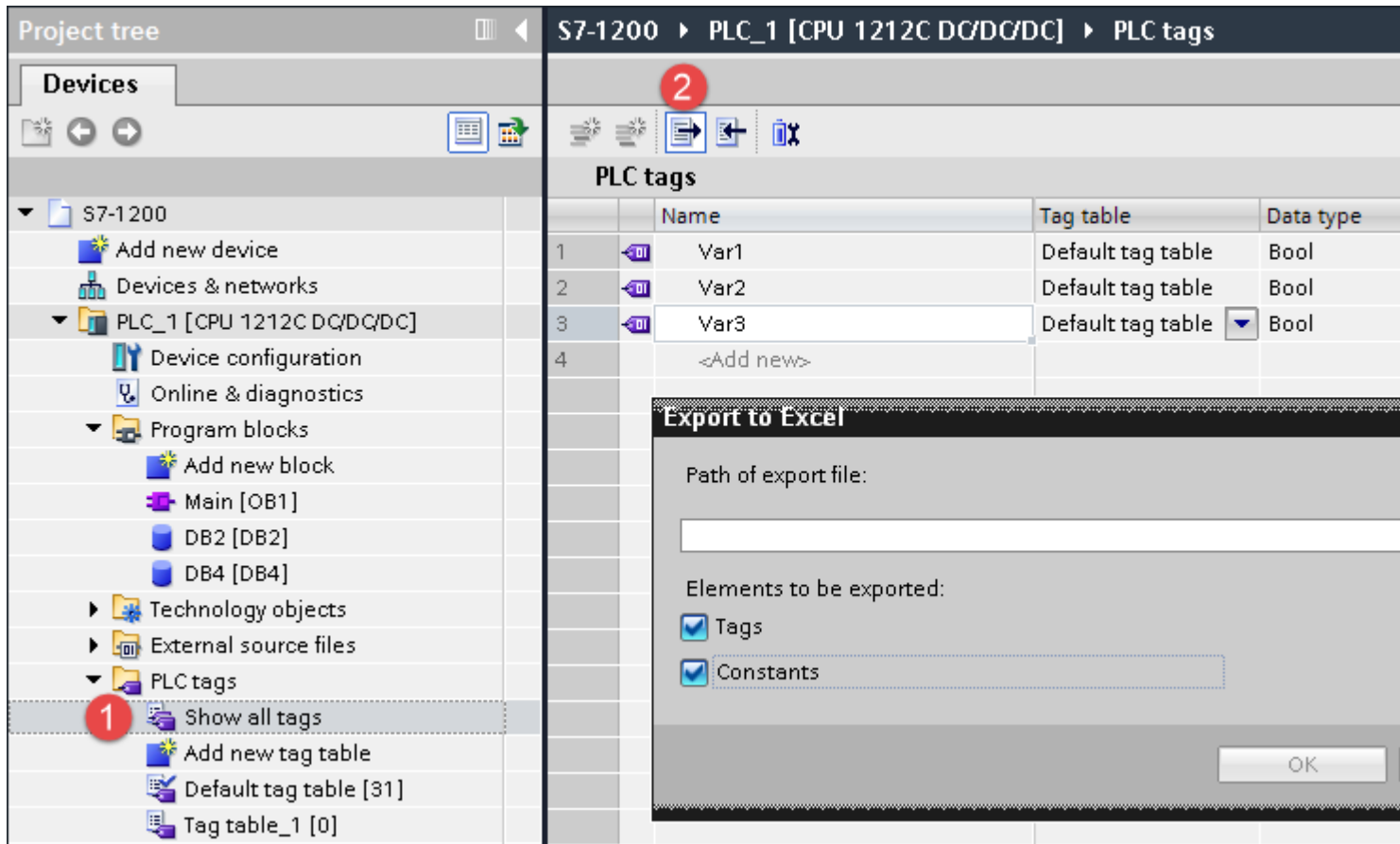


## Exporting PLC tags

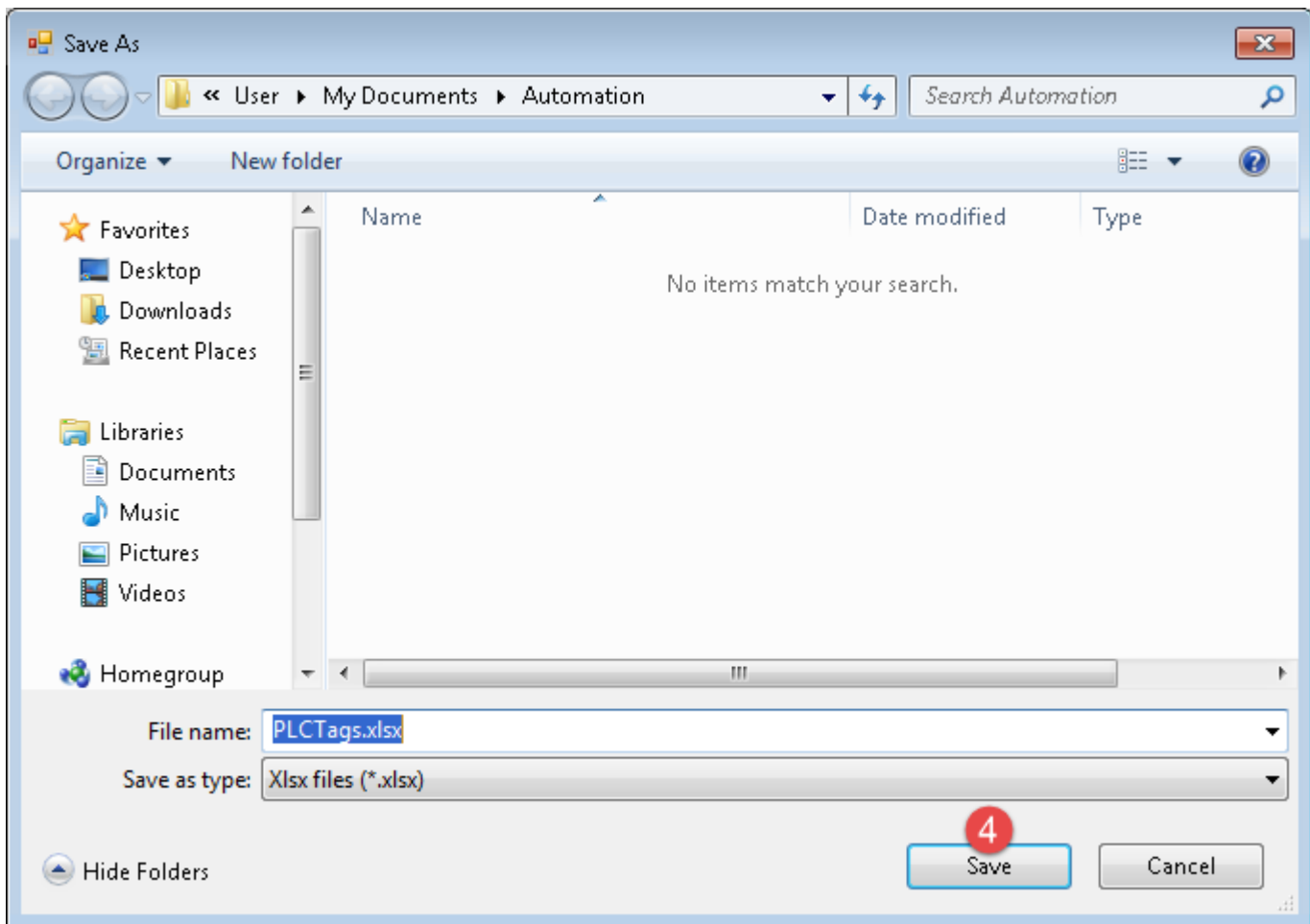
An Excel file refers to PLC tags.

1. Double-click **Show all tags**: the tag table is displayed.
2. Click the **Export** button and browse for path file.
3. Define file name.

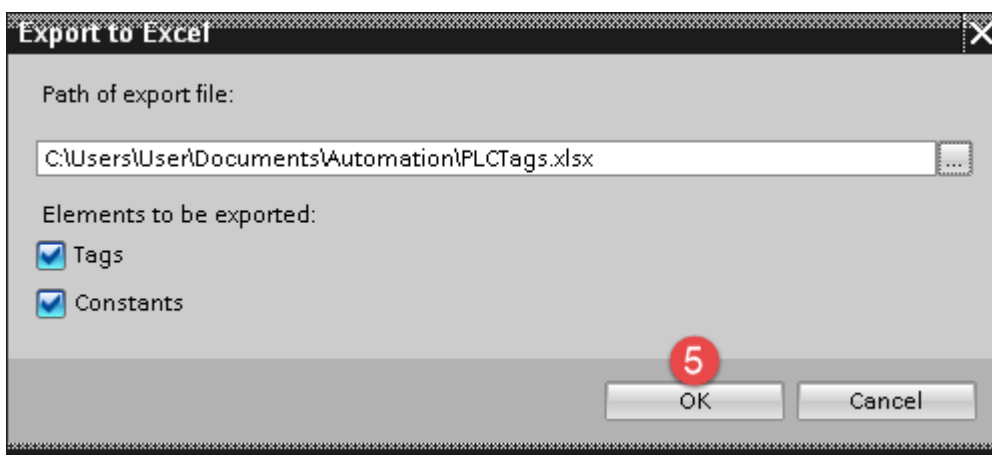




4. Click **Save** to confirm.

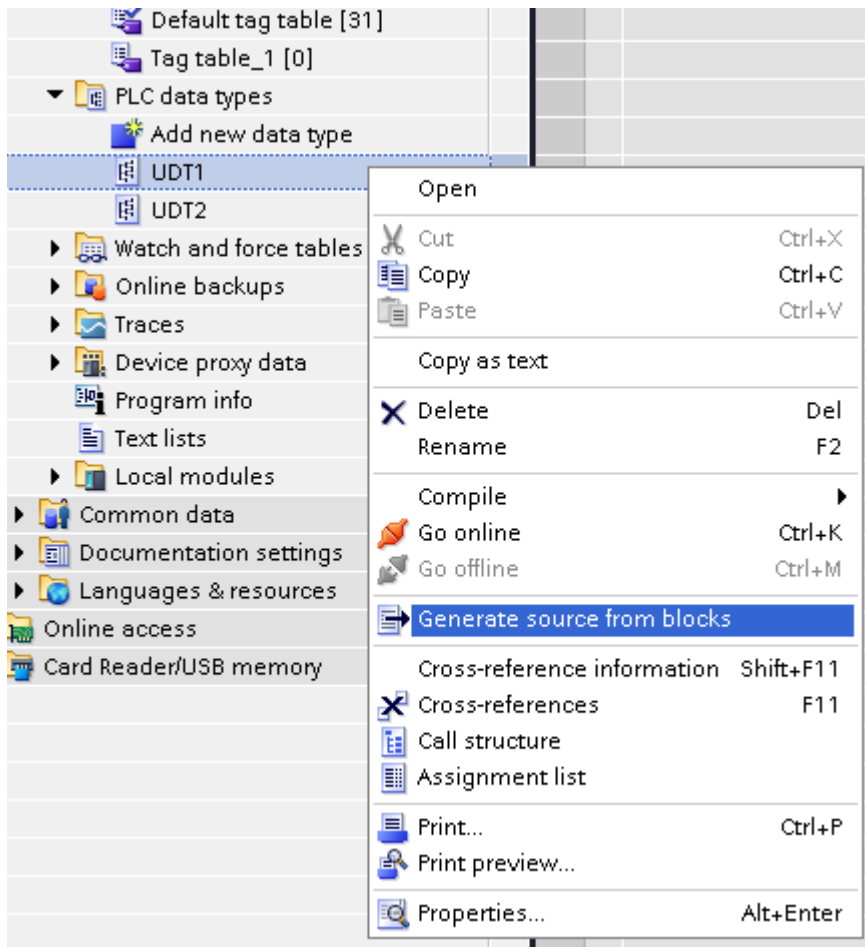


5. Click **OK** to export.

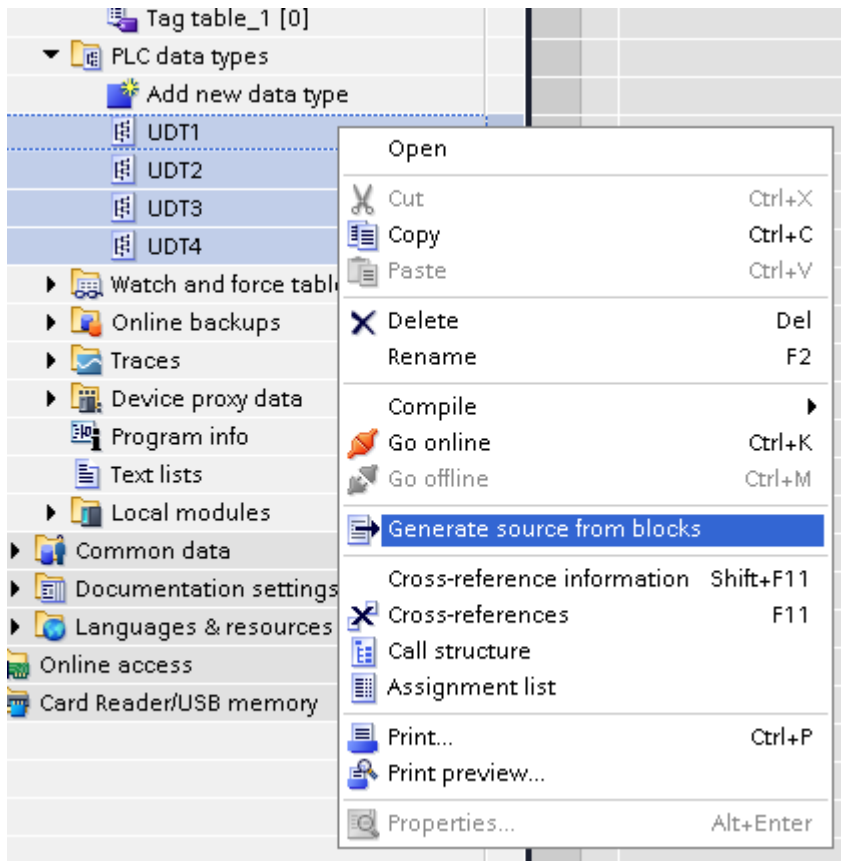


## Exporting PLC data types

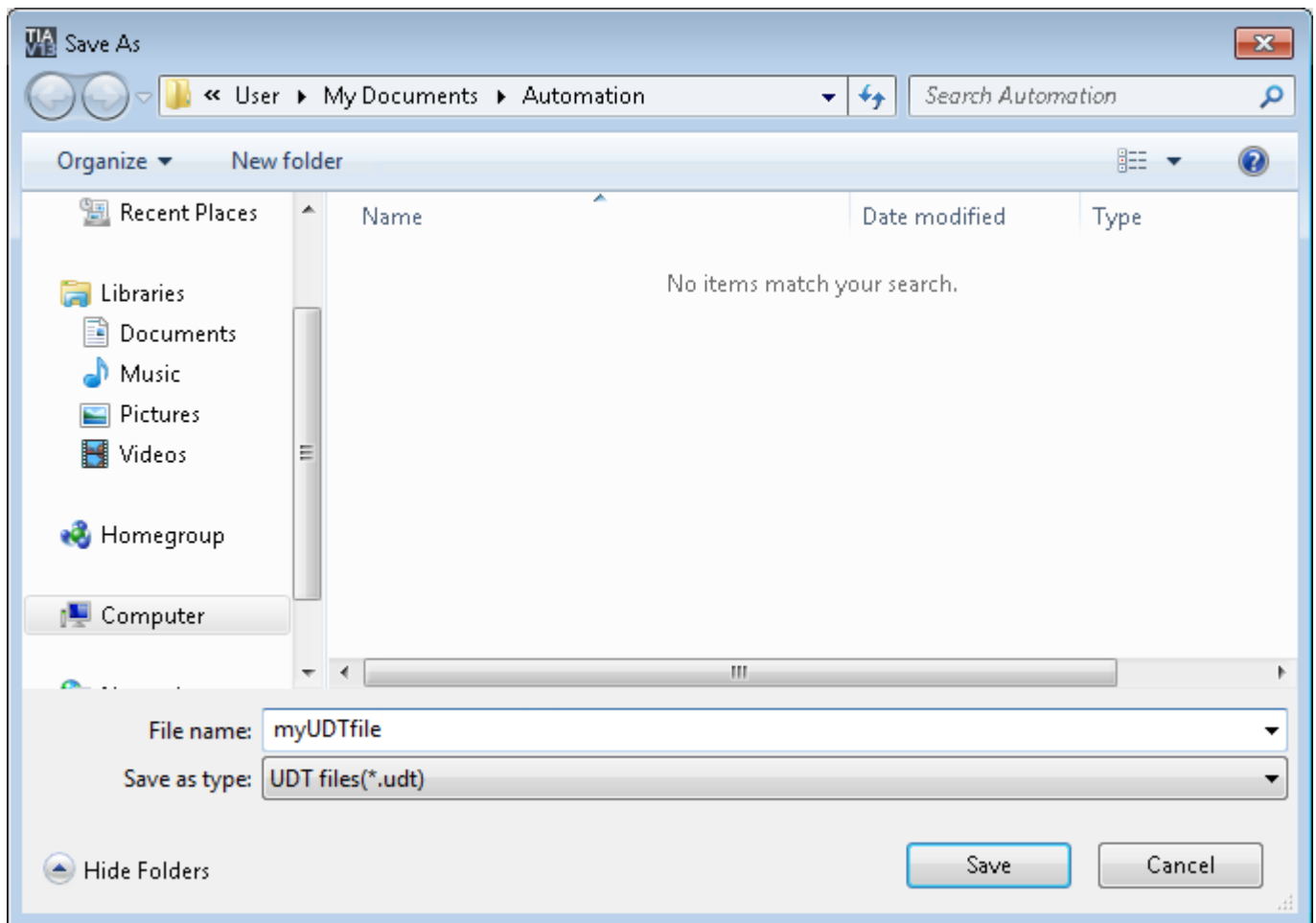
To create the file, expand **PLC data types** item from TIA Portal project tree and right click on the user defined structure. Then click on **Generate source from blocks**.



In case of multiple PLC data types in PLC project, it is necessary to select them all from **PLC data types** list, right click and select **Generate source from blocks** to create the .UDT file that contains all the PLC data types defined.



In the next step, give a name to the .UDT file and choose the path to where to save the file.



This file will contain all the PLC data types and it can be used for importing tags in Tag Editor.

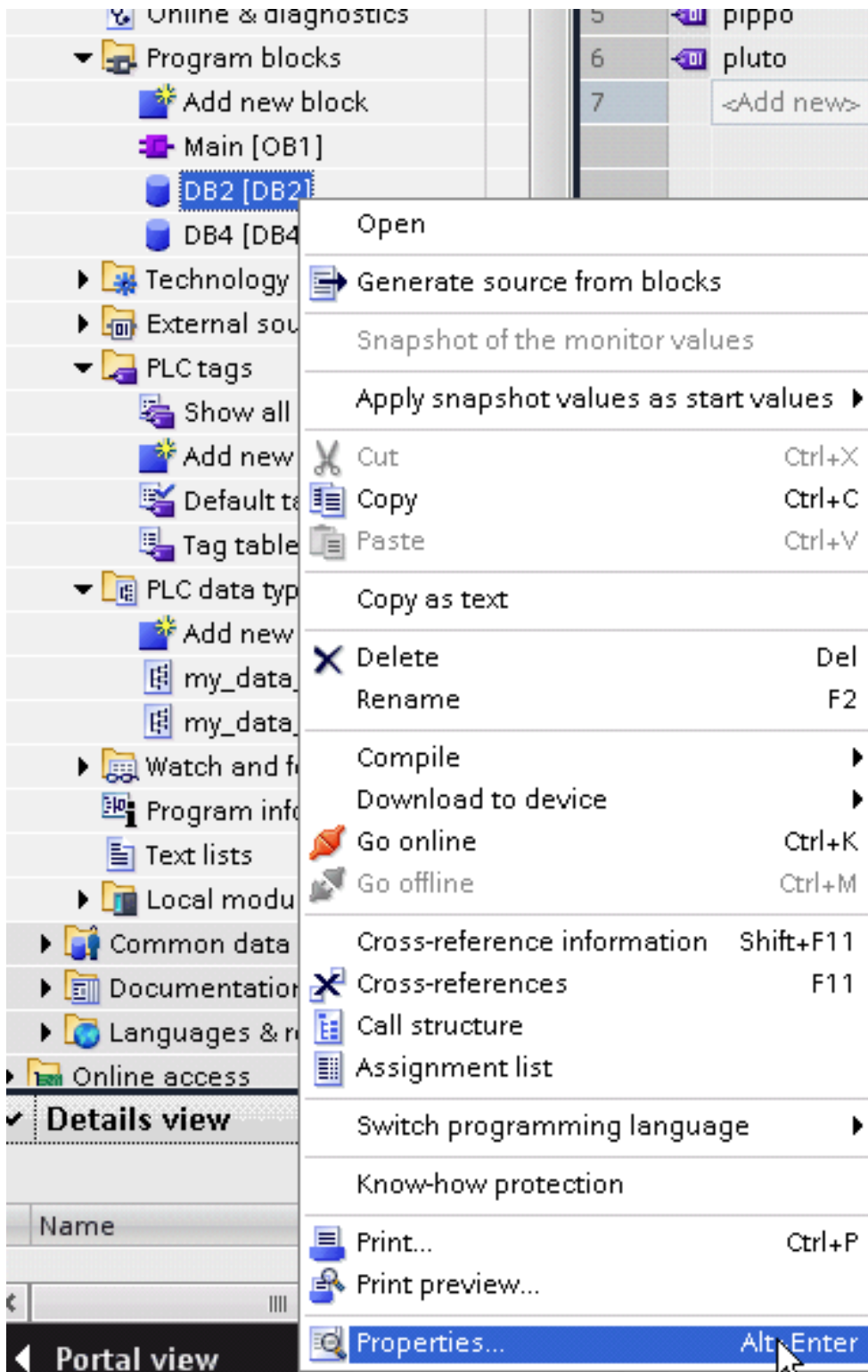
Check **Tag Import** chapter for more details.

## Export using TIA Portal v10, v11, v12

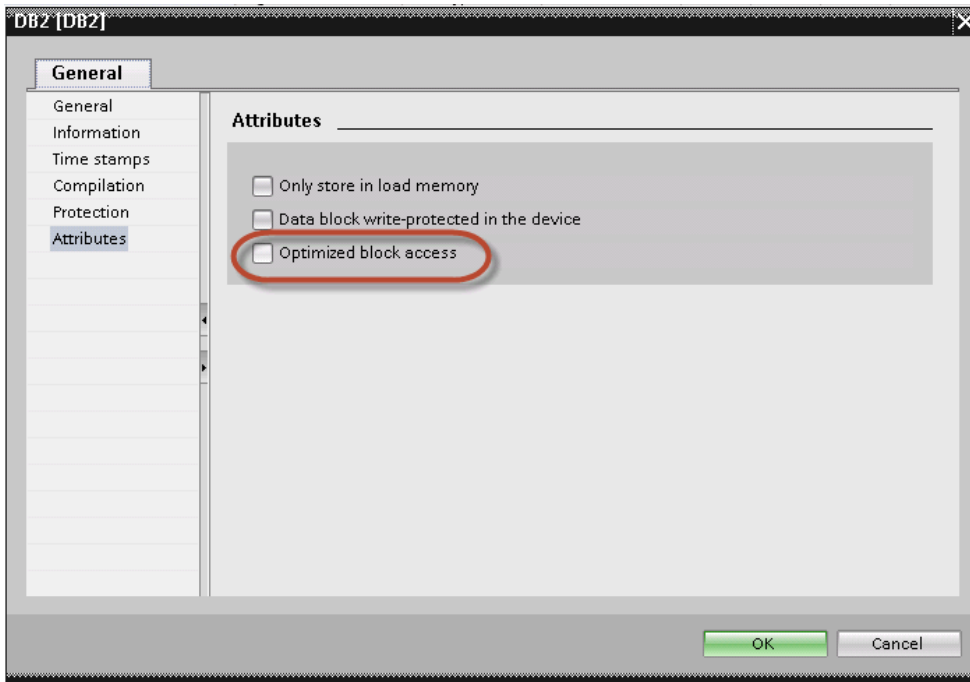
### Exporting Program blocks

These files refer to DB tags defined in **Program blocks**.

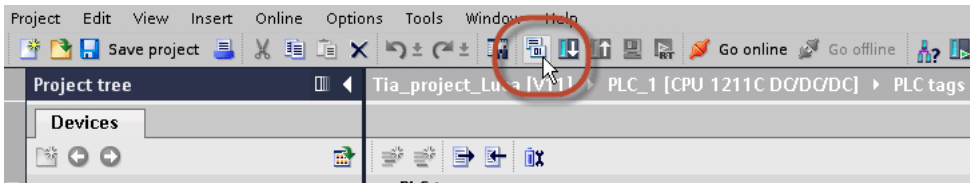
1. Configure the Data Block as **Not optimized**.
2. Right-click on the Data Block and choose **Properties**:



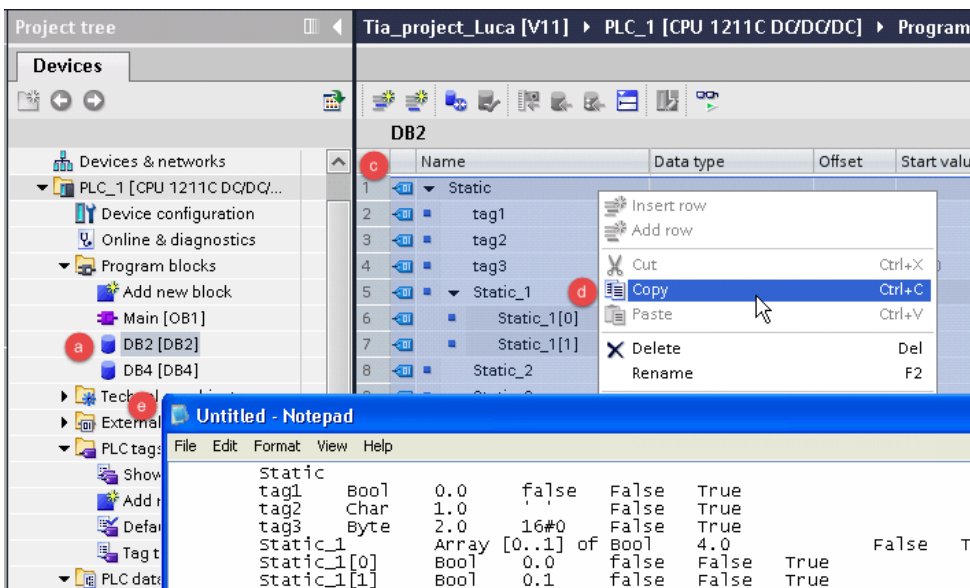
3. In the **General** tab select **Attributes** and unselect **Optimized block access**.



Note: If the options **Optimized block access** is not enabled (checkbox grayed out) this might mean that the Data Block is an "instance DB" linked to an "optimized access FB".

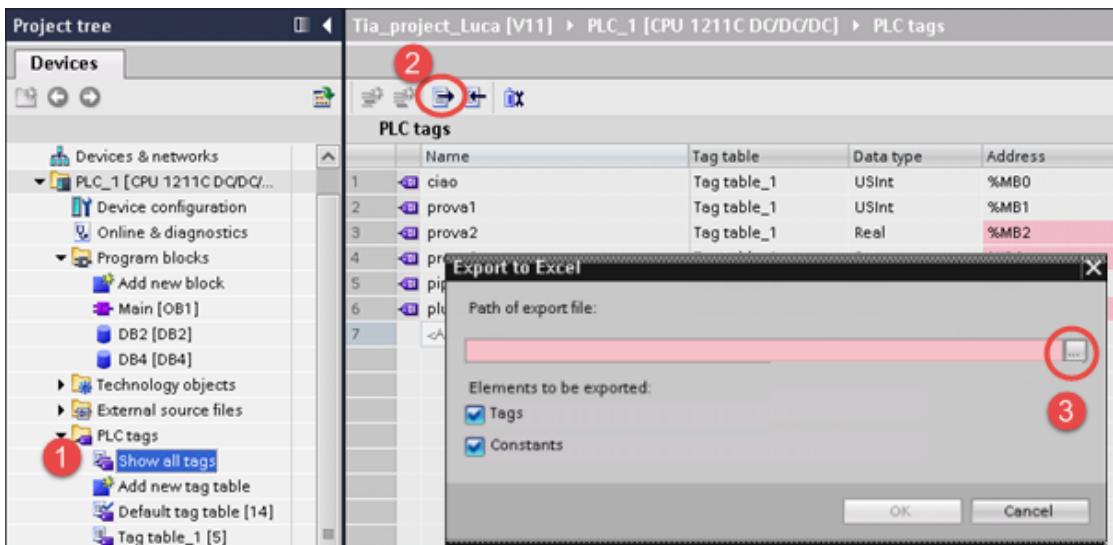


4. Build the project to make sure TIA Portal calculates the tags offset.

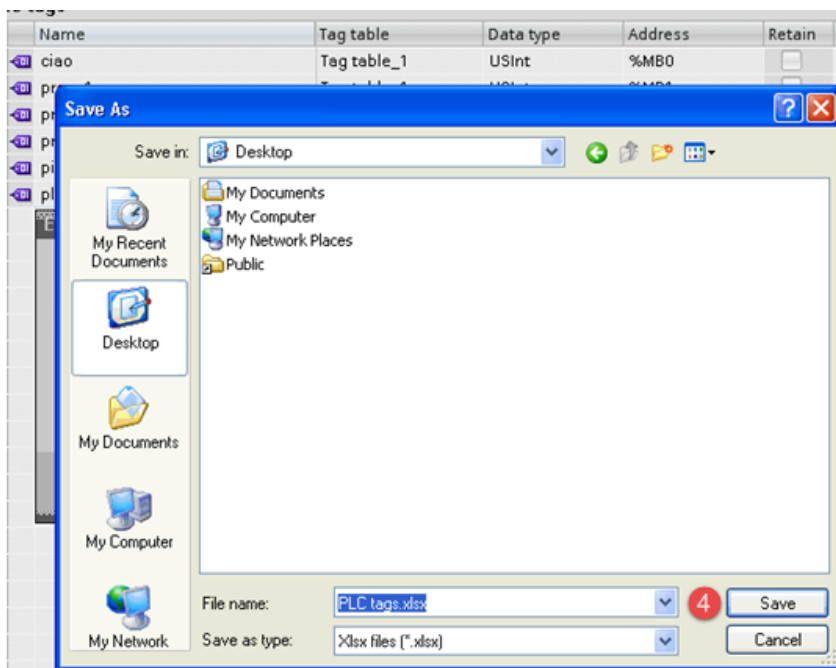




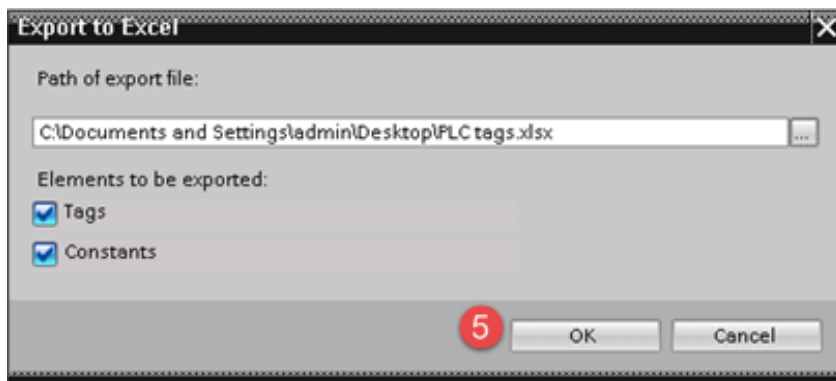




2. Click the **Export** button and browse for path file.
3. Define file name.
4. Click **Save** to confirm.

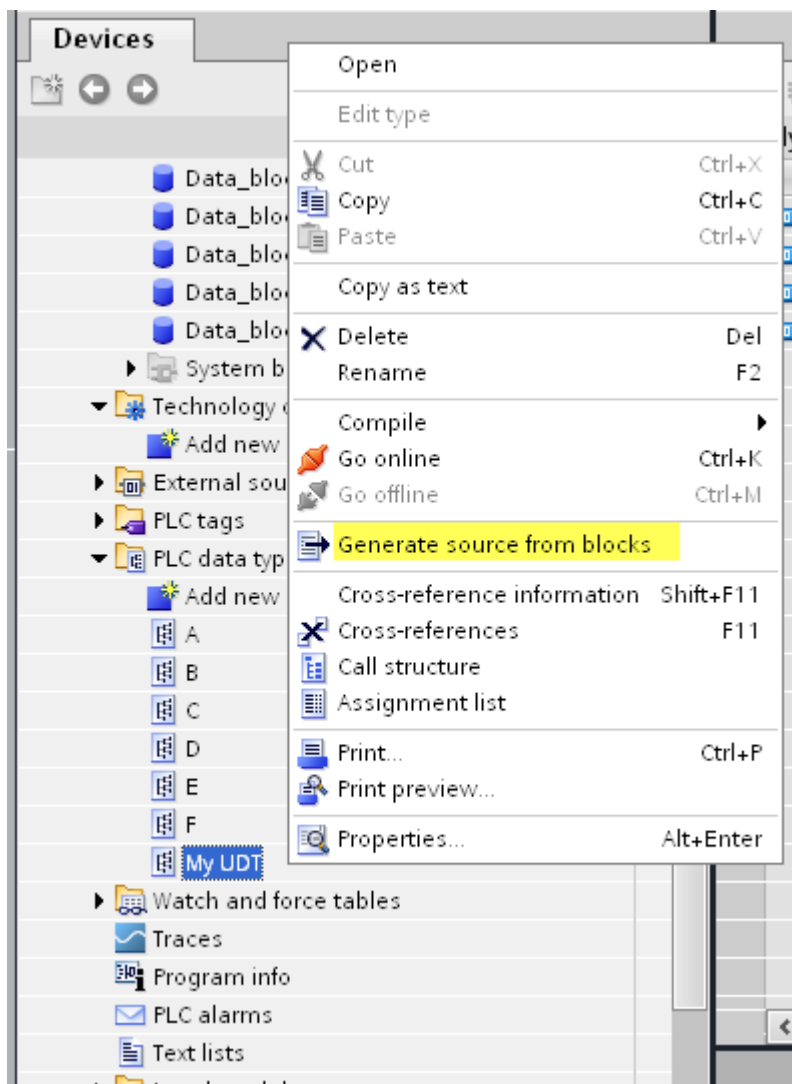


5. Click **OK** to export.

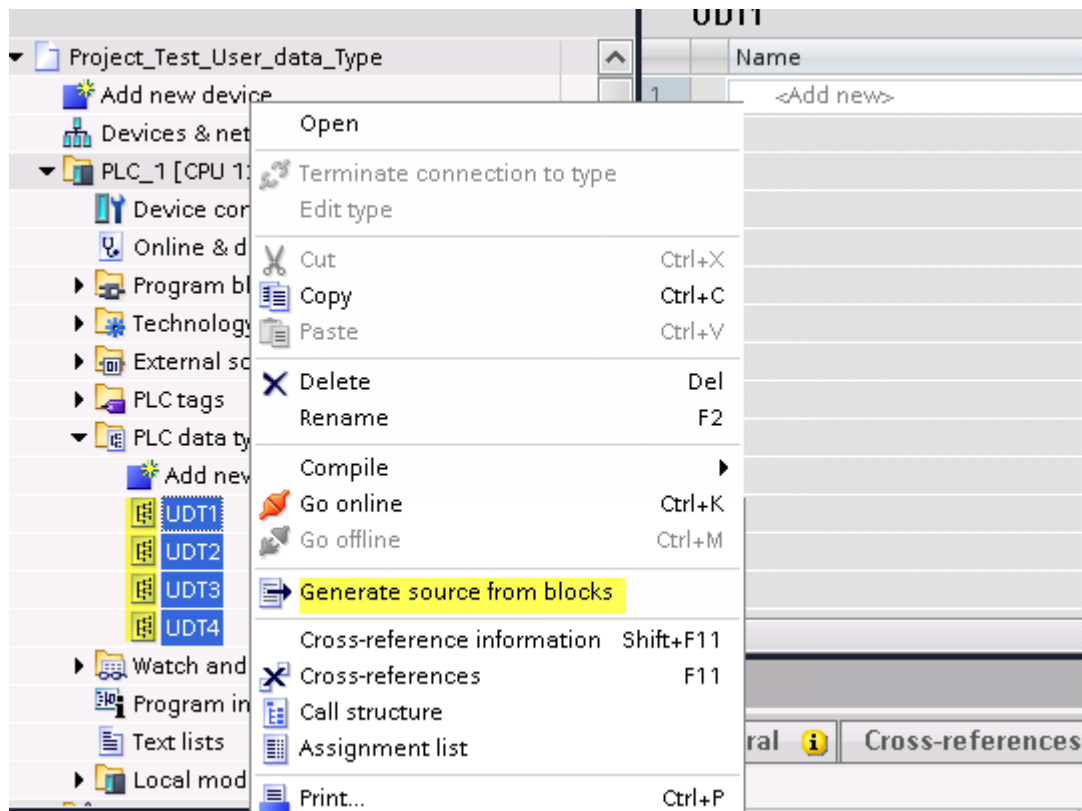


## Exporting PLC data types

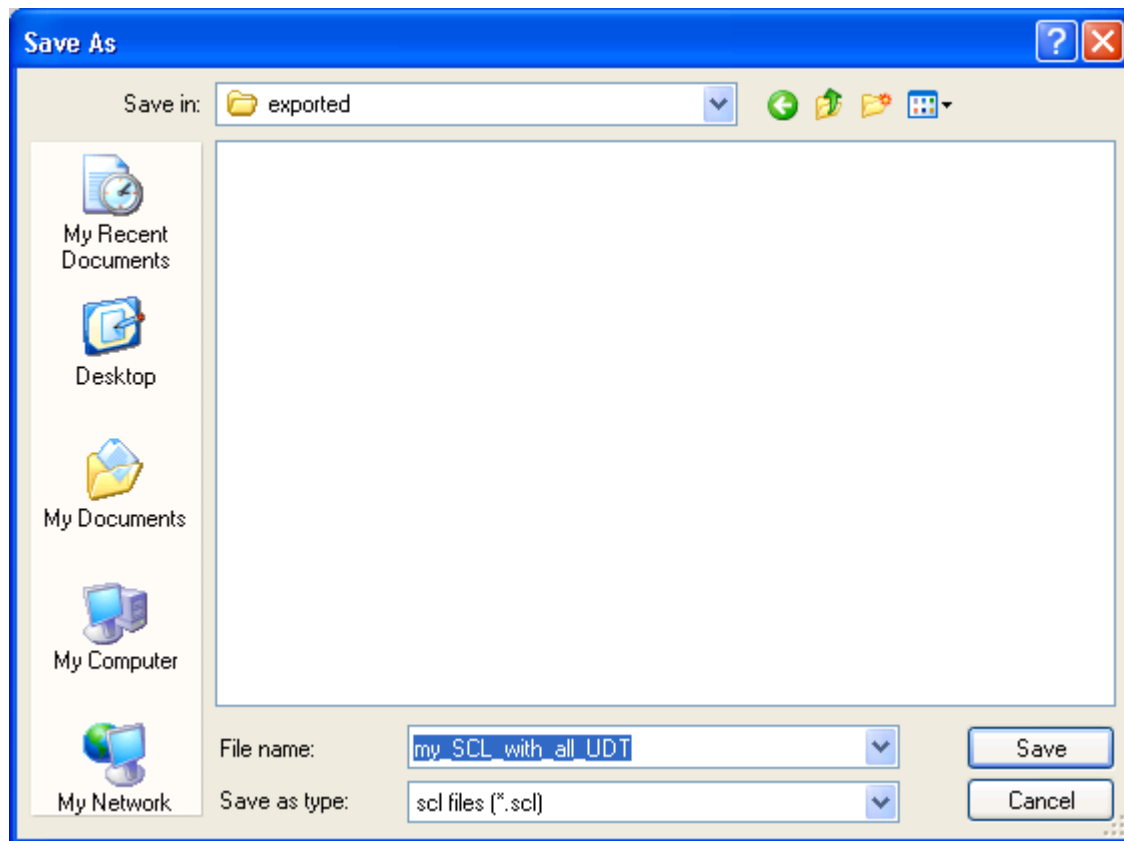
To create the file, expand **PLC data types** item from TIA Portal project tree and right click on the user defined structure. Then click on **Generate source from blocks**.



In case of multiple PLC data types in PLC project, it is necessary to select them all from **PLC data types** list, right click and select **Generate source from blocks** to create the .SCL file that contains all the PLC data types defined.



In the next step, give a name to the .SCL file and choose the path to where to save the file.



This file will contain all the PLC data types and it can be used for importing tags in Tag Editor.

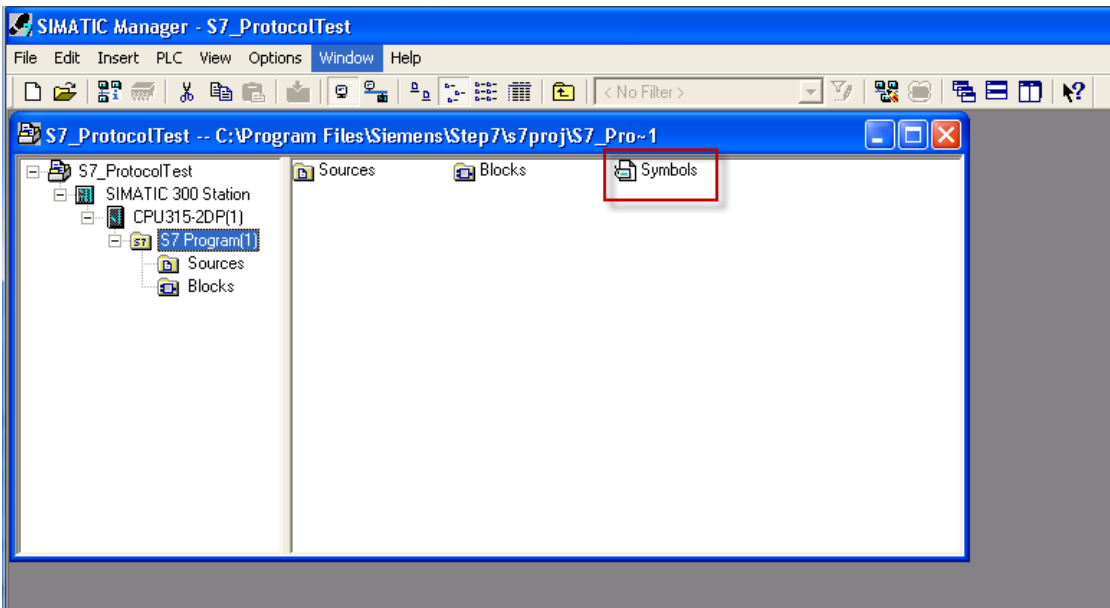
Check **Tag Import** chapter for more details.

## Export using STEP7

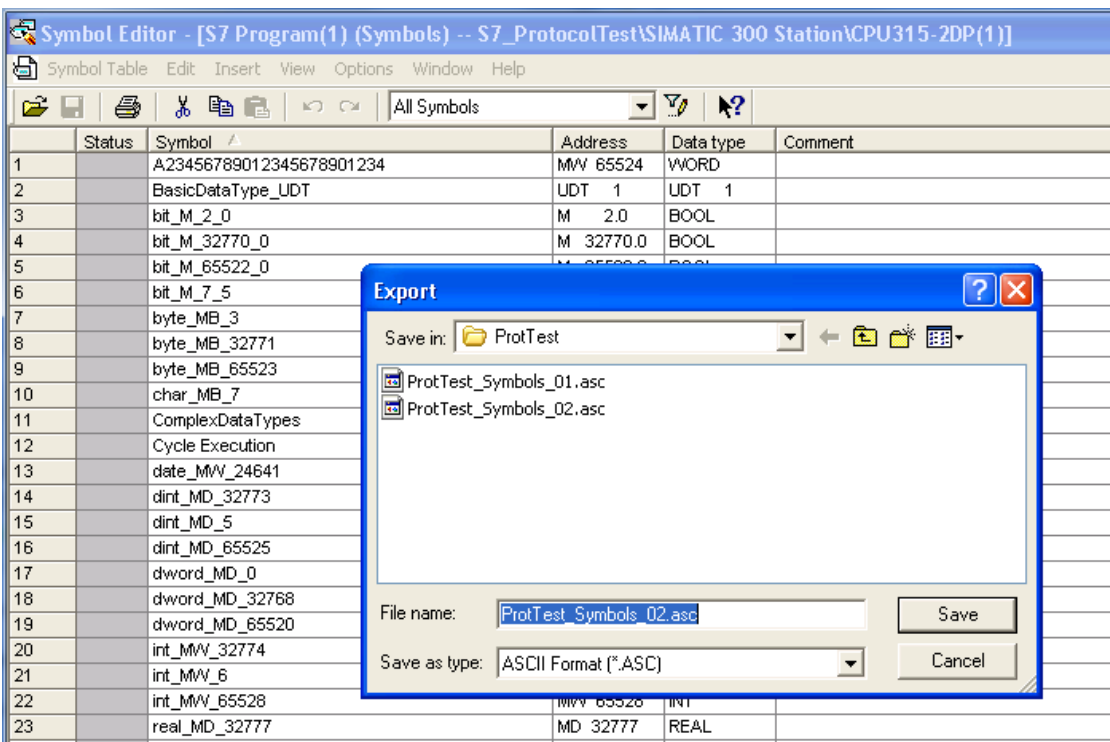
The Simatic S7 ETH Tag importer accepts symbol files (ASCII format .asc) and source files (.awl extension) created by the Simatic Step7. The symbol file can be previously exported using the Step7 symbol table utility.

### Exporting Symbols table

Symbol files (.asc) can be exported from the symbol table utility.



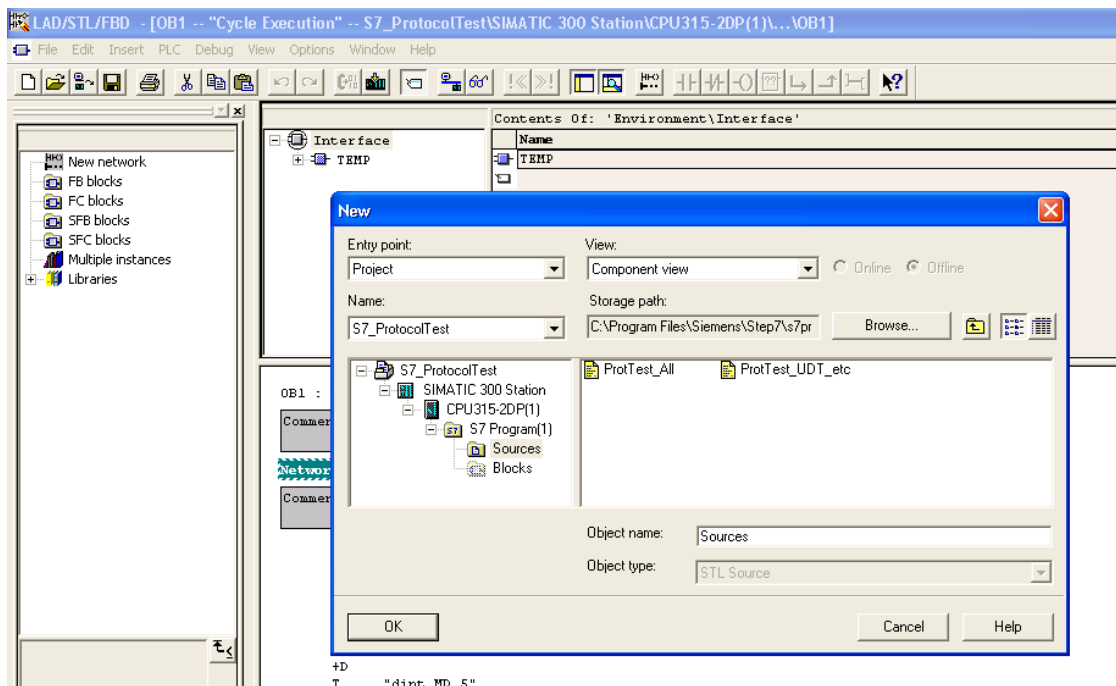
1. From the **Symbol Table** menu in the Symbol Editor choose **Export**.
2. Assign a name and save the symbol table as ASCII file.



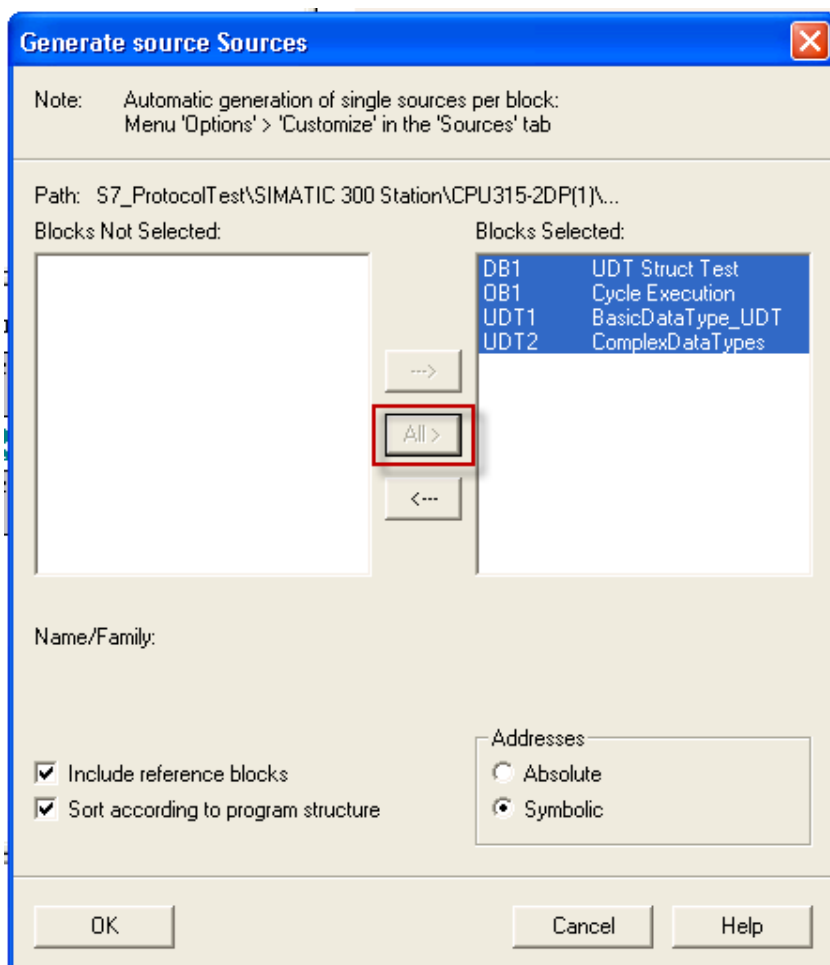
## Exporting Sources

These files are created exporting source code.

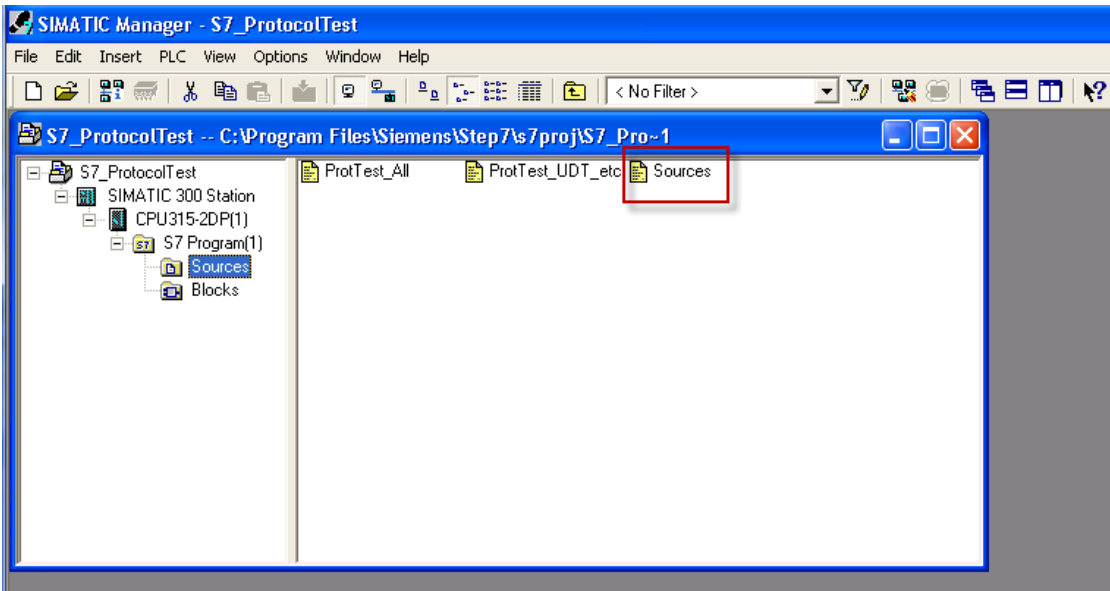
1. Open any Execution block in the editor, "OB1" in this example.
2. From the **File** menu choose **Generate Source**: the following dialog is displayed:



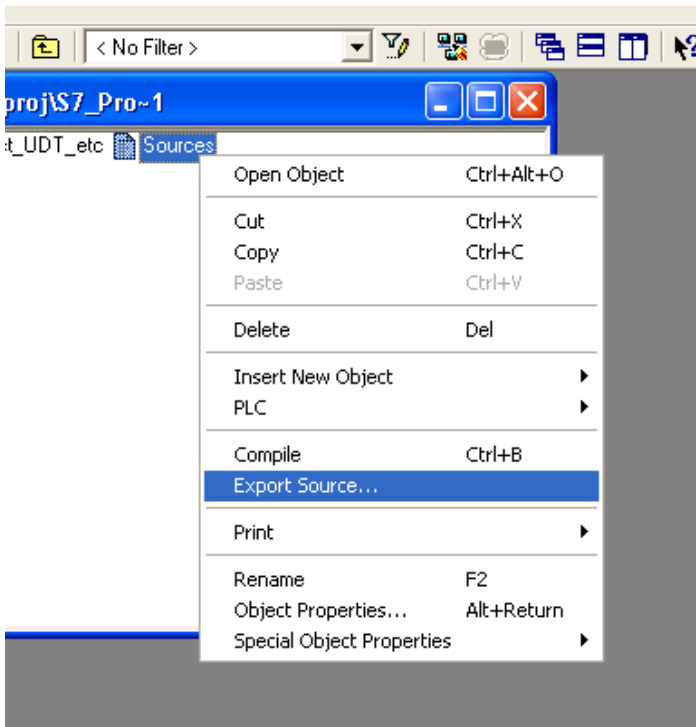
1. Assign a name, "Sources" in the example, and click **OK**: the **Generate source Sources** dialog is displayed.




2. Click **All >** to generate source for all blocks.
3. Select the following options:
  - **Include reference blocks**
  - **Sort according to program structure**
  - **Symbolic address**
4. Click **OK** to confirm: the "Sources" object is generated in the Step7 project as in the example.



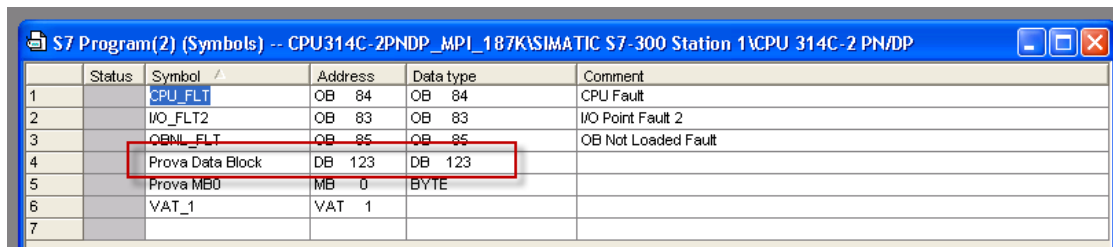
5. Right click on the object and select **Export Sources**.



The generated .awl file can be imported in the Tag Editor.

 Note: The .awl file contains additional information not included in the .asc file exported from the symbol table.

Make sure that reference to all data blocks is inserted in the symbol table. The tags from a data block are imported only if the symbol table contains a line with the data block name and related comment.

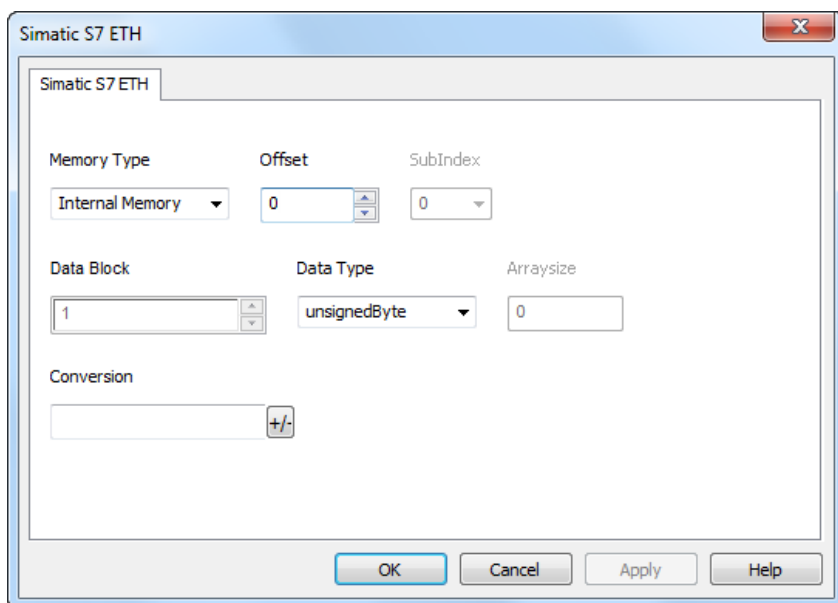


	Status	Symbol	Address	Data type	Comment
1		CPU_FLT	OB 84	OB 84	CPU Fault
2		I/O_FLT2	OB 83	OB 83	I/O Point Fault 2
3		OBNL_FLT	OB 85	OB 85	OB Not Loaded Fault
4		Prova Data Block	DB 123	DB 123	
5		Prova MBO	MB 0	BYTE	
6		VAT_1	VAT 1		
7					

Each entry enables the import filter to import the tags related to the specified data block.

## Tag Editor Settings

In the Tag Editor select “Simatic S7 ETH” from the list of defined protocols and click + to add a tag.



Simatic S7 ETH

Memory Type: Internal Memory

Offset: 0

SubIndex: 0

Data Block: 1


Data Type: unsignedByte

Arraysize: 0

Conversion: +/-

Buttons: OK, Cancel, Apply, Help



Element	Description														
<b>Memory Type</b>	Area of PLC where tag is located.														
	<table border="1"> <thead> <tr> <th>Data Type</th> <th>Simatic Type</th> </tr> </thead> <tbody> <tr> <td>Internal Memory</td> <td>M</td> </tr> <tr> <td>Data Block</td> <td>DB</td> </tr> <tr> <td>Input</td> <td>I (E)</td> </tr> <tr> <td>Output</td> <td>O (A)</td> </tr> <tr> <td>Timer value</td> <td>T</td> </tr> <tr> <td>Counter value</td> <td>C</td> </tr> </tbody> </table>	Data Type	Simatic Type	Internal Memory	M	Data Block	DB	Input	I (E)	Output	O (A)	Timer value	T	Counter value	C
	Data Type	Simatic Type													
	Internal Memory	M													
	Data Block	DB													
	Input	I (E)													
	Output	O (A)													
	Timer value	T													
Counter value	C														
<b>Offset</b>	Offset address where tag is located.														
<b>SubIndex</b>	Resource offset within the register.														
<b>Data Block</b>	Data block number for Data Block Memory Type.														
<b>Data Type</b>	<p>Available data types:</p> <ul style="list-style-type: none"> <li>• <b>boolean</b></li> <li>• <b>byte</b></li> <li>• <b>short</b></li> <li>• <b>int</b></li> <li>• <b>unsignedByte</b></li> <li>• <b>unsignedShort</b></li> <li>• <b>unsignedInt</b></li> <li>• <b>float</b></li> <li>• <b>string</b></li> </ul> <p>See "Programming concepts" section in the main manual.</p> <p> Note: To define arrays, select one of Data Type format followed by square brackets.</p>														

Element	Description
<b>Array size</b>	<ul style="list-style-type: none"> <li>In case of array Tag, this property represents the number of array elements.</li> <li>In case of string Tag, this property represents the maximum number of bytes available in the string Tag.</li> </ul> <p>Note: number of bytes corresponds to number of string chars if Encoding property is set to UTF-8 or Latin1 in Tag Editor. If Encoding property is set to UCS-2BE, UCS-2LE, UTF-16BE or UTF-16LE one char requires 2 bytes.</p>

**Conversion**

Conversion to be applied to the tag.

Depending on data type selected, the **Allowed** list shows one or more conversions, listed below.

Value	Description
<b>Inv bits</b>	Invert all the bits of the tag. <i>Example:</i> 1001 → 0110 (in binary format) 9 → 6 (in decimal format)
<b>Negate</b>	Set the opposite of the tag value. <i>Example:</i> 25.36 → -25.36
<b>AB -&gt; BA</b>	Swap nibbles of a byte. <i>Example:</i> 15D4 → 514D (in hexadecimal format) 5588 → 20813 (in decimal format)
<b>ABCD -&gt; CDAB</b>	Swap bytes of a word. <i>Example:</i> 9ACC → CC9A (in hexadecimal format) 39628 → 52378 (in decimal format)
<b>ABCDEFGH -&gt;</b>	Swap bytes of a double word.

Element	Description	
	Value	Description
	<b>GHEFCDAB</b>	<i>Example:</i> 32FCFF54 → 54FFFC32 (in hexadecimal format) 855441236 → 1426062386 (in decimal format)
	<b>ABC...NOP -&gt; OPM...DAB</b>	Swap bytes of a long word.  <i>Example:</i> 142.366 → -893553517.588905 (in decimal format) 0 10000000110 0001110010111011011001000101101000011100101011000001 → 1 10000011100 1010101000010100010110110110010110110000100111101 (in binary format)
	<b>BCD</b>	Separate the byte in two nibbles, and reads them as decimal (from 0 to 9)  <i>Example:</i> 23 → 17 (in decimal format) 0001 0111 = 23 0001 = 1 (first nibble) 0111 = 7 (second nibble)
	<b>S5timer(BCD)</b>	Used to support S5timer. Check <b>Simatic S5timer special data type</b> for more details.
	<b>S5timer(BIN)</b>	Legacy transformation for S5timer in binary format.

Select the conversion and click on plus button. The selected item will be added on **Configured** list.

If more conversions are configured, they will be applied in order (from top to bottom of **Configured** list).

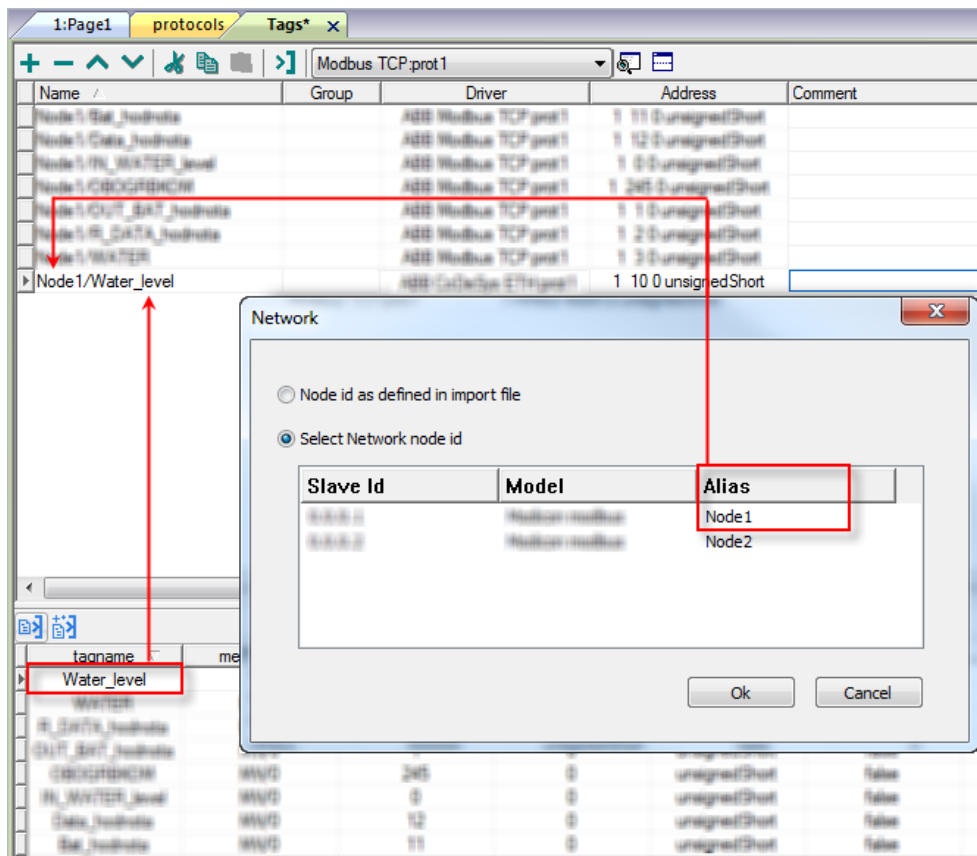
Use the arrow buttons to order the configured conversions.

## Adding an alias name to a protocol

Tag names must be unique at project level, however, the same tag names might need to be used for different controller nodes (for example when the HMI device is connected to two devices running the same application).

When creating a protocol you can add an alias name that will be added to tag names imported for this protocol.

In the example, the connection to a certain controller is assigned the name **Node1**. When tags are imported for this node, all tag names will have the prefix **Node1** making each of them unique at the network/project level.



**i** Note: Aliasing tag names is only available for imported tags. Tags which are added manually in the Tag Editor do not need to have the Alias prefix in the tag name. The Alias string is attached on the import. If you modify the Alias string after the tag import has been completed, there will be no effect on the names already present in the dictionary. When the Alias string is changed and tags are re-imported, all tags will be re-imported with the new prefix string.

## String data type

In Simatic S7 PLC two different types of tags manage string variables:

- as Array [1..xx] of characters,
- as String[xx].

Step7 string declaration is shown in this example:

Address	Name	Type	Initial value	Comment
0.0		STRUCT		
+0.0	String1	STRING[254]	'sample'	
+256.0	String2	ARRAY[1..10]		
*1.0		CHAR		
=266.0		END_STRUCT		

S7 String

String as array of char

TIA Portal string declaration is shown in this example:

Name	Data type	Offset	Start value	Retain	Accessible ...	Visible in ...
1	Static			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2	String1		'sample'	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
3	String2			<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>



Note: When using String[xx] data type specific a conversion must be applied to the tag. If the tag dictionary is imported from TIA Portal or Step7 using the import tool, however, conversion of the string tags is performed automatically and no further action is required.

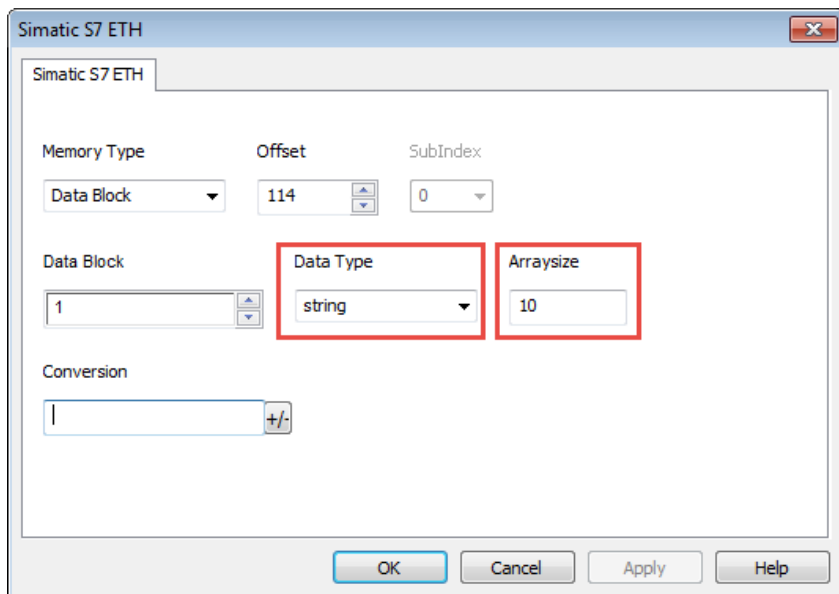
To add a string as an array of characters:

1. Press the + in the Tag Editor.

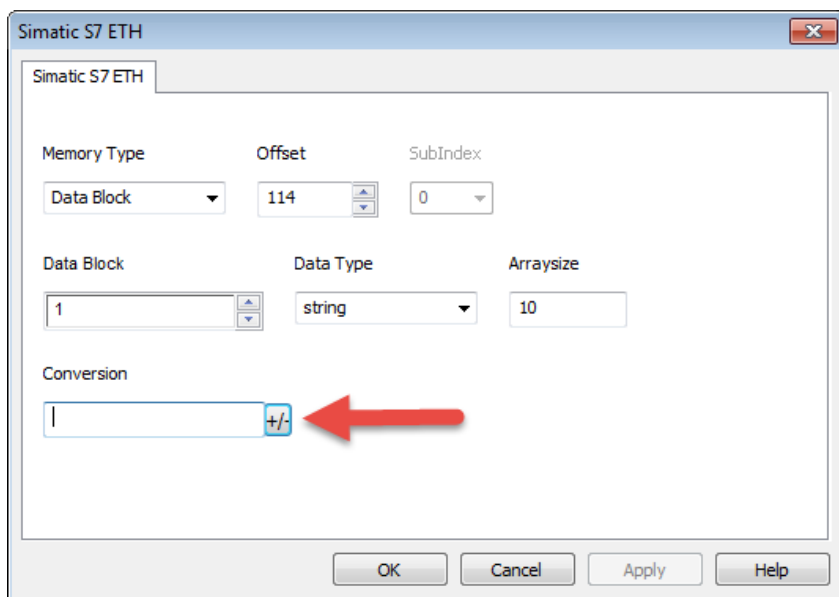
2. Select **string** as **Data Type**.
3. Enter string length in **Arraysize**.
4. Click **OK** to confirm.

To add a string data type:

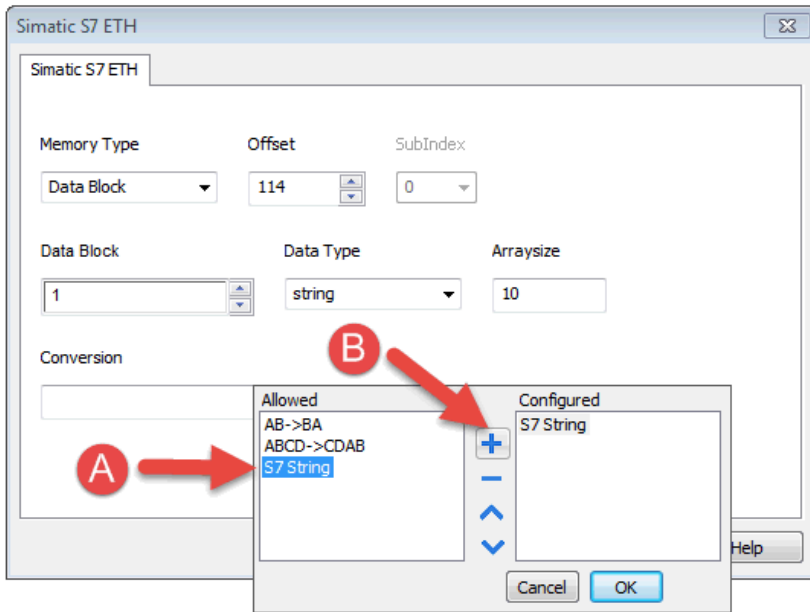
1. Press the + in the Tag Editor.



2. Select **string** as **Data Type**.
3. Enter string length in **Arraysize**.
4. Click **+/-** to open the Conversion dialog.



5. In the conversion dialog select the **S7 String** conversion type.



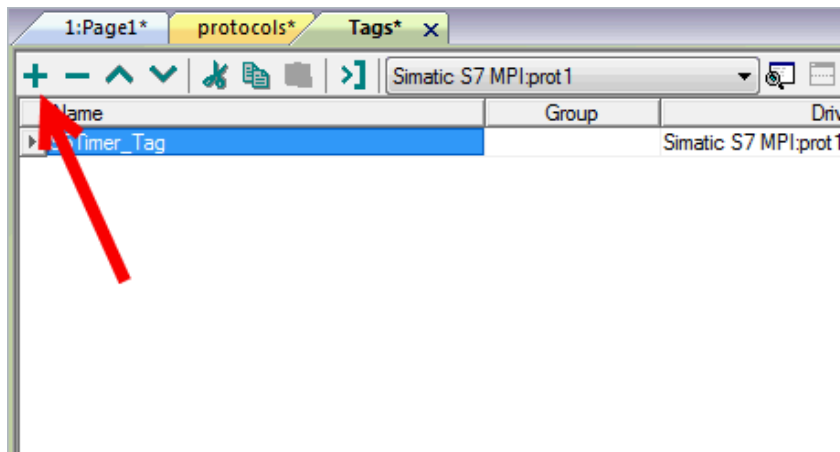
6. Click **+** to add the conversion: the conversion will be listed into the **Configured** list on the right.
7. Click **OK** to confirm.

## Simatic S5Timer data type

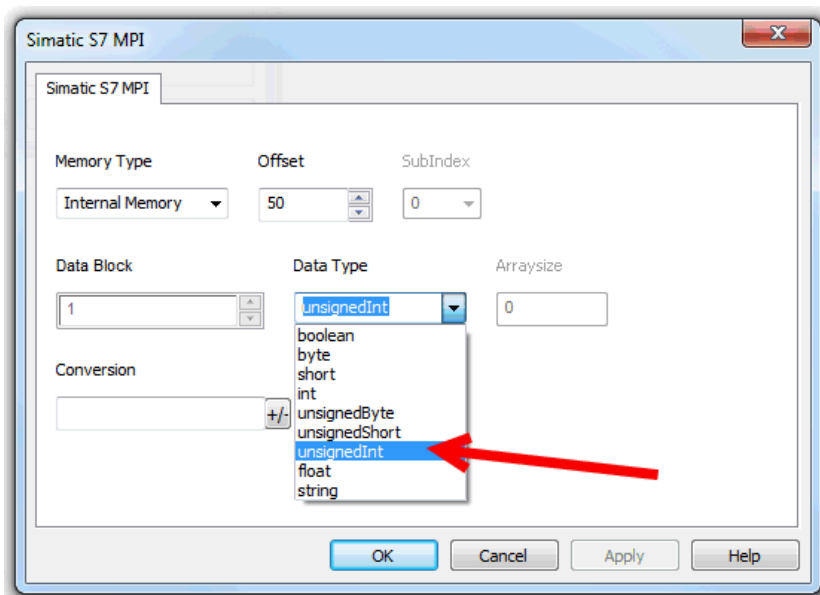
Simatic drivers support a special data type, the S5Timer data type.

The tag must be configured with a specific data type and a conversion must be applied to the tag to correctly read/write a Simatic S5Timer Variable.

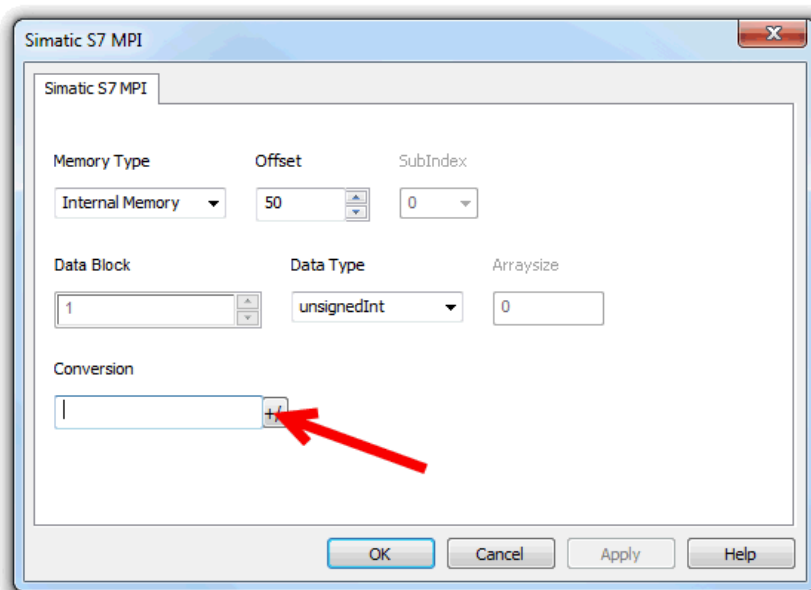
1. In the Tag Editor click **+** to add a tag.



2. Select **unsignedInt** as **Data Type**.

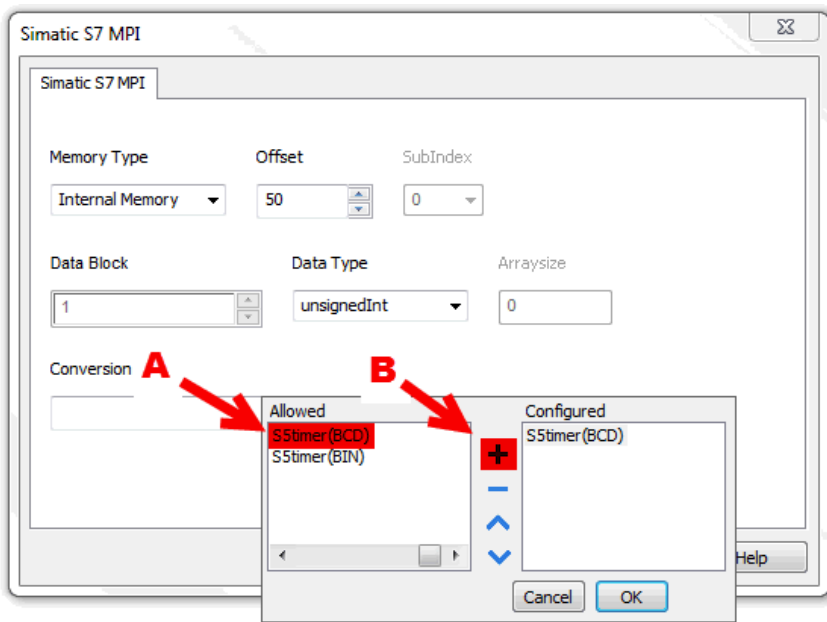


3. Click +/- to open the Conversion dialog.



4. In the conversion dialog select the **S5timer(BCD)** conversion type.
5. Click **+** to add the conversion: the conversion will be listed into the **Configured** list on the right.





6. Click **OK** to confirm.

## Node Override IP

The protocol provides the special data type Node Override IP which allows you to change the IP address of the target controller at runtime.

This memory type is an array of 4 unsigned bytes, one per each byte of the IP address.

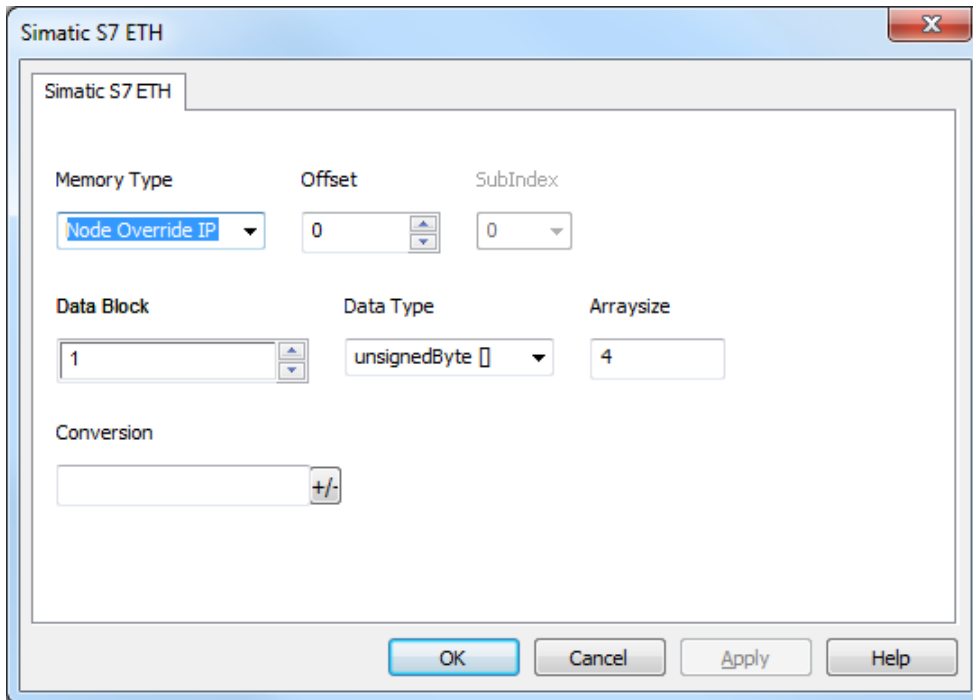
The Node Override IP is initialized with the value of the controller IP specified in the project at programming time.

Node Override IP	Modbus operation
0.0.0.0	Communication with the controller is stopped, no request frames are generated anymore.
<b>Different from 0.0.0.0</b>	It is interpreted as node IP override and the target IP address is replaced runtime with the new value.

If the HMI device is connected to a network with more than one controller node, each node has its own Node Override IP variable.



Note: Node Override IP values assigned at runtime are retained through power cycles.

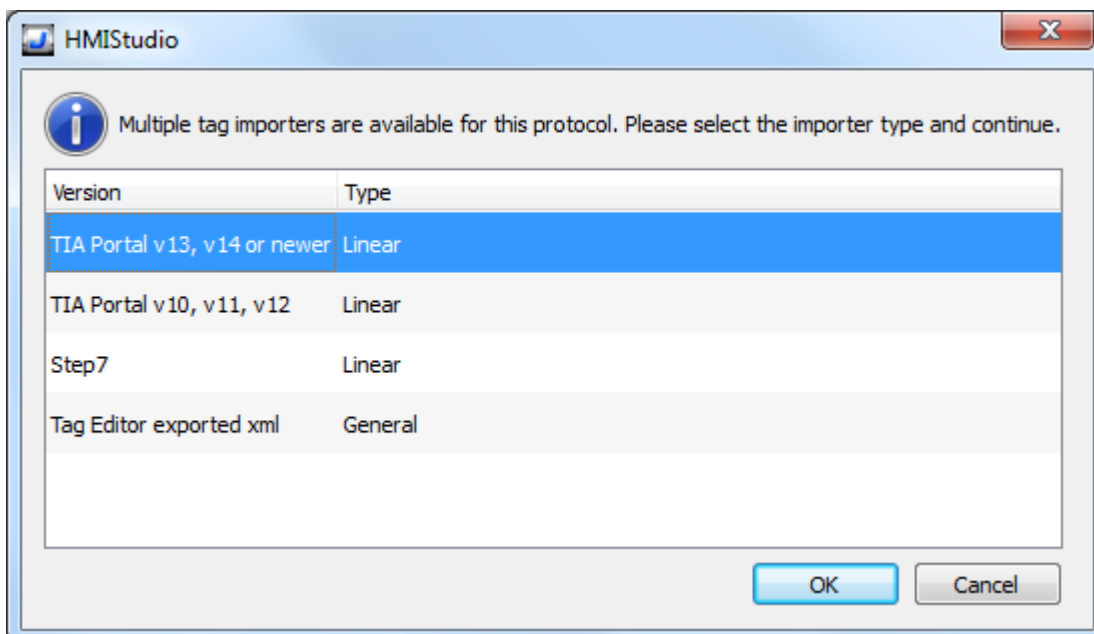



## Tag Import

Select the driver in Tag Editor and click on the **Import Tags** button to start the importer.



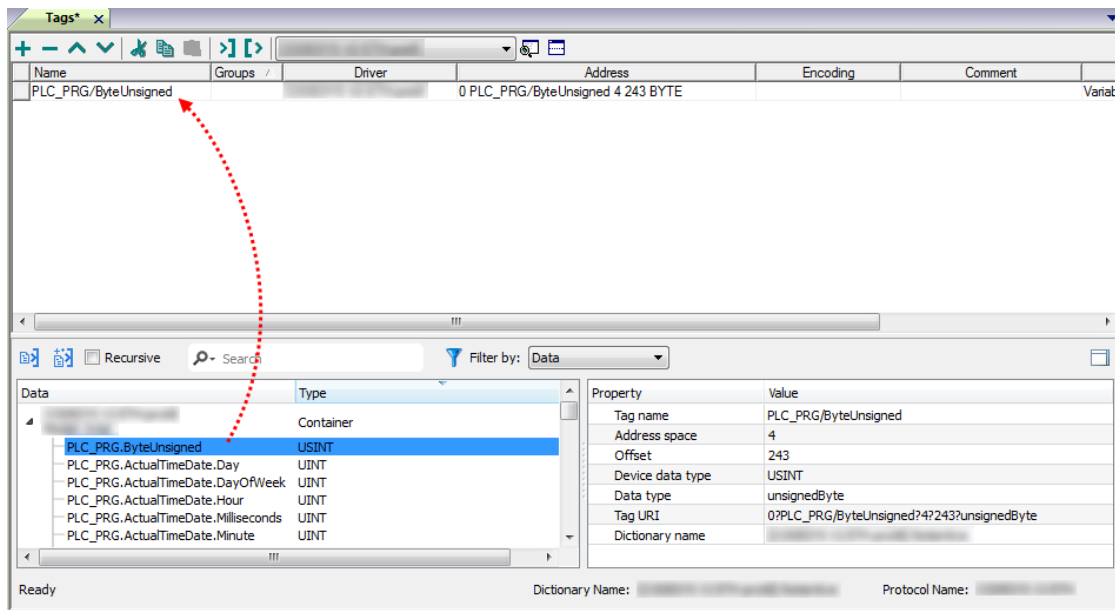
The following dialog shows which importer type can be selected.





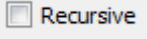
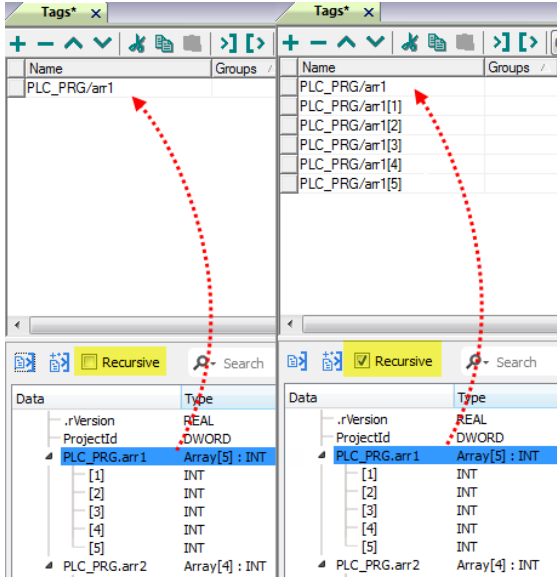
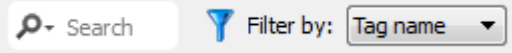
Importer	Description
<b>TIA Portal v13, v14 or newer Linear</b>	Allows to import: <ul style="list-style-type: none"> <li>• Program blocks using <b>.dbfile</b></li> <li>• PLC tags using <b>.xlsx</b> file</li> <li>• PLC data types using <b>.udt</b> file</li> </ul> Check <b>Export using TIA Portal v13, v14 or newer</b> for more details. All variables will be displayed at the same level.
<b>TIA Portal v10, v11, v12 Linear</b>	Allows to import: <ul style="list-style-type: none"> <li>• Program blocks using <b>.tiafile</b></li> <li>• PLC tags using <b>.xlsx</b> file</li> <li>• PLC data types using <b>.scl</b> file</li> </ul> Check <b>Export using TIA Portal v10, v11, v12</b> for more details. All variables will be displayed at the same level.
<b>Step7 Linear</b>	Allows to import: <ul style="list-style-type: none"> <li>• Symbols table <b>.ascfile</b></li> <li>• Sources using <b>.awl</b> file</li> </ul> Check <b>Export using STEP7</b> for more details. All variables will be displayed at the same level.
<b>Tag Editor exported xml</b>	Select this importer to read a generic XML file exported from Tag Editor by appropriate button. 

Once the importer has been selected, locate the symbol file and click **Open**.

Tags included in the symbol file are listed in the tag dictionary. The tag dictionary is displayed at the bottom of the screen.



Toolbar item	Description
	<p><b>Import Tag(s).</b></p> <p>Select tags to be imported and click on this icon to add tags from tag dictionary to the project</p>
	<p><b>Update Tag(s).</b></p> <p>Click on this icon to update the tags in the project, due a new dictionary import.</p>

Toolbar item	Description
	<p>Check this box to import all sub-elements of a tag.</p> <p>Example of both checked and unchecked result:</p> 
	<p>Searches tags in the dictionary basing on filter combo-box item selected.</p>

## Communication status

Current communication status can be displayed using system variables. See "System Variables" section in the main manual.

Codes supported by this communication driver:

Error	Cause	Action
<b>NAK</b>	The controller replies with a not acknowledge.	-
<b>Timeout</b>	A request is not replied within the specified timeout period.	Check if the controller is connected and properly configured to get network access.
<b>Invalid response</b>	The device did received a response with invalid format or contents from the controller .	Ensure the data programmed in the project are consistent with the controller resources.
<b>General Error</b>	Unidentifiable error. Should never be reported.	Contact technical support.

# System Variables

System Variables communication driver allows to create Tags that point to system information.

Refer to [System Variables > Protocol](#) chapter of User's Manual.

## Protocol Editor Settings

System Variables communication driver allows to create Tags that point to system information.

Refer to [System Variables > Protocol](#) chapter of User's Manual.

# Variables

Variables communication driver allows to define Tags which points to HMI internal memory.

Variables Tags are not retentive: when the project starts, the starting value of any Variables Tag is 0 (or "" in case of string Tag).



Variables communication driver is not counted as physical protocol.  
Refer to **Table of functions and limits** from main manual in "Number of physical protocols" line.

## Protocol Editor Settings

### Adding a protocol

To configure the protocol:

1. In the **Config** node double-click **Protocols**.
2. To add a driver, click **+**: a new line is added.
3. Select the **Variables** protocol from the **PLC** list.

## Tag Editor Settings

Path: **ProjectView**> **Config** > double-click **Tags**

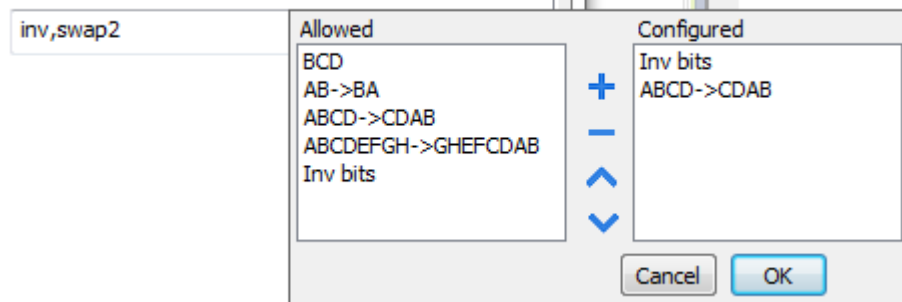
1. To add a tag, click **+**: a new line is added.
2. Select **Variables** from the protocol list: tag definition dialog is displayed.



Element	Description																																										
<b>Data Type</b>	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="background-color: #cccccc;">Data Type</th> <th style="background-color: #cccccc;">Memory Space</th> <th style="background-color: #cccccc;">Limits</th> </tr> </thead> <tbody> <tr> <td><b>boolean</b></td> <td>1-bit data</td> <td>0 ... 1</td> </tr> <tr> <td><b>byte</b></td> <td>8-bit data</td> <td>-128 ... 127</td> </tr> <tr> <td><b>short</b></td> <td>16-bit data</td> <td>-32768 ... 32767</td> </tr> <tr> <td><b>int</b></td> <td>32-bit data</td> <td>-2.1e9 ... 2.1e9</td> </tr> <tr> <td><b>int64</b></td> <td>64-bit data</td> <td>-9.2e18 ... 9.2e18</td> </tr> <tr> <td><b>unsignedByte</b></td> <td>8-bit data</td> <td>0 ... 255</td> </tr> <tr> <td><b>unsignedShort</b></td> <td>16-bit data</td> <td>0 ... 65535</td> </tr> <tr> <td><b>unsignedInt</b></td> <td>32-bit data</td> <td>0 ... 4.2e9</td> </tr> <tr> <td><b>uint64</b></td> <td>64-bit data</td> <td>0 ... 1.8e19</td> </tr> <tr> <td><b>float</b></td> <td>IEEE single-precision 32-bit floating point type</td> <td>1.17e-38 ... 3.4e38</td> </tr> <tr> <td><b>double</b></td> <td>IEEE double-precision 64-bit floating point type</td> <td>2.2e-308 ... 1.79e308</td> </tr> <tr> <td><b>string</b></td> <td colspan="2">Array of elements containing character code defined by selected encoding</td> </tr> <tr> <td><b>binary</b></td> <td colspan="2">Arbitrary binary data</td> </tr> </tbody> </table>	Data Type	Memory Space	Limits	<b>boolean</b>	1-bit data	0 ... 1	<b>byte</b>	8-bit data	-128 ... 127	<b>short</b>	16-bit data	-32768 ... 32767	<b>int</b>	32-bit data	-2.1e9 ... 2.1e9	<b>int64</b>	64-bit data	-9.2e18 ... 9.2e18	<b>unsignedByte</b>	8-bit data	0 ... 255	<b>unsignedShort</b>	16-bit data	0 ... 65535	<b>unsignedInt</b>	32-bit data	0 ... 4.2e9	<b>uint64</b>	64-bit data	0 ... 1.8e19	<b>float</b>	IEEE single-precision 32-bit floating point type	1.17e-38 ... 3.4e38	<b>double</b>	IEEE double-precision 64-bit floating point type	2.2e-308 ... 1.79e308	<b>string</b>	Array of elements containing character code defined by selected encoding		<b>binary</b>	Arbitrary binary data	
	Data Type	Memory Space	Limits																																								
	<b>boolean</b>	1-bit data	0 ... 1																																								
	<b>byte</b>	8-bit data	-128 ... 127																																								
	<b>short</b>	16-bit data	-32768 ... 32767																																								
	<b>int</b>	32-bit data	-2.1e9 ... 2.1e9																																								
	<b>int64</b>	64-bit data	-9.2e18 ... 9.2e18																																								
	<b>unsignedByte</b>	8-bit data	0 ... 255																																								
	<b>unsignedShort</b>	16-bit data	0 ... 65535																																								
	<b>unsignedInt</b>	32-bit data	0 ... 4.2e9																																								
	<b>uint64</b>	64-bit data	0 ... 1.8e19																																								
	<b>float</b>	IEEE single-precision 32-bit floating point type	1.17e-38 ... 3.4e38																																								
	<b>double</b>	IEEE double-precision 64-bit floating point type	2.2e-308 ... 1.79e308																																								
	<b>string</b>	Array of elements containing character code defined by selected encoding																																									
	<b>binary</b>	Arbitrary binary data																																									
<div style="display: flex; align-items: center;"> <p>Note: to define arrays, select one of Data Type format followed by square brackets like "byte[]", "short[]"...</p> </div>																																											
<b>Arraysizes</b>	<ul style="list-style-type: none"> <li>In case of array Tag, this property represents the number of array elements.</li> <li>In case of string Tag, this property represents the maximum number of bytes available in the string Tag.</li> </ul> <p>Note: number of bytes corresponds to number of string chars if Encoding property is set to UTF-8 or Latin1 in Tag Editor. If Encoding property is set to UCS-2BE, UCS-2LE, UTF-16BE or UTF-16LE one char requires 2 bytes.</p>																																										
<b>Conversion</b>	Conversion to be applied to the Tag.																																										

Element	Description
---------	-------------

Conversion



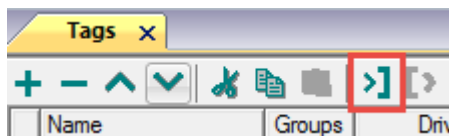
Depending on data type selected, the **Allowed** list shows one or more conversions, listed below.

Value	Description
<b>Inv bits</b>	Invert all the bits of the tag. <i>Example:</i> 1001 → 0110 (in binary format) 9 → 6 (in decimal format)
<b>Negate</b>	Set the opposite of the tag value. <i>Example:</i> 25.36 → -25.36
<b>AB → BA</b>	Swap nibbles of a byte. <i>Example:</i> 15D4 → 514D (in hexadecimal format) 5588 → 20813 (in decimal format)
<b>ABCD → CDAB</b>	Swap bytes of a word. <i>Example:</i> 9ACC → CC9A (in hexadecimal format) 39628 → 52378 (in decimal format)
<b>ABCDEFGH → GHEFCDA B</b>	Swap bytes of a double word. <i>Example:</i> 32FCFF54 → 54FFFC32 (in hexadecimal format) 855441236 → 1426062386 (in decimal format)
<b>ABC...NOP → OPM...DA B</b>	Swap bytes of a long word. <i>Example:</i> 142.366 → -893553517.588905 (in decimal format) 0 1000000110

Element	Description	
	Value	Description
		000111001011101101100100010110100001110010101100001 → 1 10000011100 101010100001010001011011011011001011011000010011101 (in binary format)
	<b>BCD</b>	Separate the byte in two nibbles, and reads them as decimal (from 0 to 9)  <i>Example:</i> 23 → 17 (in decimal format) 0001 0111 = 23 0001 = 1 (first nibble) 0111 = 7 (second nibble)
Select the conversion and click on plus button. The selected item will be added on <b>Configured</b> list.  If more conversions are configured, they will be applied in order (from top to bottom of <b>Configured</b> list).  Use the arrow buttons to order the configured conversions.		

## Tag Import

Select the driver in Tag Editor and click on the **Import Tags** button to start the importer.

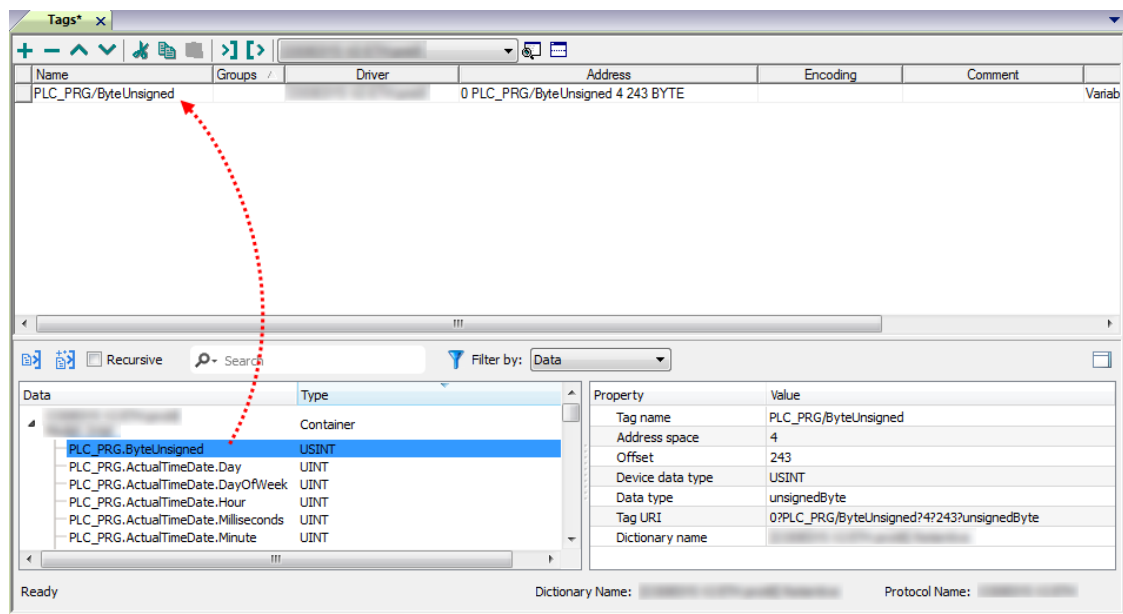




The system will require a generic XML file exported from Tag Editor by appropriate button.

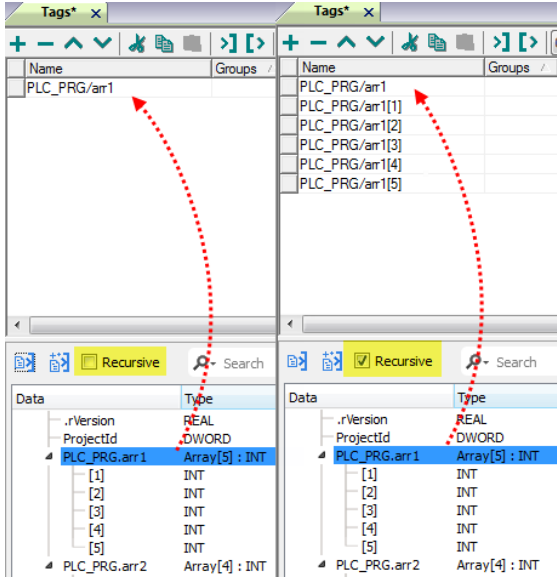


Once the importer has been selected, locate the symbol file and click **Open**.

Tags included in the symbol file are listed in the tag dictionary. The tag dictionary is displayed at the bottom of the screen.



Toolbar item	Description
	<p><b>Import Tag(s).</b></p> <p>Select tags to be imported and click on this icon to add tags from tag dictionary to the project</p>
	<p><b>Update Tag(s).</b></p> <p>Click on this icon to update the tags in the project, due a new dictionary import.</p>

Toolbar item	Description
<div data-bbox="129 309 276 353" style="border: 1px solid #ccc; padding: 2px; display: inline-block;"> <input type="checkbox"/> Recursive                 </div>	<p>Check this box to import all sub-elements of a tag.</p> <p>Example of both checked and unchecked result:</p> 
<div data-bbox="129 1025 639 1077" style="border: 1px solid #ccc; padding: 2px; display: inline-block;"> <input type="text" value="Search"/> <span style="margin-left: 10px;">Filter by: <span style="border: 1px solid #ccc; padding: 2px;">Tag name</span></span> </div>	<p>Searches tags in the dictionary basing on filter combo-box item selected.</p>



# Contact us

## **ABB Automation Products GmbH**

Wallstadter Str. 59

68526 Ladenburg, Germany

Phone: +49 62 21 701 1444

Fax: +49 62 21 701 1382

E-Mail: [plc.sales@de.abb.com](mailto:plc.sales@de.abb.com)

[www.abb.com/plc](http://www.abb.com/plc)

### **Note:**

We reserve the right to make technical changes or modify the contents of this document without prior notice. With regard to purchase orders, the agreed particulars shall prevail. ABB does not accept any responsibility whatsoever for potential errors or possible lack of information in this document.

We reserve all rights in this document and in the subject matter and illustrations contained therein. Any reproduction, disclosure to third parties or utilization of its contents – in whole or in parts – is forbidden without prior written consent of ABB AG.

Copyright© 2011-2017 ABB.  
All rights reserved.

3ADR069001M0210