Tech Note 1003

Accessing InBatch Recipes In System Platform Using Recipe Automation Server (Object Hosted on Batch Server Node)

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Introduction

This Tech Note demonstrates the syntax used for the Recipe Object creation/release in a .NET Framework environment.

In this scenario, a Platform is deployed to an InBatch Server Node and the object containing script for accessing InBatch Recipes is hosted to this platform. The other functionality on reading/writing to the InBatch Recipe Database is documented in InBatch COM Guide.

Application Versions

- InBatch 9.x & 10.x
- System Platform 2012 R2 (for prior versions, you have to manually build the object)

Prerequisites

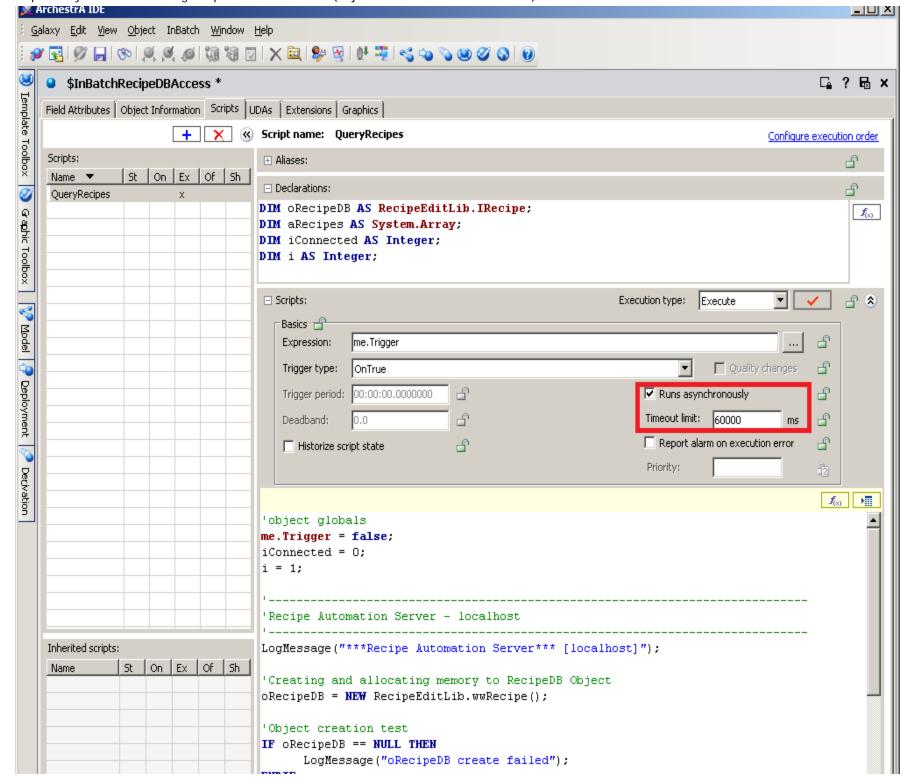
A platform must be deployed to the InBatch Server Node.

Procedure

- 1. From the Archestra IDE menu, select Galaxy\Import\Script Function Library and import the file RecipeEdit.exe located at C:\Program files(x86)\Wonderware\inBatch\Bin on InBatch Server Node.
- 2. Import the \$InBatchRecipeDBAccess template aaPkg to the IDE.
- 3. Create an instance of this object and host it to the Platform\AppEngine\Area that is running on InBatch Server Node.
- 4. Deploy the new object instance and set the trigger attribute (me.Trigger) in ObjectViewer for this object.

See the messages in the Archestra Logger for successful connectivity, query of recipes and release of the recipeDB object.

The following graphics show the Template Object Editor, with the text in the script body (Figure 1 below), and the messages in ArchestrA Logger (Figure 2 below).



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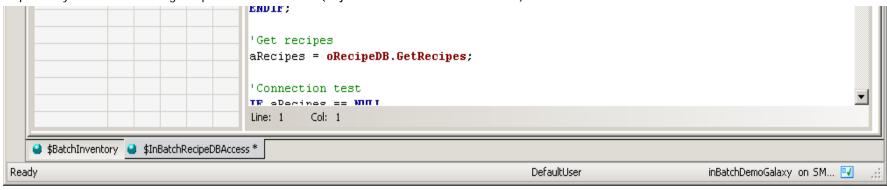


FIGURE 1: ENSURE THE SCRIPT RUNS ASYNCHRONOUSLY

The following section contains the script (if you using a prior version of System Platform 2012 R2, copy the following text and paste it to your object, then declare variables in the declaration section as shown in Figure 1 (above).

```
'script globals and Trigger is a Boolean UDA
me.Trigger = false;
iConnected = 0;
i = 1;
'Recipe Automation Server - localhost
LogMessage("***Recipe Automation Server*** [localhost]");
'Creating and allocating memory to RecipeDB Object
oRecipeDB = NEW RecipeEditLib.wwRecipe();
'Object creation test
IF ORecipeDB == NULL THEN
LogMessage("oRecipeDB create failed";
ENDIF;
'Get recipes
aRecipes = oRecipeDB.GetRecipes;
'Connection test
IF aRecipes == NULL
THEN iConnected = 0;
LogMessage("oRecipeDB connection state: Not connected " + iConnected);
ELSE iConnected = 1;
LogMessage("oRecipeDB connection state: Connected " + iConnected);
FOR i = aRecipes.GetLowerBound(0) to aRecipes.GetUpperBound(0)
LogMessage(" Recipe[" + i + "]: " + aRecipes.GetValue(i));
NEXT;
'note - to prevent multiple copies, shutdown recipe server
LogMessage("***Recipe Automation Server*** release");
IF oRecipeDB <> NULL
THEN System.Runtime.InteropServices.Marshal.ReleaseComObject( oRecipeDB );
oRecipeDB = NULL;
ENDIF;
```

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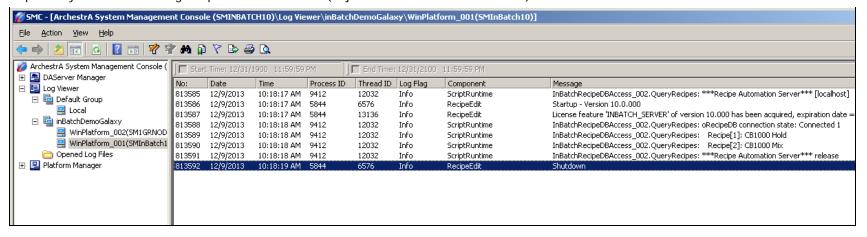


FIGURE 2: LOGGER MESSAGES

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