

[Tech Note 1070](#)

How to Convert InTouch Windows to ArcestrA Symbols

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Introduction

This *Tech Note* provides the necessary steps to convert InTouch windows to ArcestrA Symbols. The feature to convert a window to ArcestrA Symbol is enabled only if the InTouch Application is either a Modern Application or a Managed Application. In order to convert InTouch windows to ArcestrA Symbol for a Stand-Alone InTouch application you must convert the Stand-Alone InTouch application to a Modern InTouch application by following the section to convert a Stand-Alone InTouch application to a Modern InTouch application found in [Tech Note 1069 How to Create a Modern InTouch Application or Convert a Stand Alone InTouch Application to a Modern InTouch Application](#).

Application Version:

- InTouch 2014 R2 (version 11.1)

Converting a Single InTouch Window to ArcestrA Symbols

How to convert a Single InTouch Window to ArcestrA Symbols

1. Open the Modern InTouch application in WindowMaker
2. Right click on the specific window the user would like to convert to ArcestrA Symbols
3. Figure 1 (below) shows selecting **Convert To ArcestrA Symbol**. The **Convert To ArcestrA Symbol** menu option is enabled only when the window is closed.

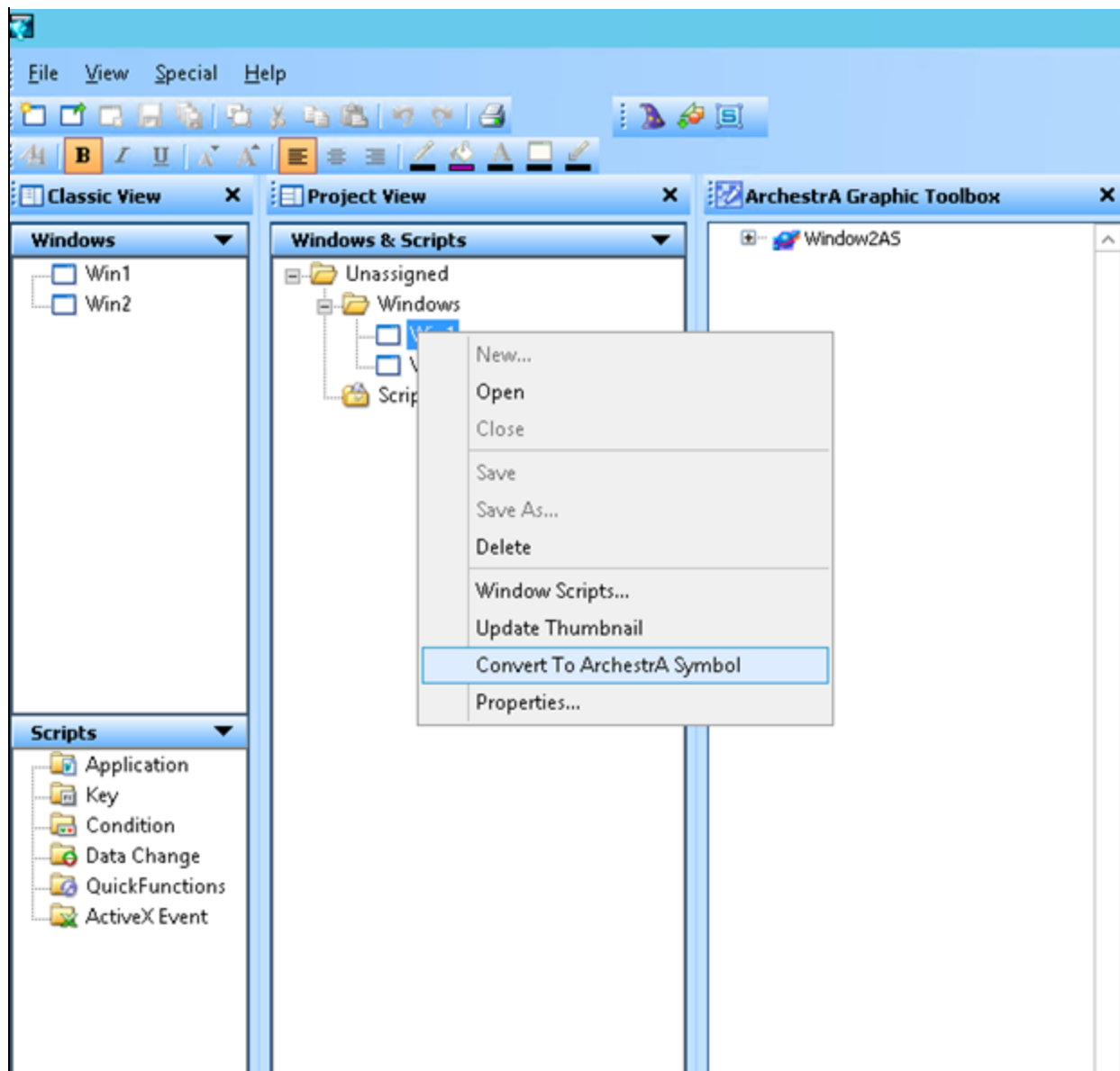


FIGURE 1: CONVERT TO ARCESTR A SYMBOL

Note that **ArcestrA Graphic Toolbox** is now visible. This means you can create ArcestrA Symbols.

4. When you click **Convert To ArcestrA Symbol** you see the dialog box where it is creating a symbol (Figure 2 below). For this example, we are converting a window named **Win1**.

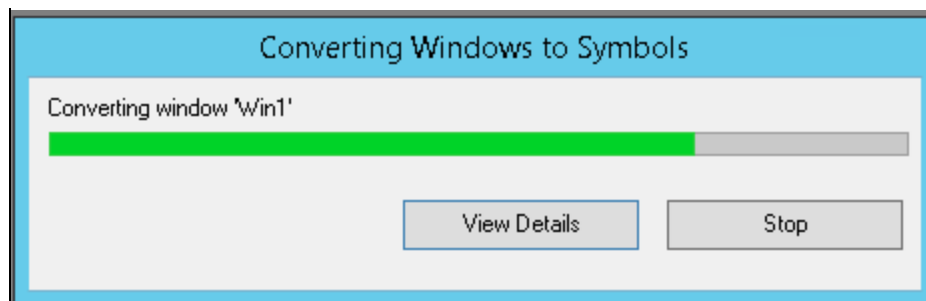


FIGURE 2: CONVERTING STATUS

5. Once it is finished click **View Details** to review the Conversion process details (Figure 3 below).

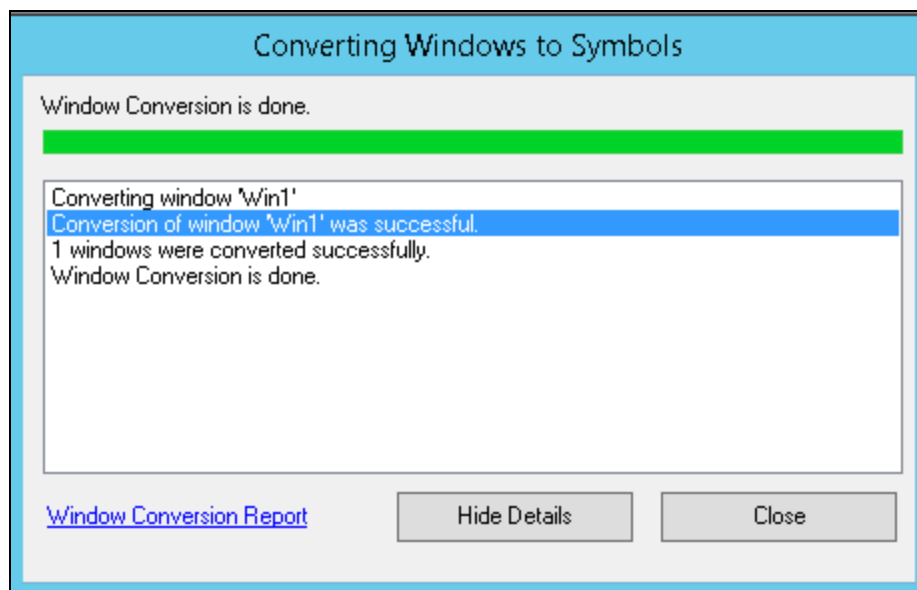


FIGURE 3: VIEW DETAILS

6. Click **Close**.

You now have two windows called **Win1_bak** and another window called **Win1**.

7. You also see a Graphic Toolset folder based on the application name. Under it you will notice the Arcestra Symbol that was created (Win1 in figure 4 below).

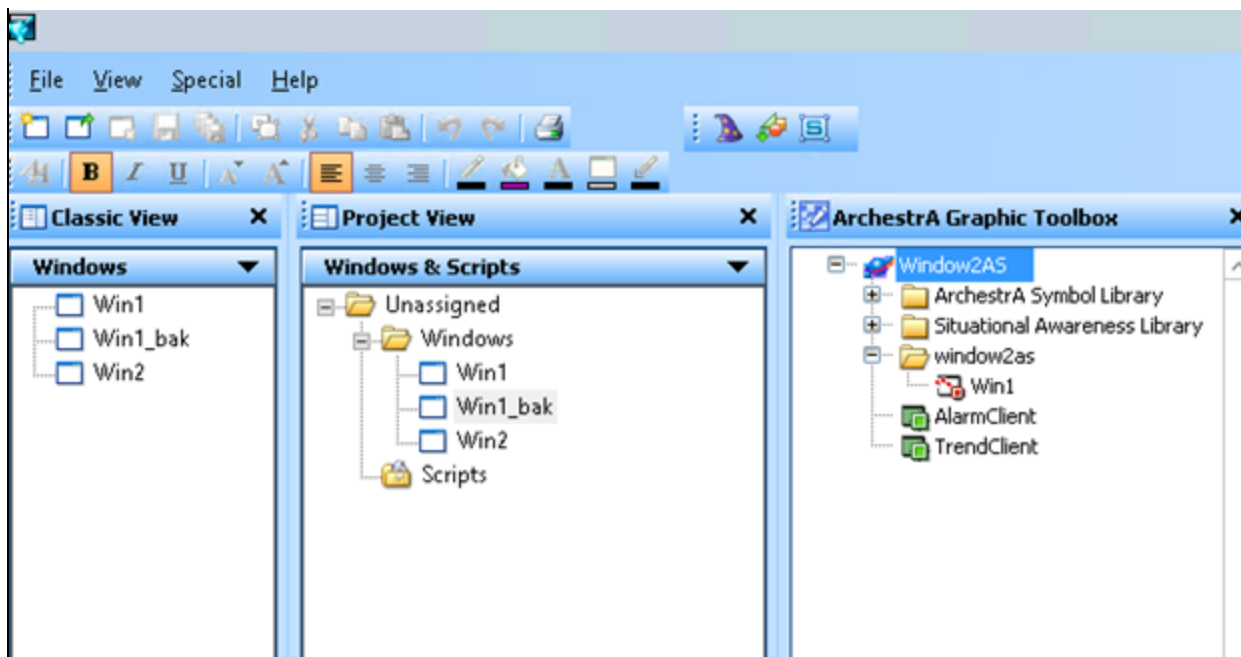


FIGURE 4: APPLICATION FOLDER AND Win1 SYMBOL

8. Double-click the ArchestrA Symbol Win1. The Graphic Editor opens.

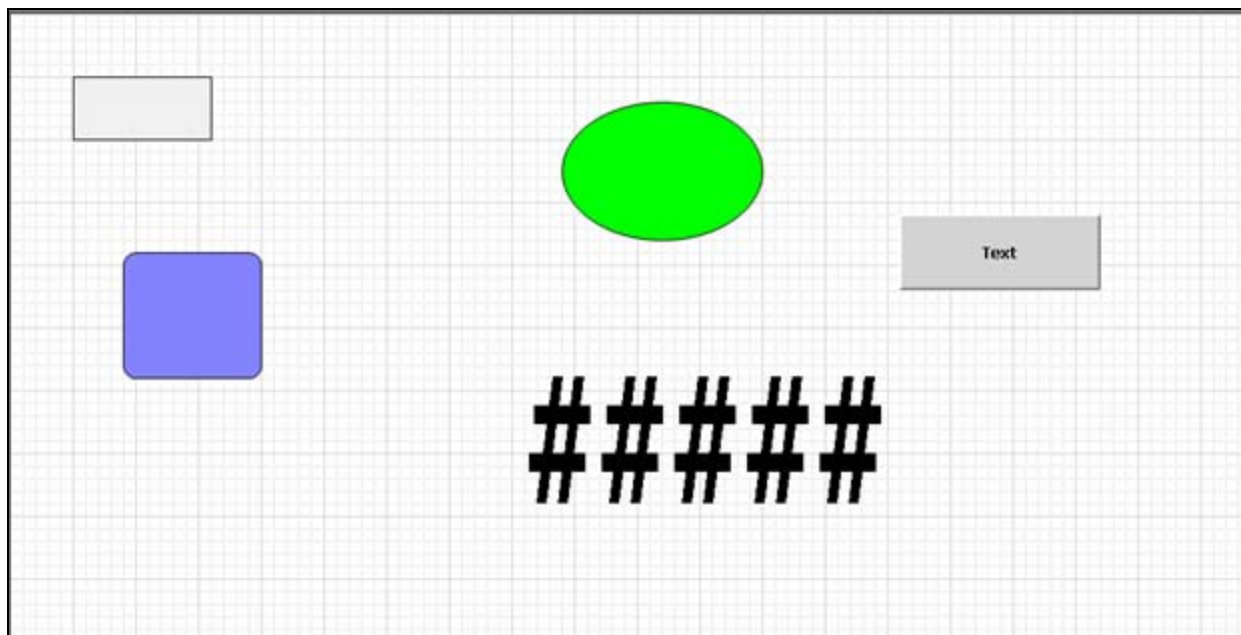


FIGURE 5: SYMBOL GRAPHIC EDITOR

9. If you open the **Win1** window you notice it is an ArchestrA Symbol.

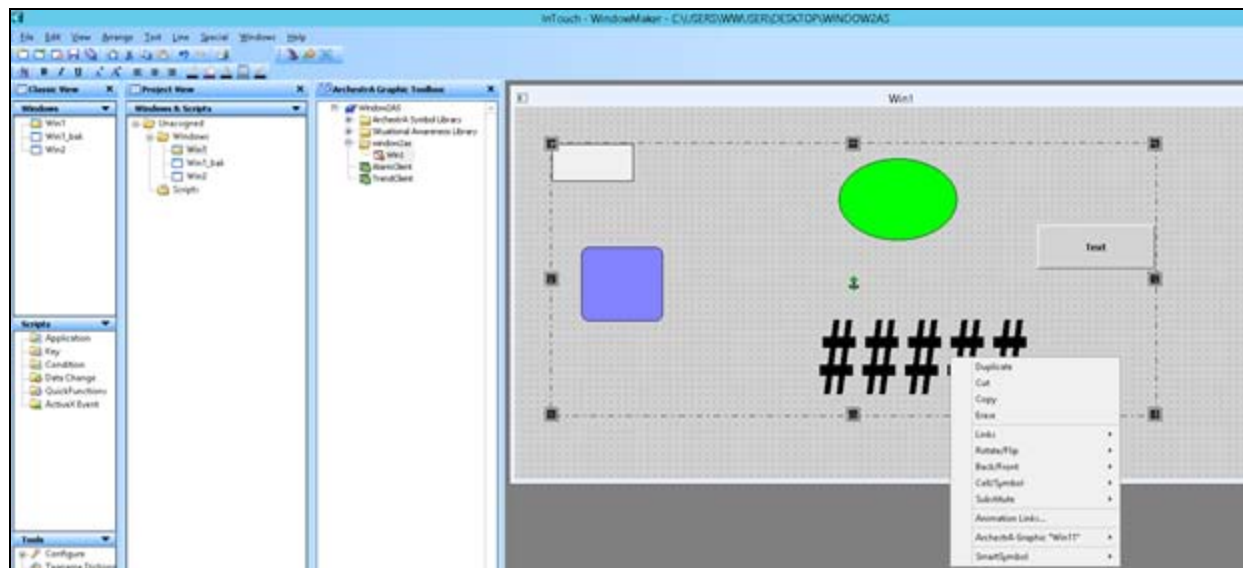


FIGURE 6: ARCHESTRA SYMBOL

How to convert Multiple InTouch Windows to Archestra Symbols

1. Open the Modern InTouch application in WindowMaker.
2. In order to convert multiple InTouch windows to Archestra Symbol, ensure that all the windows are closed.
3. Click **File/Convert To Achestra Symbol** (Figure 7 below).

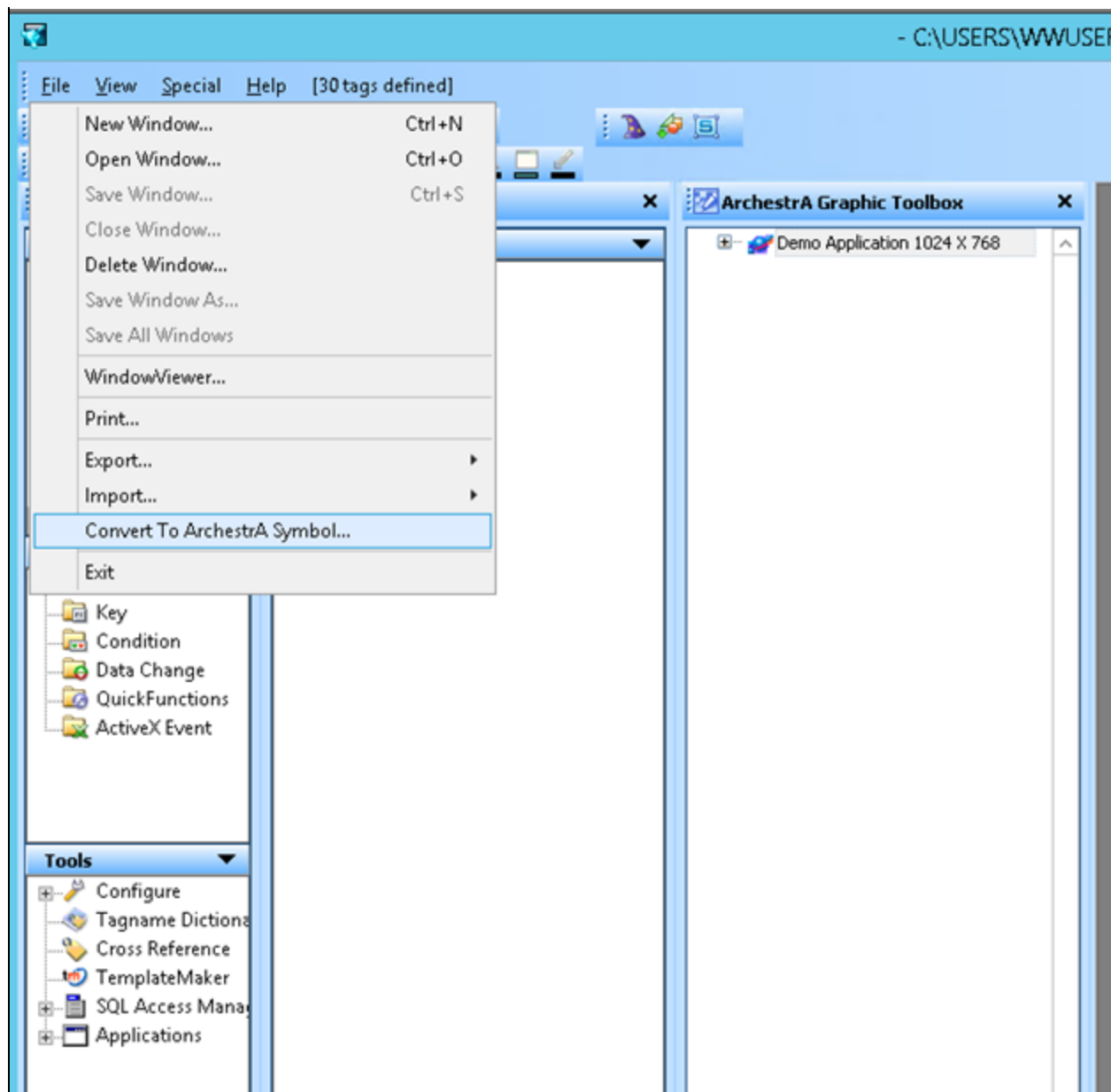


FIGURE 7: CONVERT TO ARCHESTRA SYMBOL

4. Select the InTouch windows you would like to convert (Figure 8 below).

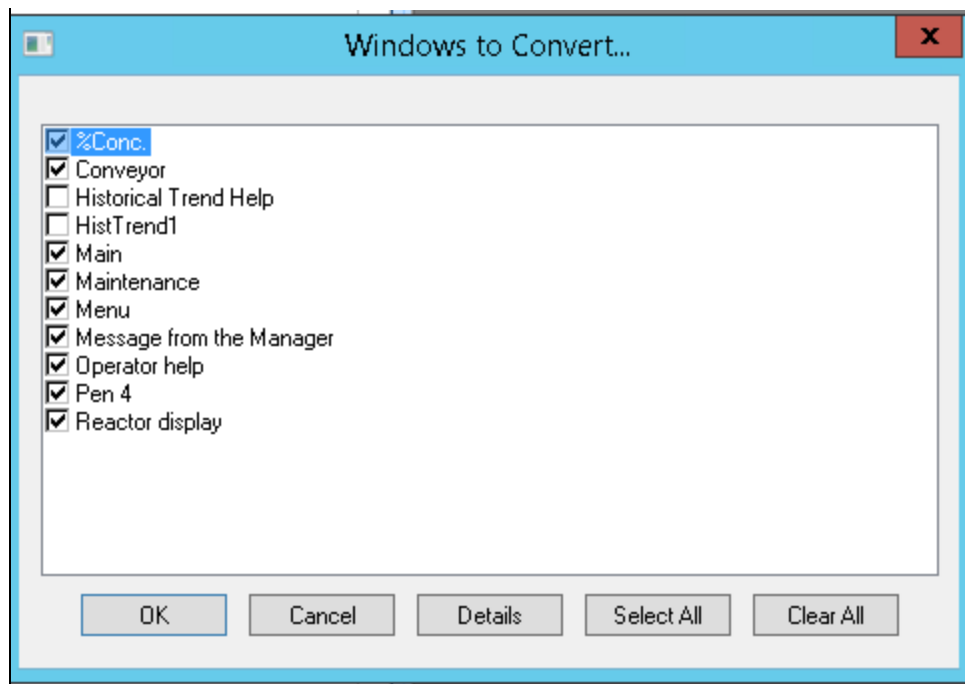


FIGURE 8: SELECT WINDOWS YOU WANT TO CONVERT

5. Click OK. You will see that it has started to convert the windows to ArchestrA Symbols (Figure 9 below).

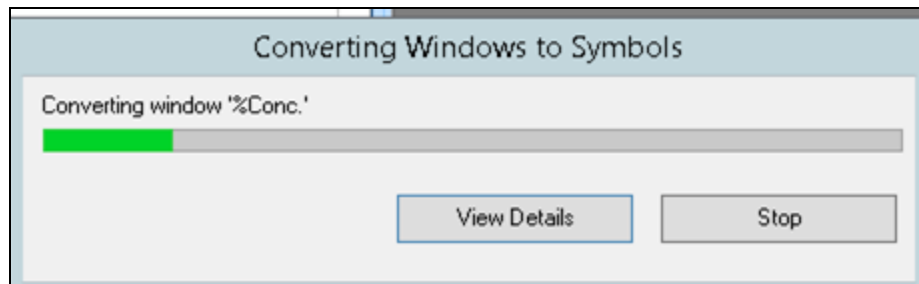


FIGURE 9: CONVERTING WINDOWS TO SYMBOLS

6. When the conversion is finished click **View Details** to review the process details.

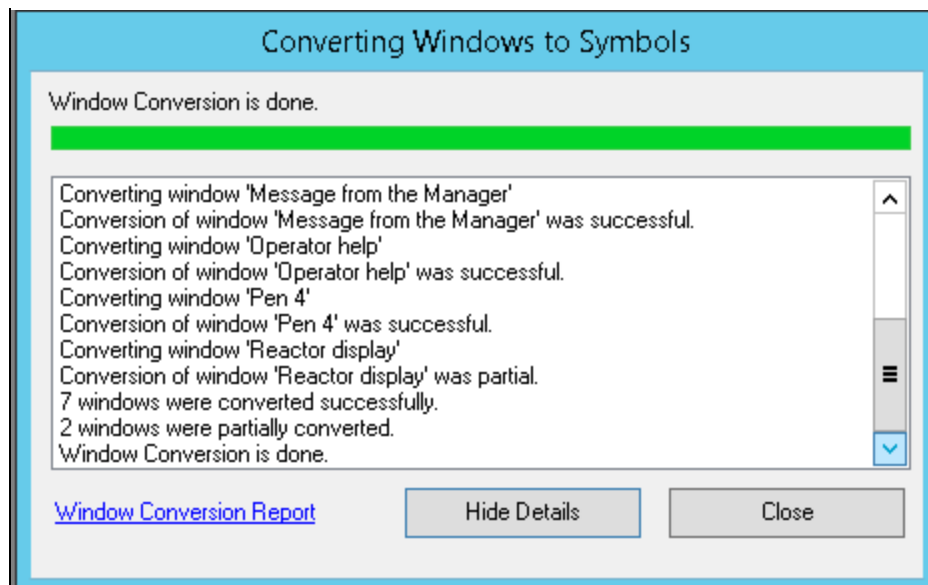


FIGURE 10: VIEW DETAILS

7. In this example, the conversion process converted 7 windows successfully and 2 windows were partially converted. The reason why the 2 windows were partially converted is because those two windows have real time trends, which cannot be converted into an ArchestrA Symbol.
8. Click **Window Conversion Report** (Figure 10 above).
9. The Window Conversion Report shows the information for the Windows that were selected to convert to ArchestrA Symbols.



FIGURE 11: INTouch WINDOW CONVERSION REPORT

10. Close the report.
11. Click **Close** on the Converting Windows to Symbols status dialog.
12. You now have multiple windows called "xxx_bak" and other windows called "xxx."
13. You also have a Graphic Toolset folder based on the application name e.g. demoapp1_1024 and under it you will notice the ArchestrA Symbols created with the window names (Figure 12 below).

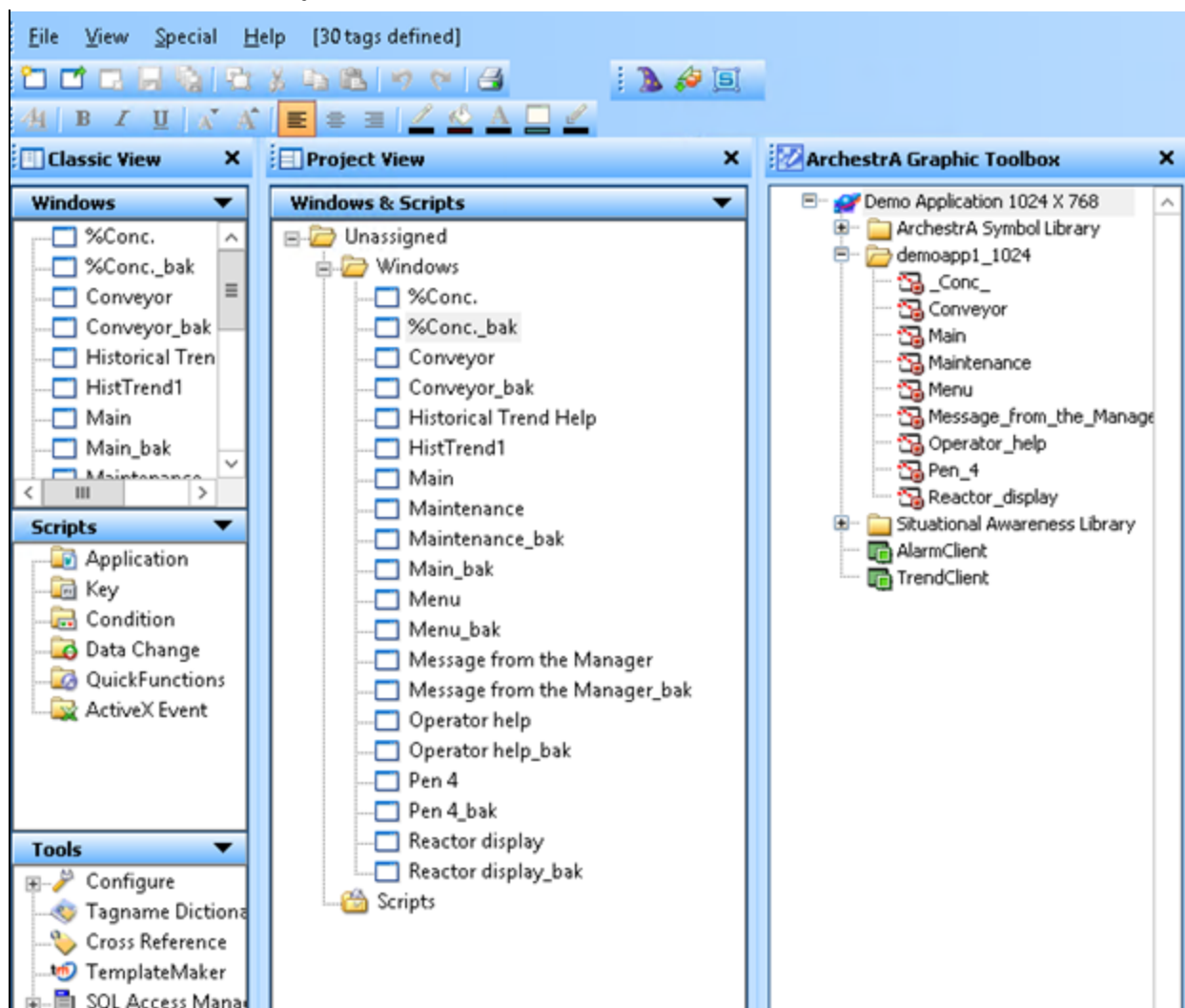


FIGURE 12: SYMBOLS IN THE ARCESTRA GRAPHIC TOOLBOX

14. Double-clicking the Arcestra Symbol Conveyor in the Graphic Editor opens and displays the window (Figure 13 below).

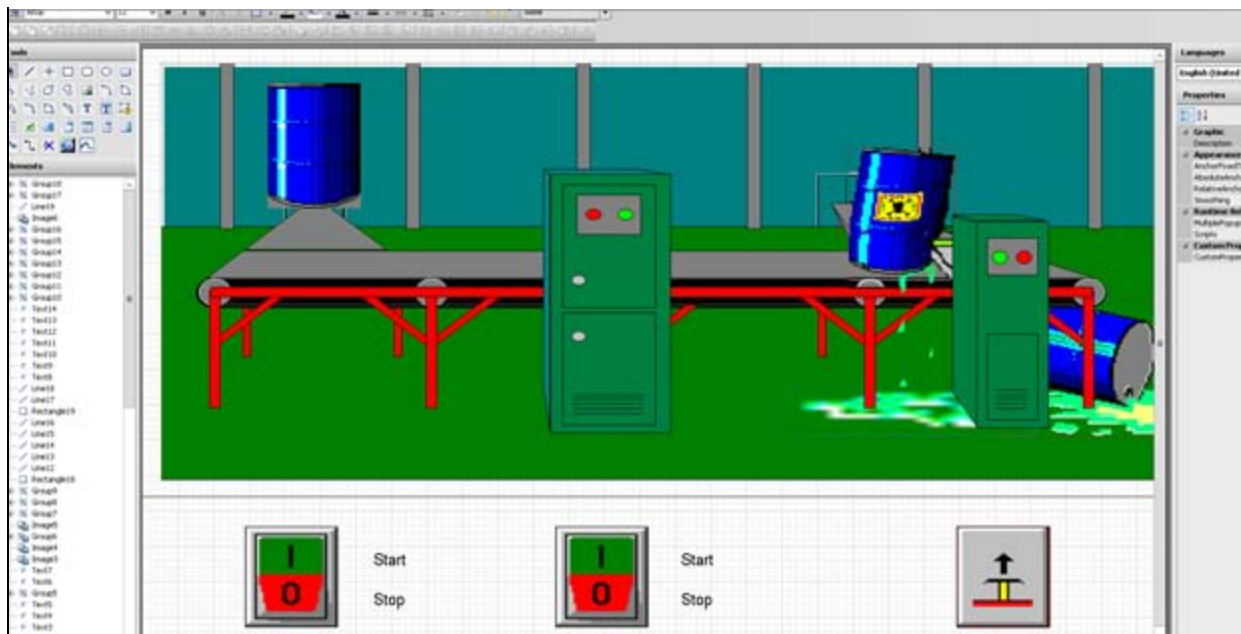


FIGURE 13: ARCHSTRA SYMBOL GRAPHIC EDITOR

15. When you open the **Conveyor** window, notice it is an Archestra Symbol.

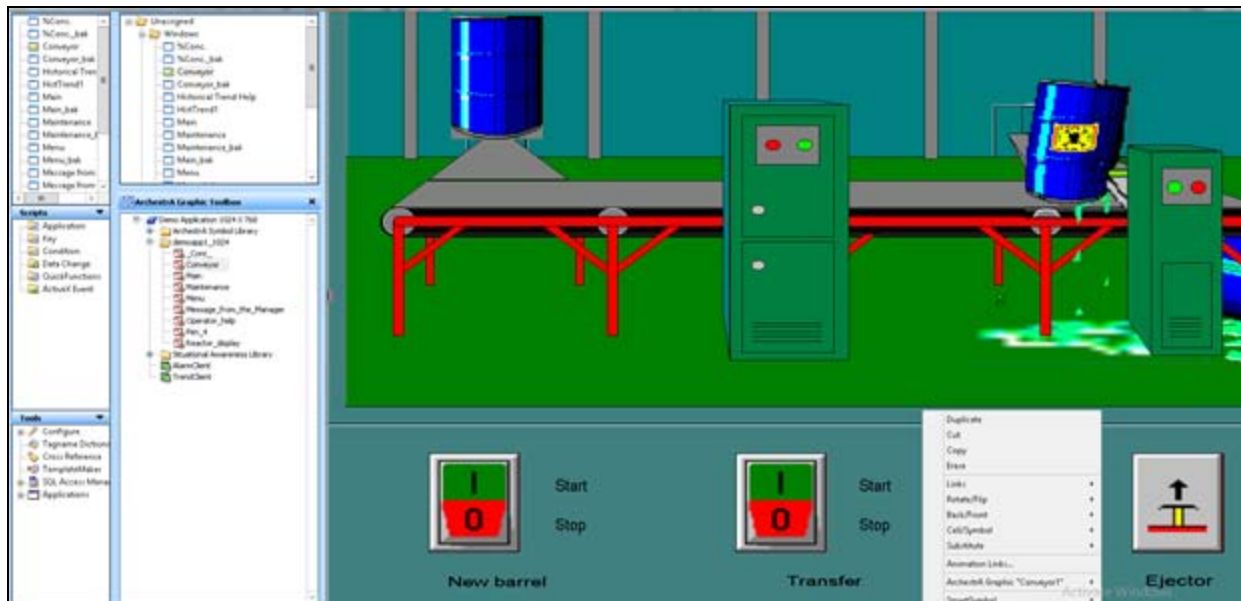


FIGURE 14: ARCHSTRA SYMBOL

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