JNITY PRO PROFILE

AutoSave Support for Unity Pro XL

Enterprise tools for automation source management

OVERVIEW

The AutoSave suite of products provides you with the software tools needed to manage all your automation programs. AutoSave controls and tracks the changes to your industrial programmable devices and programs including Schneider Unity Pro programs.

AutoSave's Microsoft Windows-based client application is fully integrated with the Unity software to offer you both an interactive environment and background monitoring, resulting in a comprehensive change management solution. You have complete control over your device programs including:

- Secure editing Online/Off-line
- Historical Tracking and Audit Trails
- Automatic Change Notification
- Quick Disaster Recovery
- Version-specific modules for Unity 2, 3, and 3-4

CLIENT / SERVER / AGENT

The AutoSave Unity modules complement the AutoSave system comprised of the client installed on a Windows workstation, an AutoSave server acting as the master control center that coordinates all change-related programming activities and stores program files, and an agent providing distributed processing efficiencies for the server.

ARCHIVED CONTENTS

AutoSave creates revision copies comprised of the project file (.stu), saved as a compressed unit. The complete unit is uncompressed and restored to the client/agent whenever needed for subsequent use.

SECURED PROGRAM ACCESS

The GUI-based client interface allows a user to access the AutoSave functions with a login and password. At login, the AutoSave server determines the level of access to the different areas and programs that are permitted to the user and the client PC.

VERSION CONTROL

When a program is opened via AutoSave, the file becomes locked and indicates the user who has the file checked out. Other users see this lock condition when attempting to access the program. The system denies access to locked programs.

When the user completes editing and saves the changes, AutoSave prompts for a revision note, creates a new current copy, relegates the previous current to a numbered ancestor, and unlocks the program. Simply downloading an ancestor or master copy to the device and restoring that copy to the current copy can undo unwanted programming changes.

UPLOAD

Upon upload initiation, the client/agent first retrieves the current copy files from the server, uploads the logic files from the processor and comments from extended memory (if present), and then compresses the program's files and saves the set to the server, creating a new current copy

AutoSave agent technology affords the capability of performing the upload from a client that cannot communicate with the processor or that does not have Unity - or the appropriate version of Unity - installed.

DOWNLOAD

Operating from a client with the proper version of Unity software, you select the current copy or any available ancestor or version with which to download and update the processor's logic files.

Accessing the download function only via a context menu provides additional security, as does AutoSave's prompting for confirmation before initiating the download.

The module Unity v3-v4 release 2.02 introduces support for transferring the DAT file to the processor as well.



Comparison Features

The Unity module supports demand comparisons and supports scheduled comparisons as well. The files are compared to the matching file in the comparison copy, reporting the crc value of each and attention is drawn to differences through the use of different font color in the HTML report.

MDT AutoSave Compare Result

Program Name	/Unity/unity_a/quantum40
Program Description	
Personality Type	unity_a
Compare Date	2010-11-17 13:02:27

	origooo	ver002
File Date	2008-12-01 14:29:10	2008-12-02 14:45:26
User	ahn	ahn
Client	Unity40winxp	Unity40winxp
Method	Ancestor to Version	Current to Version
Revision Comment	orig. copy	same as anc00008

Compare Results

The signatures of these two files are different.

Generated Report Successfully, with differences

COMPARISON ON DEMAND

Any two copies of a program, such as current, local, ancestor, version, or processor, can be compared to each other. This comparison is done on an as-needed basis and may be performed from any client with access to the device program.

AUTOMATED COMPARISON

The Unity module allows for scheduled, unattended comparisons of configured groups of programs. The agent performs the upload and comparison to compare the device's copy to the current copy or compare the current copy to a selected version (permanent or master copy).

The AutoSave module for Unity does support the **AutoUpdate** feature option to create a new current copy when differences between the device and current copy are detected.

NOTIFICATION

Notification e-mail is automatically sent to designated personnel when scheduled comparisons are completed and provides links to complete HTML detail reports.

COMMUNICATIONS

Communications to the supported Premium processors include Ethernet direct and to Fipway, Uni-Telway direct and to Fipway, USB direct and to Fipway, and Modbus and Modbus Plus direct. Communications to the Quantum processors include Modbus and Modbus Plus direct, Ethernet and USB direct, and via Quantum bridges.

Capabilities

System Highlights		
Client: Real-time Ancestry		
Server: Auto Unattended Operation	☑	
Agent: Parallel/Distributed Processing		
Secured Program Access		
Version Control w/file compression		
Device Upload		
Device Download	☑	
Client Highlights		
Compare		
Editor Launch		
Server / Agent Highlights		
Time-Base Scheduling	☑	
AutoCompare		
AutoNotify		
AutoUpdate	☑	
Server Platform Support		
Windows	☑	

UNITY EDITOR REQUIREMENTS

MDT certifies its modules as operating properly with Unity Pro XL software version 1.x, 2.x, 3.x and 3.x-4.x. MDT Software is a member of Schneider Electric's Collaborative Automation Partner Program.

