

InTouch 2014 – Part 2

Course Description

The InTouch 2014 – Part 2 tag-based course is a 4-day instructor-led course focused on tag-based application design strategy through reusability, scalability, and reduced maintenance. The course uses lectures and hands-on labs to provide an introductory look at high-performance HMI design, leveraging the powerful new Wonderware Situational Awareness Library and advanced application navigation strategies.

This course introduces new InTouch 2014 features, including an in-depth coverage of the Galaxy Style Library, Element Styles, Symbol Wizard, Point Animation, and Alarm Border animation. The course also covers a variety of complimentary and contrasting approaches to application design, which will expand student knowledge, including scripting through Indirect Tags, ShowSymbol, ShowGraphic, ArcestraA .NET scripting, I/O failover, and Operating System Security. The Part 2 course also covers standard InTouch features, such as Remote Tags from Tag Servers and using Distributed Alarms and Distributed History, as well as Best Practice concepts through practical, real-world application design.

Objectives

Upon completion of this course, you will be able to:

- Construct an advanced tag-based application
- Configure OS security
- Use advanced techniques to design and modify ArcestraA graphics
- Integrate indirect tags into a reusable process window to reduce design maintenance
- Implement the functionality of ShowSymbol
- Create advanced overview and browser displays with the ShowGraphic script function
- Implement a context-sensitive, drill-down popup view
- Configure an application to leverage powerful .NET controls
- Understand I/O monitoring and failover functionality
- Build reusable Enterprise-level graphics for any sized process or application
- Construct a Key Performance Indicator window
- Access tags, alarms, and history from remote InTouch application sources

Audience

Engineers, system integrators, consultants, and other individuals who need to use InTouch in their manufacturing processes

Prerequisites

- Completion of the InTouch Part 1 course
- Manufacturing or industrial process experience

Course Outline

Module 1 – Application Foundation

Section 1 – Course Introduction

This section provides an introduction to the course and discusses the software solutions Wonderware offers.

Section 2 – System Requirements, Licensing, and Support

This section discusses system requirements, licensing, and support options.

Section 3 – InTouch Overview

This section briefly explains the application design and how the application is distributed.

Section 4 – OS Security

This section describes how to prepare your environment for using OS Security and explains scripting for OS Security.

Module 2 – Tag-Based Data Modeling

Section 1 – SuperTags

This section introduces TemplateMaker and shows how to create SuperTags without TemplateMaker.

Section 2 – Tag Viewer

This section shows how to use Tag Viewer to test and verify healthy I/O data communication.

Module 3 – Scalable Graphic Design

Section 1 – Fundamentals of Situation Awareness Process Design

This section explains the capabilities and usage of the Situational Awareness Library.

Section 2 – Indirect Addressing

This section explains the capabilities and usage of indirect addressing.

Section 3 – Galaxy Style Library Element Styles

This section explores how to use Graphic Overrides, Quality and Status, and Element Styles.

Module 4 – I/O Failover

Section 1 – Galaxy Style Library Quality and Status

This section discusses how to modify the appearance of failure indicators.

Section 2 – Switching to an Alternate I/O Source

This section explains how to examine failover scenarios, configure an alternate I/O source, and use script functions with I/O failover.

Module 5 – Advanced Graphic Design

Section 1 – Advanced Techniques in Symbol Design

This section discusses the advanced visual effects of the ArchastrA Symbol Editor and multiuser development delegating areas of design.

Section 2 – Show Symbol and Hide Symbol Animations

This section provides an overview of Show Symbol animation.

Section 3 – Show Graphic Script Function

This section describes the Show Graphic and the Hide Graphic functions.

Section 4 – Enterprise Design Using Symbol Wizard

This section discusses the Symbol Wizard and how to set standards with the wizard.

Module 6 – .NET Controls

Section 1 – .NET Controls

This section explains how to implement add-on controls to your InTouch application to create a universal document viewer and a context-sensitive alarm management interface.

Module 7 – Distributed Technologies

Section 1 – Tag Server and Tag Provider

This section describes how to configure the local application to browse the tag server's tagname dictionary and retrieve data from the tag server application.

Section 2 – Alarm Providers

This section discusses how to receive and acknowledge alarms from a remote application.

Section 3 – Tag Server History

This section addresses how to get InTouch history from a remote application.