

InTouch 10.0 for System Platform

Course Description

The InTouch 10.0 for System Platform Course is a three-day instructor-led course designed to teach the basic principles of how Wonderware® Application Server 3.0 provides visualization of your plant galaxy data using ArcestrA® Symbols within the InTouch 10.0 for System Platform software.

The focus of this course is to illustrate the use of visualization tools in the System Platform to provide a Human Machine Interface (HMI) utilizing connectivity to the galaxy, graphic symbols, animations and scripting features and functionality found in InTouch WindowMaker, ArcestrA Symbols, the ArcestrA Symbol Editor, and QuickScript.NET.

This course will also provide you with a fundamental understanding of how to utilize the alarm controls for alarm visualization, ActiveFactory™ controls for history visualization, and how to secure the application.

Course Objectives

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

- Create new InTouch Managed Applications
- Create new ArcestrA Symbols
- Work with the alarm controls for alarm visualization
- Apply the ActiveFactory controls for real-time and history trending
- Use ArcestrA security in an InTouch Managed Application

Audience

Engineers, application developers, system integrators, and other individuals whose jobs include creating and/or maintaining HMI applications for use with the Wonderware System Platform.

Prerequisites

The prerequisites for this course are:

- Attendance of the Wonderware System Platform - Part 1 course to obtain knowledge of the Wonderware Application Server
- Attendance of the Wonderware System Platform - Part 2 course is recommended to obtain knowledge of the ActiveFactory software
- Manufacturing industry experience
- Some graphical design experience helpful

Course Outline

Module 1 – Introduction

Section 1 – Course Introduction

Section 2 – Wonderware System Platform Review

Lab 1 – Creating and Deploying a Galaxy

Section 3 – ArcestrA Visualization

Lab 2 – Creating a New InTouch Application

Section 4 – System Requirements, Licensing and Support

Module 2 – InTouch

Section 1 – Development Environment

Section 2 – ArcestrA Symbols

Lab 3 – Building the Application Layout

Section 3 – Runtime Environment

Lab 4 – Deploying an InTouch Application

Module 3 – ArcestrA Symbols

Section 1 – ArcestrA Symbol Editor

Section 2 – Animation

Lab 5 – Creating a new ArcestrA Symbol

Section 3 – Custom Properties

Lab 6 – Using Custom Properties

Section 4 – Scripts

Lab 7 – Creating a Resizable Analog Meter

Section 5 – Advanced Features

Module 4 – ArcestrA Objects and Symbols

Section 1 – ArcestrA Objects and Symbols

Lab 8 – Creating a \$DiscreteDevice Two-State Command

Lab 9 – Creating the Mixer Display

Section 2 – Advanced Editing

Lab 10 – Switching between Mixers using a Tabbed Display

Lab 11 – Creating a Popup Symbol

Section 3 – Quality and Status Display

Module 5 – Alarm Visualization

Section 1 – ArcestrA Alarming Review

Section 2 – Alarm View Controls

Lab 12 – Building an Alarm Display

Module 6 – History Visualization

Section 1 – ArcestrA Historization Review

Section 2 – ActiveFactory Controls

Lab 13 – Building a History Display

Module 7 – Security

Section 1 – ArcestrA Security Review

Lab 14 – Security

Section 2 – Bulletproofing the Application

Module 8 – Runtime Language Switching

Section 1 – Runtime Language Switching

