

Wonderware

This three-day hands-on course is intended to allow the student to use the Wonderware software to operate the equipment controlled from the Wonderware software package.

I. Wonderware In-Touch

- Starting In-Touch
- Window Types

II. Windowmaker Toolbox

- Accessing Toolbox
- Text Tools
- Color Tools
- Object Alignment Tools
- Object Edit Tools
- Object Arrange Tools
- Pasting a .BMP File into a Window
- Resizing Objects

III. Windowmaker Menus

- File Menu
- Edit Menu
- Arrange Menu
- Text Menu
- Special Menu
- Windows Menu

IV. Tagname Dictionary

- Radio Buttons
- Entry Fields, Buttons, and Options to Allow User Input
- Tagname Types
- Tagname Definitions
- Placeholder Tagnames

V. Windowviewer Menus

- Controlling Logic
- WindowViewer
- Special MenuLogic Scripts
- Creating Scripts
- Application Scripts
- Window Scripts
- Key Scripts
- Condition Scripts
- Data Change Scripts
- Pushbutton Action Scripts
- Where Logic is Entered
- Button Descriptions

VI. Security

- Passwords
- Configure Users
- Log Off
- Applying Security to an Application
- Creating a Custom Security Log-On Window

VII. Alarming

- Alarm Hierarchy
- Creating Alarm Groups
- Assigning a Tagname to an Alarm Group
- Displaying Alarms
- Creating an Alarm Event
- Logging Alarms