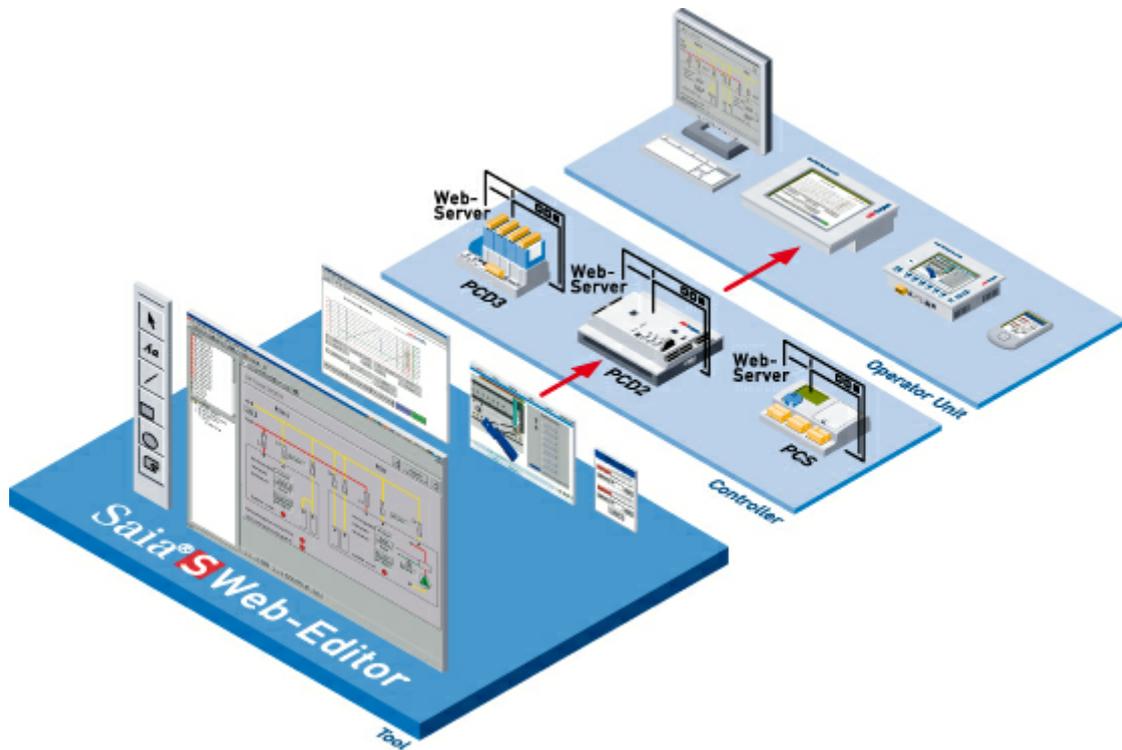


# Manual



## Saia S-Web Editor

Controls Division

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# 1 Introduction

## Creating Web-Server Based HMI's

Thank you for choosing Saia®S-Web technology.

This manual describes the features and use of the Saia®S-Web Editor as add on-tool with the Saia®PG5 programming utilities. With the S-Web Editor, dynamic web pages for the Saia®PCD.Web-Server can be created very easily.

Continuous integration and use of Saia®PCD.Web technology is changing the automation environment in the areas of commissioning, service, control and monitoring.

### Web Browser As Tool For Commissioning And Service

Although most systems, installations and equipment are currently still commissioned and serviced with specific, proprietary software tools, the use of web technologies now enables the latter to be replaced with standard tools, such as Internet Explorer. No specialist know-how is required to operate a browser, and user acceptance is high. Predefined HTML pages allow optimized device and system management during commissioning and service. Specific HTML pages for different user groups also significantly increase convenience and safety, at the same time greatly reducing costs.

### Control And Monitoring With Web Technology

Even for simple control and monitoring functions, costly and often complex Scada systems have been used. These tasks are ideally suited to the use of a web server and browser, avoiding the costs of expensive development tools and runtime licenses. Another advantage of web technology is the vendor-independent, standard interface between the control system and management level.

### Create Java-Based Web Pages Easily, With The Convenient S-Web Editor

S-Web editor for creation of dynamic, graphical web pages for the Saia®PCD.Web-Server by simply placing graphical objects and setting their parameters. No knowledge of HTML or Java programming is required. The graphical objects are specially adapted to Saia PCD devices. The S-Web editor is an integral part of Saia PG5 programming tool.

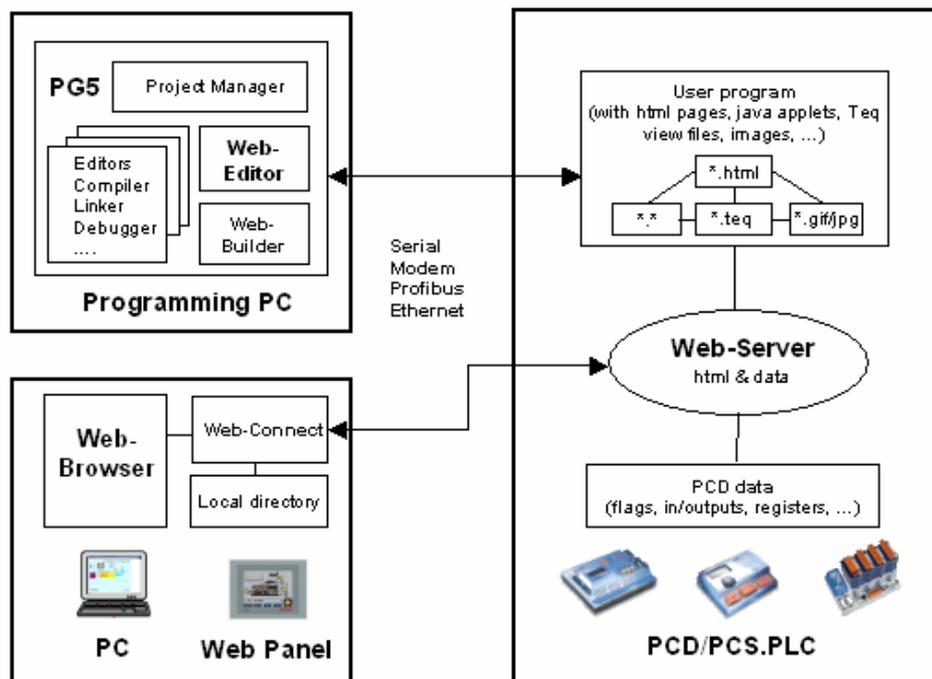
### Continuous Access Via Any Preferred Interfaces And Networks

Access to the Web-Server in Saia®PCD devices is possible not only via Ethernet-TCP/IP, but also via economical, standard serial ports (RS232, RS485, modem ...) or Profibus networks. All this takes place continuously across the different network levels.

### Saia®PCD.Web-Server Integrated In All Products

Since 2000, a Web-Server has been integrated in the base units of all new Saia controllers (such as PCS1, PCD2, 3, 4 and PCD3.RIO) at no extra cost.

## Basic Principles Of Saia®S-Web



### Web-Server

The Web-Server is the heart of the entire Saia@S-Web concept. The Web-Server is integrated in the base unit of all new Saia controllers and remote I/Os. It sends HTML pages and java applets (and any necessary images or other files) requested by the Web-Browser across the configured communication interface to the PC or Web-Panel. A Web-Panel is a touch screen panel with browser functionality for the industrial automation market. HTML pages, Teq-View files, java applet, images or any other files are stored in the user program memory of the PCD. They belong to the user program and so are downloaded from the PG5.

### Web-Connect

The Web-Connect PC driver program manages the communication between the PC or Web-Panel and the PCD/PCS system. Access to the Web-Server in Saia@PCD devices is possible not only via Ethernet TCP/IP, but also via economical, standard serial ports (RS232, RS485, modem ...) or Profibus networks. All this takes place continuously across the different network levels. The local directory is a directory on the PC/Web-Panel, where the Web-Connect software is running.

It is possible to save large files (e.g. images, java applet,...) in this directory, which we don't want to save in the PCD.Web-Server. By this upload time in the browser and PCD memory space can be reduced.

### Web-Browser

Microsoft Internet Explorer 5.5 or Netscape Navigator 6 can be used to display Saia@PCD.Web pages. A java virtual machine 1.17 or better is required to display the Web-Editor pages.

### S-Web-Editor

The S-Web Editor allows the creation of dynamic java based web pages for the Saia@PCD. Web-Server by simply placing graphical objects and setting their parameters. No knowledge of HTML or Java programming is required. The graphical objects are specially adapted to Saia PCD devices. The S-Web Editor can be used in standalone or as add on-tool with Saia@PG5 programming tool.

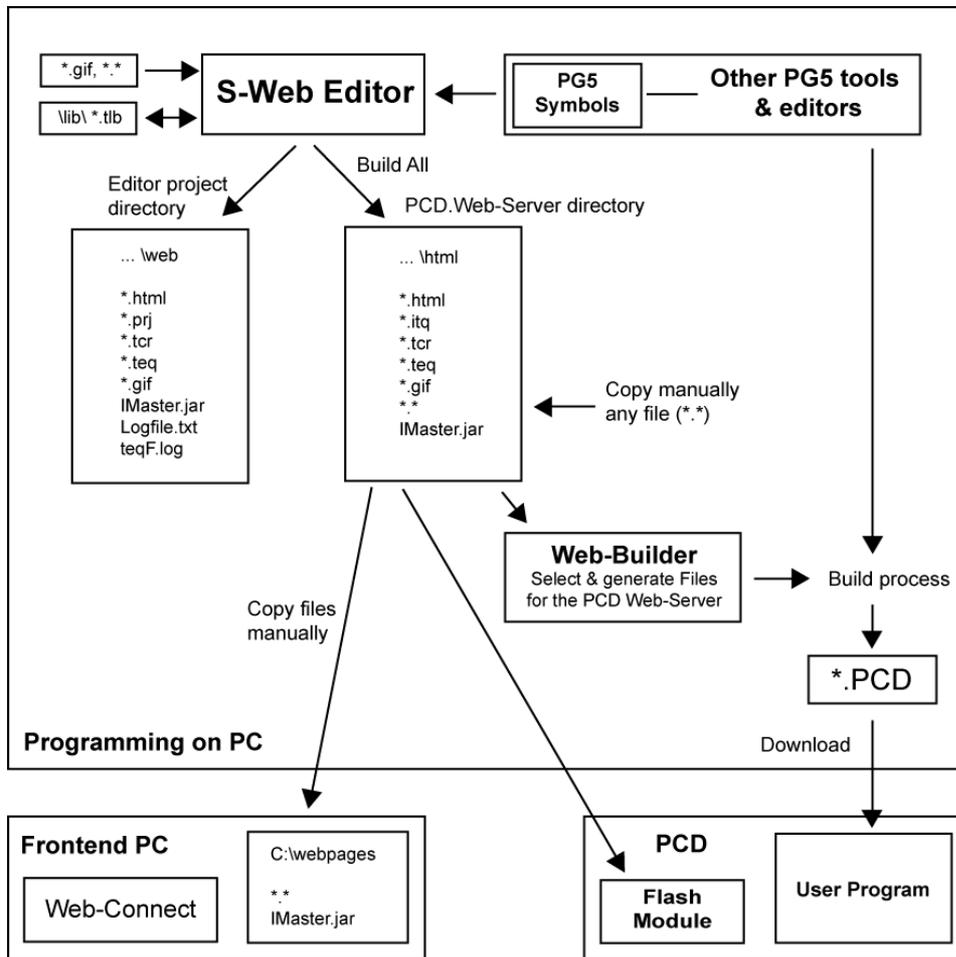
As add on-tool it is an integral part of PG5 and offers a lot of advantages like direct use of PG5 symbols. The output of the Web-Editor is a java applet, which is called from a main html page. For each view (browser screen) an individual configuration file (\*.teq) for the java applet is created.

**Web-Builder**

The Saia®Web-Builder is a PG5 add on-tool for the management of Saia®PCD. Web-Server projects.

All files (HTML pages, Teq-View files, java applet, images, etc.), which need to be stored in the PCD.Web-Server must be converted with the web-builder into a PG5 compatible source file format. During the PG5 build process the PCD.Web-Server content and specific PCD-Web-Server settings are compiled in the same time as the whole PG5 project. The Web-Server content is downloaded with the PG5 downloader to the PCD device.

### File Structure & Formats



This section explains the project structure and the files which are necessary to produce a Saia®PCD.Web-Server application with the Web-Editor.

The PCD.Web-Server project is individual for each CPU and is stored in the PG5 Project directory (e.g. C:\PG5 Projects\Project name\CPU Name\..) of the corresponding CPU. The Web-Editor uses two different directories in the CPU Project directory:

...**.web** is the working directory of the Web-Editor. It contains all files created with the Web-Editor. When starting the Editor from PG5 it uses these files for editing the project. Note that the PG5 symbol names in the \*.teq files are uncompiled long symbol names. The teq-files from this directory can therefore not be used for the PCD.Web-Server content.

...**.html** is the PCD. Web-Server directory, which contains all files that can be selected and generated with the Web-Builder for the PCD. Web-Server content. The PG5 symbol names in the teq-files are precompiled short symbol names. The files (\*.html, \*.itq, \*.tcr, \*.teq, \*.gif, IMaster.jar) are generated or copied automatically by the Web-Editor. Note that they are only generated and saved when saving the project with the "Build All" command. The html file is generated using the html button or the 'Generate html...' command. Any other files (e.g. text files), which should also be part of the PCD. Web-Server content can/must be copied manually in this directory.

To display a PCD.Web-Server project (created with the Web-Editor) the browser

accesses a **HTML file** that contains a reference to use the Java-Applet. Furthermore, it contains reference tags to the \*.teq files, which represent the views that are designed by the user with the Web-Editor. The HTML file is generated by the Web-Editor (Menu command "Generate HTML")

All Java class files are stored in a so-called Java-archive with the name **'IMaster.jar'**.

To enable a PCD.Web-Server application the following files must be generated with the Web-Builder into the PCD.Web-Server content:

- All **teq files** that are created by the Web-Editor
- All **HTML files** that are generated by the Web-Editor
- Variables initialisation files **\*.tcr and \*.itq**

The following files can either be generated with the Web-Builder or they can be copied to the local directory of the Web-Connect PC.

Additional user-written HTML files (optional)

Image files (**\*.gif**) that are used by the applet or by user-written HTML sources.

The java class library **IMaster.jar**, which is distributed together with the Web-Editor

The Web-Editor supports also the creation of **macro painter objects** (\*.esm files) which can be stored in a macro library directory ('MacroLib'). For the library directory any name can be given. When creating a Web project, macros can be stored and read into/from the macro library. A macro is based on standard painter objects that are grouped using the group function of the Web-Editor and then saved as macro in the macro library.

## 2 Installation

### For Windows 32 Bit Operating Systems

The S-Web Editor software is written for use on Microsoft 32 Bit Operating Systems. The installation script will automatically install all components needed for operation. The S-Web Editor can be found on the Saia®PG5 Controls Suite CD Rom and is installed directly from the CD navigation page (start.htm).

The installation script can also be started manually from the CD Rom by starting the setup program from the Web-Editor directory: ...\\Web-Editor\\Setup.exe

The S-Web Editor will be installed as add on-tool for PG5.  
Please note that a user-key that contains the Web-Editor license is required.

### System Requirements

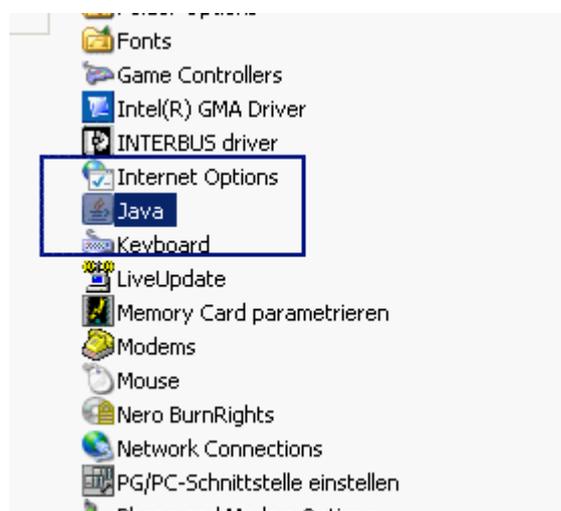
The S-Web Editor runs on Windows 95/98/ME/NT/2000. For good performance, we recommend using it on Pentium processors with at least 300MHz clock frequency and at least 64MB of RAM. The Editor requires about 10MB of hard disk space. Resolution of at least 1024x768 or better is recommended. A PG5 version 1.3 or higher is required.

### Avoid Problems By Disabling Caching In the Sun Java Virtual Machine

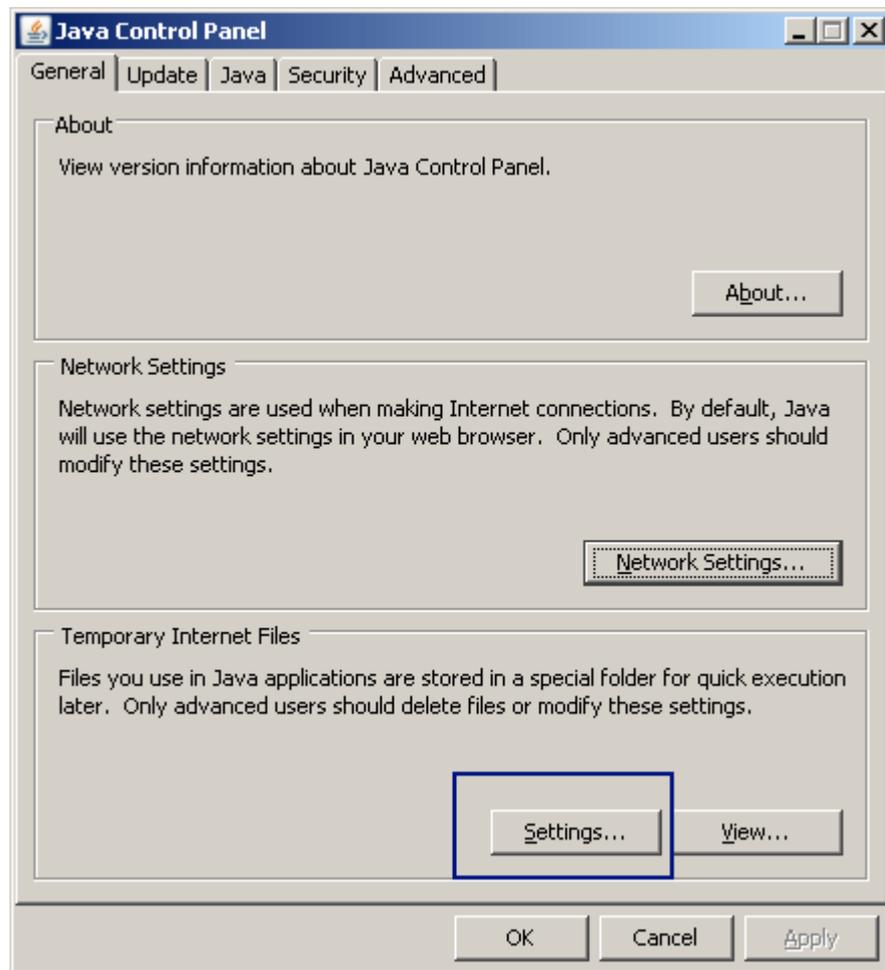
The IMaster Java Applet sends HTTP GET and POST Requests to communicate with the PLC's web server. The responses to these requests are generated dynamically.

To avoid that the Sun Java Virtual caches these dynamically generated responses, you have to deactivate the caching in your system's control panel:

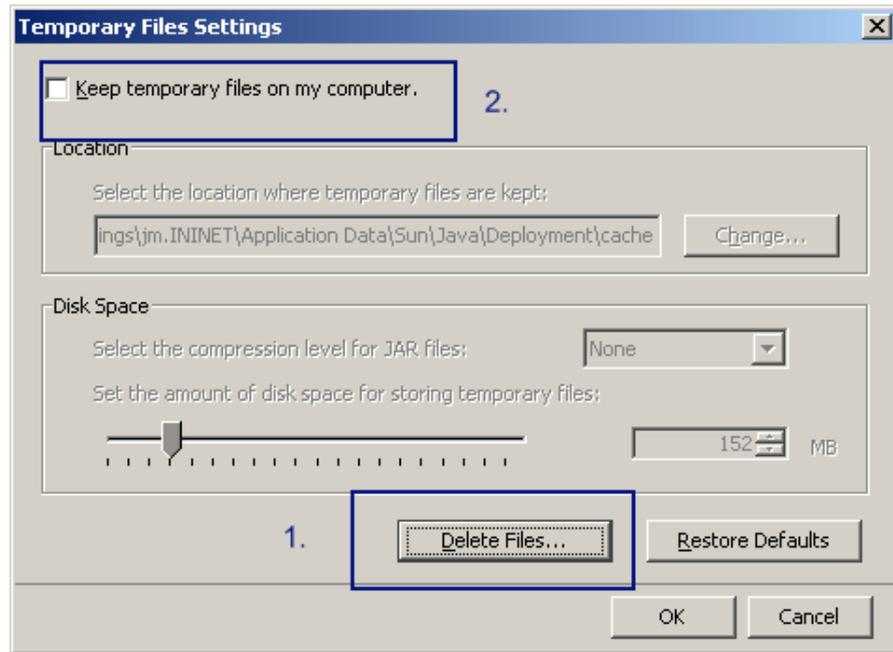
1. Start->Settings->Control Panel
2. Click on the Java icon



3. Choose the 'General' tab
4. Click on 'Settings'



5. Click on 'Delete Files...'
6. Deactivate the checkbox 'Keep temporary files on my computer'



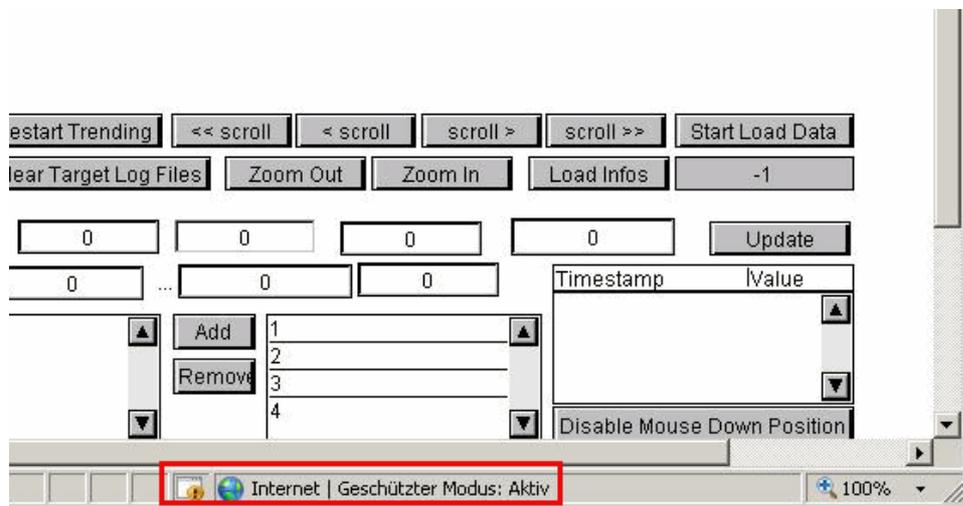
7 . Confirm with 'OK'

### 3 IE Settings (Only For Windows Vista)

*This chapter is only relevant if you work with Internet Explorer on Windows Vista.*

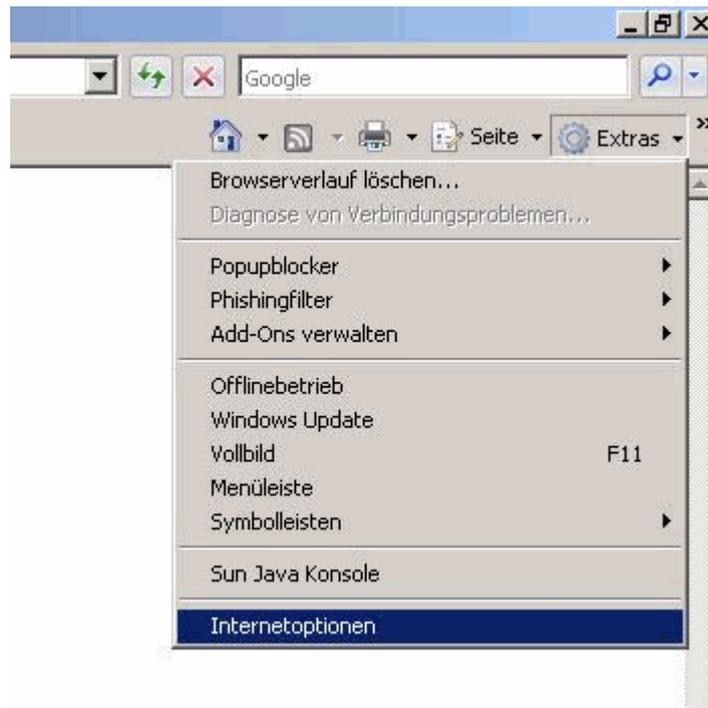
Internet Explorer 7 on Windows Vista has a new security function called 'Protected Mode'. This protected mode runs the Java Applet with other security permissions. The applet can only write to special temporary directories. Write operations to other directories will also work but they will be redirected by the operating system to other temporary directories. This can cause problems if you save a file within an alarming HMI and you try to open the saved file with a macro that you start from your local PC. You will not see the file in the second applet! To solve this problem you can add the the URLs to your applets to the 'Trusted sites'.

The following screenshot shows a Java Applet that runs in the 'Protected Mode'

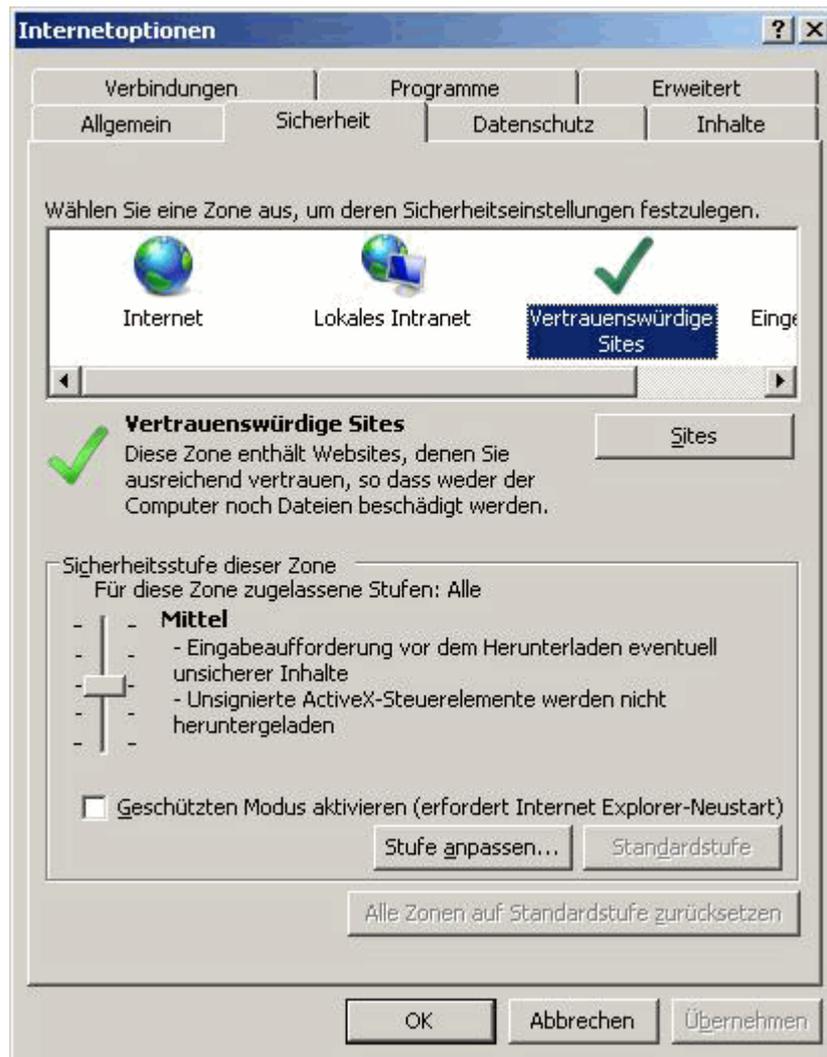


#### How To Configure The Internet Explorer Browser In Order To Run The Java Applet Outside the 'Protected Mode'?

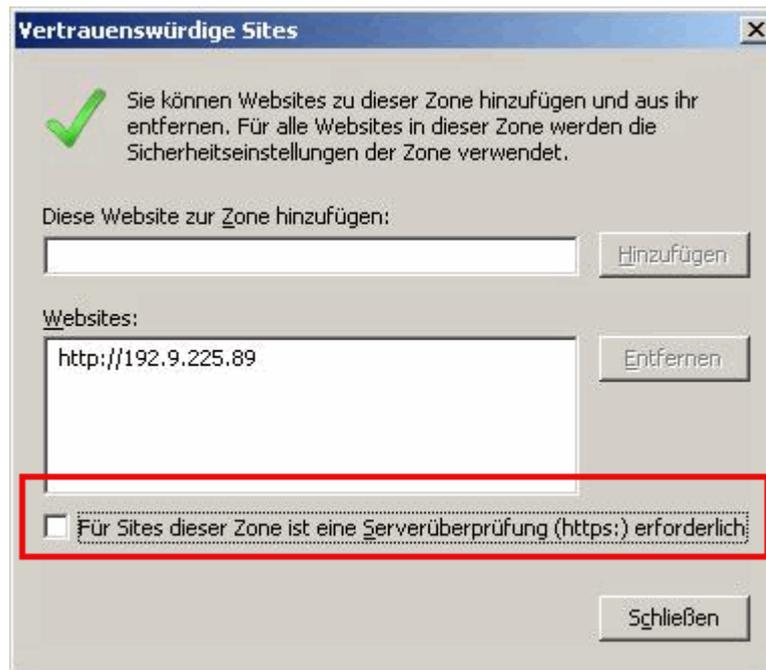
1. Open the Internet options dialog in menu: Extras->Internetoptionen



2. Choose 'Vertrauenswürdige Sites' in the tab 'Sicherheit' and click 'Sites'



3. Deactivate the checkbox shown in the following screenshot that allows you to add sites that begin with 'http' (by default trusted sites have to begin with 'https'). Then type in the URL and click 'Hinzufügen'.



Afterwards Internet Explorer deactivates the protected mode for the site you added in the step before.



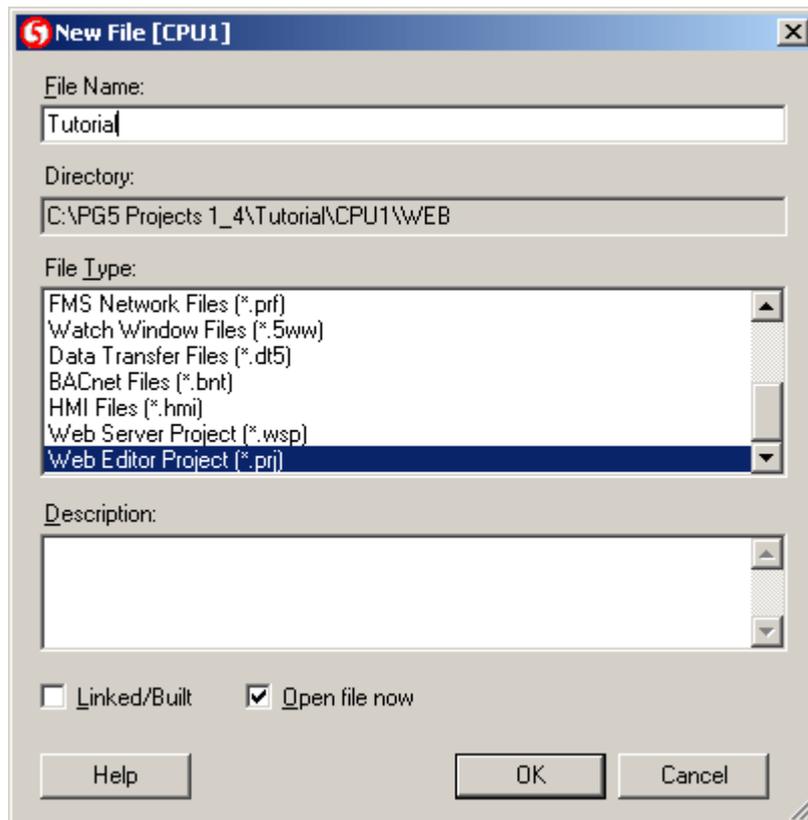
## 4 Getting Started

Supported Platforms*
- Java Applet
- MicroBrowser
- NanoBrowser

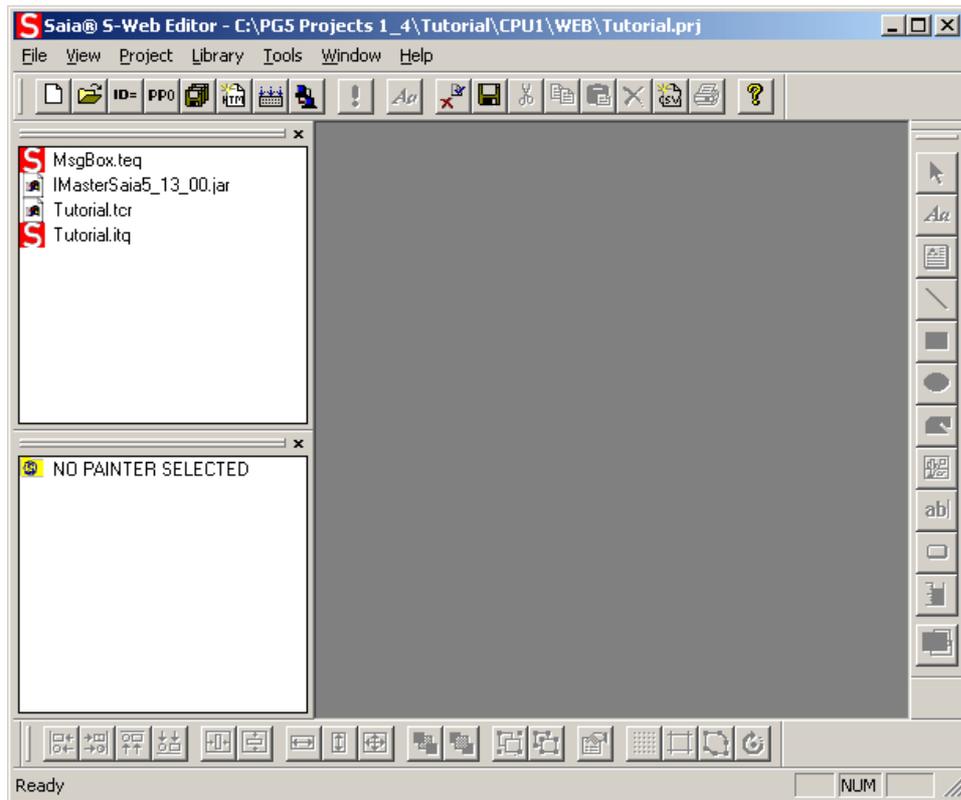
\* Refers to all functions described in this chapter

### Open a new file

A new PG5 project is first created as explained in the User Manual PG5 26/732. Create a new program file, which is the same procedure as creating a new IL, FUPLA, Graftec file etc., except that you choose the file type as Web Editor (.prj), as shown below:



A new Web Editor Project is created by pressing OK:



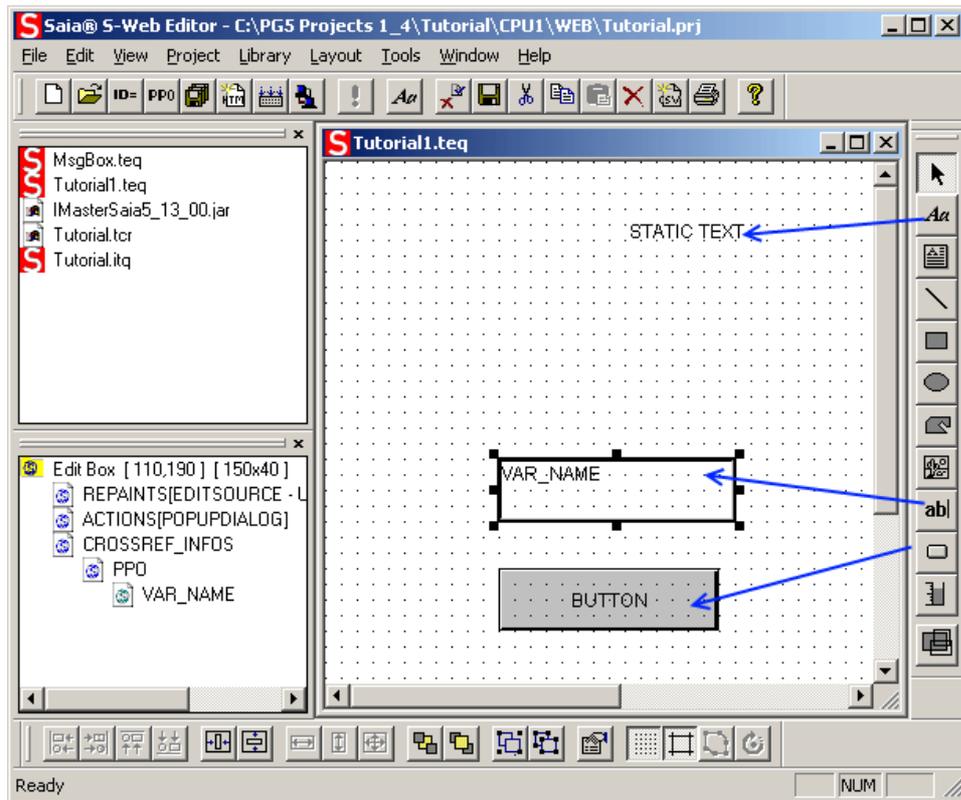
This is the main window of the S-Web Editor application. It controls all the other windows and is used to do basic settings. All files belonging to this project will be added to the PG5 project under a sub directory called 'Web'.

## Creating A New View

The next step will be to add new views to the project. This can be done using the Project ->Add->New menu or with the 'New File' button from the topmost toolbar. The editor will propose a name, which consists of the project name and an index.

<your\_projektname0>.teq

After that, you can start to enter graphical objects to your new view. You can choose a variety of objects from the painter toolbar. The meaning of the buttons is described in the Painter Reference.



## Adding A Static Text Or Reading A Process Variable



In the tutorial, a 'Static Text' painter object was selected. The object can be placed in the view by pressing the left mouse button to mark the left most top position of the text, then keeping the mouse down and dragging towards the rightmost down position, then releasing the button. The user now might want to change the text. This is done by double-clicking the text object. This will open the object properties dialog box.

This dialog box contains different tabs, which allow the user to define all properties of this object. The first tab 'General' contains options, which are applicable to any object, e.g. position, size, colours and font. The second tab 'Repaints' lets the user define what the object will show on the screen. In the tutorial, a string containing the text 'Welcome To The Tutorial' should be shown. To do so, the 'Edit a Source' checkbox should be selected, the 'Type' in the selection on the left should be set to 'STRING' and the desired text should be entered in the name field. The user can now press the 'OK' button to close the dialog.

Alternatively, the type of a 'Static text' painter can be set to HTML\_TAG, CONTAINER or PPO. If type is set to PPO, the 'Static text' painter can be used to display a process point of your PLC. If you want to read and edit a process point, then you have to use the 'Editbox' painter that is described in the next chapter 'Editing a Process Variable'.

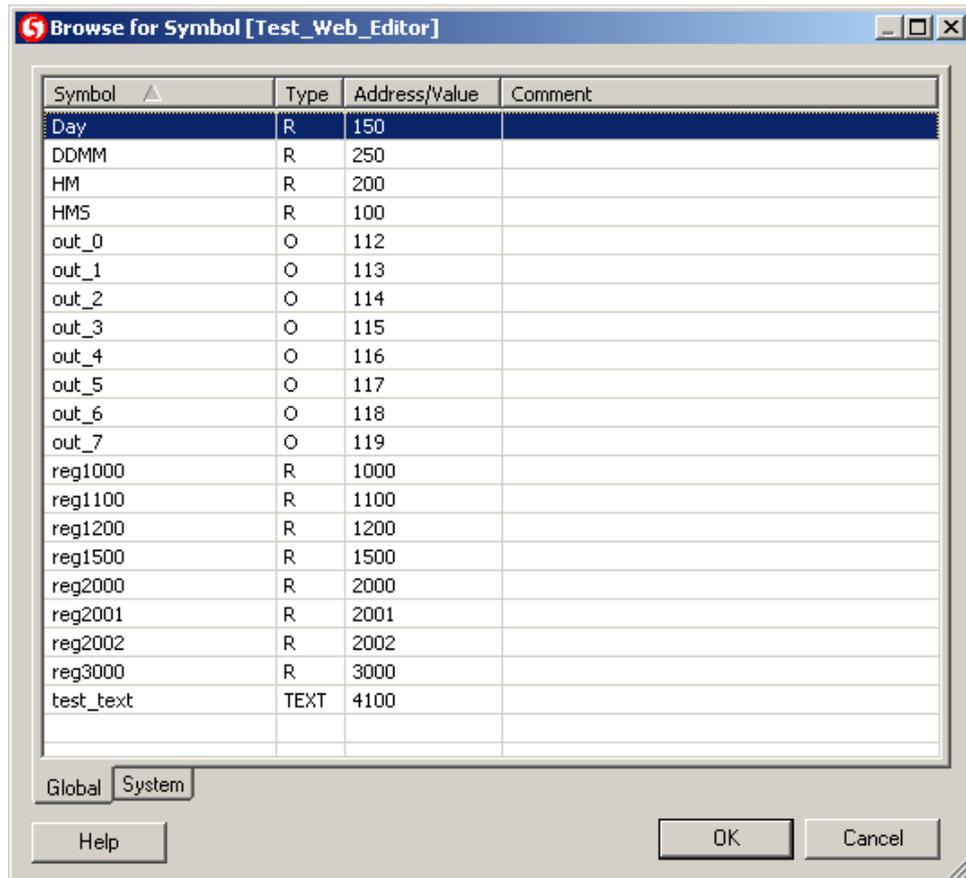


## Editing A Process Variable (PPO)



In the next step, an 'Edit Box' element will be added. This object allows reading and modifying a PCD variable (R,F,C...) inside the view. To do so, the user should press the 'Edit Box' button in the toolbox and placing the object in the same way as the 'Static Text' object. Then, a double click on the object will open a dialog box, where the 'Repaints' tab should be selected.

The 'Edit a Source' checkbox must be selected and the 'Type' choice should be set to 'PPO', where 'PPO' stands for 'Process Point', indicating that a variable from the PCD System should be used. In the 'Name' edit field you should now enter a symbolic name. A valid name could look like 'TempVessel\_1'. A global symbol or a system symbol may be used by pressing the 'Select' button, which opens a dialog with all the global and system symbols programmed in the PG5. Choose the symbol that you want to use and press OK or double click on the symbol, which will then place this symbol in the Name field.



The 'OK' button of the properties dialog will then save these settings to the view. All the process points defined in the project can then be configured with the limits (min and max values), format and unit value (example °C) by opening the process point dialog using the menu Project ->Init PPOs... These process points are only linked with the relative addresses, which are the symbols defined in PG5, when a build is made of the whole project in PG5

## Creating A Second View

A second view should now be added the same way. This can be done by the menu as presented above, or alternatively, simply by pressing the 'New File' button from the toolbox. The suggested name will be 'Tutorial2.teq' and the file will be added automatically to the project. The user can also add a text object indicating the text 'This is the second view...' to the file.

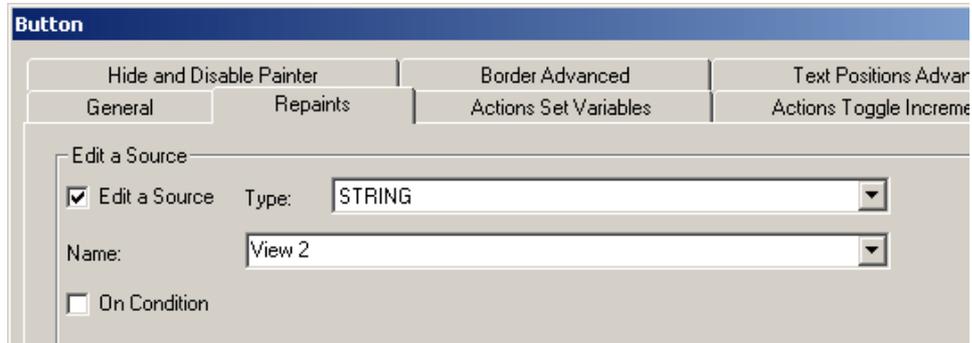
## Navigating Between Two Views



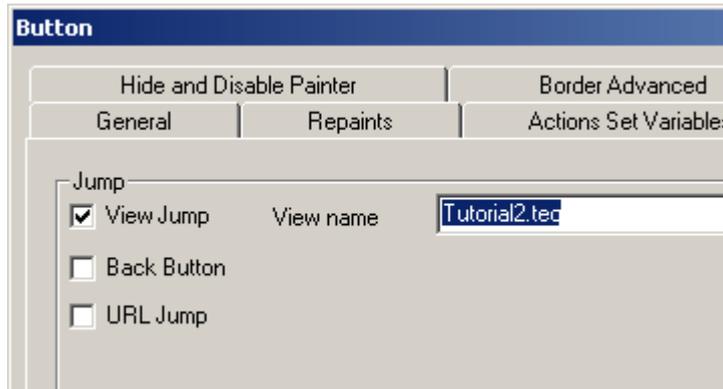
The next step will be to add buttons, which allows the user to navigate between the two pages. To do so, the 'Button' object in the toolbar must be selected and the object should be placed in the view 'Tutorial1.teq'. A double-click will open the dialog box again, where the 'Repaints' tab should be selected. On this tab, the user can enter the text that should be displayed on the button. This is done in the same way as shown with the 'Static Text' object.

Next, the user should go to the 'Actions Jump' tab, where the 'View Jump' checkbox must be selected. Inside the 'view name' edit field, the user can now enter the name of the view where the button should jump to, e.g. 'Tutorial2.teq'.

Define the button label:



Define the view jump:



A similar button can now be added to the second view 'Tutorial2.teq', where the name in the action tab should refer to 'Tutorial1.teq'.

## Creating An Application

In the next step, the 'HTML' file, which contains the tutorial applet, will be generated. This can be done with the menu Project->Generate HTML.. or with the respective button from the toolbox. The S-Web Editor will suggest the filename Tutorial.html and add the file to the project. Then, all files should be saved using the menu File->Save All or by pressing the respective button from the toolbox.

## First Test Inside The Browser

The project can now be generated with the PG5 and downloaded to the PLC or quickly checked directly with a PC-Browser like MS Internet Explorer. Just open the file

<your projectname>.html from within your browser. Of course process points (PPOs) will not be linked yet this way.

*Before you download your project to the PLC you have to make a 'Build All'. Choose menu Project->Build All or click on the following icon from the*

*toolbar:*



('Build All' icon)

## 5 Using Fore- And Background (TEQs)

### Supported Platforms

- Java Applet
- MicroBrowser
- NanoBrowser

### Three Layer Concept

Fore- and background files are an advanced feature and not necessary for simple projects. The idea of using a fore-/background file is based on a three-layer approach to define a user view. The user can edit each layer separately. The runtime will merge the three layers to one view. The user can assign a foreground and a background to each view separately, but their use is an option.

The background view may typically contain controls that are used in an identical way on many other views. Integrating them in a background will increase the productivity especially in case of changes. Typical controls to be used in a background can be function keys, buttons or message lines.

The foreground view is typically used to display splash messages which may occur during an exception on the PLC. If the user wants to make sure that an alert will be displayed in all conditions, no matter which view is actually used by the operator, the same foreground.teq should be added to all views of the project.

The controls used in this layer should therefore be linked with a condition, so in regular operation, no controls will be visible from the foreground teq.

### Foreground TEQ

Basically every view can be used as a foreground Teq for one or more other views. Foreground teqs will overlap the actually loaded view during the runtime. With foreground teqs it is not necessary to copy parts of your HMI if they occur in more than one view. For example important warnings or state indicators. For layout elements you better use background teqs.

#### Creating A foreground Alarm TEQ

The first step will be to add new views to the project. This can be done using the Project->Add->New menu or with the 'New File' button from the topmost toolbar.

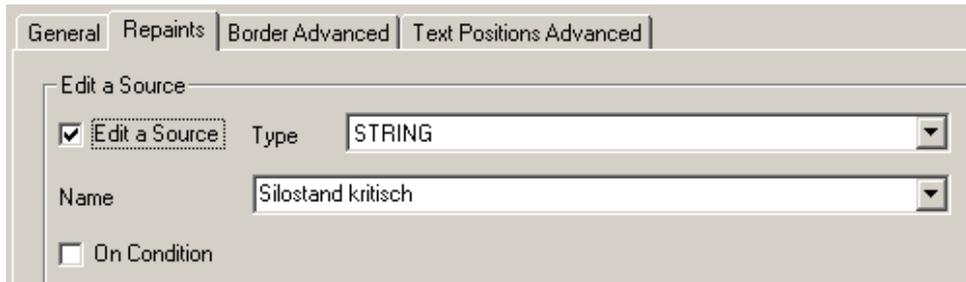
#### Add and configure an alarm

Please insert the following Painter in your View:



#### Define the message

Open the property window with a double-click on the added painter. Replace the String 'STATIC TEXT' with your message:

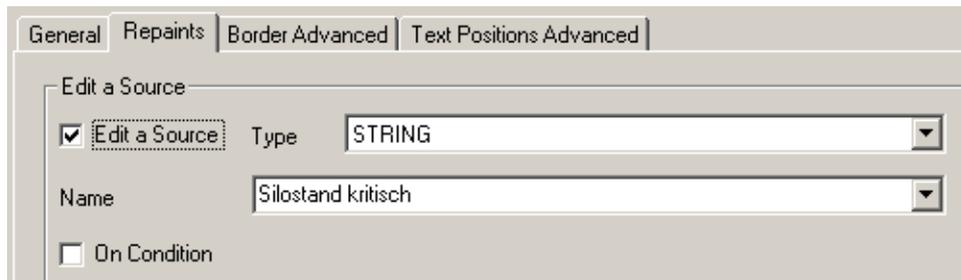


Example:



#### Configure the alarm condition

The warning appears if myVar2 is smaller than 25.  
Define this condition in the tab 'Repaints':



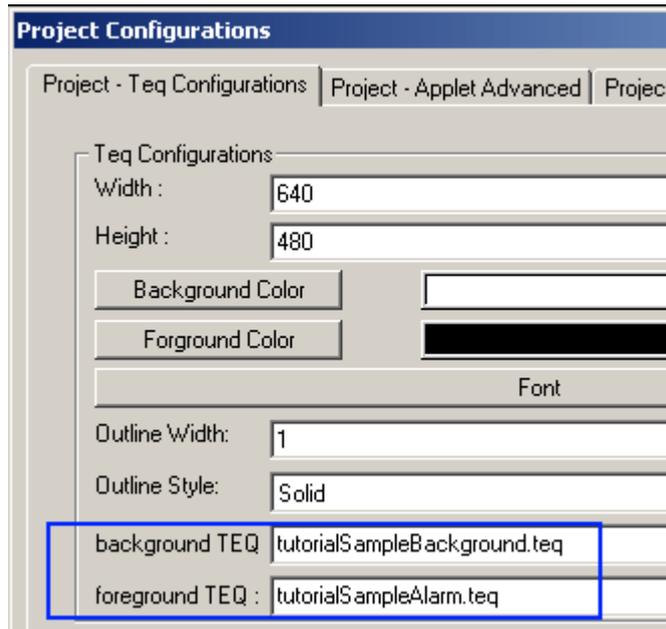
#### Define The View As A Foreground TEQ

You can set a view as the default foreground teq for the project, or just for particular views.

#### Set a default foreground-teq for your project.

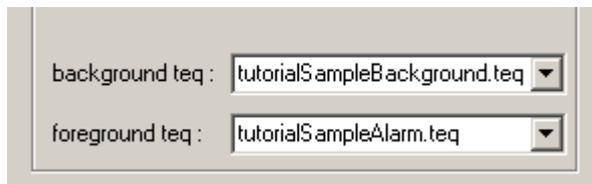
Choose the menu Project ->Project Configuration... In the dialog tab 'Project - Teq Configuration' you will find the dropdown 'foreground teq'. Select the filename of your 'alarm.teq' and confirm with 'OK'.

This setting will affect all views that you create from now on, not the existing ones. Use the method 'Set a foreground teq for the actual view' if you want to set a foreground teq for an existing view.



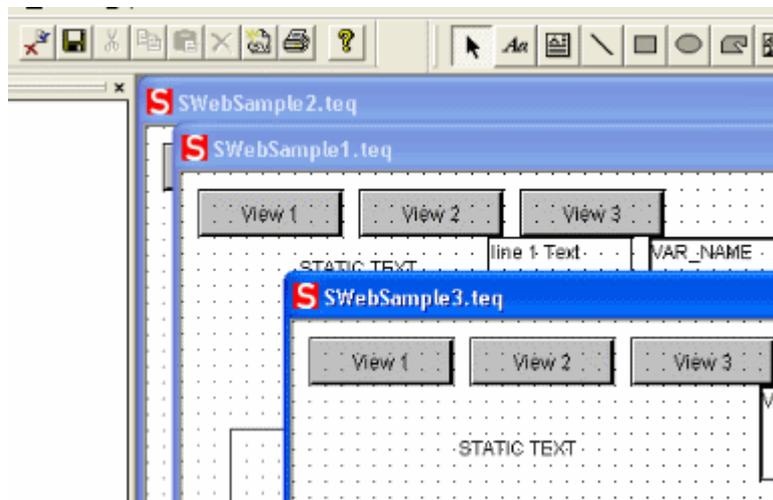
**Set a foreground teq for the actual view**

Open first the teq view which should have a foreground-teq. In the dialog Project ->Teq view configurations you can set a foreground teq for the actually opened view.



**Background TEQ**

Using background teqs can avoid to copy parts of your HMI if the same elements occur in more than one view, e.g. layout elements or navigation buttons.



Just like when using foreground teqs, you can also set a view as the default background teq for a project, or just for particular views. See 'Set a default foreground-teq for your project' 'Set a foreground teq for the actual view' for details.

*Warning: AWT Components appear always in front during runtime so you can't put other components over these.*

## 6 Processpoints (PPOs) Initialising

Supported Platforms
- Java Applet
- MicroBrowser
- NanoBrowser

### Init PPO Dialog

Once the Web Editor project has been completed and all the graphical views have been created, the user must open the 'PPOs Init' dialog using the menu Project-> Init PPOs... to be able to complete the configuration of all the symbols used in the project.

PPOs Initialisation					
PPO Name	Min	Max	Format	Unit	
Trend_Base_DB					
Trend_db_bin			BIN		
Trend_db_int			DEC.1		
mysymbol					
mysymbol1			DEC.1		
mysymbol2			DEC.2		
mysymbolBin			BIN		
mysymbolDDMM			DD.MM		
mysymbolDDMMYY			DD.M...		
mysymbolDec			DEC		
mysymbolDec1			DEC.1		
mysymbolDec2			DEC.2		
mysymbolDec3			DEC.3		
mysymbolFloat			FLOAT		
mysymbolHHMM			HH:MM		
mysymbolHHMMSS			HH:M...		
mysymbolHex			HEX		
mysymbolStr			STRING		

The dialog displays a list of all used symbolical names together with their configuration. Double click a field of the list and its configuration can be modified. By leaving the dialog with 'OK' a file called '<your\_projectname>.tcr' will be generated. This file is automatically saved to the PG5 project in the sub directory 'Web'. When a 'Build All' is done with the Web Editor, then this file is copied to the html sub directory of the PG5 project. The Web Builder needs the html sub directory in the PG5 project to be able to display all the resources in this sub directory that could be chosen by the user to download to the PLC. It is important that '<your\_projectname>.tcr' file is chosen with the Web Builder to download it to the PLC. The meanings of the different fields are as follows:

#### PPO min Val & PPO max Val

Only used for 'Editbox' painter objects to offer a range check for edited values. Only values within the range PPO min. Val to PPO max. Val. is accepted by the 'Editbox'.

**PPO format Val**

**For PCD-text make sure having used the 'string' format in the 'init PPO' dialog**

Defines the display format of a PPO according to the PG5 format definition. An example of how it is displayed in the browser for each format is shown:

<b>BIN</b>	<input type="text" value="00101111"/>
<b>DD.MM</b>	<input type="text" value="08.09"/>
<b>DD.MM.YY</b>	<input type="text" value="08.09.04"/>
<b>DEC</b>	<input type="text" value="5555"/>
<b>DEC.1</b>	<input type="text" value="25.5"/>
<b>DEC.2</b>	<input type="text" value="25.55"/>
<b>DEC.3</b>	<input type="text" value="25.555"/>
<b>FLOAT</b>	<input type="text" value="-34567800E-09"/>
<b>HEX</b>	<input type="text" value="A8CB3FF2"/>
<b>HH:MM</b>	<input type="text" value="11:21"/>
<b>HH:MM:SS</b>	<input type="text" value="11:21:01"/>
<b>STRING</b>	<input type="text" value="Test the text"/>
<b>STRING-i</b>	This is also a text

*It is very important to define the right format for every PPO! For example a PCD-text must be defined as 'String' in the 'Init PPO' dialog. Otherwise the corresponding painter will display the message 'syntax error'. Please read the chapter 'Error Messages'*

**PPO Unit Val**

String that is displayed together with the PPO and that can be used to indicate the unit of the PPO.

**Examples**

**DEC** with mm as unit

1000 mm

**DEC1** with °C as unit

25.5 °C

## 7 Special HTML Tag Names

Supported Platforms
- Java Applet - MicroBrowser - NanoBrowser

### Special HTML Tags

The S-Web browser (IMaster Java Applet or MicroBrowser) uses some special HTML Tags. The name of these HTML Tags are reserved. If you see one of them in the 'Cross Ref' window of a macro, don't modify them and never reuse the same name.

HTML Tag Example	Description	Supported by Java Applet Client*	Supported by MicroBrowser*	Supported by NanoBrowser
<PARAM NAME="EncodingPPO" VALUE="UTF-8">	Enable the UTF-8 encoding for the reading and writing of PPO variables.	X	X	-

\* X = supported, - = not supported

\*\* not supported on all platforms

### Avoid That The S-Web Editor Overrides Your Custom HTML Tags

The S-Web editor emits some runtime parameters directly into the HTML. Therefore the HTML file will be overridden everytime on re-build. In order to keep your custom HTML Tag persistent in the HTML file, it is allowed to insert custom HTML Tags in certain sections of the HTML file.

There are two sections that should be changed manually, since the editor will override them:

```

<!-- START TAG1 ALL TEXT UNTIL END OF THAT TAG IS OVERWRITTEN FROM EDITOR DURING HTML FILE GENERATION -->
<!-- HTML FILE GENERATED FROM Saia® S-Web Editor on Wednesday, May 25, 2011, 11:19:04 -->
<!-- END TAG1 -->
</HTML>
<HEAD>
  <META HTTP-EQUIV="Content-Type" CONTENT="text/html;CHARSET=iso-8859-1">
  <META NAME="GENERATOR" CONTENT="iniNet SpiderControl TM">
  <TITLE>SWebSample</TITLE>
</HEAD>
<BODY bgcolor="#FFFFFF">
<p>
  <!-- START TAG2 ALL TEXT UNTIL END OF THAT TAG IS OVERWRITTEN FROM EDITOR DURING HTML FILE GENERATION -->
  <APPLET ARCHIVE="IMasterSaia5_15_01.jar" CODE="IMasterSaia5_15_01.class" ALIGN="BOTTOM" WIDTH="640"
  <PARAM NAME="java_arguments" VALUE="-Xms256m -Xmx512m">
  <PARAM NAME="AppletName" VALUE="SWebSample">
  <PARAM NAME="ProjectName" VALUE="SWebSample">
  <!--PARAM NAME="DrawTagsAdmit" VALUE="true"-->
  <PARAM NAME="Period" VALUE="1000">
  <PARAM NAME="FirstFileIndex" VALUE="0">
  <PARAM NAME="LastFileIndex" VALUE="1">
  <PARAM NAME="Main" VALUE="0">
  <PARAM NAME="OrderPerView" VALUE="on">
  <PARAM NAME="debug" VALUE="off">
  <PARAM NAME="SpiderHTMLVersion" VALUE="12">
  <PARAM NAME="MainTEQName" VALUE="SWebSample1.teq">
  <PARAM NAME="InitCoTEQName" VALUE="SWebSample.itq">
  <PARAM NAME="InitPPoASCIName" VALUE="SWebSample.ta">
  <PARAM NAME="MASTERHTMLTAGSFILENAME" VALUE="">
  <PARAM NAME="StaticHTMLTagsFileName" VALUE="">
  <PARAM NAME="MessageBox" VALUE="MsgBox.teq">
  <PARAM NAME="SOAPIF" VALUE="off">
  <PARAM NAME="encodeSpecialChar" VALUE="on">
  <PARAM NAME="RUNTIMEACTIONMODE" VALUE="CONSUMED ACTION">
  <PARAM NAME="BrowsingMode" VALUE="DEFAULT">
  <PARAM NAME="MirrorPPoName" VALUE="mirror">
  <PARAM NAME="LoadingMode" VALUE="Standard Load">
  <PARAM NAME="LANG_SYMB" VALUE="EN">
  <PARAM NAME="DEC_SYMB" VALUE="">
  <PARAM NAME="PM_AM" VALUE="0">
  <PARAM NAME="CGIFAILNBR_UNTILWARN" VALUE="1">
  <PARAM NAME="WARNDISPLAYTIME_UNTILCLEARMSGBOX" VALUE="0">
  <PARAM NAME="TEQDISPLAYFACTOR" VALUE="1.000000">
  <PARAM NAME="MASTER_FONT_FACTOR" VALUE="1.000000">
  <PARAM NAME="GENERATE_TIMESTAMP" VALUE="4dccc988">
  <PARAM NAME="Day_NightColorMapFileName" VALUE="">
  <PARAM NAME="TEQNAME" VALUE="MsgBox.teq">
  <PARAM NAME="TEQ1NAME" VALUE="SWebSample1.teq">
  <!-- END TAG2 -->
</APPLET>
</p>
</BODY>
</HTML>

```

Change or add custom HTML Tags here...

<!-- START TAG1 ALL TEXT UNTIL END OF THAT TAG IS OVERWRITTEN FROM EDITOR DURING HTML FILE GENERATION -->

Everything that is inside this section should not be changed manually.

<!-- END TAG1 -->

Change or add custom HTML Tags here...

<!-- START TAG2 ALL TEXT UNTIL END OF THAT TAG IS OVERWRITTEN FROM EDITOR DURING HTML FILE GENERATION -->

Everything that is inside this section should not be changed manually.

<!-- END TAG2 -->

Change or add custom HTML Tags here...

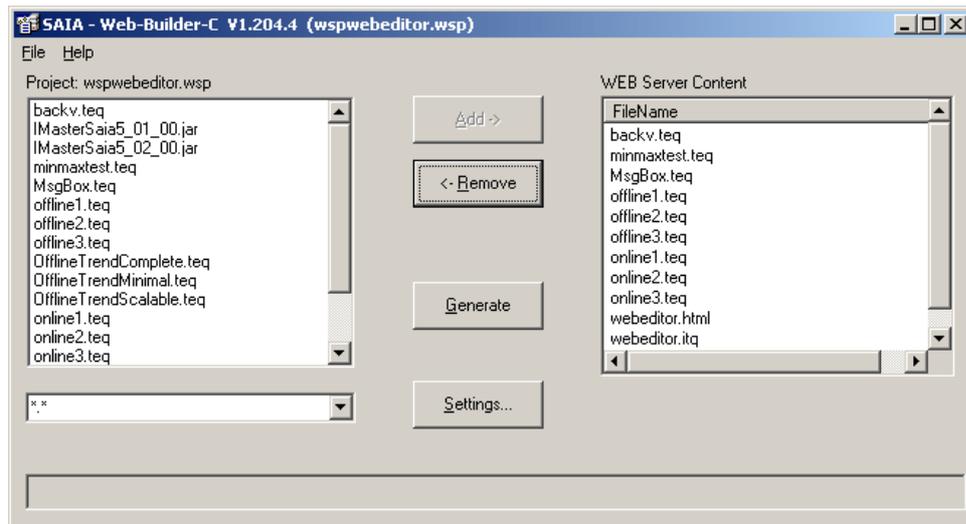
## 8 Filetransfer To PCD

Supported Platforms
- Java Applet
- MicroBrowser
- NanoBrowser

### 'Build all'

After having initialised all process points (PPOs) you should choose the command 'Build All' from 'File' menu to save the entire project. The 'Build All' command copies all required files from the PG5 project sub directory 'Web' to the PG5 project sub directory 'html'.

Then, double-click on your \*.wsp file inside your PG5 Project Manager (Web-server Project file, created in PG5 by Menu File->New...->Web-server Project) and you will see the following dialog:



On the left side of the dialog you have all resources of your PG5 \html sub directory. On the right side all resources which will be downloaded to the PLC are listed. With the Button 'Add->' you can choose the files needed to be downloaded to the PLC. It is important that the files <your\_projectname>.itq, <your\_projectname>.tcr, '<your\_projectname>.teq' and '<your\_projectname>.html' have to be added and downloaded to the PLC.

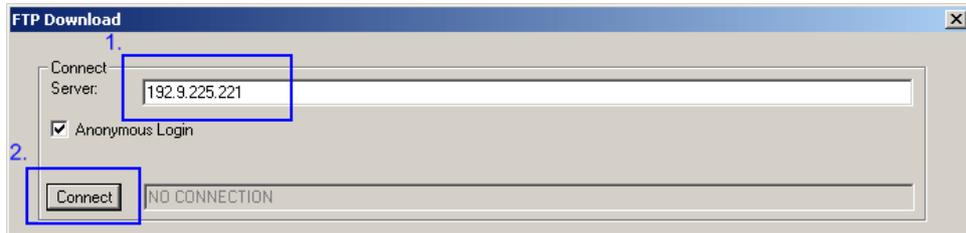
Finally, you press the button 'Generate' and close the dialog. Now, in your PG5 environment you can build your PG5 project and download it to your target PLC.

### File Transfer To PCD System From S-Web-Editor FTP-Client

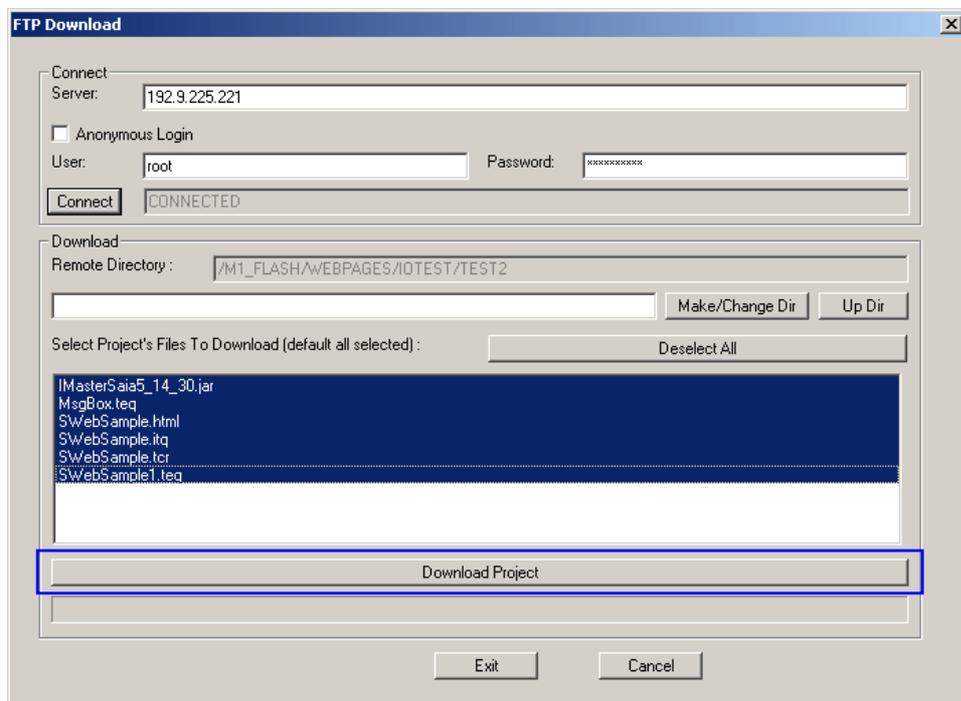
This editor features an integrated FTP client which can download all required HMI-project files to the PLC. The download dialogue can be opened either by clicking the download button from the toolbox:



or by selecting the menu Project -> Download Project. This will open the following dialogue:

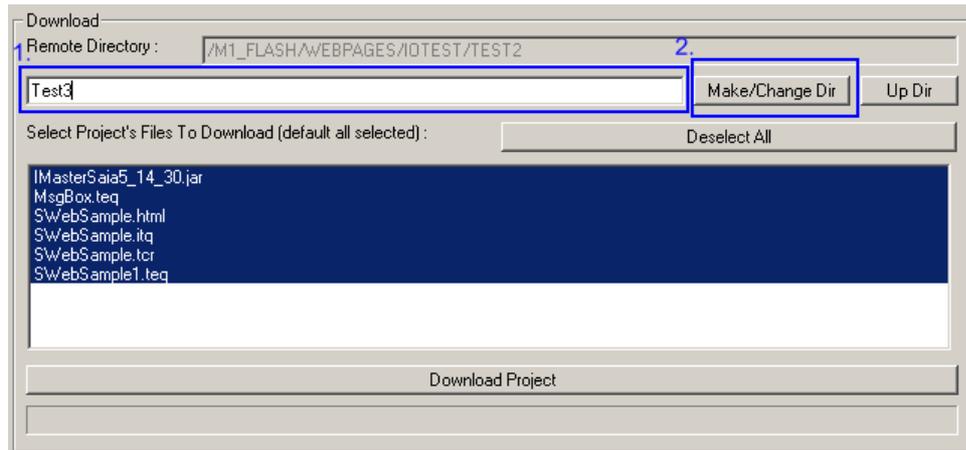


By pressing the button 'Download Project' all necessary files of the HMI project will be downloaded to the webserver's root directory.



### Using Sub-Directories

It is also possible to store the HMI-project into sub-directories on the PLC. The desired sub-directory name should be entered into the edit-field (<mySubDirectory>). The button 'Make/Change Dir' will change the current directory on the PLC. The current subdirectory will then be shown in the upper edit-field called 'Remote Directory'. If the entered directory does not exist, it will be created automatically. The button 'Up Dir' will change the current working directory to the directory above.



A following 'Download Project'-action will store all project files to the subdirectory path indicated in the 'Remote Directory' field.

The FTP client will usually point to the PLC web server's root directory. Please be careful when using 'Up Dir', because it is possible to download files outside of the web server's root directory.

Some FTP servers do not understand the FTP 'Up Dir' command. Therefore It is also possible, to move one directory upwards by typing '../' into the field beside 'Make/Change Dir'. The next step would be to click 'Make/Change Dir'.

## 9 Updating Values From The Target

Each view contains a number of references to 'process points' (PPOs) of the PCD System. In order to achieve a good performance in updating these values, the painters do not ask the webserver to update each value separately. When the applet is initializing, it collects all 'process points' that are referenced, makes a list and sends this list to the server. This request informs the server, the values of which have to be maintained for the current view. When this view needs to update itself, it asks for the updated request list, which will be returned by the server. This list contains all values that are actually needed. The user can choose between two modes of requests:

### Single Request Comprising All Views

Supported Platforms
---------------------

- Java Applet
---------------

Only one request list is generated for the applet; it covers all views that are included. The advantages are:

- Less files and therefore less overhead on the embedded file system.
- Instant initialization, because all process points are already known to the server.

### One Request For Each View

Supported Platforms
---------------------

- Java Applet
- MicroBrowser
- NanoBrowser

This option will make the applet generating a request for each view. The advantages are:

If the applet contains many views using many variables the complete result set has to be loaded from the target, also containing values that are not used by the actual view. Posting a request for each view is therefore faster for complex HMIs.

This option is set in the HTML file containing the applet. The tag is called 'OrderPerView' and can be set in the 'Project Configuration' dialog box from the menu 'Project'.

### Update Period

Supported Platforms
---------------------

- Java Applet
- MicroBrowser
- NanoBrowser

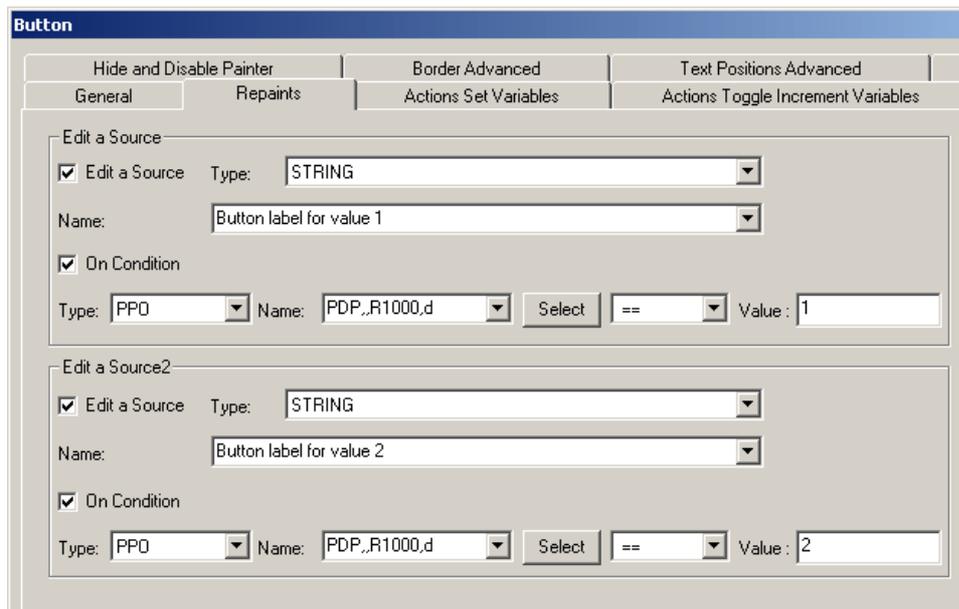
The period in which the applet will be notified of changes of its process points can be set by the user. The default operating mode of an applet is polling.

The period is set in the Project ->Project Configuration... Dialog.

### Actions On Condition

Supported Platforms
- Java Applet
- MicroBrowser
- NanoBrowser

For certain properties of the painters you can indicate a condition, which has to be true to make the property active. Examples are the 'Edit a Source' property in the 'Repaints' tab of the property dialog or the 'Border Advanced' tab, where you can set the color of a painter depending of a condition. The format of these conditions is always the same and is explained here.



First you choose the type of the variable of which the condition shall depend. Choose 'PPO' for real process points or 'CONTAINER' for HMI-internal variables. Then indicate the name of the variable in the field 'Name'. Now you can set the value in the field 'Value' to which the variable shall be compared to and the type of comparison that can be:

!=	not equal
<	smaller than
<=	smaller or equal than
==	equal

>=	greater or equal than
>	equal than

## 10 Working With Error Codes

### Supported Platforms

- Java Applet
- MicroBrowser

By using this 'error code' functionality, the user can define his own system messages that are displayed as a function of a PPO error code number (e.g. integer indicating an error code).

In simple cases, an error message can be issued as a string from the PLC. The drawbacks of these methods are the following:

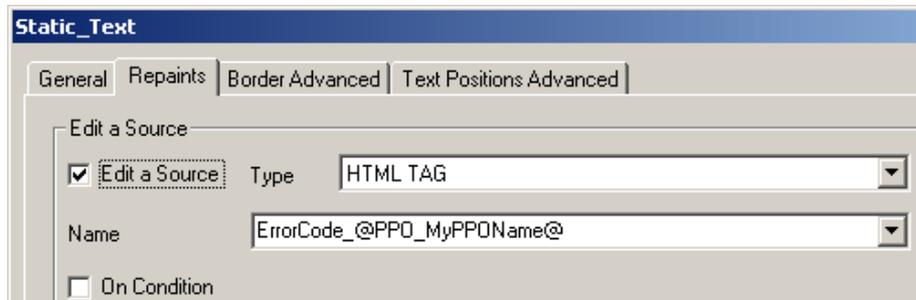
- If the error strings shall be multilingual and the language will be changed on the panel, this will be rather difficult to solve.
- String management on the PLC uses a lot of memory and is rather complicated

The concept to be explained in this chapter allows the PLC to issue an error-code (as an Integer). This error code will be used to determine the respective text from the language resource that is currently selected.

A CSV language resource file is used to manage error codes and messages.

### How To Make Use Of Error Codes

Set the source type of the painter that displays the error message to 'HTML Tag'.



To designate the respective error-string, the following syntax must be used:

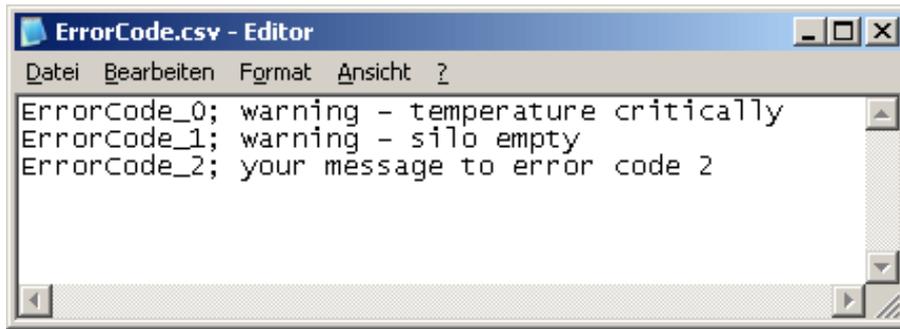
**ErrorCode\_@PPO\_MyPPOName@**

<b>ErrorCode_</b>	Prefix for your error codes. This is free text.
<b>MyPPOName</b>	PPO which contains the actual error code

The HTML-Tag: 'ErrorCode\_@PPO\_MyPPOName@' will be replaced at runtime by HTML tags like 'ErrorCode\_0', 'ErrorCode\_1',... 'ErrorCode\_N'.

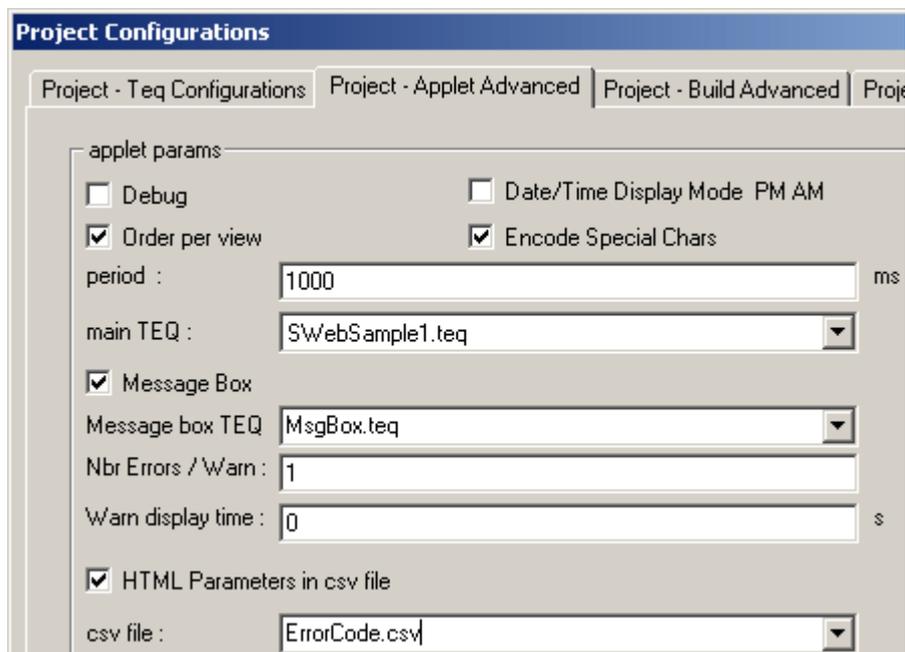
If the PPO returns the value '1' the message that corresponds to 'ErrorCode\_1' will be shown.

Create a CSV file which includes the messages and the error codes:



Import the CSV file with the Project->Add To Project->File... menu into your project.

Choose Project-> Project configurations... activate the checkbox 'HTML Parameters in CSV file' and insert the filename of your error code CSV file into the dropdown 'csv file'.



If you work with language files you can insert the error codes and messages into every language file. Refer to the chapter 'Multilingual HMI's' for details.

## 11 Multilingual HMIs

Supported Platforms
- Java Applet
- MicroBrowser
- NanoBrowser

In this chapter you will learn how to create multilingual HMIs. The user will be able to switch the language by pressing a button in your HMI.

The concept is based on language resource files. For each language to be used, a separate file must be added to the project. These files are in a CSV (comma separated values) format and can be edited with any standard ASCII text editor (read the section below 'Working With Unicode' if you want to use Unicode).

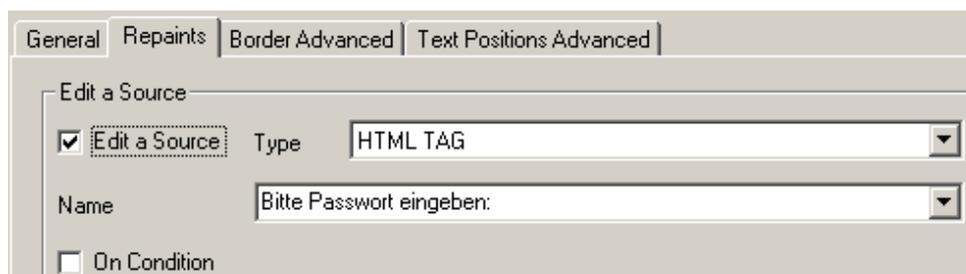
As source type for all language dependant texts you have to use the 'HTML TAG' info-type, instead of e.g. 'STRING'.

The S-Web Editor is able to collect all 'HTML TAG' references and to generate a CSV file including all 'HTML TAG' references. You can modify this automatically generated CSV file and translate the 'HTML TAG' references into any language.

For example you can insert a button into your TEQ-view that changes the current language of your HMI during runtime with a simple button-action.

### Define What Should Be Translated

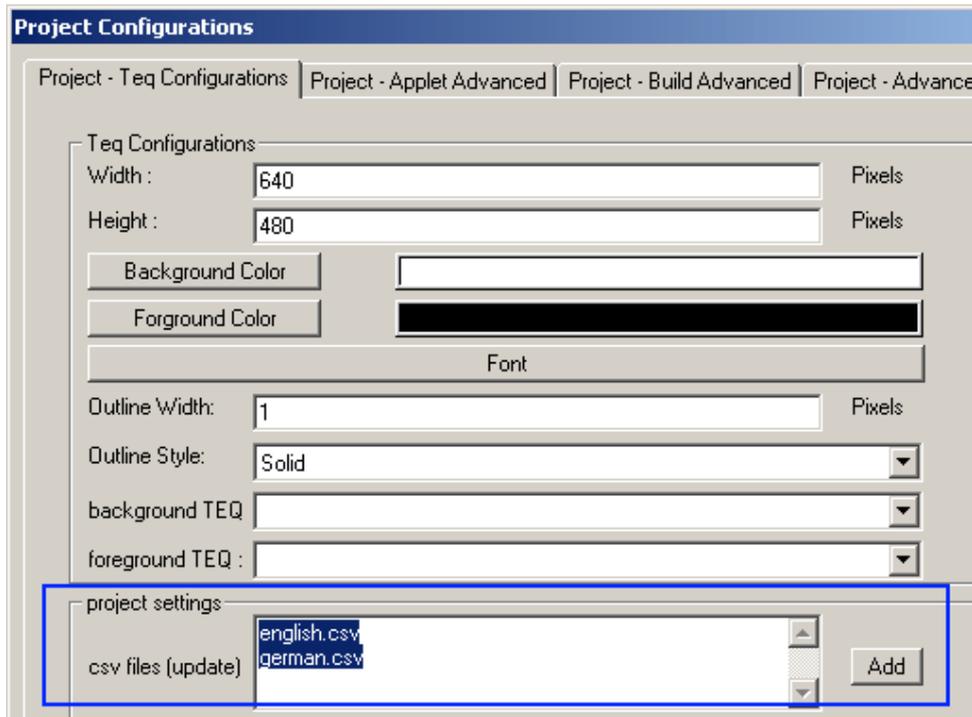
Open the property window of the painter that should be translated and set the DropDown list 'Type' to 'HTML-Tag'. Repeat this step for all painters that you want to translate:



The string 'Bitte Passwort eingeben:' is now the 'HTML TAG' reference. This string will be shown if no CSV-file is loaded during runtime. You can also enter a name like 'PWTEXT1' and later you can create a CSV file which translates this into 'Bitte Passwort eingeben:' and another one which translates it into 'Please enter your password:'.

### Create One CSV File For Each language

Before the editor will create a CSV including the 'HTML TAG' references, you have to define the filenames of your CSV files. Use the menu `Project -> Project configuration... and type in the filenames into 'csv files (update)'`.



Close the 'Project Configurations' dialogue and choose 'Generate HTML TAGS CSV file' from the main toolbar:



The editor will create the CSV files defined in the list 'csv files (update)'. After the CSV file is created once, the 'Generate HTML TAGS CSV file' functionality updates your existing CSV files.

If you define a new 'HTML TAG' reference, the editor will automatically add it (on the first line) to your existing CSV files, if you use 'Generate HTML TAGS CSV file'. The editor keeps all your translations that you have already made. If you remove 'HTML TAG' references from your HMI, the editor will show a dialogue. You have the choice between keep or remove old 'HTML TAG' references.

Open the CSV file you have created with the 'Generate HTML TAGS CSV file' function in a text editor like Notepad. Insert the translation for each string and save the file.

Syntax: HTML TAG reference; translation



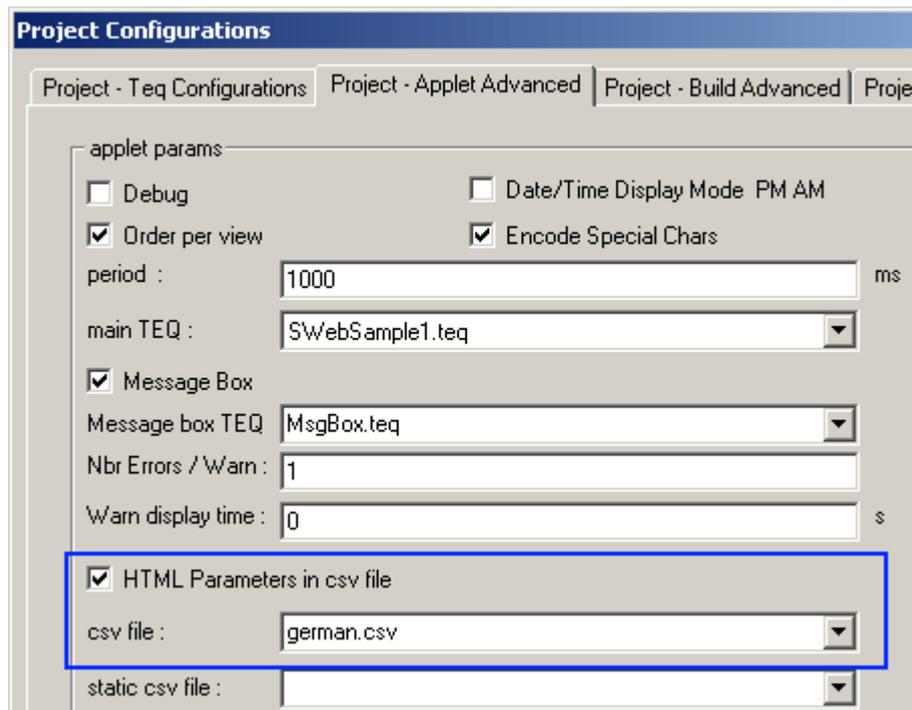
Repeat this step for each of your language CSV files.

## Define The Default Language CSV File

Use the menu `Project ->Project configurations...` and go to the tab 'Project - Applet Advanced'.

Activate the option 'HTML Parameters in csv file', otherwise the runtime browser or Java-applet searches the 'HTML TAG' references in the HTML file during runtime.

Insert the filename of your CSV language file, that you want to load at startup of HMI :



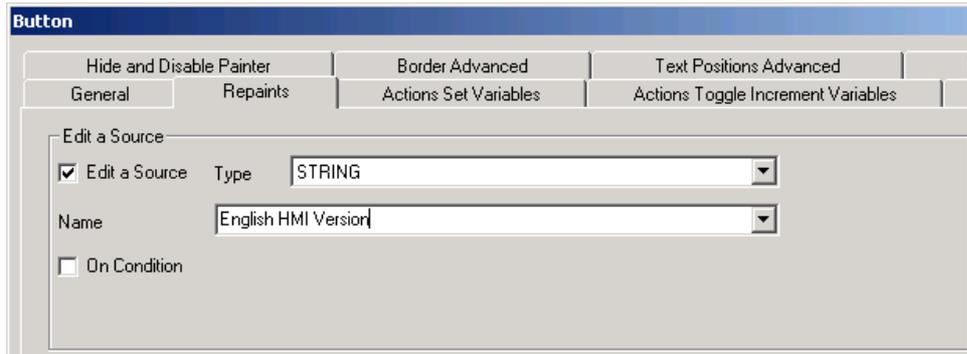
## Create The Language Switch Button

The next step is to create a button for switching the HMI language at runtime:  
Add a button painter into your main view

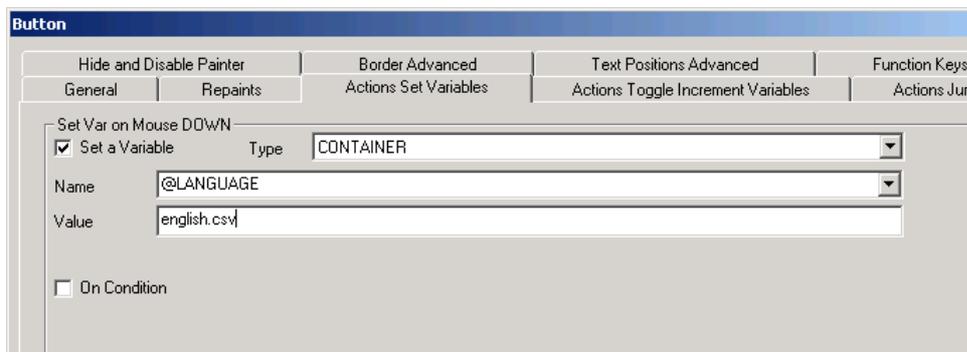


Open the painter's property window (double click on it).

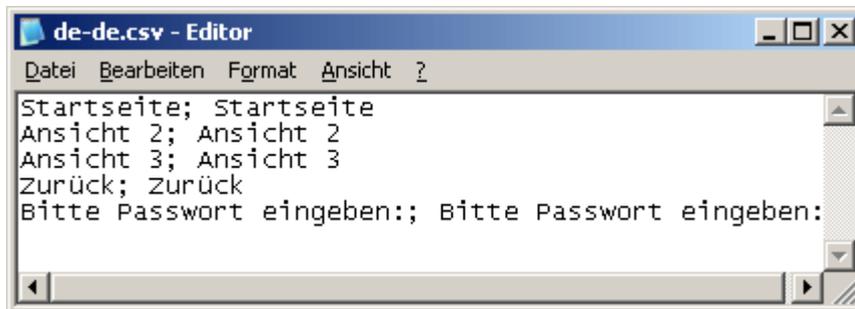
Replace the text 'BUTTON' in the tab 'Repaints' with your own label:



Go to the tab 'Actions Set Variables' and activate checkbox 'Set a Variable' and take the settings from following the screenshot:



If you only have one CSV file you can't switch back to the 'original language'. Therefore you have to create an additional CSV file:

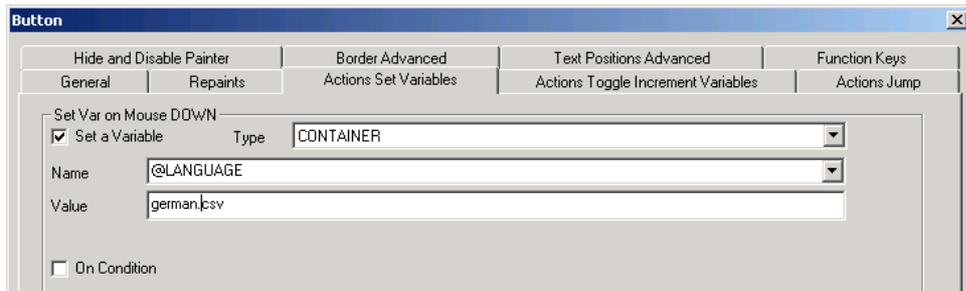


Add a button painter into your view for the 'original language':



Open the painters property window (double click on it).

Go to the tap 'Repaints' and replace the text 'BUTTON' in the tab 'Repaints' with your own label. Now go to the tab 'Actions Set Variables' and take the settings from the following screenshot:



In the case described in this tutorial the language is german at startup. But the user can switch the language to english by clicking the button 'English HMI Version'.

## Working With Unicode

The runtime Java-applet and MicroBrowser can display Unicode text.

Some fonts can not display all of the Unicode characters. It is recommended to use the font 'MS Sans Serif' which is a good choice for Unicode characters.

Don't edit your CSV file directly in the S-Web Editor, because the text window of the S-Web Editor saves the CSV file in ASCII mode. You can use Notepad for example to edit your CSV files (or any other text editor which allows you to save files in Unicode format). In the 'Save As' dialogue in Notepad you can choose 'Unicode' in the DropDown 'Encoding'. Use the format 'Unicode Text' in MS Excel.

If you saved your CSV file in Unicode format and you have chosen a font in your HMI which is able to display Unicode characters, the Unicode strings should be displayed correctly. You needn't make additional settings in the S-Web Editor, if you want to use Unicode.

## 12 Working With Macros

### Supported Platforms

- Java Applet
- MicroBrowser
- NanoBrowser

Macro objects can be used to manage often used painter combinations and their configuration in a separate file (\*.esm).

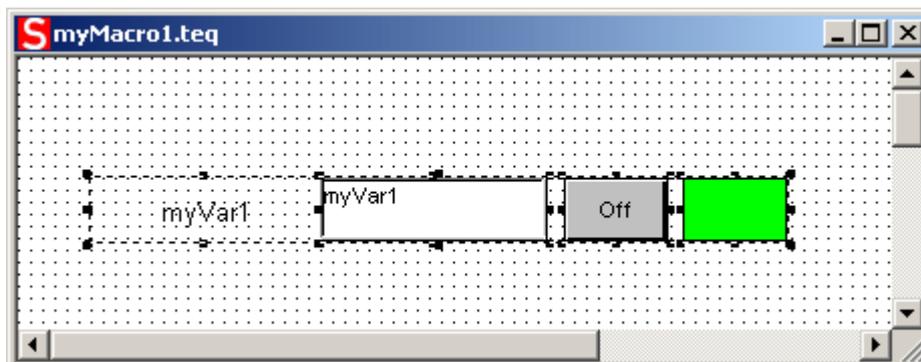
*Since version 5.12 the editor creates macro files with \*.esm file extension. The editor is backward compatible with \*.tlb files which is the old macro format.*

### Individual Solutions

Contact us if you need an individual painter. IniNet Solutions GmbH creates customized Painters. These are delivered as macro objects and can be imported in your project with the menu `Library->Get object from library...`

### Build Your Own Macro

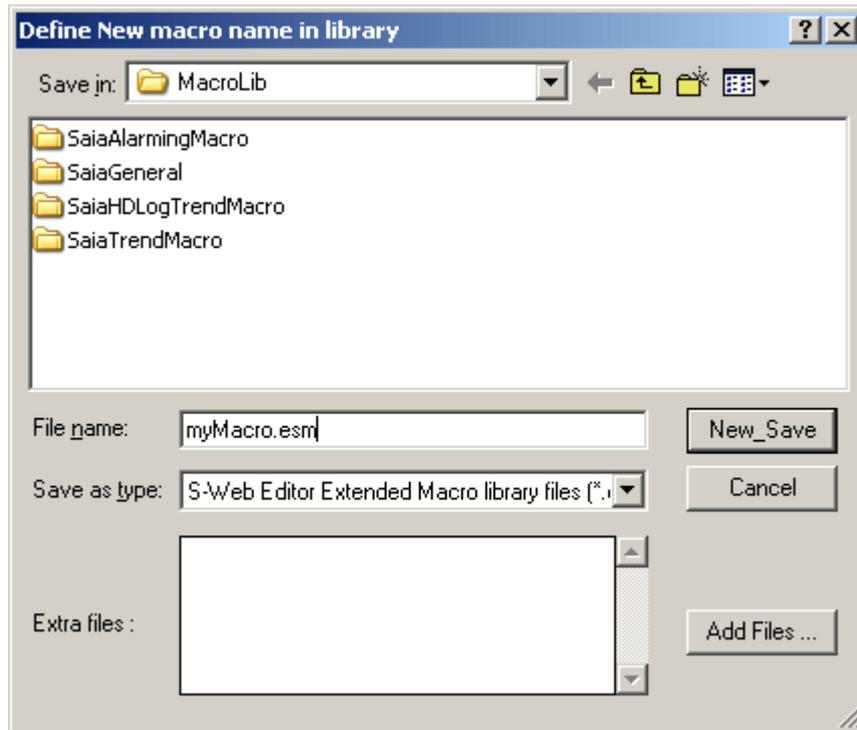
1. Create a new project named "myMacro" for example. (How to create a new project is described in the chapter Getting Started)
2. Create a new Teq view with the `Project->Add to Project->New` menu.
3. Insert and configure all painters that should be included in the macro object



4. Select all Painters and click the group symbol in the bottom toolbar (see chapter Group Functions for details)



5. Select the created painter group macro and create the macro file with the menu `Library->Insert object into library...`
6. Choose a name for your macro (\*.esm) and click "New\_Save".



'Extra files' are additional files such as GIFs or TXT files. Click 'Add Files..' to define them. If your macro don't needs any file resources you can leave 'Extra files' blank.

## Inserting A Macro Object From The Library

With the menu function Library->Get object from library... you can insert a library object into the active teq-view. After having inserted such an object you normally should alter its references. This is done by double-clicking on it which will pop up the group dialog. Select the Cross-reference tab and change the references according to your needs.

You can ungroup the macro object to modify their position. Do this with the ungroup symbol in the bottom toolbar:



## Removing A Macro Object From The Library

With the menu function Library->Remove object from library.. you can remove and delete a library object. A file selection dialog will appear where you can select the object(s) to be removed.

## Modify An Existing Macro

The user might want to make modifications to an existing macro and then store the modified macro under his own name. The problem about this is the fact that a macro can consist of several files (images, PPO and container initialisation, macro dialog, etc.). Mainly when the user wants to modify a macro with an own macro dialog (e.g. Tacho), this dialog must also be stored together with the

modified macro. Therefore, a macro cannot simply be copied and renamed, but must be modified following the procedure as described:

Library->Modify macro from library..

Choose the macro you want to modify and apply the changes with the editor. Please note that deleting core objects of certain macros might result in an improper operation. Changing size, layout, color and font properties or adding additional objects is always possible without causing problems.

Library->Insert object into library..

Now save your modified macro under the new name. In the 'Save' dialog, you have the possibility to add files to your macro that must be part of it (e.g. you have added GIF images).

**Important Notice:** Please do not close the temporary created TEQ-View. Use Library->Insert object into library..! If you did by accident, just close and open the editor again.

## 13 Multiple Views

### Supported Platforms

- Java Applet
- MicroBrowser
- NanoBrowser

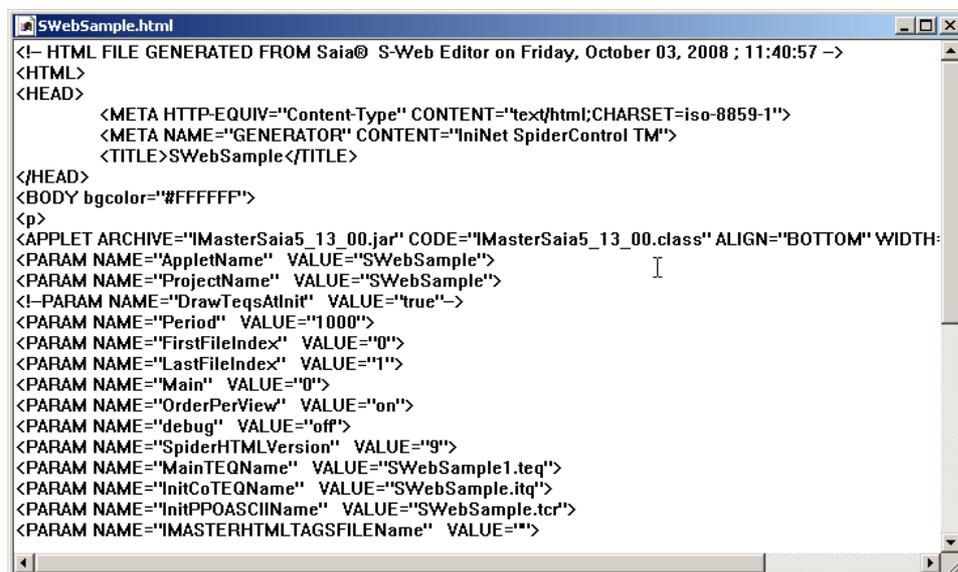
This section explains the user how to set up an HMI consisting of multiple views. As we are developing for a networked environment, there are certain points that must be considered for the design of such a solution in order to obtain the best results in terms of performance and memory footprint.

In general, there are two different ways of how to change from one view to another:

### Multiple Views In One Applet

The user requests one HTML page with the browser. This page (<your project name>.html) contains one applet (IMaster.jar), which references multiple views (stored as \*.teq files). This is the fastest way to switch from one view to another. All views and the corresponding applet code are loaded and started when loading the HTML file <your projectname>.html into the browser.

This file is created from the project menu: 'Project ->Generate HTML'.



```

<!-- HTML FILE GENERATED FROM Saia® S-Web Editor on Friday, October 03, 2008 ; 11:40:57 -->
<HTML>
<HEAD>
  <META HTTP-EQUIV="Content-Type" CONTENT="text/html;CHARSET=iso-8859-1">
  <META NAME="GENERATOR" CONTENT="IniNet SpiderControl TM">
  <TITLE>SWebSample</TITLE>
</HEAD>
<BODY bgcolor="#FFFFFF">
<p>
<APPLET ARCHIVE="IMasterSaia5_13_00.jar" CODE="IMasterSaia5_13_00.class" ALIGN="BOTTOM" WIDTH=
<PARAM NAME="AppletName" VALUE="SWebSample">
<PARAM NAME="ProjectName" VALUE="SWebSample">
<!--PARAM NAME="DrawTeqsAtInit" VALUE="true"-->
<PARAM NAME="Period" VALUE="1000">
<PARAM NAME="FirstFileIndex" VALUE="0">
<PARAM NAME="LastFileIndex" VALUE="1">
<PARAM NAME="Main" VALUE="0">
<PARAM NAME="OrderPerView" VALUE="on">
<PARAM NAME="debug" VALUE="off">
<PARAM NAME="SpiderHTMLVersion" VALUE="9">
<PARAM NAME="MainTEQName" VALUE="SWebSample1.teq">
<PARAM NAME="InitCoTEQName" VALUE="SWebSample.itq">
<PARAM NAME="InitPPOASCIName" VALUE="SWebSample.tcr">
<PARAM NAME="IMASTERHTMLTAGSFILENAME" VALUE="">

```

### Link To Another HTML File

It is also possible to link an applet view to another HTML view, which may contain an applet, too. The disadvantage is, of course, that the browser needs a certain time to load and initialise the new page and applet. Nevertheless, this feature can be useful in certain cases like:

- links to help files (stored as HTML)

- links to HMI's from other webservers, to create 'virtually' one single HMI
- links to other applets or pages that are not created with S-Web Editor

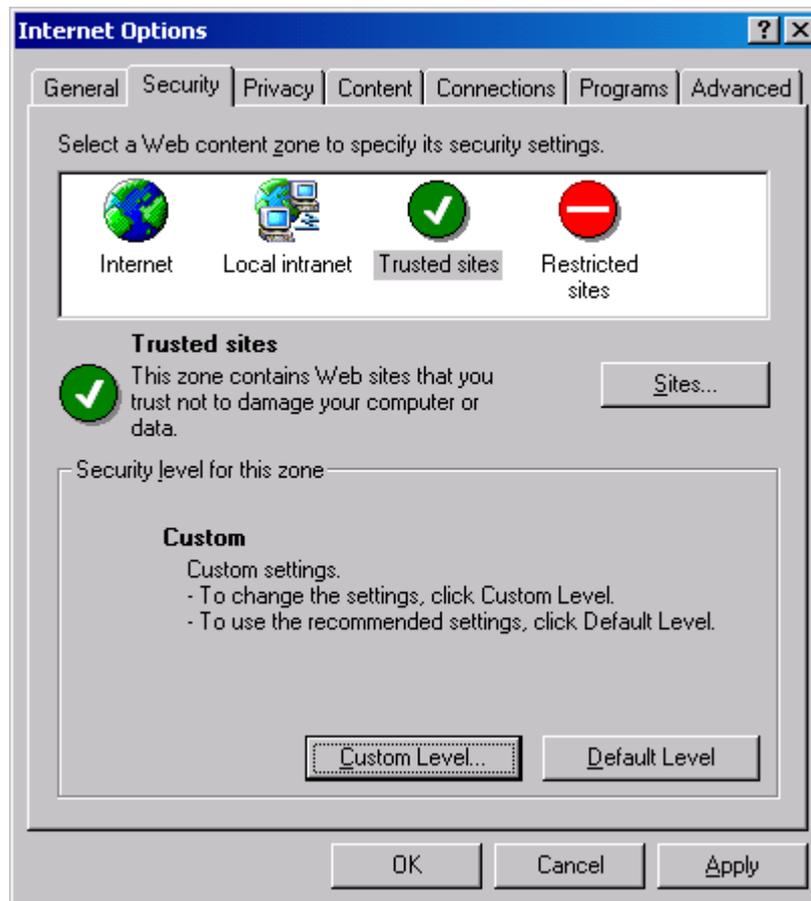
## 14 Java Security Settings (For Microsoft VM)

*This chapter is only relevant if you work with Microsoft VM.*

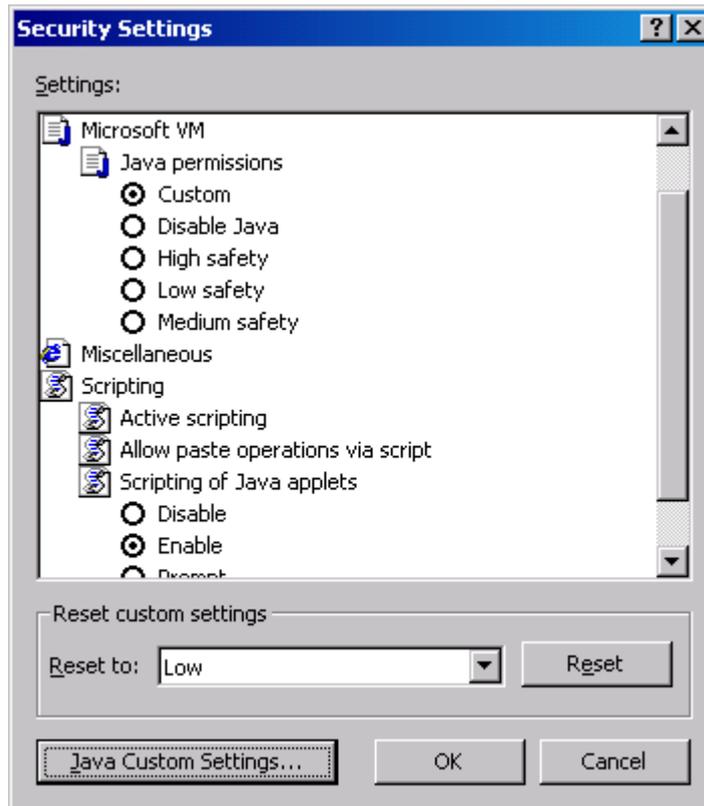
Some times you need to do some operations that the Java security model doesn't allow on your browser. For example if you need to send a file on the server (field download or file upload). So, to force these kinds of operations you have to run Java applet(s) outside the Java security sandbox, and allow all permissions for applet downloaded from a trusted site.

### How to configure the Internet Explorer browser in order to run the Java applet(s) outside the Java security sandbox?

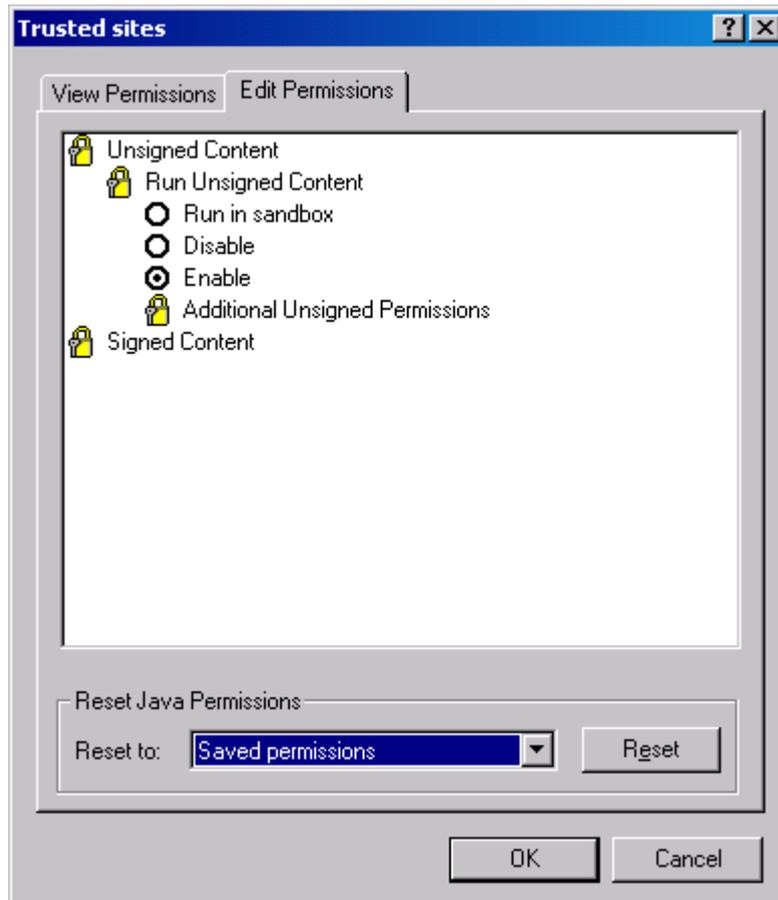
1. Open the Internet options dialog in menu: Tools->Internet Options... (or Alt T and O).
2. Choose tab "Security"
3. Double-click on the green "Trusted Sites" icon.



4. Deselect the checkbox "Require Server verification (https:) ...".
5. Press button "Sites..." and add the web site where the applet is located (for example: MyPCName, or http://MyWebFrontServer), and click "OK".
6. Press the button "Custom Level..." (for trusted sites).



7. Select on the list : Java->Java Permission->Custom
8. Now, you can press the press button "Java Custom Settings..."
9. Choose tab "Edit Permission"
- 10.And select on the list: Unsigned Content->Run Unsigned Content->Enable



11. Then press the "OK" and "Apply" buttons.

12. Restart the browser and try your applet again.

A green icon should be displayed on the status bar of the Internet Explorer browser to indicate that you are displaying contents from a trusted site.

## 15 Signed Applets (For Sun VM)

*This chapter is only relevant if you work with Sun VM.*

The S-Web Editor works with signed applets. A dialog box like the following will appear if you use Sun VM PlugIn:



Accept the certificate with "Yes" or "Always". If you don't accept the certificate the applet can't save files to local harddisk.

## 16 Working With MicroBrowser

This chapter describes MicroBrowser for Saia Terminals (uBTerminal).

### uBTerminal containers

Container variables, available to the user, are included in the firmware of these terminals.

Containers let the application program exchange information with the firmware. All container variables have the prefix "uBT\_". Caution: case sensitive !!!

### Container variables available for QVGA MB panels

Container variable	Description
uBT_Version	Read current firmware version
uBT_IsConfigChanged	Read 0 - Configuration unchanged Read 1 - Configuration is changed
uBT_RestoreConfig	Write 1 - Last saved configuration is restored
uBT_SaveConfig	Write 1 - Current configuration is saved. When IPAddr, SubNetMask or Default Gateway is changed, restart the terminal.
uBT_EnableCache	Read/Write 0 - Cache is disabled. Each file is loaded every time.  Read/Write 1 - Cache is enabled. A loaded file will, if present, be taken from the cache. When switched off, cache files are deleted. When switched on, cache files are updated.
uBT_DispType	Read display type: Mono or Color
uBT_DispResolution	Display resolution:  x - x axis [pixels] example: 320 y - y axis [pixels] example: 240 z - colour depth per pixel (bits per pixel) example: 8
uBT_IsTSPresent	TouchScreen present Read 0 - No Read 1 - Yes
uBT_DoLcdCalib	If TouchScreen present Read/write 1 - a recalibration is executed.
uBT_LcdContrast	Read/write: contrast value between 0 and 20
uBT_BackLight	Read/write 0 - Backlight OFF Read/write 1 - Backlight ON
uBT_BackLightTimeout	Read/write timeout in minutes. If no user action is registered during this time, the backlight is switched off. If the value is 0 - the backlight is always active (switched on).

uBT_TCPIPAddr	Read/write TCP/IP address of terminal. Modification forces a restart.
uBT_SubNetMask	Read/write subnet mask of terminal. Modification forces a restart.
uBT_DefaultGateway	Read/write default gateway of terminal. Modification forces a restart.
uBT_BuzzVol	Read/write buzzer volume (0 - 20)
uBT_BuzzFreqIndex	Read/write buzzer frequency (0 - 6)
uBT_EnableSIP	Read/write SIP - Soft Input Panel Write 0 - SIP is disabled. Virtual keyboards are disabled. Write 1 - SIP is enabled. Virtual keyboards (alphanpad.teq and keypad.teq) are enabled.

**Container variables available for VGA MB panels**

auto-update Config file	Container	Type	Default	Min Value Min Length	Max Value Max Length	Description
yes	uBT_Alarm Frequency	ANSI Text String	1000	125	8000	Frequency setting of the acoustic alarm (Hz)  (Rounded to 125,250,500,1000,2000,4000,8000)
no	uBT_Alarm Start	Decimal value string	0	0	30000 : 50 Sec	Start of acoustic alarm, interval time (mSec), finished by any touch on the screen.
yes	uBT_Alarm Volume	Decimal value string	10	0	20: 100%	Acoustic alarm volume setting
yes	uBT_AutoRepeat	Boolean value string	0			SIP Key board: Autorepeat on(1), off (0)
yes	uBT_Backlight	Boolean value string	ON			Backlight on(1), off (0)  At any touch of the screen the back light switches on again.  At back light on the count down for the back light timeout

						restarts.
yes	uBT_BackLight Timeout	Decimal value string	15	0	5000	Time (min) after which the backlight switches off.  At any touch of the screen the back light switches on and the count down restarts.
yes	uBT_BooterVersion	ANSI text string	Current version string	0	8	Firmware booter version Read only string
yes	uBT_BuzzFreq	ANSI text string	500	125	8000	Frequency setting of the acoustic beep at touch  (125,250,500,1000,2000,4000,8000)
yes	uBT_BuzzOnOff	Boolean value string	TRUE			Acoustic beep at touch on (1)/off (0)
yes	uBT_BuzzVolume	Decimal enumerated value string	0 : OFF	0	20 : 100%	Acoustic beep at touch, volume setting
yes	uBT_ConfigType	ANSI text string	Current Config Type	0	24	Configuration Type Read only string
yes	uBT_ConfigVersion	ANSI text string	Current Config Version	0	4	Configuration Version Read only string
yes	uBT_DefaultGateway	IP address string	0x00000000			Gateway address for remote (peer) access, 0 not configured
no	uBT_DisplayResolution	ANSI text string	<Screenwidth>  <Screenheight>  <Colordepth>	0	16	Resolution information Read only string
no	uBT_DisplayType	ANSI text string	Color	0	10	Display type information Read only string
yes	uBT_EnableCache	Boolean value string	TRUE			Filecache use (1), 0 no filecache
yes	uBT_EnableSIP	Boolean value string	TRUE			External SIP Keyboard use (1), 0 no keyboard use

auto-update Config file	Container	Type	Default	Min Value Min Length	Max Value Max Length	Description
yes	uBT_FirstPadName	Decimal enumerated value string	0		alpha.d.teq	First used entry pad file index
no	uBT_FlashStatus	Decimal value string	0	0	255	M1 Flash status  20: Device present, no file system  21: Device present, file system OK  22: Device present, error at file system creation  23: Device present, busy creating file system  24: Device present, busy with flash sector based compression  -1: Unknown error
yes	uBT_FocusBorder Width	Decimal value string	2	0	7	Active object focus frame line width (pixel): 1-5
yes	uBT_InactivityPoll Time	ANSI text string	0	0	5	Touch / Keyboard inactivity supervisory selection (1), at 0 off.  Used for a switch to a less frequent touch / keyboard entry polling mode.

no	uBT_IntFlashStatus	Decimal value string	0	0	255	Internal Flash status  20: Device present, no file system  21: Device present, file system OK  22: Device present, error at file system creation  23: Device present, busy creating file system  24: Device present, busy with flash sector based compression  -1: Unknown error
yes	uBT_IntroGraphicName	ANSI text string	SaiaSUGrande.gif	0		Intro Graphic
yes	uBT_IntroGraphicXPos	Decimal value string	100	0	639	Intro Graphic position
yes	uBT_IntroGraphicYPos	Decimal value string	50	0	479	Intro Graphic position
yes	uBT_IntroText	ANSI text string	Welcome	0	32	Intro text
yes	uBT_IntroTextXPos	Decimal value string	400	0	639	Intro text position
yes	uBT_IntroTextYPos	Decimal value string	300	0	479	Intro text position
yes	uBT_TCPIPAddress	IP address string	0xAC1703DF: 192.168.12.90			Own IP Address
no	uBT_IsTSPresent	Decimal value string	current value	0	255	Touch screen detected (1), if 0 calibration at start-up has / will be skipped.
no	uBT_LastKeyEvent	ANSI text string		0	32	Last key event code

no	uBT_LastKeyEventUp	ANSI text string		0	32	Last key up event code
yes	uBT_LcdContrast	Decimal value string	10	0	20:100%	Contrast / Backlight brightness setting (0:20)

auto-update Config file	Container	Type	Default	Min Value Min Length	Max Value Max Length	Description
yes	uBT_LocalFileSearch	Decimal enumerated value string	0:OFF	0	2	Select local filesearch mode  0: no local file use  1: use local files before remote  2: use remote files before local  The local search order is fixed, in order of use:  - Video cache (image only)  - File cache (if enabled)  - Internal Flash  - M1_Flash  - SD Card Flash if used
no	uBT_MACAddr	ANSI text string		0	20	Own MAC address
no	uBT_MultiKeyValue	ANSI text string		0	6	External SIP Keyboard multi key indication (1), 0 no actual multi key active
yes	uBT_SbusAddr	Decimal value string	10	0	253	Own Sbus address

yes	uBT_SecondsToInactivity	ANSI text string	0	0	5	Touch / Keyboard inactivity supervisory time (Sec)  Used for a switch to a less frequent touch / keyboard entry polling mode.
yes	uBT_SerialNumber	ANSI text string		0	12	Serial Number
no	uBT_Setup	ANSI text string		0	10	
yes	uBT_SubNetMask	IP address string	0xFFFF0000			Remote (Peer) IP address mask
yes	uBT_Version	ANSI text string	Current version string	0	32	Firmware version  Read only string

\* Generally IPv4 private addresses are used. Standard settings are:  
 - 1 x A class, with subnet addresses 10.x.x.x, and mask 255.0.0.0 - parts may be used also  
 - 16 x B class, with subnet addresses 172.16.x.x up to 172.31.x.x and mask 255,255,0,0 – parts or combinations may be used also  
 - or 256 x C class, with subnet addresses 192.168.0.x up to 192.168.255.x and mask 255,255,255,0 - combinations may be used also

**Recognized Fonts of the MB-Panel PCD7.D4xx QVGA and VGA resolution.**

**Default fonts available for QVGA MB panels**

Font and font style	Character Size
Arial	10, 12, 16
Arial Bold	14, 20
Courier New	10, 12, 16
Courier New Bold	14, 20
Tahoma	10, 12, 16
Tahoma Bold	14, 20

**Default fonts available for VGA MB panels**

Font and font style	Character Size
---------------------	----------------

Arial	10, 12, 16, 20, 24, 36
Arial Bold	14, 20, 24, 36
Courier New	12, 16, 20
Courier New Bold	14, 20
Tahoma	12, 16, 20, 24
Tahoma Bold	14, 20, 24

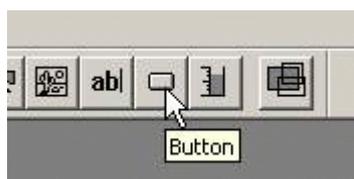
If you do not pay attention at the text font and style you use in Web-Editor, you take the risk to display undesired characters. Here below the little translation table of some common Font and style.

#### Examples of Interpretation of wrong sizes or styles (QVGA).

- Arial 8, 20 à Arial 8 becomes Arial 10, Arial 20 become Arial Bold 20
- Arial Bold 12, 24 à Arial Bold 12 und 24 become Arial 12
- Courier New 8, 20 à Courier New 8 becomes Courier New 10, Courier New 20 becomes Courier New Bold 20
- Courier New Bold 10 à becomes Courier New 10
- Tahoma 8, 20 à Tahoma 8 becomes Tahoma 10, Tahoma 20 becomes Tahoma Bold 20
- Tahoma Bold 16 à becomes Tahoma 16
- Arial 12 Italic à becomes Arial 12
- Arial 12 Bolld & Italic à become Arial 12
- Lucida Calligraphy 12 à becomes Arial 12

Refer to the chapter 'WYSIWYG For Fonts' for more details

#### Programming Function keys for web panel with Fkeypads



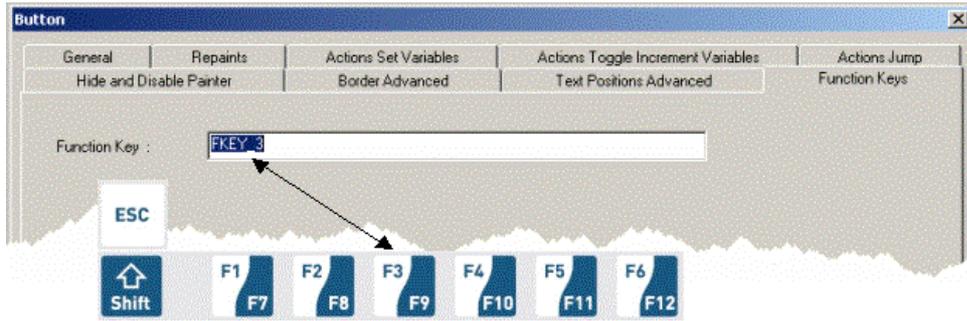
Place a button on the view and open the function keys tab.

Use the syntax: **FKEY\_1, FKEY\_2 ... FKEY\_12** , ...and **ESC**

The number of buttons depends on how many Fkeys you want to use.

N.B.: case sensitive.

Example: With the comfort line MB panel, 12 function keys are available.



Do not use the “Hide Painter” command to hide the button.

A button hidden in this way will, in fact, be briefly visible on-screen when the page is changing.

We advise you to place the buttons on an enlarged part of the background layer.

**Further detail:**

Use the advanced features of TEQ views.

One TEQ view can be made with three different layers. Each layer can be edited separately by the user. At runtime, the three layers will merge into one view.



**What's the drill?**

Create a background TEQ and enlarge it. Buttons corresponding to the Fkeys can be placed in the enlarged area. In this way, they will be invisible on the screen panel.

(Example with MB QVGA panels: standard size is 320 x 240, enlarged size is 320 x 280).

(Example with MB VGA panels: standard size is 640 x 480, enlarged size is 640x 560).

**Further information**

Documents	References	Comment	www
User's guide QVGA MB panels	26/869	English	
User's guide VGA MB panels	26/858	English (in the packing)	
Manual QVGA and VGA MB panels	26/851 EN	English	www.sbc-support.ch/

Manual QVGA and VGA MB panels	26/851 DE	German	<a href="http://www.sbc-support.ch/">www.sbc-support.ch/</a>
Manual QVGA and VGA MB panels	26/851 FR	French	<a href="http://www.sbc-support.ch/">www.sbc-support.ch/</a>

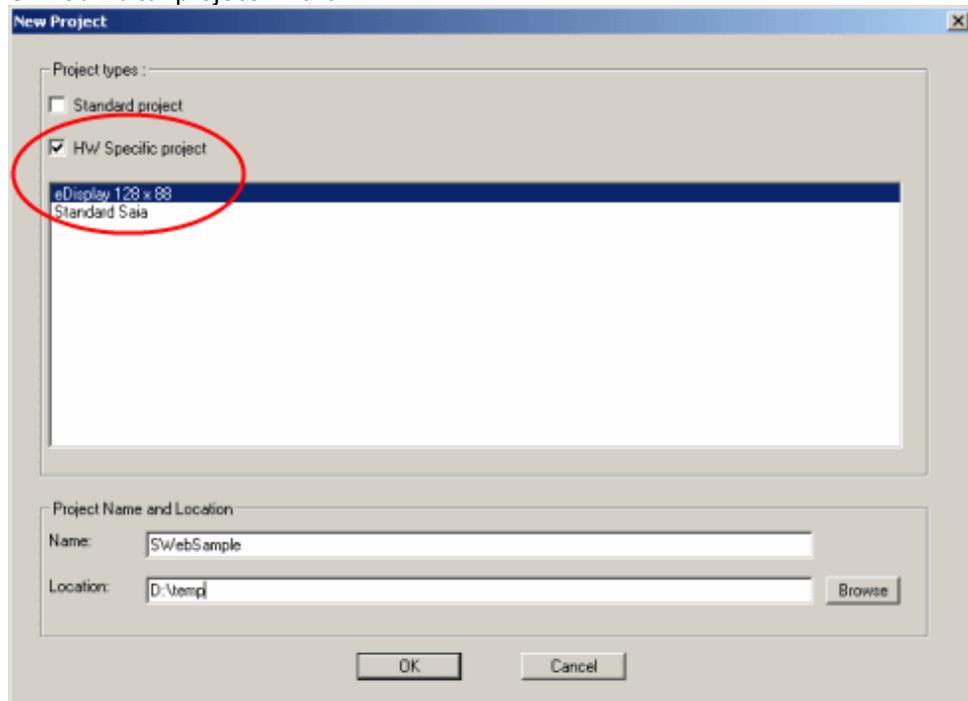
## 17 Working With NanoBrowser

NanoBrowser is optimised for eDisplay hardware with its limited amount of memory. NanoBrowser implements almost all features known from embedded MicroBrowser and is 100% compatible to the S-Web Editor. The workflow you are familiar with has not changed. S-Web Editor checks several project parameters in order to ensure that the HMI project fits to the eDisplay hardware and its memory limitations (will be done during the 'Build All' process).

### The Project Wizard And eDisplay Related Project Options

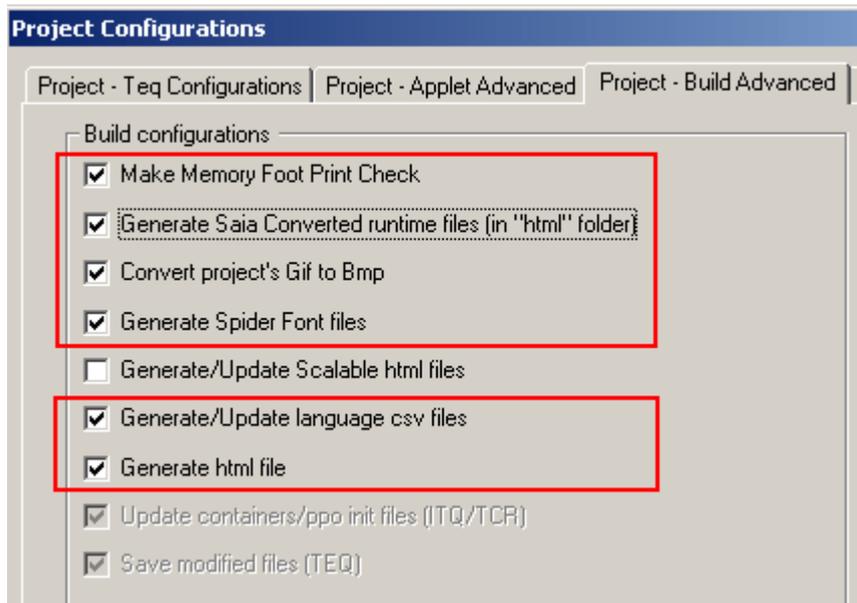
S-Web Editor reads information about the eDisplay hardware limitations from a hardware profile that is built-in the project wizard.

S-Web Editor project wizard:



According to the hardware profile the project wizard will make the project settings that fit best to the eDisplay hardware (TEQ-View Size, zoom factor, colour...etc.). S-Web Editor automatically sets the recommended project settings for the eDisplay hardware.

Project's 'Build Advanced' settings activated by the project wizard:



NanoBrowser uses SpiderControl Font files in order to make the fonts that you use in your HMI project available for the eDisplay. S-Web Editor reads your language CSV files to figure out which Unicode character for what font type and size is required for the HMI. S-WebEditor creates SpiderControl Font files that contain exactly these Unicode characters and nothing else. This makes it possible to use any Unicode character that is included in the respective TrueType you use in your HMI (please see chapter Multilingual HMIs, Working With Unicode).

Since version 5.14.05, the S-Web Editor is able to generate SpiderControl Font files (have 'fnt' file extension) during the 'Build All' process. SpiderControl Font will be downloaded and built with all other project files, so you don't need to do anything special. If you choose the eDisplay hardware profile, the option that causes the S-Web Editor to generate SpiderControl Font file is automatically activated.

As you saw in the screenshot before, the S-Web Editor knows an option called 'Convert project's Gif to Bmp' in case of the eDisplay hardware. S-Web Editor generates monochrome Bitmaps during the 'Build All' process if this option is active. It is not recommended to deactivate this option, because eDisplay is not able to display GIF images.

If you work with eDisplay, 'Generate/Update Scalable html files' is a useful S-Web Editor feature. The MicroBrowser and Java-Applet runtime engine is able to scale the HMI by a factor you define in the S-Web Editor project configurations (please see chapter 'Editor Reference>Main Window').

## NanoBrowser Macro Library

S-Web Editor comes with a MacroLibrary that was adapted for the small display sizes and memory limitations of the eDisplay (please see chapter 'Macro Library Index').

The macro format is the same for all platforms, if you consider the limitations of display size and memory you are able to work with the same Macros you made for other S-Web Editor HMI projects.

## What you must know to create a user project?

### User project start name

The default html user project start name is 'estart.html' .

### Character Editing

Character Editing does work for PPO with STRING format

### Maximum of PPOs, containers, painters ... per project and per view

	number
Max PPO per project	100
Max Container per project	16
Max HTML Tag per project	1000
Max PPO per view	30
Max Container per view	16
Max HTML Tag per view	1000
Max Painter per view	20

See also /Web Editor/ SaiaDefaultSpiderHWProfile.shp

### Navigation

Cause of the system of navigation (no touch screen) , one but only one "EventP\_SetFocus\_onGainFocus" macro is necessary in each teq view. You advice to put this macro under a Jump action to another page.



### Default Fonts, Fonts and Font generator

In the project configuration, select Tahoma regular 8, 10 or 12 as default font !!!!

### Default Fonts

The 3 default fonts and size are:

- Tahoma regular 8
- Tahoma regular 10
- Tahoma regular 12

These fonts can be used in all case, for PPOs, Containers, Strings or html tags.

### Other Fonts

Painters	Format	Taho ma	Taho ma	Taho ma	Add* font 1	Add* font	Add* font	Add* font

		regular 8	regular 10	regular 12		2	3	4
Button + Static text	String	x	x	x				
	PPO	x	x	x				
	Container	x	x	x				
	Html Tag	x	x	x	x	x	x	x
Edit-box	PPO	x	x	x				
	Container	x	x	x				
Multi-line label	String	x	x	x				
	Html Tag	x	x	x	x	x	x	x
Macros								
Table control		x	x	x				
Drop down PPO		x	x	x				
Drop down html tag		x	x	x	x	x	x	x

\* created with the font generator (Project configuration: Generate Spider Font Files)

#### Further information

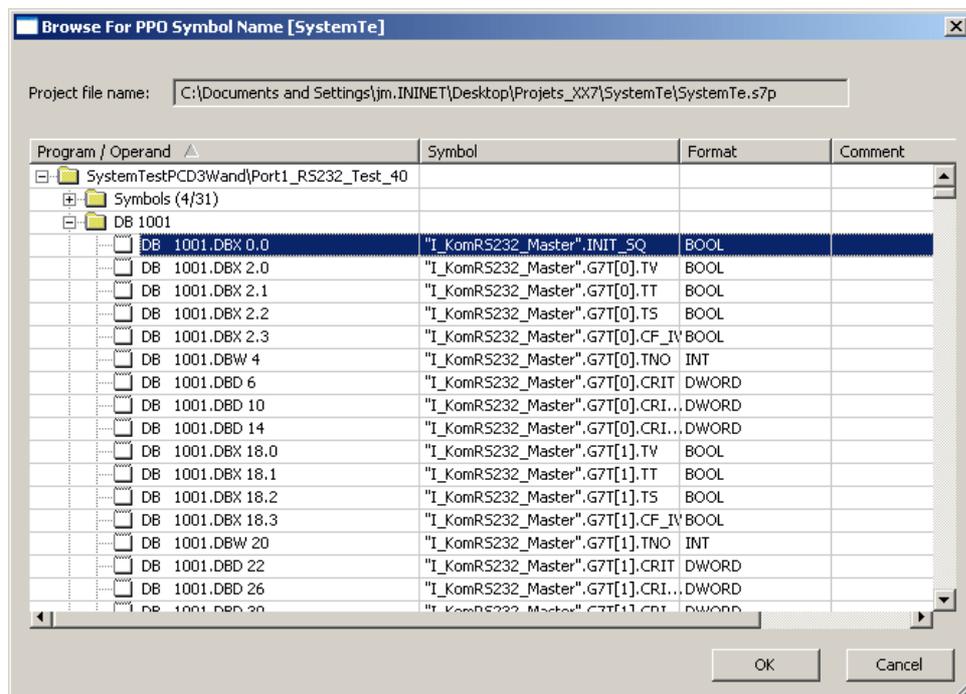
Documents	References	Comment	www
User's guide eDisplay PCD7. D300E	26/870	English	sbc-support.ch

## 18 XX7 Variable List Import

### Supported Platforms

- Java Applet
- MicroBrowser

As from S-Web Editor 5.15 you can use XX7 symbols instead of just PDP memory addresses like PDP,,MW500,d.  
XX7 symbols can be imported by browsing the .s7p file symbol as displayed in the picture below:

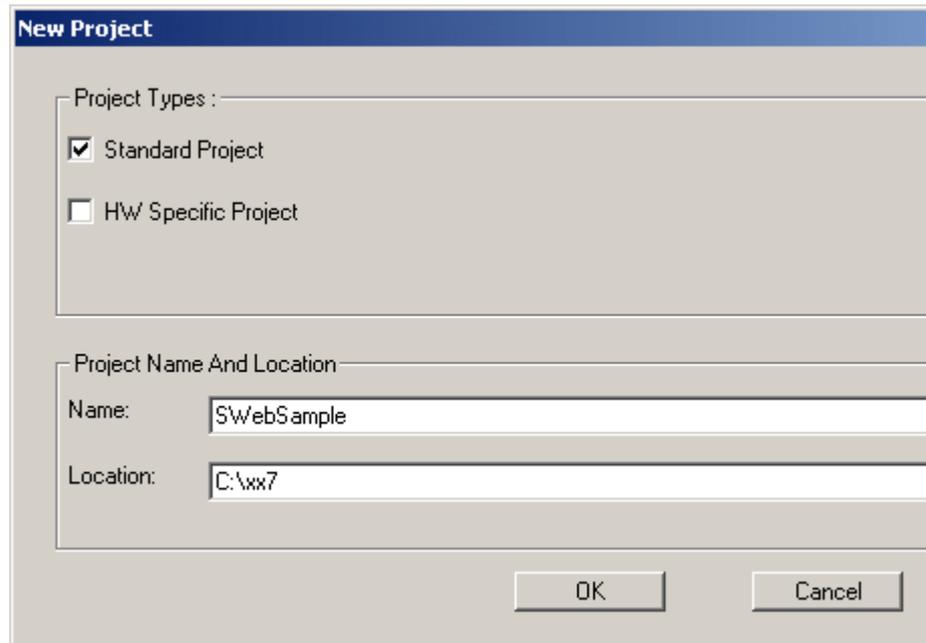


Additionally, it is also possible to use container offset inside XX7 symbols. This is very useful when accessing your S7 data arrays and even arrays of structures with the help of container variables.

The following steps describe how to set up an XX7 project and link it to the .s7p project file. Afterwards, you will learn how container offset can be used with s7 PPO symbols.

### How To Set Up The XX7 Project

1. Choose the menu command File->New Project to get the 'Project Creation' dialogue. Define a project name and click 'Browse' to select your project directory. Confirm with 'OK'.



**New Project**

Project Types :

Standard Project

HW Specific Project

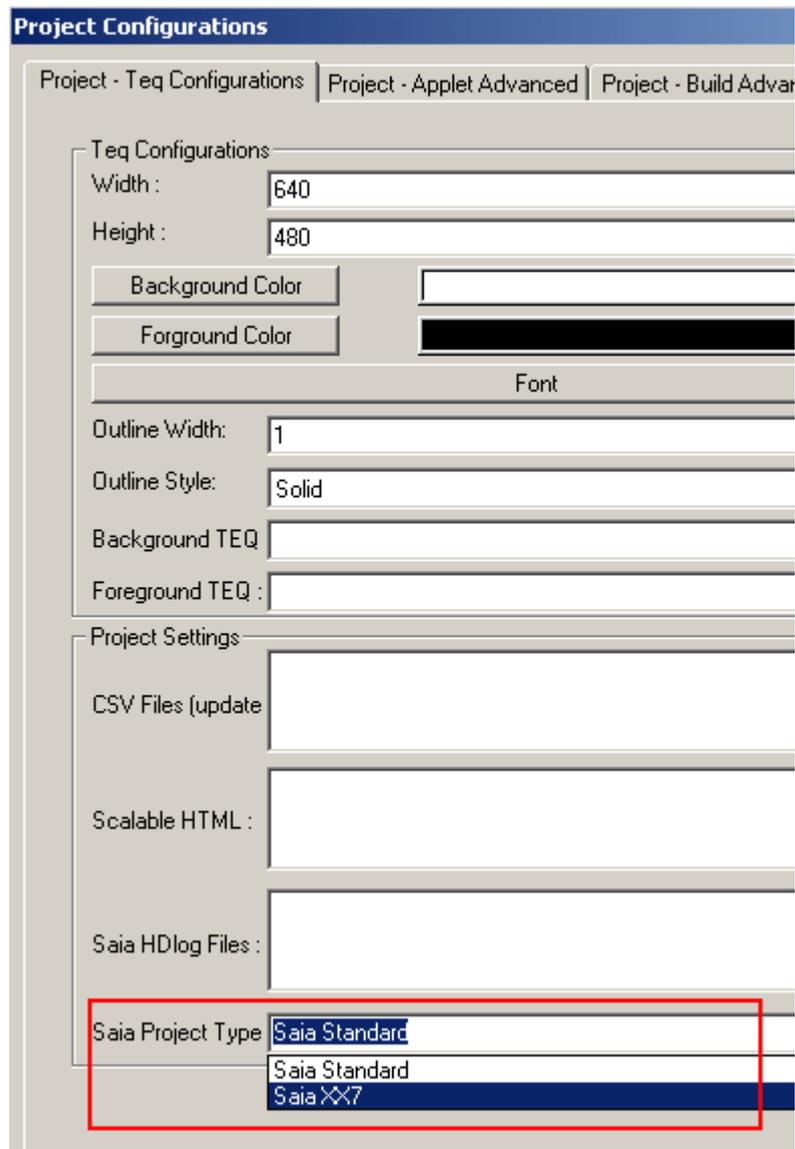
Project Name And Location

Name: S\WebSample

Location: C:\xxx7

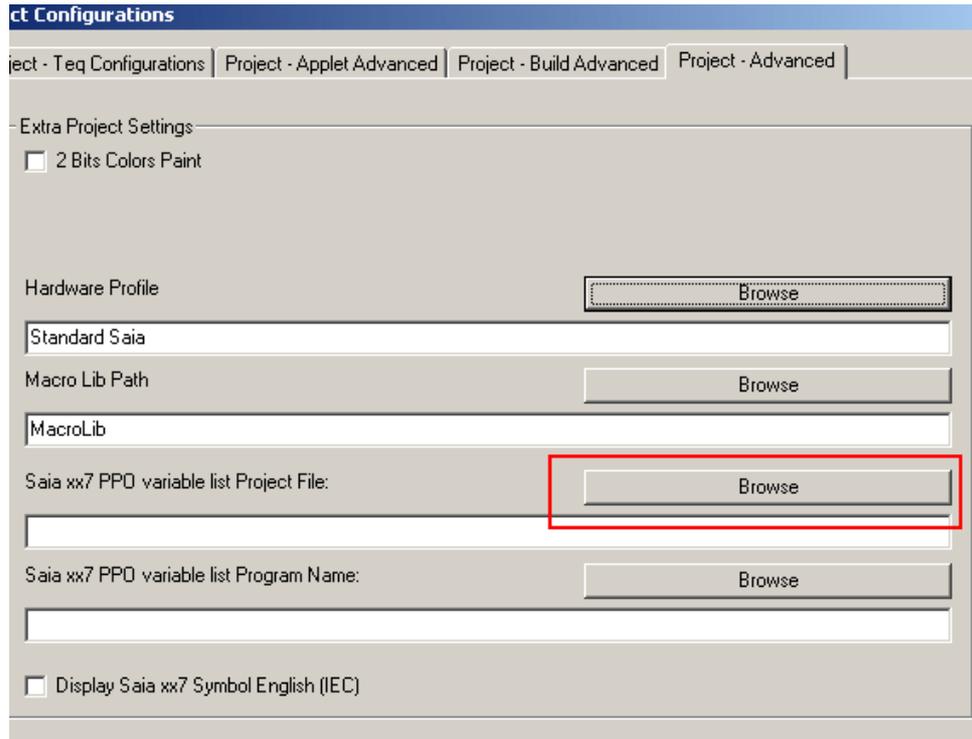
OK Cancel

2. Choose the menu Project ->Project Configuration . . .
3. Change the project type from 'Saia Standard' to 'Saia XX7' as displayed in the picture below:

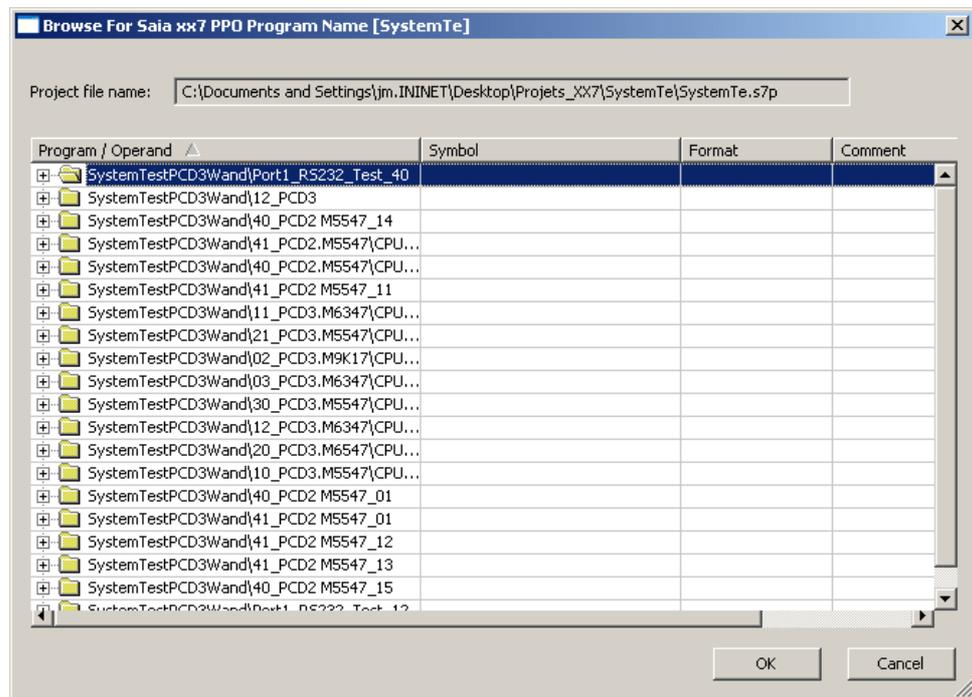


This step changes the project type and automatically replaces your IMasterSaia5\_15\_00.jar with IMasterXX7\_5\_15\_00.jar, which is the Java Applet that is specific to XX7 projects.

4. Open the tab 'Project - Advanced'. Reopen the menu Project ->Project Configurations... if you already confirmed with 'OK' during the last step.
5. Choose 'Browse' near the text field 'Saia xx7 PPO variable list Project File' to select your .s7p file.



6. Choose the S7 program name and confirm with 'OK'.



7. Confirm the project configuration dialogue with 'OK'.

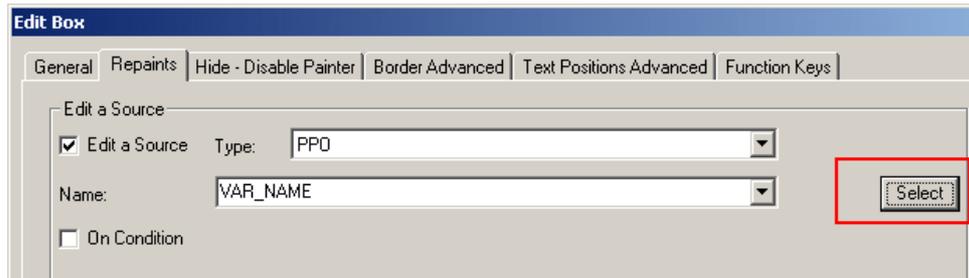
8. Insert a new TEQ view into your project with Project ->Add To Project ->New. . .

9. Insert an edit box painter.

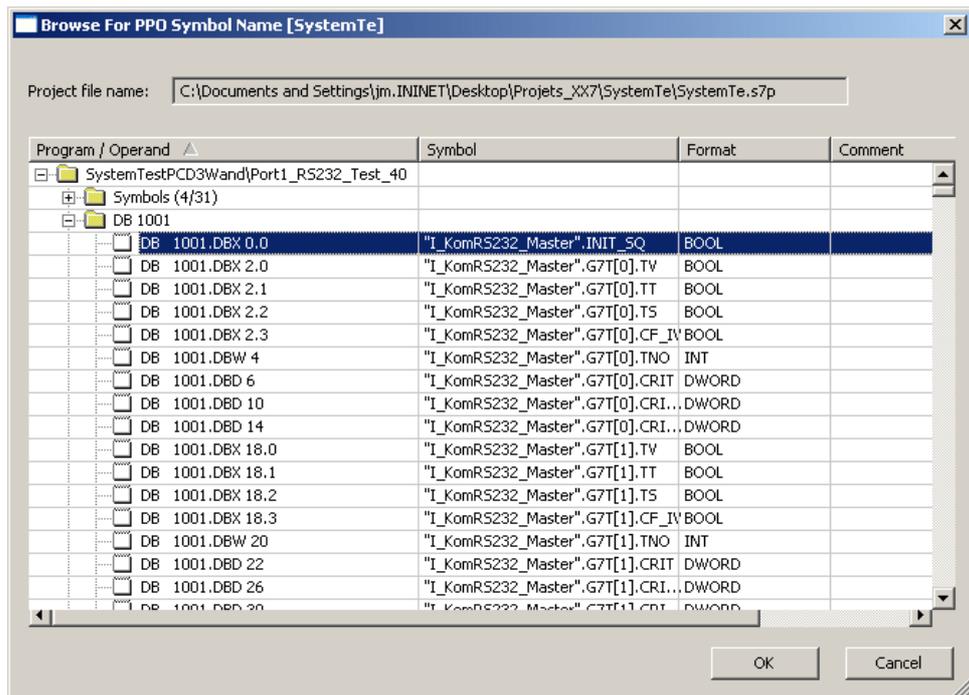


10. Double click on the inserted edit box painter to open the painter properties window and switch to the tab 'Repaints'.

11. Click select to open the S7 symbol browse dialogue:



12. Choose the desired S7 variable symbol and confirm with 'OK'.



13. Define the Main TEQ in the project configurations. Choose Project -> Project Configurations... and switch to 'Project - Applet Advanced'.

14. Choose the function 'Build All' to prepare your project.



15. The project can be downloaded to your target now. Do this with the FTP function inside the S-Web editor.

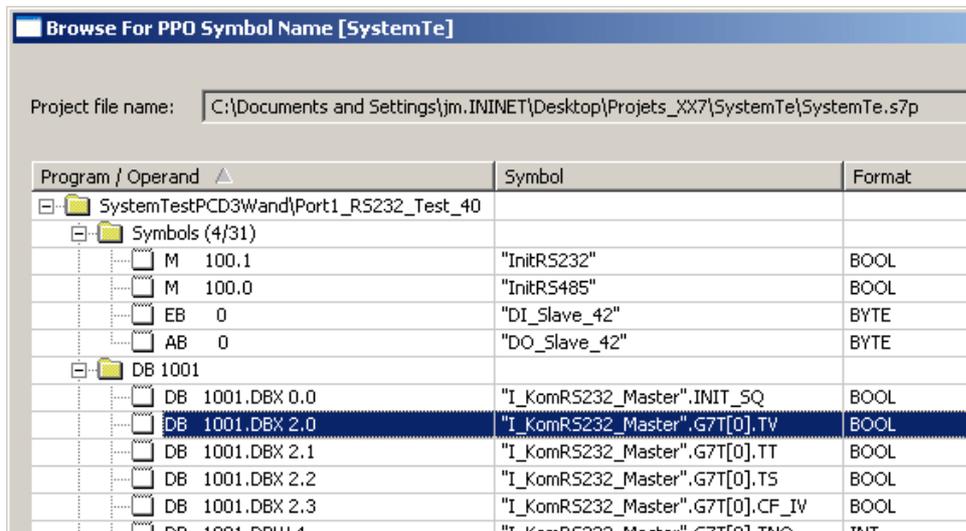


Please also see the section 'File Transfer To PCD System From S-Web-Editor FTP-Client' in the 'Filetransfer to the PCD system' chapter.

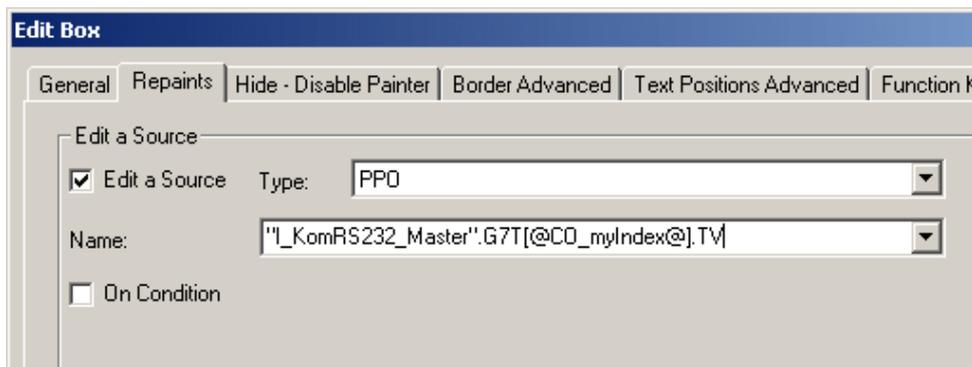
### Container Offset And XX7 Symbol Names

It is possible to work with '@CO' syntax to access structures within an array. S-Web editor calculates the memory offset automatically. You don't have to care about the real byte offset of your structure.

There is no need to type in the whole variable. Just use the 'PPO Selector' dialogue, as you did in the last example.



Example of a member variable addressed by a container offset:



The syntax is the same as you might know from the Container Offset chapter.

Array Index    Delimiter  
                  |           |  
**"I\_KomRS232\_Master".G7T[@CO\_myIndex@].TV**  
                  |  
                  Container Offset Keyword

Important Notice: If you work with S7 symbols you cannot use the '@COFF' syntax also known as 'Incremental Container Offset'.

## 19 Containers

Geben Sie hier den Text ein.

### 19.1 Initialising Containers

Supported Platforms
- Java Applet
- MicroBrowser
- NanoBrowser

A Container is a local variable inside the HMI. They are only visible within one or more views. By the menu function `Project -> Init Containers...` the property dialog of the containers will be opened where they can be initialised to a desired value. Instead of the menu function you can also use the "Init container vars" button from the topmost toolbar:



All containers are listed here.

You can set the initial value of each Container by clicking into the column "Initial Value". By leaving the dialog with 'OK' a file called `<your_project_name>.itq` will be generated.

Containers Initialisation	
Container Name	Initial Value
MB_tmz_en	0
MessageBoxCO	0
myContainerVar1	0
myContainerVar2	0
myContainerVar3	10

MB\_tmz\_en and MessageBoxCO are predefined Container variables which are always present.

### 19.2 Container Offset

Supported Platforms
- Java Applet
- MicroBrowser
- NanoBrowser

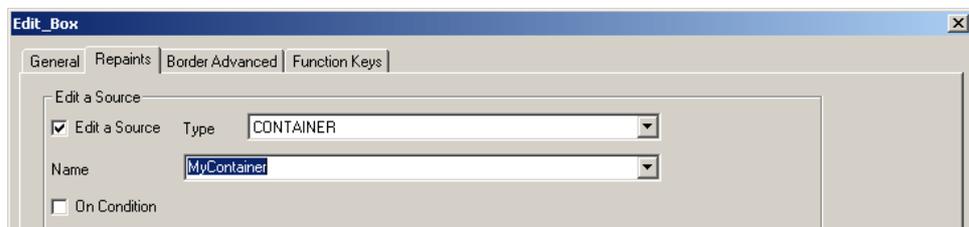
With the 'Container Offset' function you can integrate arrays into an HMI. For example you have one edit field (source type 'PPO') and an additional one for the offset (source type 'CONTAINER'). The user can now control which array-element should be shown by typing 1, 2, 3 or 4 into the edit field with the offset container.  
 For the edit field which should show the values of your array, you have to use a special syntax.

**Example: Incremental Container Offset**

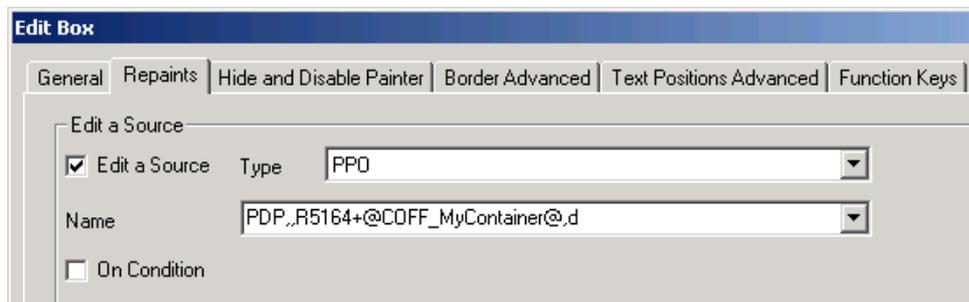
1. Insert two 'Edit Box' Painters into a new TEQ-View.



2. Define the source type 'CONTAINER' for one of the inserted edit boxes and enter a name. At runtime the user can control the offset of the PPO by entering an integer into this offset 'Edit Box'.



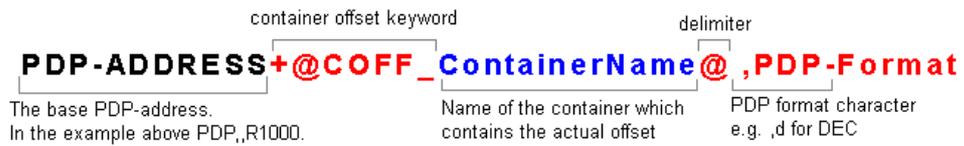
3. Define the source type 'PPO' for the second 'Edit Box'. What you now enter in the name field is a special syntax:



**General syntax for container offset:**



**Syntax in the case of absolute PDP-addresses:**



The text from the prefix '+@COFF\_' until the delimiter '@' will be replaced with the value of 'ContainerName'. It assumes the value of the container is an integer value.

4. Chose 'Build All' and download your project with PG5.

**What will now happen at runtime?**

Defined PPO name: **PDP,,R1000+@COFF\_MyContainer@d**

'PDP,,R1000' is the base PPO address. This base address will now be incremented by the offset given in the container 'MyContainer'. This happens because of the keyword '+@COFF\_'. The second '@' is the end delimiter.

1.

Incremental Container Offset Example

MyContainer	<input type="text" value="0"/>
PDP,,R1000+@COFF_MyContainer@	<input type="text" value="271"/>
	<input type="text" value="PDP,,R1000"/>

---

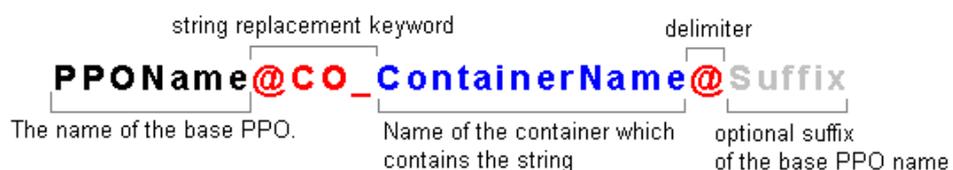
2.

Incremental Container Offset Example

MyContainer	<input type="text" value="2"/>
PDP,,R1000+@COFF_MyContainer@	<input type="text" value="100"/>
	<input type="text" value="PDP,,R1002"/>

**String Replacement**

**Syntax For The PPO Name**



The text from the prefix '@CO\_' until the delimiter '@' will be replaced with the string in the container 'ContainerName'.

Please don't use symbolic PPO variables and string replacement with @CO. Always use an absolute PPO address like PDP,,F2004...  
 Important Notice: Please do not use the offset syntax for addressing PPO variables by PPO variables:

### 19.3 Session Container

Supported Platforms
- Java Applet - MicroBrowser

Session containers are mentioned to keep an information during the whole session, even if the user jumps to the HMI of another PLC (URL Jump). There are 20 session containers with predefined names: "\_NOINITSESSCO\_0" ... "\_NOINITSESSCO\_19"

Use them for example to keep user's level given by a Password Entry Page during the whole session.

The session ends if the user closes the browser client.

### 19.4 Special Container Names

Supported Platforms
Please see spreadsheet below

#### Special container variables

The S-Web browser (IMaster Java Applet or MicroBrowser) uses some special Container variables. The name of these Container variables are reserved.

If you see one of them in the 'Cross Ref' window of a macro, don't modify them and never reuse the same name.

The special Container variables are listed in this chapter or they have a name starting with '@MACRO'.

Container names beginning with the prefix "?S\_" are reserved for internal use.

Container-Name	Description	Supported by *
----------------	-------------	----------------

## Special Container Names

		Java Applet Client	Micro Browser	Nano Browser
@BLINKCO	The SpiderControl browser does automatically toggle the value of that container (0/1) at every period. (read-only)	X	X	-
@CURRENT_PAGE	Name of the current TEQ view (read-only)	X	X	X
@LAST_PAGE	Name of the last TEQ view (read-only)	X	X	X
@FOCUS	Please see Set Focus On Gain Focus macro	-	X	X
@LANGUAGE	Contains the name of the language CSV file.	X	X	X
@MB_FKEY_EVENT	Last function key (read-only)	X	X	-
@MB_FULL_REDRAW	Write '0' or '1' to disable or enable the full redraw mode	-	X	-
@MODAL_FOREGROUND	Permits to disable or enable the modal foreground TEQ (0 = disable; 1 = enable).	X	X	-
AUTOINCRCO	This container is automatically incremented by SpiderControl browser at every period. i.e.: Animated GIF macro with modulo action to define GIF filename's index.	X	X	-
IMaster.VERSION	IMaster Java Applet version number (read-only)	X	-	-
IsWebBrowser	Is equals to '0' for browsing with local file, = '1' for remote access (read-only)	X	X	-
MB_APP_VERSION	MicroBrowser version number (read-only)	-	X	-
MB_VERSION	NanoBrowser version number (read-only). For MicroBrowser it is the version number of the XML configuration file.	-	X	X
MB_Backlight **	Write 0 or 1 to turn off/on the display or the LCD backlight	-	X	-
MB_BringWindowToTop **	Write the name of the window, or a part of the window name, to bring it on the top. Writing "_self" will bring the MicroBrowser on top.	-	X	-
MB_Buzzer **	Write '0' or '1' to disable or enable the buzzer.	-	X	-
MB_ConsecutiveUpdatePPOCGIErrorsCount	The number of consecutively failed HTTP requests for PPO updates (Order Values Read File or ILR Updates). Resets to 0 after one successful request. Can be used to detect problems with the connection	X	X Version 1.5.15.13 and	-

## Special Container Names

	to the web server.		newer	
MB_ExecToTop **	Write the name of the program to bring on the top into this container.	-	X	-
MB_FOCUS	Get object id (0..n) of the current focused object or write the the current focus. '-10' means no selection.	-	X	-
MB_Gateway	Client's gateway address (read-only)	-	X	-
MB_HEAP1_SIZE	Shows the number of bytes used in Heap1 memory (read-only)	-	-	X
MB_HEAP2_SIZE	Shows the number of bytes used in Heap2 memory (read-only)	-	-	X
MB_LocalHostName	Local host name (read-only)	-	X	-
MB_inactivity_pts_ms	Refresh period in milliseconds of the SpiderControl browser's refresh state 'inactivity'. Corresponds to the setting of the 'inactivity_pts_ms' defined in the XML configuration file (uBrowser.xml).	-	X	-
MB_inactivity_to_sec	Time in seconds until MicroBrowser's refresh switches to the state 'inactivity'. The parameter 'MB_inactivity_pts_ms' defines the refresh period in milliseconds of 'inactivity' state. Corresponds the the setting 'inactivity_to_sec' defined in the XML configuration file (uBrowser.xml). Useful to avoid unnecessary network traffic in case of user inactivity.  e.g.: MB_inactivity_pts_ms = 5000 MB_inactivity_to_sec = 60 The refresh period is set to 5000 ms after 60 sec of inactivity (inacivity means no user interaction).	-	X	-
MB_InactivityCounter	This variable increments every second. Set to '0' as soon as a user action occurs.  You can reset this counter e.g. with an Event-Painter to '0'. But you cannot write another value into this container.  i.e.: Event Timeout Logout Macro described in the chapter Automatical View Jump	X	X	x
MB_InactivityCounterMin	This variable increments every minute. Reset to 0 on any mouse or key action of the user. Useful for logout. (read-only)	X	X	-
MB_IpAddress	Client's IP-Address (read-only)	-	X	-
MB_OS_VERSION	Version identifier of the operating	-	X	-

## Special Container Names

ON	system (read-only)			
MB_PERCO_0 MB_PERCO_1 ... MB_PERCO_19	Please see chapter 'Persistent Containers'	-	X	-
MB_PLATFORM	Platform name, which is one of the following identifiers "uBT", "uBCE", "uBXP", ... (read-only)	-	X	-
MB_PollTimeSubstitute	Allows to set at any time a new refresh period in milliseconds, (0: means Client uses the default refresh period defined in the project).	X	X	-
MB_SCREEN_HEIGHT	height of the screen in pixel (read-only)	-	X	-
MB_SCREEN_WIDTH	width of the screen in pixel (read-only)	-	X	-
MB_StartProcesses**	Write the name of the application to start. Write "killme" will close the MicroBrowser program itself.	-	X	-
MB_Subnet	Client's subnet mask (read-only)	-	X	-
MB_tmz_en	Switch ('0' or '1') between local time zone and UTC time (e.g. used in time indications of trending and alarming). See 'MicroBrowserSetup.pdf' for more details.	X	X	-
MB_UpdateAfterCoWrite	Write '0' or '1' to improve the reaction time after writing on any CO	-	X	-
MB_UpdateAfterPpoWrite	Write '0' or '1' to improve the reaction time after writing on any PPO	-	X	-
MB_Volume**	Defines volume in percent	-	X	-
MB_WakeUp**	Write '1' to wake up the client and to stop the screen saver	-	X	-
MessageBoxCO	Reserved container used in message box TEQ view	X	X	-
MSGBOX_NR	Number of messages appended in the message box	-	X	-
_KEYEVENT	Used by the keypad TEQ to append new characters	-	X	-
_KEYPAD	Current value to edit in keypad view	-	X	-
_KEYPAD_DEST_NAME	Name of the keypad's destination variable name	-	X	-
_KEYPAD_DEST_TYPE	Type of the keypad's destination variable type	-	X	-
_KEYPAD_OPEN	Open keypad view	-	X	-
_KEYPAD_SHIF	Used by keypad as caps-lock	-	X	-

T	functionality			
_KEYPAD_TF_FOCUS	Used to select the editable text field after closing the keypad.	-	X	-
_KEYPAD_MIN	Show the min value of the edited (PPO) variable (not formatted in case of e.g. DEC.2)	X	X	-
_KEYPAD_MAX	Show the max value of the edited (PPO) variable (not formatted in case of e.g. DEC.2)	X	X	-
_KEYPAD_FORMAT	Show the format value defined in TCR file, of the edited (PPO) variable	X	X	-
MB_SCREEN_BIT	Show the number of bit per pixel used by the display, 8, 16 or 24-bpp	-	X	-
MB_ERRORTYPE	The value will change according to the type of the latest error: 0: For web server errors 1: For min max bounds check errors Can be used for MsgBox.teq customization.	X	-	-

\* X = supported, - = not supported  
 \*\* not supported on all platforms

**Reserved Name spaces and Container Names**

The following container names are used by the browser for macro internal logic only. Do not use these prefixes or names for your own container variables.

Reserved Name	AppendSrcToLocalFileResultCo
Reserved Name	WriteSrcToLocalFileResultCo
Reserved Prefix	?S_
Reserved Prefix	MB
Reserved Prefix	@MACRO

**19.5 Persistent Containers**

Supported Platforms
- MicroBrowser

This chapter is only relevant if you have a MicroBrowser target as a client. Persistent containers have special names like this:

MB\_PERCO\_[0...19](for example MB\_PERCO\_2)

The values of persistent containers are stored permanently on the file system. If you close MicroBrowser the values of the persistent containers are not lost.

This is very useful if you want to save language settings for example. The persistent containers have no specific purpose, you can use them for your own needs.

## 20 Advanced Functions

### 20.1 Macro Library Index

This chapter lists all official macros of the Macro Library ('MacroLib'). It offers a short overview about their functionality and lists the references to other chapters for detailed descriptions.

Some macros have more than one data source or destination. The table shows only the source and destination that is important to understand the macro's functionality. If you wish to have more information please see the respective chapter (e.g. for trending or alarming).

Macros differ in their complexity. Some of the macros consist out of only of one Painter others are more complex and consist out of many Painters. Every macro has its own configuration dialogue so you don't have to care about the different painters of a macro and how they interact.

#### \SaiaAlarmingMacro

Macro Name	Filename	Description/ Comment
Online Alarm List 2	MacroAlarmingDefOnline_5_15_00f.esm	Overview Alarming (2), Online Alarm List (2)
Offline Alarm History 2	MacroAlarmingHisOffline_5_15_00b.esm	Overview Alarming (2), Offline Alarm History (2)
Online Alarm History 2	MacroAlarmingHisOnline_5_15_00b.esm	Overview Alarming (2), Online Alarm History (2)
Online Alarm List	MacroAlarmingDefOnline_5_14_05.esm	Alarming Overview, Online Alarm List
Offline Alarm History	MacroAlarmingHisOffline_5_13_06.esm	Alarming Overview, Offline Alarm History
Online Alarm History	MacroAlarmingHisOnline_5_14_05.esm	Alarming Overview, Online Alarm History

#### \SaiaAlarmingMacro\QVGAcolors

Macro Name	Filename (add '_5_13_01.esm')	Description/ Comment
Online Alarm List QVGA	Q_MacroAlarmingDefOnline	Alarming Overview, Online Alarm List
Online Alarm List QVGA	Q_MacroAlarmingDefOnlineCo	Alarming Overview,

Macro Name	Filename (add '_5_13_01.esm')	Description/ Comment
(Complete)	mplet	Online Alarm List
Online Alarm List QVGA (Minimal)	Q_MacroAlarmingDefOnlineMini	Alarming Overview, Online Alarm List
Offline Alarm History QVGA	Q_MacroAlarmingHisOffline	Alarming Overview, Online Alarm History
Online Alarm History QVGA	Q_MacroAlarmingHisOnline	Alarming Overview, Online Alarm History
Online Alarm List QVGA, FKEY (Complete)	QFKEY_MacroAlarmingDefOnlineComple	Alarming Overview, Online Alarm List
Online Alarm List QVGA, FKEY (Minimal)	QFKEY_MacroAlarmingDefOnlineMini	Alarming Overview, Online Alarm List
Offline Alarm History QVGA, FKEY	QFKEY_MacroAlarmingHisOffline	Alarming Overview, Offline Alarm History
Online Alarm List QVGA, FKEY	QFKEY_MacroAlarmingHisOnline	Alarming Overview, Offline Alarm History

**\SaiaEventList**

Macro Name	Filename	Description/ Comment
Event List	EventsList_5_15_00m.esm	Event List Overview

**\SaiaGeneral\MicroBrowser**

Macro Name	Filename (add '_5_13_40.esm')	Data Source	Data Destination	Description/ Comment
Set Focus Event- Painter (On Gain Focus)	EventP_SetFocus_onGainFocus	X and Y coordinates of the Event- Painter	@FOCUS	Use this macro to define which painter should be selected first. Please see chapter MicroBrowser Specific Macros.

**\SaiaGeneral>PasswordLogin**

Macro Name	Filename (add '_5_13_40.esm')	Data Source	Data Destination	Description/ Comment
Password Dialog	PasswordDialog_	STRING,	CONTAIN	Login with

Macro (User Level)	UserLevel	PPO, CONTAINER, HTML TAG	NER, PPO	password (no username required) Please see chapter Password Entry Page
Password Dialog Macro (User Level) Auto TEQ-Jump	PasswordDialog_UserLevel_Auto	STRING, PPO, CONTAINER, HTML TAG	CONTAINER, PPO	Login with username and password Please see chapter Password Entry Page
Logout Event-Painter (On Timeout)	EventP_Logout_onTimeout	STRING, PPO, CONTAINER, HTML TAG	TEQ INDEX, CONTAINER	Please see chapter Password Entry Page

**\SaiaGeneral\URLJumps**

Macro Name	Filename (add '_5_13_40.esm')	Data Source	Data Destination	Description/ Comment
URL Jump Button (On Mouse Down)	ButonURLJump_onMouseDown_5_14_30.esm	STRING, PPO, CONTAINER, HTML TAG	URL	Performs an URL Jump On Mouse Down. The user can define the Button's label as a STRING, PPO, HTML TAG or CONTAINER.
URL Jump Event-Painter (isEqual)	EventP_URLJump_isEqual	STRING, PPO, CONTAINER, HTML TAG	URL	Performs a URL Jump if X is equal to Y. Where X and Y can be STRING, PPO, CONTAINER or HTML TAG
URL Jump Event-Painter (On Timeout)	EventP_URLJump_onTimeout	STRING, PPO, CONTAINER	URL	Performs a URL Jump after a specific time of user inactivity

**\SaiaGeneral\ViewJumps**

Macro Name	Filename (add '_5_13_40.esm')	Data Source	Data Destination	Description/ Comment
View Jump Event-Painter (isEqual)	EventP_ViewJump_isEqual	STRING, PPO, CONTAINER	TEQ INDEX	Performs a TEQ-View Jump if X is equal to Y. Where

		R, HTML TAG		X and Y can be STRING, PPO, CONTAINER or HTML TAG
View Jump Event-Painter (On Timeout)	EventP_ViewJump_onTimeout	STRING, PPO, CONTAINER, HTML TAG	TEQ INDEX	Performs a TEQ-View Jump after a specific time of user inactivity

**\SaiaGeneral\WriteSourceToDestination**

Please refer to the chapter Write Source To Destination Macros for details

Macro Name	Filename (add '_5_13_40.esm')	Data Source	Data Destination	Description/ Comment
Write Source To Destination Event-Painter (On Lost Focus)	EventP_writeSrc2Dst_onLost	STRING, PPO, CONTAINER, HTML TAG	PPO, CONTAINER	Writes the source data to the destination data 'On Lost Focus'
Write Source To Destination Event-Painter (On Repaint)	EventP_writeSrc2Dst_onRepaint	STRING, PPO, CONTAINER, HTML TAG	PPO, CONTAINER	Writes the source data to the destination data 'On Repaint'
Write Source To Destination Event-Painter (On Gain Focus)	EventP_writeSrc2Dst_onGain	STRING, PPO, CONTAINER, HTML TAG	PPO, CONTAINER	Writes the source data to the destination data 'On Gain Focus'
Write Source To Destination Event-Painter (isEqual)	EventP_writeSrc2Dst_isEqual	STRING, PPO, CONTAINER, HTML TAG	PPO, CONTAINER	Writes the source data to the destination data if X is equal to Y. Where X and Y can be STRING, PPO, CONTAINER or HTML TAG
Write Source To Destination Event-Painter (isGreater)	EventP_writeSrc2Dst_isGreater_5_14_19.esm	STRING, PPO, CONTAINER, HTML TAG	PPO, CONTAINER	Writes the source data to the destination data if X is greater to Y. Where X and Y can be STRING, PPO, CONTAINER or HTML TAG

**\SaiaGeneral**

Macro Name	Filename	Data Source	Data Destination	Description/ Comment
DropDown List	DropDownList_5_14_23.esm	STRING, HTML TAG	PPO, CONTAINER	Implements a DropDown that reads the list of items from a STRING or HTML TAG and uses a PPO or CONTAINER to point to the current item
DropDown List with GIF Label	DropDownListGifButton_5_14_28.esm	FILE (GIF), HTML TAG	PPO, CONTAINER	Implements the same function as the macro 'DropDown List' and has an additional GIF image for the arrow symbol (can be replaced).
Animated GIF	AnimatedGif_5_13_01.esm	FILE	-	Implements an animated GIF functionality. Refer to the chapter Animated GIF Macro
Blinker	Blinker_5_10_00.tlb	@BLINKCO (CONTAINER)	-	Blinker
Tacho	Tacho_5_14_29.esm	STRING, PPO, CONTAINER, HTML TAG	-	Implements a tachometer
Table Control Editable PPO Page Jump	TableControl_EditablePPO_PageJump_5_10_00.tlb	PPO, CONTAINER	PPO	Table control consisting of separate edit-fields
Language Button	LanguageButton_5_14_28.esm	STRING (language filename)	@LANGUAGE (CONTAINER)	Implements a button to change the language during runtime
Local Time Enable Checkbox	TrdAlr_LocalTimeEnabler_5_13_05.esm	STRING	CONTAINER (MB_tmz_en)	All time references in trending and alarming macros are shown in the UTC format during runtime. It is possible to switch to the local time zone.  With this macro the user can change the time format during

				runtime.
--	--	--	--	----------

**\SaiaHDLLogTrendMacro**

Macro Name	Filename (add '_5_14_03.esm')	Description/Comment
HDLLog Trend Macro (Complete)	RemoteOffSavedTrdComplete	Please see chapter HDLog Trend Macros
HDLLog Trend Macro (Minimal)	RemoteOffSavedTrdMini	Please see chapter HDLog Trend Macros

**\SaiaTrendMacro**

Please see chapter Trend Macros Introduction to understand the concepts of Online, Offline and Saved Trending.

Macro Name	Filename (add '__5_13_01.esm')	Description/Comment
Offline Saved Trend (Complete)	OfflineSavedTrendComplete	Please see chapter Offline Saved Trend Complete
Offline Saved Trend (Minimal)	OfflineSavedTrendMinimal	Offline Saved Trend Minimal
Offline Saved Trend (Scalable)	OfflineSavedTrendScalable	Offline Saved Trend Complete
Offline Trend (Complete)	OfflineTrendComplete	Offline Trend Complete
Offline Trend (Minimal)	OfflineTrendMinimal	Offline Trend Minimal
Offline Trend Load X Min Definition (Minimal)	OfflineTrendMinimalOnLoadXMinDef	Offline Trend Minimal
Offline Trend (Scalable)	OfflineTrendScalable_5_13_01.esm	Offline Trend Scalable
Offline Trend Load X Min Definition (Scalable)	OfflineTrendScalableOnLoadXMinDef	Offline Trend Scalable
Online Trend (Complete)	OnlineTrendComplete	Online Trend Complete
Online Trend (Minimal)	OnlineTrendMinimal	Online Trend Minimal
Online Trend (Scalable)	OnlineTrendScalable	Online Trend Scalable

## \SaiaTrendMacro\QVGAcolors

Macro Name	Filename (add '_5_13_01.esm')	Description/Comment
Offline Saved Trend QVGA (Minimal)	Q_OfflineTrendMinimal	Offline Trend Minimal
Offline Saved Trend QVGA, Save To File (Minimal)	Q_OfflineTrendMinimal_Save2File	Offline Trend Minimal

## NanoBrowser Macro Library (eDisplay)

Macro Name	Filename (add '_5_14_03.esm')	Data Source	Data Destination	Description/Comment
NanoBrowser Blinker	eD_Blinker	@BLINKCO (CONTAINER)	-	Blinker macro
NanoBrowser URL Jump Button (On Mouse Down)	eD_ButonURLJump_onMouseDown	STRING, PPO, CONTAINER, HTML TAG	URL	Performs an URL Jump On Mouse Down. The user can define the Button's label as a STRING, PPO, HTML TAG or CONTAINER.
NanoBrowser DropDown List	eD_DropDownList	STRING, HTML TAG	PPO, CONTAINER	Implements a DropDown that reads the list of items from a STRING or HTML TAG and uses a PPO or CONTAINER to point to the current item
NanoBrowser Logout Event-Painter (On Timeout)	eD_EventP_Logout_onTimeout	STRING, PPO, CONTAINER, HTML TAG	TEQ INDEX, CONTAINER	Please see chapter Password Entry Page
NanoBrowser URL Jump Event-Painter (isEqual)	eD_EventP_URLJump_isEqual	STRING, PPO, CONTAINER, HTML TAG	URL	Performs a URL Jump if X is equal to Y. Where X and Y can be STRING, PPO, CONTAINER or HTML TAG
NanoBrowser URL Jump Event-Painter (On Timeout)	eD_EventP_URLJump_onTimeout	STRING, PPO, CONTAINER	URL	Performs a TEQ-View Jump after a specific time of user inactivity
NanoBrowser View Jump	eD_EventP_ViewJump	STRING, PPO, CONTAINER,	TEQ INDEX	Performs a TEQ-View Jump if X is

Event-Painter (isEqual)	_isEqual	HTML TAG		equal to Y. Where X and Y can be STRING, PPO, CONTAINER or HTML TAG
NanoBrowser View Jump Event-Painter (On Timeout)	eD_EventP_ViewJump_onTimeout	STRING, PPO, CONTAINER, HTML TAG	TEQ INDEX	Performs a TEQ-View Jump after a specific time of user inactivity
NanoBrowser Write Source To Destination Event-Painter (isEqual)	eD_EventP_writeSrc2_Dst_isEqual	STRING, PPO, CONTAINER, HTML TAG	PPO, CONTAINER	Writes the source data to the destination data if X is equal to Y. Where X and Y can be STRING, PPO, CONTAINER or HTML TAG
NanoBrowser Write Source To Destination Event-Painter (On Gain Focus)	eD_EventP_writeSrc2_Dst_onGain	STRING, PPO, CONTAINER, HTML TAG	PPO, CONTAINER	Writes the source data to the destination data 'On Gain Focus'
NanoBrowser Write Source To Destination Event-Painter (On Lost Focus)	eD_EventP_writeSrc2_Dst_onLost	STRING, PPO, CONTAINER, HTML TAG	PPO, CONTAINER	Writes the source data to the destination data 'On Lost Focus'
NanoBrowser Write Source To Destination Event-Painter (On Repaint)	eD_EventP_writeSrc2_Dst_onRepaint	STRING, PPO, CONTAINER, HTML TAG	PPO, CONTAINER	Writes the source data to the destination data 'On Repaint'
NanoBrowser Password Dialog Macro (User Level)	eD_PasswordDialog_UserLevel	STRING, PPO, CONTAINER, HTML TAG	CONTAINER, PPO	Login with password (no username required) Please see chapter Password Entry Page
NanoBrowser Table Control Editable PPO Page Jump	eD_TableControl_EditablePPO_PageJump	PPO, CONTAINER	PPO	Table control consisting of separate edit-fields
Set Focus Event-Painter (On Gain Focus)	EventP_SetFocus_onGainFocus	X and Y coordinates of the Event-Painter	@FOCUS	Use this macro to define which painter should be selected first. Please see chapter MicroBrowser Specific Macros.

## What is a 'Data Source' or 'Data Destination'?

most of the macros write a source to a destination to perform the required action. The following data types (also called infos) are possible: STRING, PPO, CONTAINER, HTML TAG, URL, FILE, TEQ INDEX

## What is an Event-Painter (EventP)?

An Event-Painter is an invisible Painter object that is able to perform actions depending on specific events and defined conditions. The following events are possible:

Name	When do they occur?
On Gain Focus:	User jumps on a TEQ-View
On Lost Focus:	User leaves a TEQ-View
On Repaint:	Every period
On Mouse Down:	Mouse click

### Conditions:

Name	When are they true?
On Timeout:	Value of @MB_InactivityCounter is higher than X
Is Equal	If X is equal to Y

## 20.2 General Purpose

### 20.2.1 Animated GIF Macro

In the S-Web Editor you can't import animated GIFs directly. There are several different animated GIF formats which are incompatible to each other. The S-Web Editor implements the animated GIF functionality as a macro object. The idea of this macro is, that you have to save your animation as separate static GIF files.

The index in the filenames of these GIF files defines the display order of the pictures during the animation.

Define the gif filenames in a way that they are all extended with the appropriate index. This could look like this:

```
myAni0.gif
myAni1.gif
...
myAniN.gif (replace the 'N' with the last number)
```

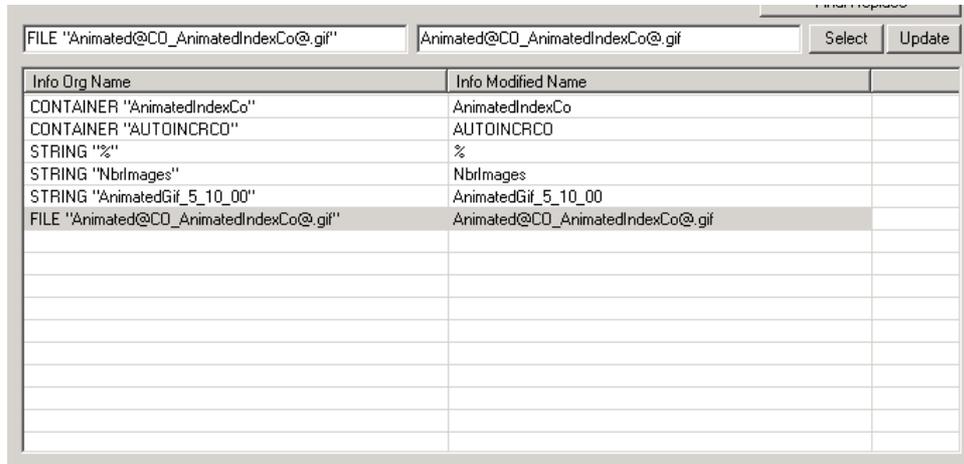
During runtime the macro will loop through all those gifs in the right indexed order at each period.

The animation jumps back to gif '0' when the last index is reached.

**Name: AnimatedGif\_[EDITOR\_VERSION].tlb**

**What the user has to do**

1. Import the macro
2. Double click and choose the 'Cross Ref' tab
3. The following window appears:



CONTAINER "AnimatedIndexCO"	Contains the actual gif filename index during runtime. You have to change the Container name, if you have more than one macro-object in your HMI. Extend for example the container name with an additional number: AnimatedIndexCO AnimatedIndexCO1 ... AnimatedIndexCON  Be sure that you don't use the macro-object more than once with the same index Container name in your HMI.
CONTAINER "AUTOINCRCO"	Don't modify this container name
STRING "%"	Don't modify this string
STRING "NbrImages"	Replace this string with the number of animation's images. If you have the following images for example: myAni0.gif myAni1.gif ... myAni4.gif  You have to replace the 'NbrImages' string with '5' (because index starts at '0').

<p>FILE "Animated@CO_AnimatedIndexCo@gif"</p>	<p>The Animated GIF macro determines the image's filename with 'Container Offset' (see chapter Container Offset for details). Please modify the first part of this string now ('Animated'). In the case of the example with 'myAni0.gif' the string should look like this: FILE "myAni@CO_AnimatedIndexCo@gif"</p> <p>If you modified the name of the Container 'AnimatedIndexCO' you have to update the Container name in this string too. Replace the string between the '@' signs with the new name of your index container.</p>
---	---

4. Confirm your modifications and close the 'Cross Ref' window. Your animated gif should work now in the browser.

### 20.2.2 Write Source To Destination

The macros described in this chapter can be used to write a source to a destination. The source is a static string, PPO variable, Container variable or HTML Tag. The destination is always a PPO or Container variable. The user will not see the macro during the runtime, because it is built with Event-Painters (only visible in the S-Web Editor).

Macro Name	Filename (add '_5_13_40.esm')	Data Source	Data Destination	Description/Comment
Write Source To Destination Event-Painter (On Lost Focus)	EventP_writeSrc2Dst_onLost	STRING, PPO, CONTAINER, HTML TAG	PPO, CONTAINER	Writes the source data to the destination data 'On Lost Focus'
Write Source To Destination Event-Painter (On Repaint)	EventP_writeSrc2Dst_onRepaint	STRING, PPO, CONTAINER, HTML TAG	PPO, CONTAINER	Writes the source data to the destination data 'On Repaint'
Write Source To Destination Event-Painter (On Gain Focus)	EventP_writeSrc2Dst_onGain	STRING, PPO, CONTAINER, HTML TAG	PPO, CONTAINER	Writes the source data to the destination data 'On Gain Focus'
Write Source To Destination Event-Painter (isEqual)	EventP_writeSrc2Dst_isEqual	STRING, PPO, CONTAINER, HTML TAG	PPO, CONTAINER	Writes the source data to the destination data if X is equal to Y. Where X and Y can be

				STRING, PPO, CONTAINER or HTML TAG
--	--	--	--	------------------------------------

**What is an Event-Painter (EventP)?**

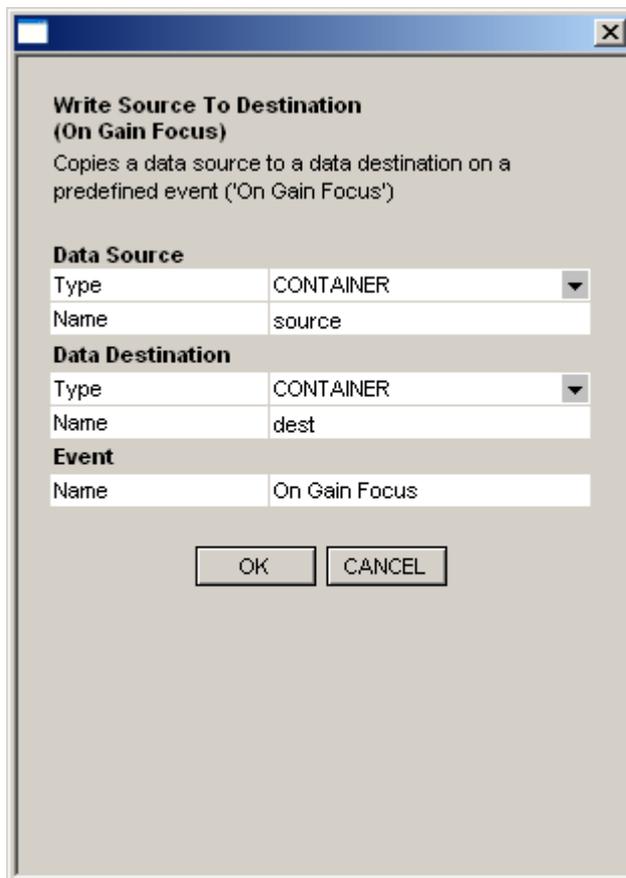
An Event-Painter is an invisible Painter object that is able to perform actions depending on specific events and defined conditions.

The following events are possible:

Name	When do they occur?
On Gain Focus:	User jumps on a TEQ-View
On Lost Focus:	User leaves a TEQ-View
On Repaint:	Every period

**What the user has to do**

S-Web Editor provides a simple dialogue to configure the Event-Painter macros. Double click the imported macro in order to open the macro configuration dialogue:



If you wish to read more about how to use macros, please refer to the chapter

Working With Macros.

### 20.2.3 Password Login Macros

S-Web Editor offers several macros to implement a password entry page for your HMI. The approach works with a Container variable that holds the current user level. If the HMI user enters a correct password the macro sets the user level to the corresponding value. You are able to define up to four different user levels with a separate password. Dependant on this user level you can restrict the access to your HMI by hiding or disabling Painter objects or groups. With an additional macro it is possible to check if the user typed in a correct user name (please see list below).

Macro Name	Filename (add '_5_13_40. esm')	Description
Password Dialog Macro (User Level)	PasswordDialog_UserLevel	Basic password entry page macro that works with four user levels and password
Password Dialog Auto TEQ Jump Macro (User Level, Username and Password)	PasswordDialog_UserLevel_Auto	Password entry page that provides an additional username check and an automatic TEQ-View jump if the user typed in a correct username and password
Logout Event-Painter (On Timeout)	EventPainter_Logout_onTimeout	Performs a logout after a certain time of inactivity (inactivity means no user interaction). The logout mechanism resets the user level to '0' and performs a TEQ-View Jump to a logout TEQ-View

#### What the user has to do

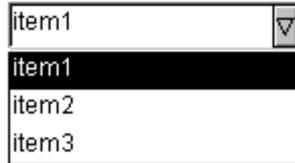
S-Web Editor provides a simple dialogue to configure macros.

Double click the imported macro in order to open the macro configuration dialogue.

If you wish to read more about how to use macros, please refer to the chapter Working With Macros.

### 20.2.4 DropDown List

A DropDown List is an object which opens upon selection and offers a choice of different elements. The user selects one of them, and the selection closes again, showing nothing but the selected element.



The DropDown List object is linked to two data-sources:

A PPO or Container variable where the index (as an integer) of the chosen element is read and written to. 'item1' is linked to index 0, 'item 2' to index 1, etc.

A list containing the text items (item1, item2, ..) which can be modified at will by the user. There are two possible sources for an item list.

The listed can either be defined as a string using the object's dialog, or as a HTML-tag, where the item-string can be defined in a language dependant csv-file (see also chapter Multilingual HMI's).

Macro Name	Filename	Data Source	Data Destination
DropDown List	DropDownList_5_13_40.esm	STRING, HTML TAG	PPO, CONTAINER

#### What the user has to do

The item-list must be entered as a single string using '\n' (two characters) as a separator.

Example:

```
None\nMove1\nMove2\nMove3\nMove4\nMove5\nMove6
```

Previous macro versions used the character 'ç' (ASCII 162) as separator. IMaster Java-Applet und MicroBrowser are backward compatible to this separator.

S-Web Editor provides a simple dialogue to configure the Event-Painter macros. Double click the imported macro in order to open the macro configuration dialogue.

If you wish to read more about how to use macros, please refer to the chapter Working With Macros.

### 20.2.5 Automatical TEQ/URL Jump

Automatical TEQ/URL Jump macros can be used to force a TEQ-Jump or URL-Jump if a certain condition is true or a event occurs. The user will not see the macro during the runtime, because it is built with Event-Painters (only visible in the S-Web Editor).

The following events are possible:

Name	When do they occur?
On Gain Focus:	User jumps on a TEQ-View
On Lost Focus:	User leaves a TEQ-View
On Repaint:	Every period

Conditions:

Name	When are they true?
Is Equal	If X is equal to Y

**\SaiaGeneral\URLJumps**

Macro Name	Filename (add '_5_13_40.esm')	Data Source	Data Destination	Description/ Comment
URL Jump Event-Painter (On Repaint)	EventP_URLJump_onRepaint	STRING, PPO, CONTAINER, HTML TAG	URL	Performs an URL Jump On Repaint.
URL Jump Event-Painter (isEqual)	EventP_URLJump_isEqual	STRING, PPO, CONTAINER, HTML TAG	URL	Performs a URL Jump if X is equal to Y. Where X and Y can be STRING, PPO, CONTAINER or HTML TAG
URL Jump Event-Painter (On Timeout)	EventP_URLJump_onTimeout	STRING, PPO, CONTAINER	URL	Performs a URL Jump after a specific time of user inactivity

**\SaiaGeneral\ViewJumps**

Macro Name	Filename (add '_5_13_40.esm')	Data Source	Data Destination	Description/ Comment
------------	-------------------------------	-------------	------------------	----------------------

View Jump Event-Painter (On Repaint)	EventP_ViewJump_onRepaint	STRING, PPO, CONTAINER, HTML TAG	TEQ INDEX	Performs a TEQ-View Jump On Repaint.
View Jump Event-Painter (isEqual)	EventP_ViewJump_isEqual	STRING, PPO, CONTAINER, HTML TAG	TEQ INDEX	Performs a TEQ-View Jump if X is equal to Y. Where X and Y can be STRING, PPO, CONTAINER or HTML TAG
View Jump Event-Painter (On Timeout)	EventP_ViewJump_onTimeout	STRING, PPO, CONTAINER, HTML TAG	TEQ INDEX	Performs a TEQ-View Jump after a specific time of user inactivity

**What the user has to do**

S-Web Editor provides a simple dialogue to configure the Event-Painter macros. Double click the imported macro in order to open the macro configuration dialogue.

If you wish to read more about how to use macros, please refer to the chapter Working With Macros.

**20.2.6 Table Control/Spread Sheet**

This macro can be used like a table control consisting of separate edit-fields, each of them pointing to a PPO. The PPO can be read and written. The table can be scrolled page-wise (page up and page down) using the two buttons showing arrows. Line-wise scrolling is not supported.

The table control is based on an indexed addressing mechanism, where the address-offset can be modified dynamically with an up and down button. The offset is stored in a container variable called 'listOff'.

The table is organized in rows, where each row represents an array of a certain PPO base address. The container offset is added to the base offset. The base offset is defined for each object fields PPO reference.

The table control can be modified in every way, e.g. rows and columns can be added or deleted. The existing rows show an addressing scheme for sample PPO's. To modify these PPO's, it is recommended to select all objects of a row and to use the Cross Ref function. PPO names can be updated separately. A more efficient way is to use the 'Find/Replace' function which can be found on the 'Cross Ref' tab. This function performs a substring replace on all selected objects. E.g. if you want to exchange the row using 'PDP,,R100x,d' PPO name by a symbolic array named myVar[x], do the following:

1. select the complete row and open the 'Cross Ref' dialog (right mouse button menu or bottom tool box). Select the 'Cross Ref' tab.

2. Press the 'Find/Replace' button. Enter 'PDP,,R100' in the 'Find' field and 'myVar]' in the 'Replace' field. Press 'OK'. Then enter ',d' in the 'Find' field and ']' in the 'Replace' field. Press 'OK'.

If you use more than one instance of this object in one project, make sure to exchange the container variable name to a unique identifier for each table, otherwise the table offset of all your tables will be synchronized.

0	30	0	0	Λ
0	0	0	0	
0	0	0	0	
0	0	0	0	
0	35	0	0	
0	0	0	0	
0	0	0	0	
0	0	0	0	
0	0	0	0	
0	39	0	0	V

BUTTON

Table of PPO's

The list can be scrolled page-wise with the button:  
 The begin and end index is defined in the buttons  
 The table consists of regular edit fields which use  
 a variable offset notation. Rows can be added  
 deleted by the user. For efficient design, make use  
 of the CrossRef Function. Select all objects  
 to be modified (e.g. a row), select Crossref and  
 replace single references. Make use of the  
 'Find/Replace' function to replace a substring througho  
 the macro, e.g. exchange 'PDP,,R100' by 'myVar]  
 If you use several macros of this type, please  
 make sure to exchange the container 'listOff'  
 with a unique name.

~~Delete this section after insertion~~

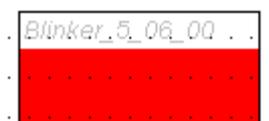
**Name: TableControl\_EditablePPO\_PageJump\_[EDITOR\_VERSION].tlb**

**What the user has to do**

1. Import the macro
2. Ungroup the macro
3. Modify rows and columns
4. In the page-up/down buttons: modify the increment/decrement step according to the number of rows
5. In the page-down button: modify the 'hide/disable' condition to hide the button, if the last page is reached, according to the number of elements that you have defined in your arrays.
6. Delete the comment section

**20.2.7 Blinker**

The blinker macro toggles between two colors every period. You can define these colors. Make a double click on the inserted macro and click the entry 'Rectangle Repaint'. In the tab 'Border Advanced' you can define the two colors.



**Name:** Blinker\_[EDITOR\_VERSION].tlb

**What the user has to do**

1. Import the macro: load macro library-> Object from the macro library ...
2. Double-click macro library
3. Tab 'Advanced Selection'
4. Double-click entry 'Rectangle Repaint'
5. Tab 'Setting Advanced'
6. Define the desired colors

**20.2.8 MicroBrowser Specific Macros**

This chapter describes macros which are only supported in the MicroBrowser client. This means they write or read from special MicroBrowser Container variables.

MicroBrowser specific macros can be found in the macro library directory 'SaiaGeneral/MicroBrowser'.

**Set Focus On Gain Focus**

Place this macro in front of the Painter you want to have selected first when the TEQ view is loaded (e.g. useful if you have a 'Next Page' Button). MicroBrowser reads the coordinates of the macro and selects the object with the closest coordinates.

**\SaiaGeneral\MicroBrowser**

Macro Name	Filename (add '_5_13_40.esm')	Data Source	Data Destination
Set Focus Event- Painter (On Gain Focus)	EventP_SetFocus_onGainFocus	X and Y coordinates of the Event- Painter	@FOCUS

**What the user has to do**

1. Import the macro
2. Place the macro in front or back of the painter that should be selected first.

## 20.3 Trend Macros

### 20.3.1 Introduction

#### Introduction

##### What kind of trend-objects can be used?

The libraries (Offline, Offline Saved, Online) offer three different types of trending macros. Every macro varies in terms of complexity and functionality.

##### Client-Sided Trending

The easiest way to record a trend is to record a PPO in the browser. The value is drawn by the Java-Applet or MicroBrowser to a trend curve. If the user leaves the trend HMI, the value will not be recorded any longer. This trend type is called 'Online Trend' which is described in the respective chapters later on. But this type of trending is only of limited use.

##### PCD RAM Based Trending (for small data amount)

Offline trends refer to records that were made by the PLC. The user can access the PLC whenever he likes and can watch the trend history which was recorded by the PLC. Access to PLC's which record such trends can very often be of limited bandwidth. The user therefore has the possibility to select the range of the recording in order to load only a part of the data stored on the PLC. All data that is loaded to the client is then stored locally inside the client. The user can navigate and zoom inside the uploaded data at will. It is possible to upload additional data (if only a fraction had been loaded before) at any time. Data which is already stored in the client will not be lost.

The PCD holds the data of Offline Trend macros in RAM. If you use these macros you are very limited in how much trending data you can manage. If you wish to record trending data over a longer time, it is better to use the macros described in the next section.

##### PCD Flash Based Trending (for large data amount)

HDLog Trend Macros are able to manage large amount of trending data. This is possible, because the new approach is to store the trending data on the flash memory of the PCD and not in RAM as Offline Trend Macros. Please refer to chapter 'PCD Flash Based trending' for more details.

##### Viewing Trend Logfiles

It is possible to save the uploaded data to a local file (on the client side). The recordings can be saved on a harddisk. These files are stored in a CSV format and can be analysed in external programs (like Excel, etc.). It is also possible to reload these files with the browser. The user might want to analyse the saved trend curves in a situation when no online connection to a PLC is active. Therefore, a group of additional macro-functions is offered for this purpose.

These macros are called 'Offline Saved Trend'. An HMI for offline analysis may

be loaded directly from the hard-disk of the PC. No download of the S-Web HMI to a PLC is necessary, because no connection to PPO's is required. Like this, a user can have a local application on a PC that runs autonomously without any network connections.

### Maximal Number Of Trends Per Macro

For Offline Trend the configuration of a trend macro is stored in a string that has a maximum size of 2 KB.

The size of a trend curve is 90 bytes + trend name length.

For example if your trend names have about 10 characters length:

$2000 \text{ bytes} / (90 \text{ byte} + 10 \text{ byte}) = 20 \text{ trends}$

For HDLog Trend macros the maximum number of trend curves is 10.

## 20.3.2 PCD Flash Based Trending

### 20.3.2.1 HDLog Trend Macros

#### HDLog Trend Makros

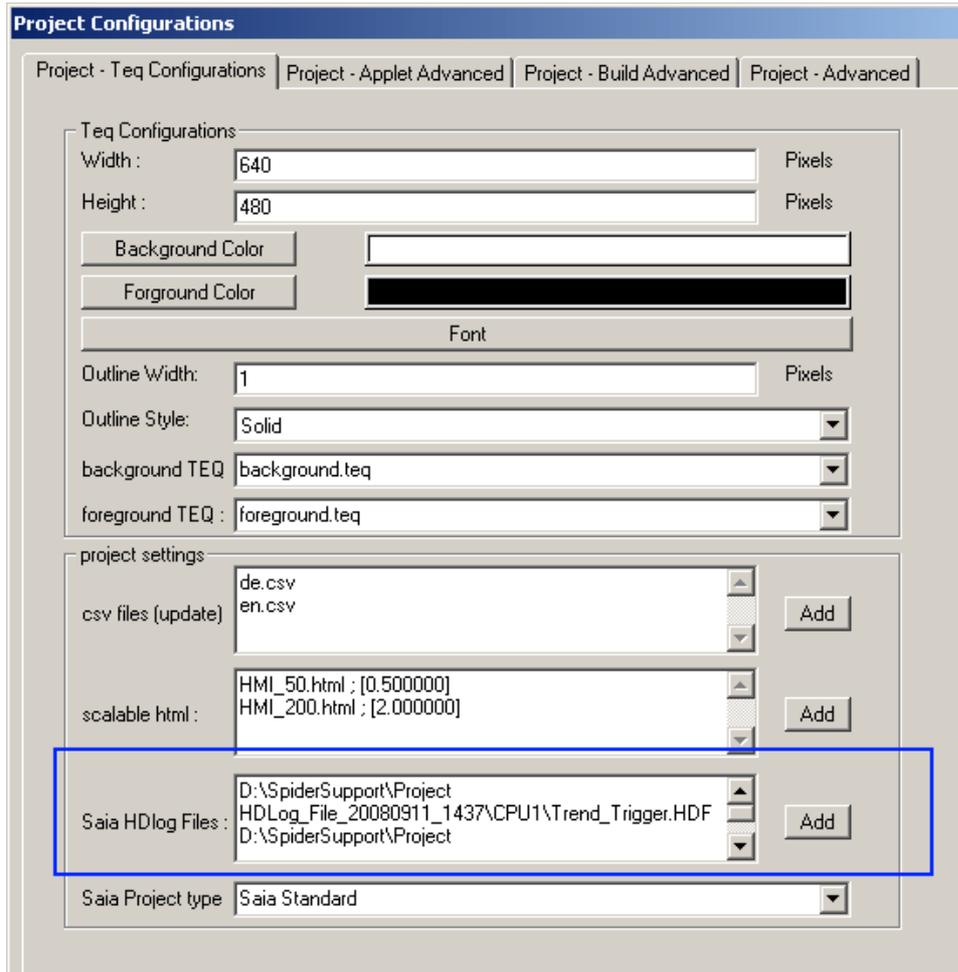
HDLog Trend Macros are able to manage a large amount of trending data. This is possible, because the new approach is to store the trending data on the flash memory of the PCD and not in RAM as Offline Trend Macros.

In comparison to Offline Trend macros there is also a difference in how the browser client communicates with the PCD: In case of HDLog Trend macros the trending data is stored and organised in files. This means the browser client will get files with trending data from the PCD; So HDLog macros don't have to use CGI calls in order to receive the trending data from the PCD.

#### How To Work With HDLog Trend Macros In The Editor

First of all you have to define the HDLog HDF files in the project's configuration window:

Use the menu `Project -> Project configurations...` and add your HDLog files by clicking 'Add' like shown in the screenshot below.



*(PG5 creates these HDF files, please refer to the PG5 manual)*

Confirm with OK and now import the following macro:

**\SaiaHDLogTrendMacro**

Macro Name	Filename (add '_5_13_40.esm')
HDLog Trend Macro (Complete)	RemoteOffSavedTrdComplete

S-Web Editor provides a simple dialogue to configure the HDLog Trend macro.

Double click the imported macro in order to open the macro configuration dialogue:

**RemoteOffSavedTrdComplete\_5\_13\_40**

Curve Name		YMin	YMax	Color
Zyklisch.Pfad	Sinuskurve	-10.0	10.0	Blue
Zyklisch.Pfad	Cosinuskurve	-10.0	10.0	Grey
Zyklisch.Pfad	Trenddaten.Wert7	0.0	1000.0	Red

Displayed Time [s]   
 Stored Time [s]   
 Number of Curves

Show Grid  
 Automatic Y Axes description

**Displayed Time** Defines the displayed time range

**Stored Time** Maximum amount of data that the client holds in RAM

**Show Grid** Show grid during runtime?

**Automatic Y...** Show Automatic Y Axes description?

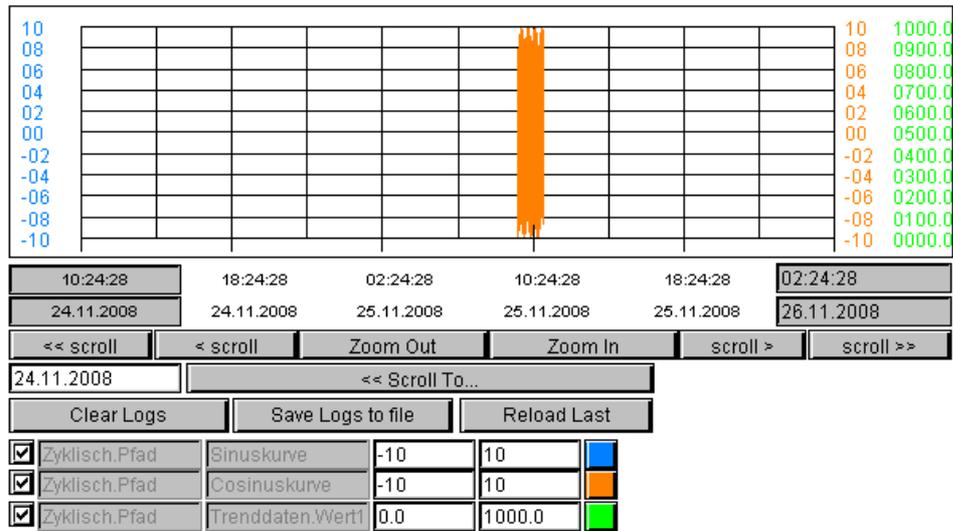
**Add** Adds a trend curve

**Insert** Inserts a trend curve above the line that is currently selected

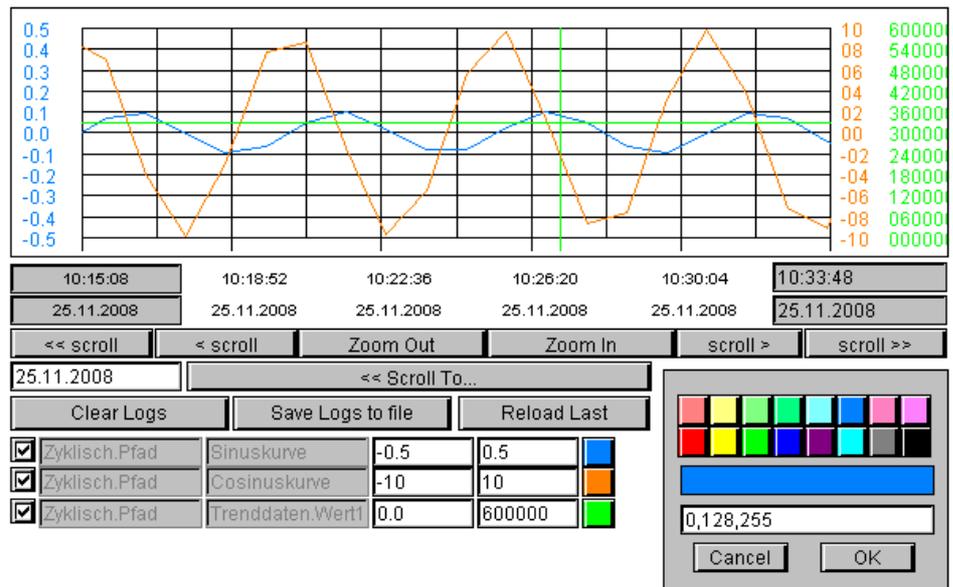
**Remove** Removes the selected trend curve

If you click 'Add' or 'Insert' you see a list of all available curves provided by the defined HDLog files:





Use Zoom and Scroll buttons to adapt the shown time range. If you click the coloured button a dialogue to change the trend curves colour will appear



### Variations Of HDLog Trend Macros

Additionally, two proposals for both a very simple as well as a modifiable HDLog trend macro have been added to the library.

Macro Name	Filename (add '_5_14_23.esm')
HDLog Trend Macro (Scalable)	RemoteOffSavedTrdScalable
HDLog Trend Macro (Minimal)	RemoteOffSavedTrdMini

The scalable HDLog shows all ten lines of the configurable curves, so no scrolling is required during runtime. If the user wants to configure less than ten curves, he can delete the unused lines.

The minimal macro has no runtime options to modify the trends. Every trend that was defined with the editor will be loaded and displayed.

## Stop Loading During Runtime

After the Macro has started to load the HDLog files from the PLC's flash, this might take some considerable time to upload. Using the 'Stop Loading' button allows to stop the upload.

### 20.3.3 PCD RAM Based Trending

#### 20.3.3.1 Overview

This chapter gives you an overview about the offline trend macros. The differences in handling for every macro is described in a separate chapter:

1. Offline Trend Complete
2. Offline Trend Minimal
3. Offline Trend Scalable

The Offline Trend Painter is a macro object which can be imported with the menu Library->Get object from library. This macro can be used to load historical logged data from a Saia®PCD and display the data in graphical trend curves. The PCD records the data using the HDLog FBox library. The HDLog library is provided together with the Web-Editor and can be installed or copied into the PG5&/Libs/ usr FBox directory. The FBoxes must be used in a PG5 Fupla project to record historical data. The recording settings are done in the FBox adjust settings. For details refer to the Online Help of the FBox. Before designing an offline trend in the web-editor a corresponding PG5 fupla project with the HDLog FBoxes must be created and compiled. The PG5 symbols of the trending data blocks are then available in the web-editor.

#### How To Work With Offline Trend Macros In The Editor

The trend macros consist of several painter objects which are grouped to one macro-object. The user can ungroup the macro and access each element separately. Most of these objects are not editable with the standard dialog of this editor.

*Anyway, all references inside these objects can be accessed and modified by using the CrossRef function. As the trending macro contains a rather complex functionality, it is not recommended to modify the references, but the user can easily move or resize the objects of this macro.*

The objects of the trend-macro communicate with each other via container variables. The names of these containers will be extended by a unique code at the moment when the user imports the macro. This is necessary to generate a unique instance of the trend macro object. The names to be generated may have the form e.g.

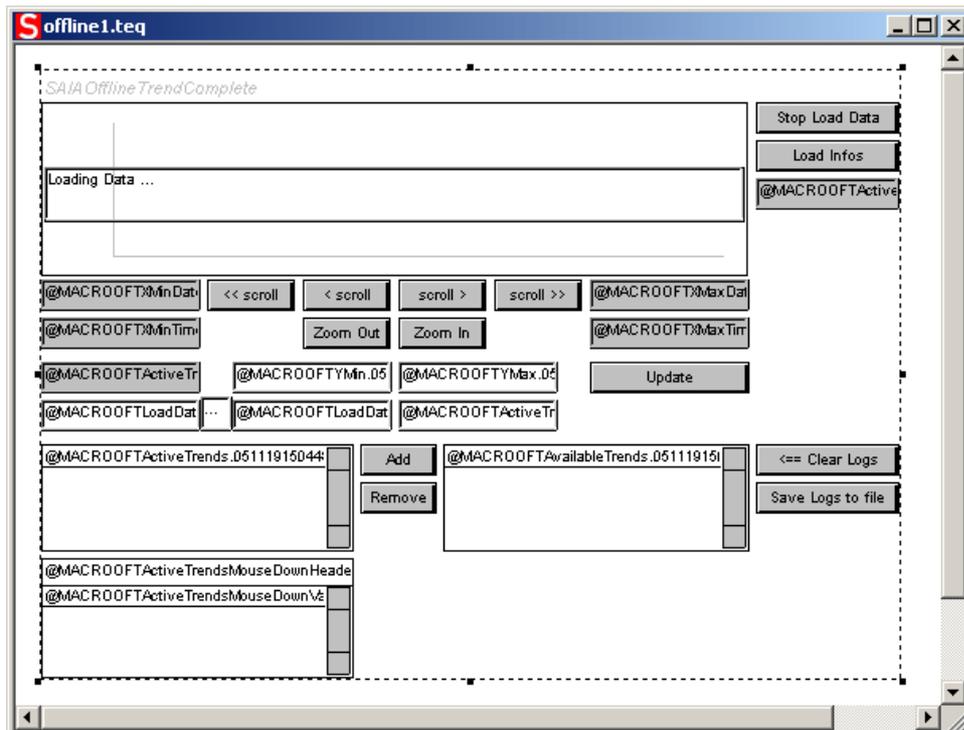
"@MACRO\_NewYMax.122345676788990"

The user should not modify such values, as they are generated and modified automatically. If you export a modified macro, the editor will automatically remove these indexes. So, you don't have to care about it.

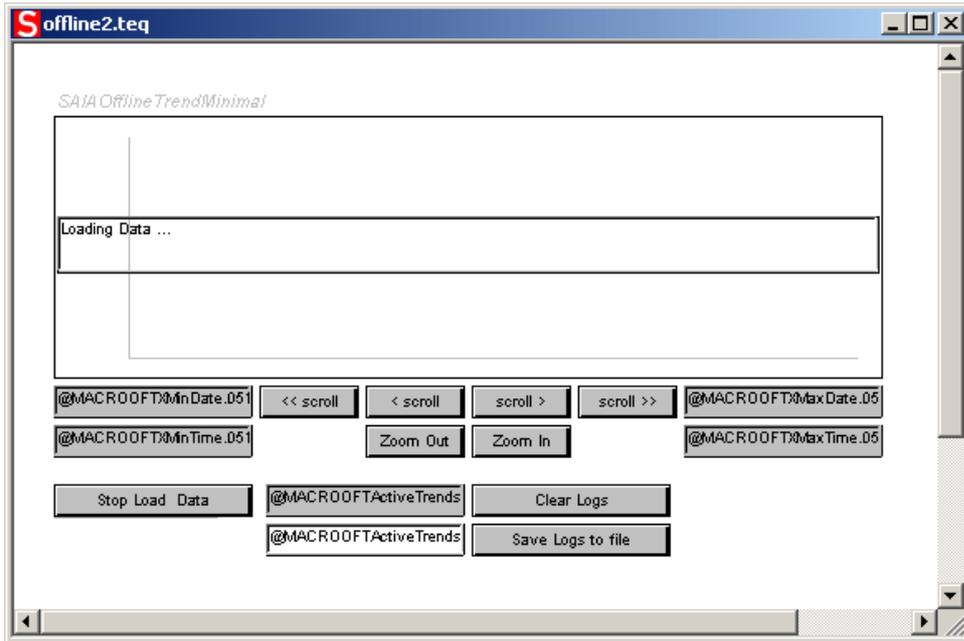
**Insert An Offline Trend Into Your View**

1. Create a new Teq view in the project you want to insert the Online Trend Painter. Do this with Project-> Add to Project-> New. (How to create a new project is described in the chapter Getting Started)
2. Insert the Online Trend Macro object into your teq view choose Library-> Get object from library
3. Change to your "MacroLib" directory. Select the file name of the offline trend macro you want to insert:  
 Offline Trend Complete: "OfflineTrendComplete.tlb"  
 Offline Trend Minimal: "OfflineTrendMinimal.tlb"  
 Offline Trend Scalable: "OfflineTrendScalable.tlb"

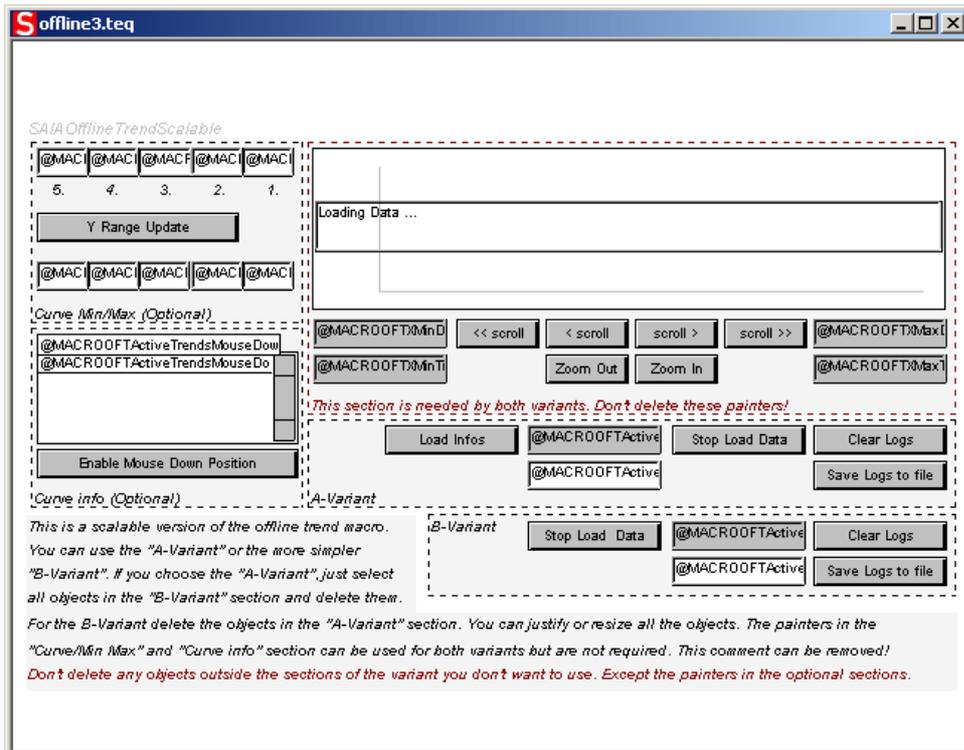
The inserted Offline Trend Complete:



Offline Trend Minimal:



Offline Trend Scalable:

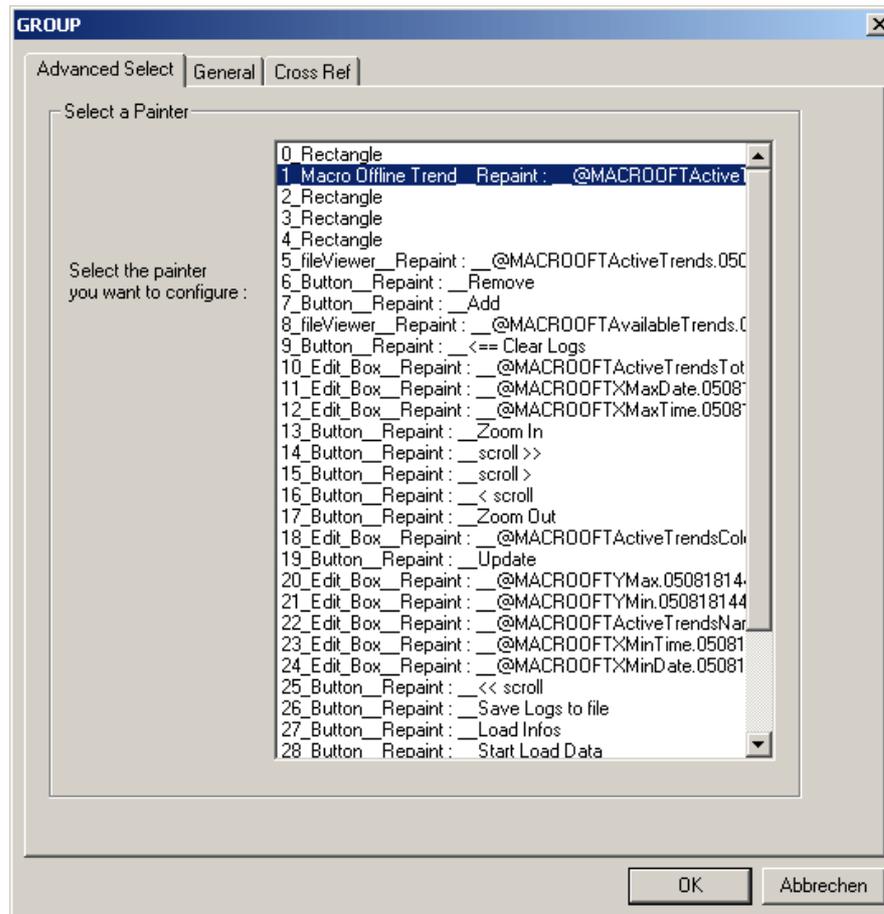


**Configure The Macro**

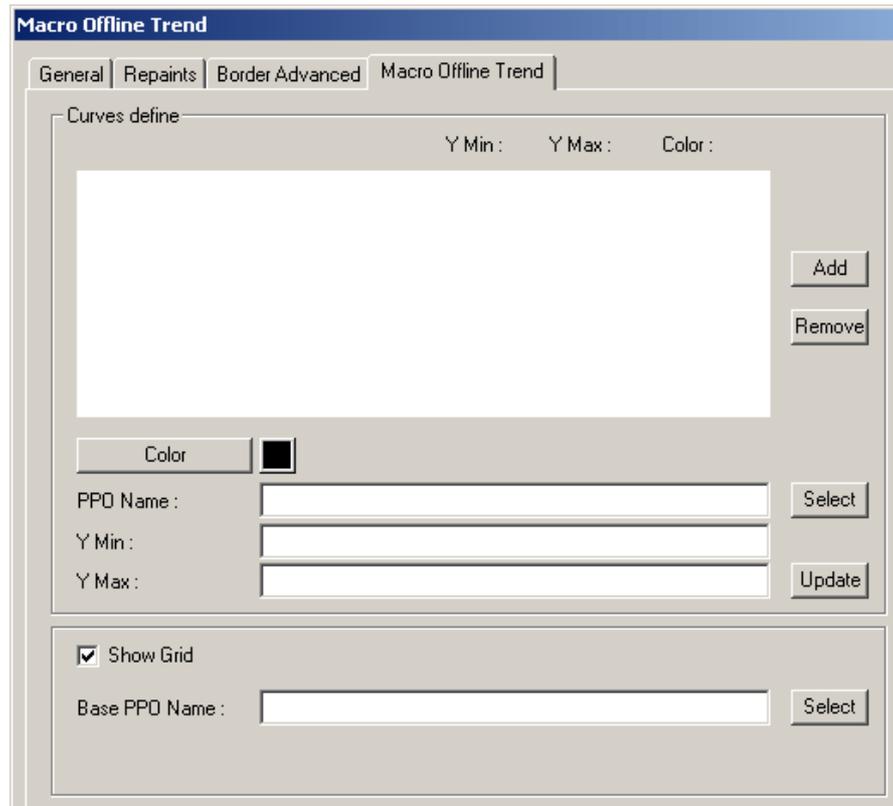
The following section explains how to configure curves in offline trend macros painter (it is basically the same in all offline macro variants):

1. Double-click on the inserted object to open the Cross Ref dialog
2. Click on the entry "...\_Macro Offline Trend\_Repaint:\_@MACROOFTActive..." in the Advanced Select tab. Alternatively, it is also possible to ungroup the trend-macro and to double click on the painter object which will display the

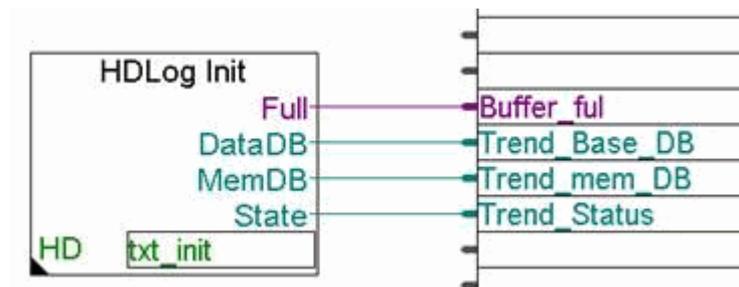
trend curves (uppermost object).

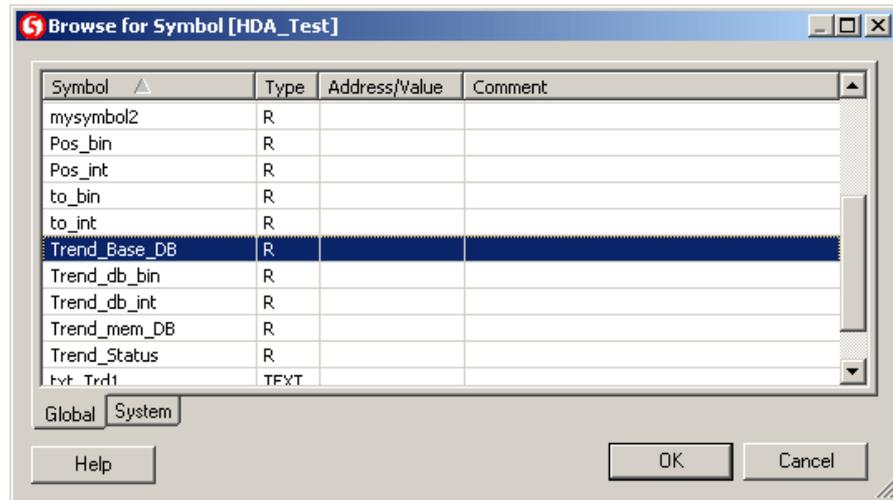


3. Go to the tab Macro Offline Trend



- Click "Select" next to the "Base PPO Name" text field to choose the PG5 symbol (e.g. Trend\_Base\_DB) which indicates the base address of the data structure defined by the HDLog Init FBox. If any other PPO is used the result will fail. The basic data block contains basic information (e.g. data base size, number of trends, &) for all trend curves of the HDLog data base.





5. Confirm your choice with "OK"



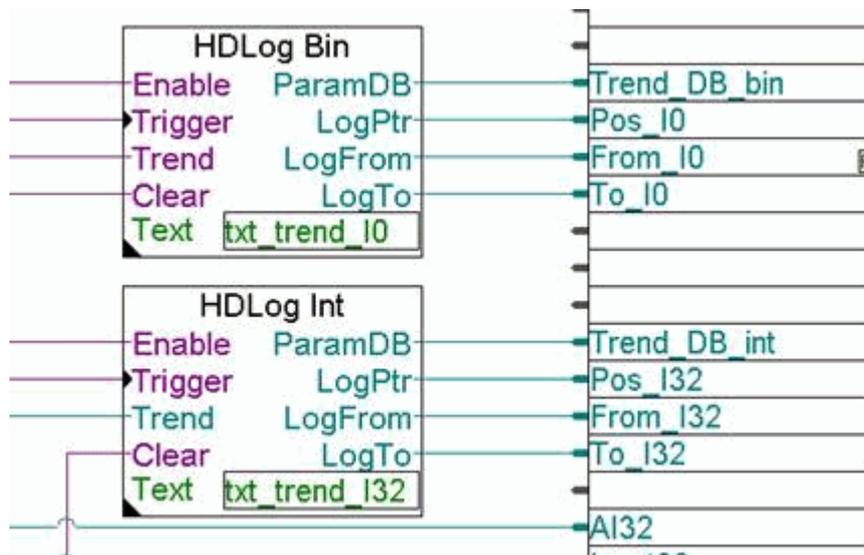
6. Now, the trend curves to be displayed shall be selected. Click "Select" next to the "PPO Name" text field.

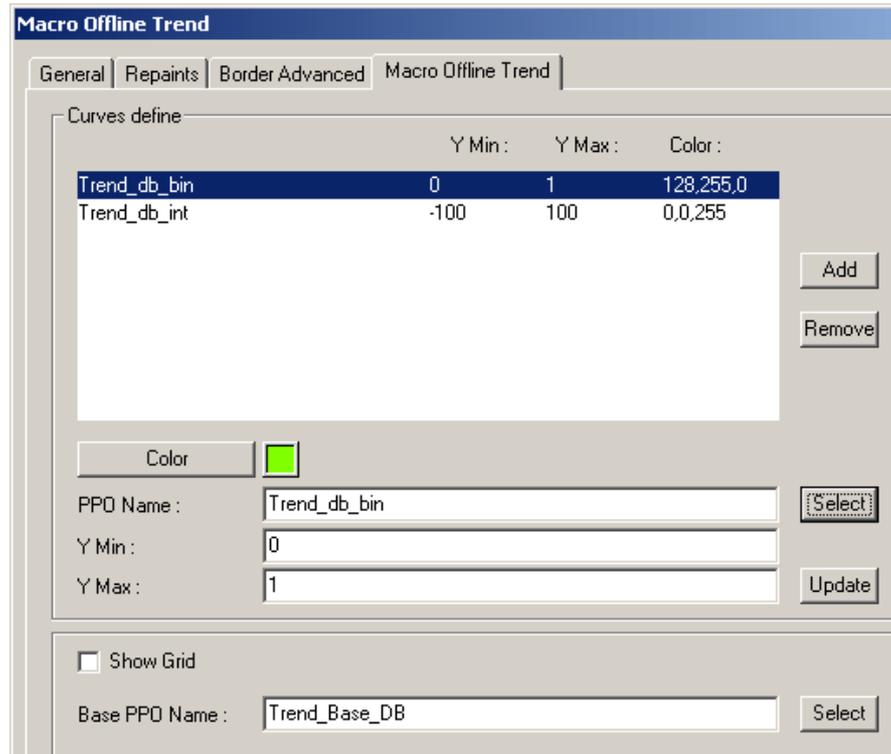
7. Select a PPO and click "OK". This variable MUST contain a trend data structure which is defined by the trend FB. If the user indicates any other PPO's, the result will fail. The trend PPO contains information and data of one trend curve.

8. Define the curve color and the Y-Min and Max value

9. Click "Add" to add your curve define to the trend

10. Repeat the steps 9-12 for all curves you want to add to the trend.





If you want to change a curve definition, click on the entry in the list do your modifications and confirm with "Update" .

**Show Grid (Optional)**

This option will add a 10x10 pixel grid to your trend. You will find this checkbox in the Macro Offline Trend tab:

1. Double-click on the inserted macro to open the Cross Ref dialog
2. Click on the entry "..\_Macro Offline Trend\_Repaint: \_@MACROOFTActive...." in the Advanced Select tab
3. Activate the checkbox "Show Grid".
4. Now leave the dialog Macro Offline Trend and Cross Ref with "OK".

**Automatic Y axes description (Optional)**



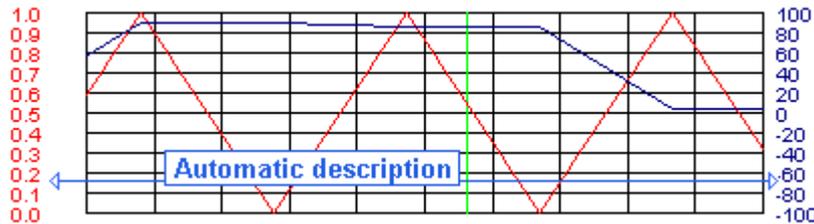
"Automatic Y axes description" will add a description for each curve to the y-axis at runtime. The description shows you a scale from the defined "Y Min" to "Y

Max".

If you have 2 curves for example, one description will be added to the left side and one to the right (as shown in the picture below).

The color of the scale will be the same as the color of the curve which belongs to it.

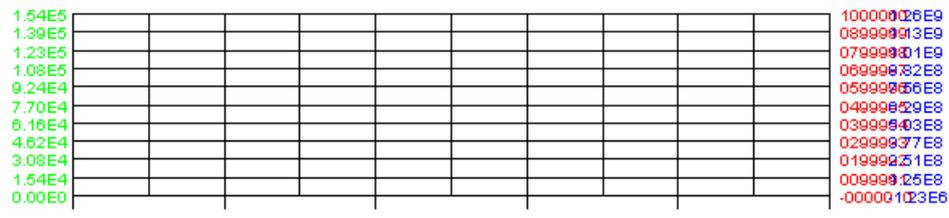
The automatic description at runtime:



1. Double-click on the inserted macro to open the Cross Ref dialog
2. Click on the entry "...\_Macro Offlien Trend\_Repaint: \_@MACROOFTActive...." in the Advanced Select tab
3. Activate the checkbox "Automatic Y axes description".
4. Now leave the dialog Macro Offline Trend and Cross Ref with "OK".

### Automatic Y axes description string formatting

Please take care on Y Min and Y Max string length and formatting: The description strings may overlap each other like in the picture below if they are too long:



Therefore you have the possibility define the value formatting with Y Min and Y Max strings and the font size.

The Y Min and Y Max defines the string formatting so: If you define '0.1' as the Y Min and '1.234' as your Y Max the value formatting has one integer and three post decimal positions.

The maximum number of post decimal position that appears in Y Min or Y Max will determine the value formatting. This means that values are truncated in some cases.

You are able to use the scientific notation in defining Y Min and Y Max. In this case the values will be displayed exponentially.

With this notation the string length in the sample below was reduced from 7 to 4 characters ('100000' becomes '1E6').

And you must enter '-1e1' as Y Min and '1E6' as Y Max.

1.54E5												1E6	1.26E9
1.39E5												9E5	1.13E9
1.23E5												8E5	1.01E9
1.08E5												7E5	8.82E8
9.24E4												6E5	7.56E8
7.70E4												5E5	6.29E8
6.16E4												4E5	5.03E8
4.62E4												3E5	3.77E8
3.08E4												2E5	2.51E8
1.54E4												1E5	1.25E8
0.00E0												-1E1	-1.23E8

String formatting can be defined in the Y Min and Y Max field in the macro configuration dialog and during runtime.

**Prepare The Project**

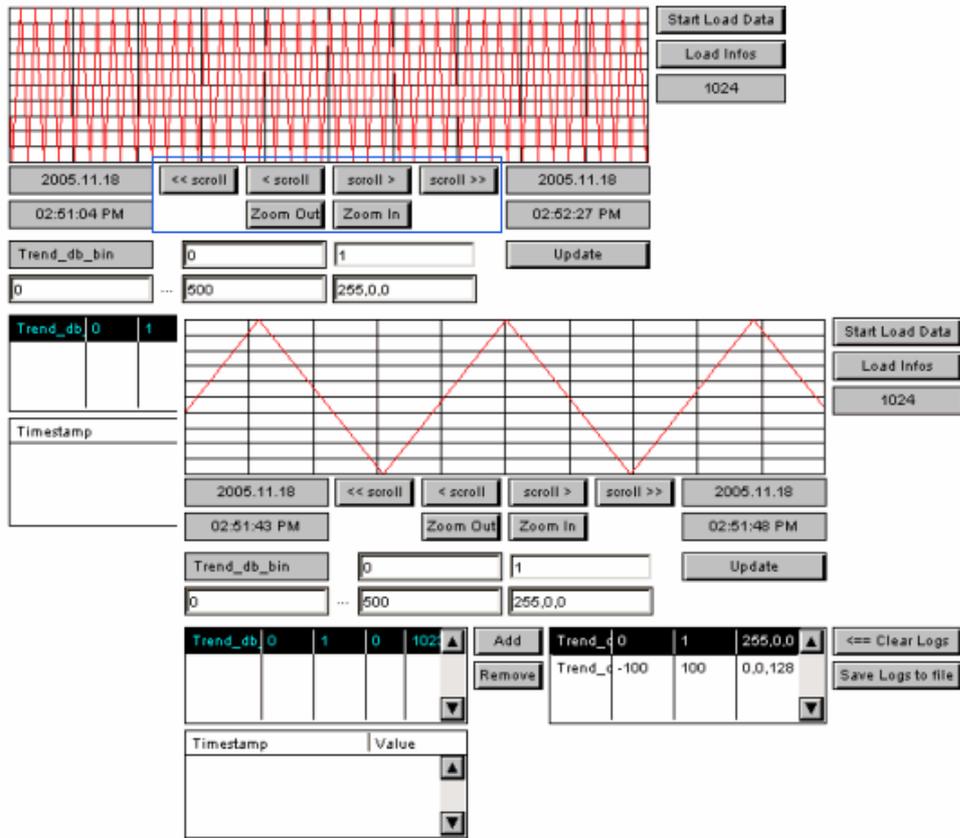
1. Choose Project-> Init PPOs and click "OK". (The added PPO's were initialized)
2. If you created a new teq you have to generate a new html file with Project-> Generate HTML...
3. Choose File-> Save All...
4. Compile and download your project now with PG5.

**How To Use The Offline Trend Macros At Runtime**

These sections describes how to use the offline trend macros during runtime. The specific differences in using the offline trend macros is described in separate chapters.

**Zoom And Scroll Buttons**

After uploading data, the curves will be painted. Now you can navigate with the scroll and zoom buttons:



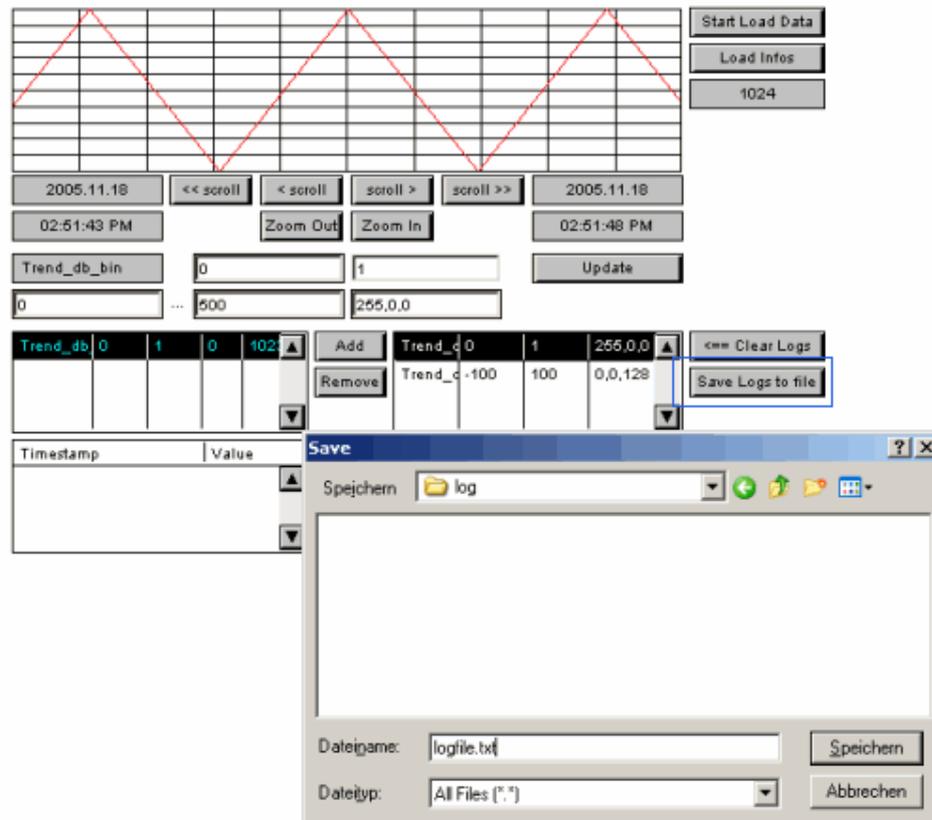
**Save Trend Curves To Local Hard Disk**

It is possible, to save the recorded trends to the local hard disk of the client. The curves will be saved in a csv-format. As a Java Applet has very limited access to the resources of the host computer, certain limitations must be considered.

The file download works different with Microsoft VM as with Sun VM, you have to change the security settings:

- Microsoft VM: Java Security Settings
- Sun VM: Signed Applets (For Sun VM PlugIn)

To download the the logfile click "Save Logs to file":



**Clear Logs**

Curve points which are already loaded will be overwritten in the applet buffer if you load them more than once. And new curve points will be added. Use "Clear Logs" if you want to clear all the loaded trend curves.

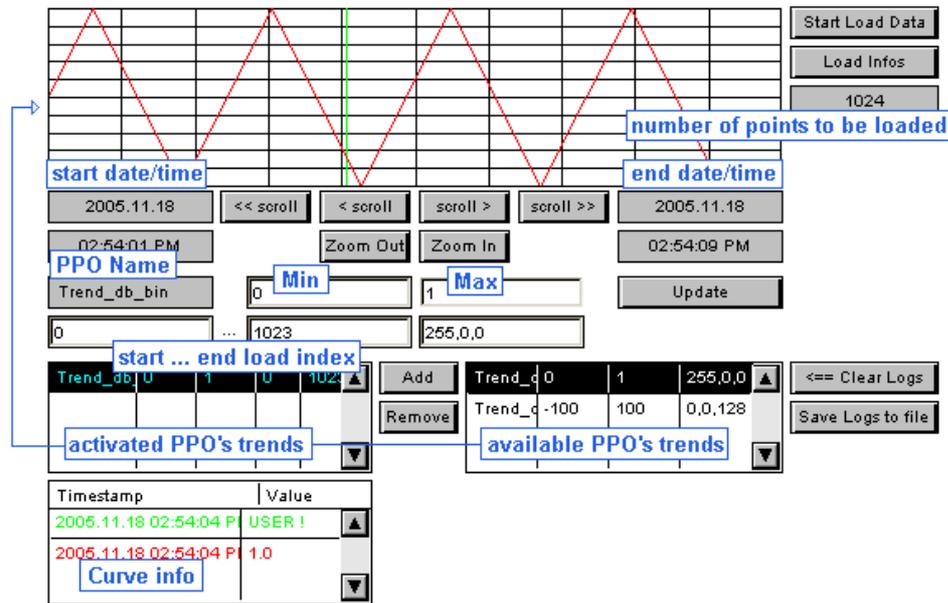
**20.3.3.2 Offline Trend Complete**

Please see Offline Trend Overview for general information about how to use the offline trend macros.

**How To Use The Offline Trend Complete At Runtime**

**Overview**

This section explains how the offline trend macro will be used at runtime. The browser will show a view like this:

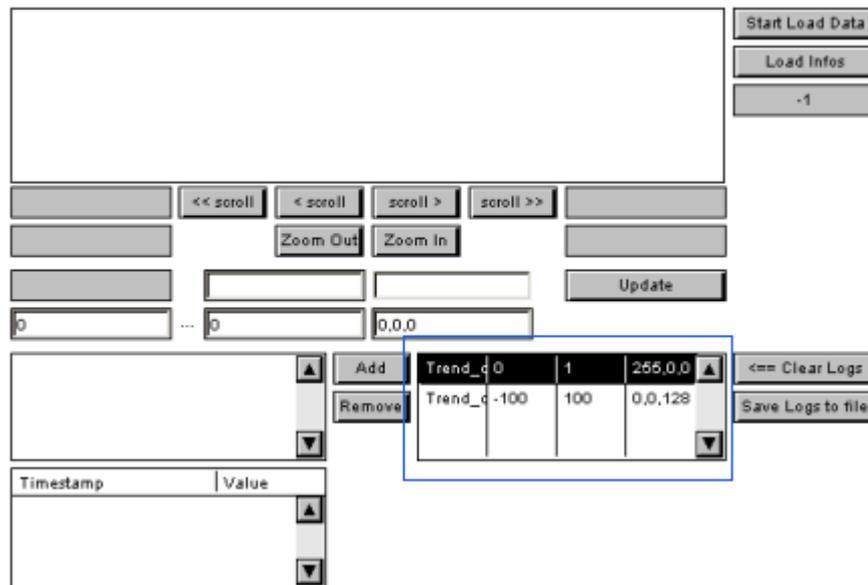


<b>Start Load Data</b>	Uploads the selected trend in the list of activated PPO's trends.
<b>Load Infos</b>	Loads the attributes to the selected entry in the activated PPO's trends list
<b>start date/time</b>	start date and time point of the range shown
<b>end date/time</b>	end date and time point of the range shown
<b>zoom buttons</b>	Increases or decreases the time axis
<b>scroll buttons</b>	scroll back and forward on the time axis
<b>activated PPO's trends</b>	<p>The list of all activated PPO's trends.</p> <p>PPO Name: PPO Name of the selected trend</p> <p>RGB: Red Green Blue value for the curve</p> <p>Min/Max: shown value range on the y-axis</p> <p>Update: Click on the "Update" Button after modify the RGB, Min or Max values. Insert a selected trend PPO's trend form the list of available PPO's trends by clicking the "Add" button.</p> <p>Add: RemovesRemoves the selected PPO entry in the activated PPO's list.</p>
<b>available PPO's trends</b>	The list of all available trends. During runtime new trends can be added by clicking the "New" Button.
<b>Clear Logs</b>	Clears the buffer
<b>Save Logs to file</b>	Saves the data logged in buffer until now in a text file which can be downloaded
<b>Curve info</b>	The "Curve Info" list shows details about curve points selected by the user.

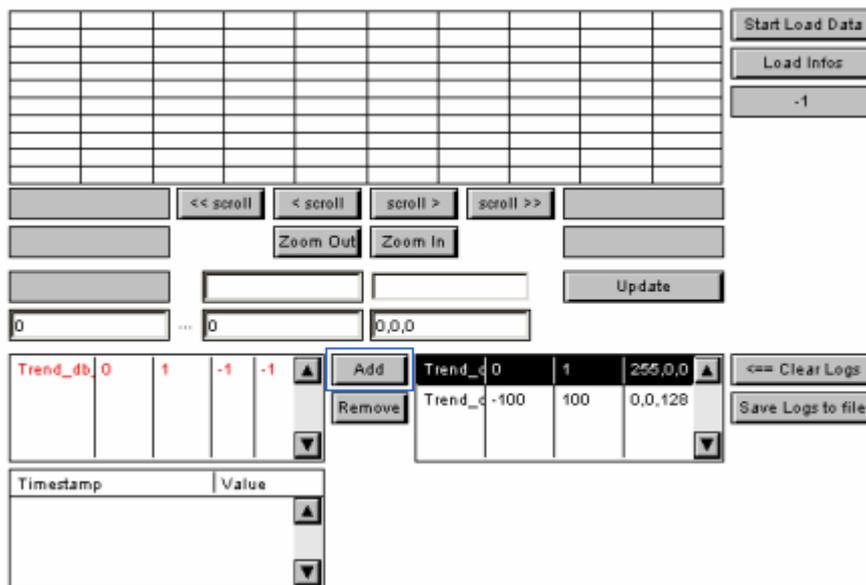


**Add a PPO's trend**

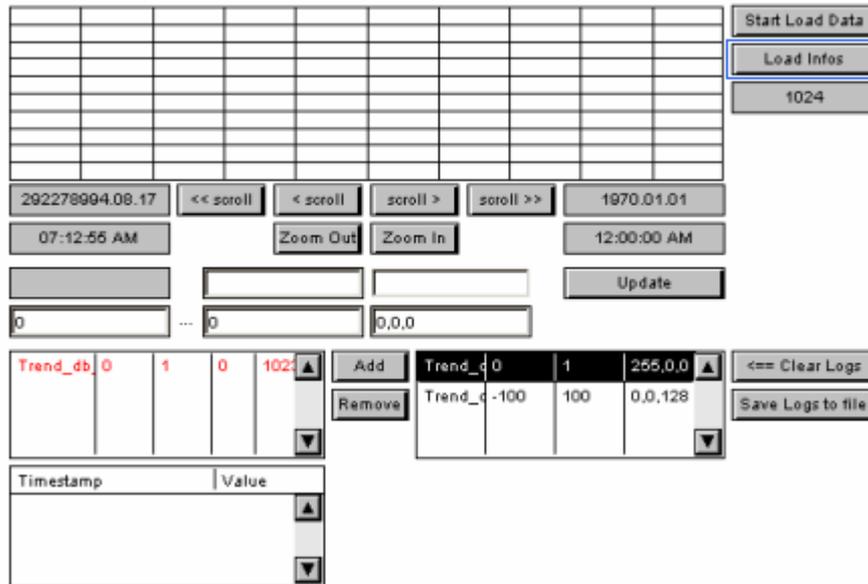
Select an entry from the list of available PPO's trends:



Click "Add" to add the selected entry to the list of activated PPO's trends:

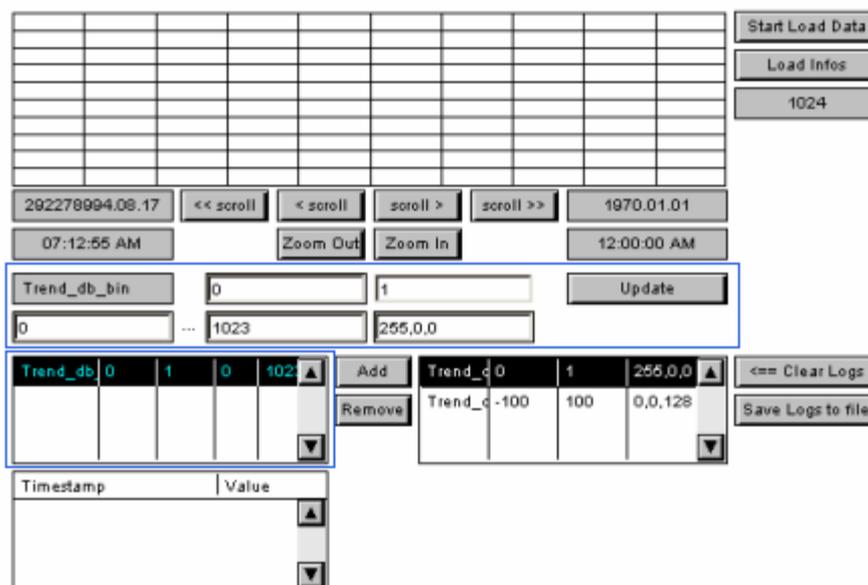


Click "Load Infos" to load the number of points to be downloaded and the start/end index. The 'load info' function will read some information of the selected curves. It will count the number of samples which are already recorded in the PLC. If several curves are added to the list on the right, the number of samples of these curves will be added. Like this, the user can estimate how much time the loading will take. This is very useful, if the user accesses the PLC via a slow connection like a modem.

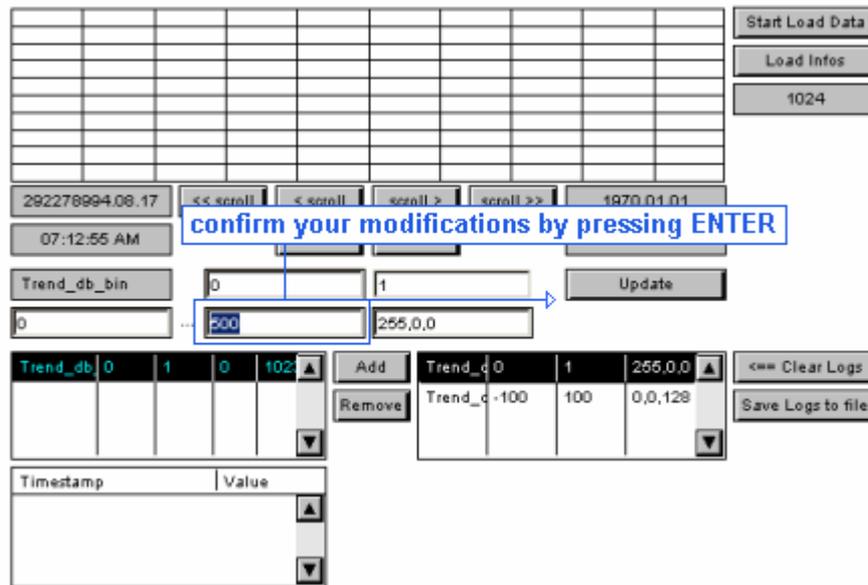


Click on the entry in the list of activated PPO's trends to see and edit the details. The edit-fields left from the 'Update' Button indicate the min and max values of the respective trend. The two edit-fields below (Just above the list box) will be updated only after a 'Load Info' command and indicate the position of the start and the end pointer of the curve in the DB structure of the PLC. The user can modify these pointers to reduce the number of data to be loaded from the PLC. Because the trends can be recorded event-driven, it is not possible to know the start- and stop-time and date before having loaded all samples to the client. This is therefore the only way how the user can select the area that he wants to load.

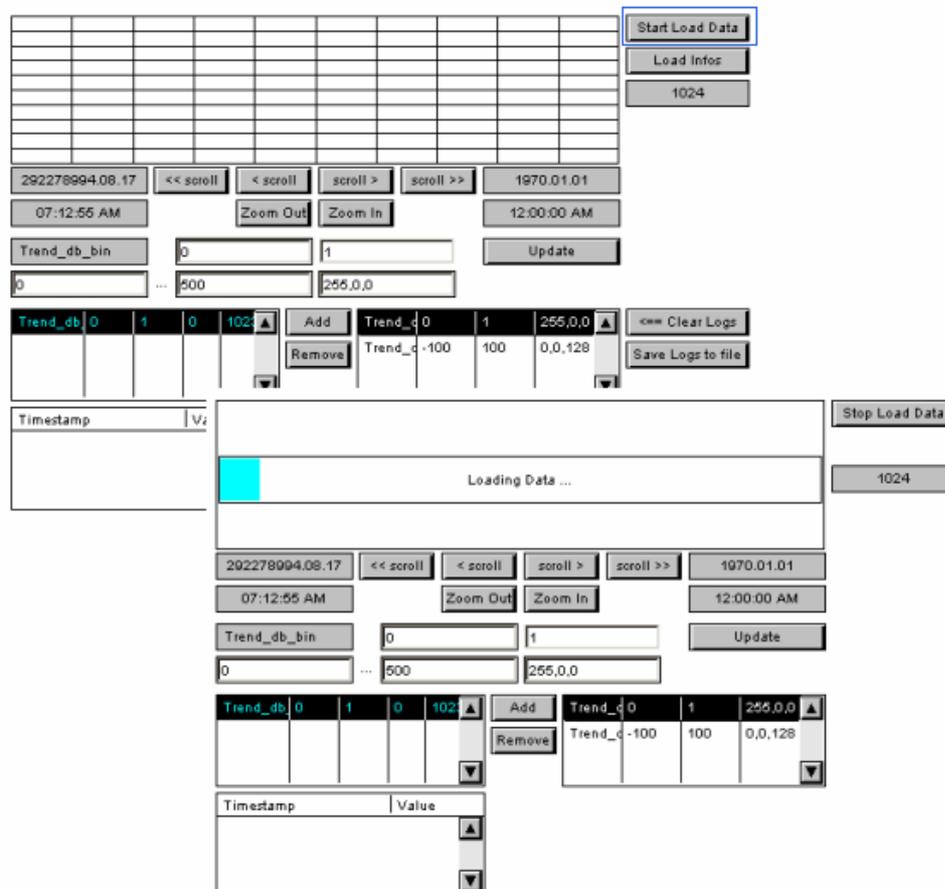
The loading can be done in several attempts. If the selection of a curve did not cover the desired period, the user can modify the pointers to another position. The data that will be loaded during a second phase will be added to the data that is already present in the client.



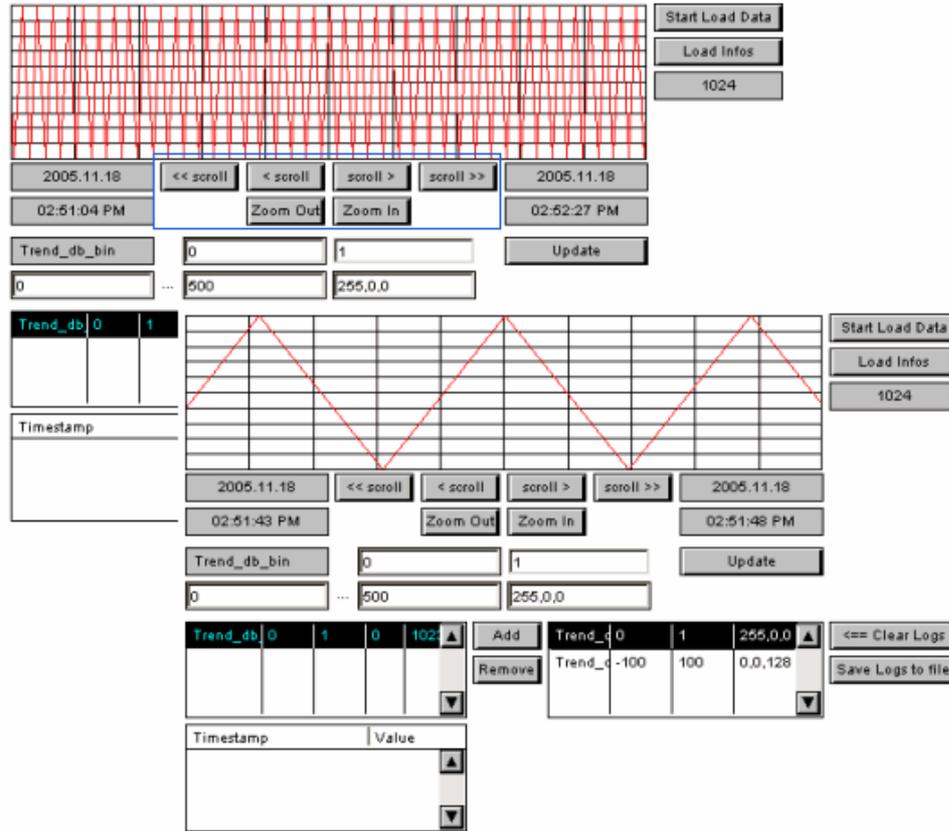
Optional: Edit Min/Max, start/end index or RGB color. Edit a value press "ENTER" and click on the Update button.



Click "Start Load Data" to initialize the upload process. If the upload takes too long, this process can be interrupted by pressing the button 'Stop Loading'. The data that was loaded so far is not lost.



After uploading data, the curves will be painted. Now you can navigate with the scroll and zoom buttons:

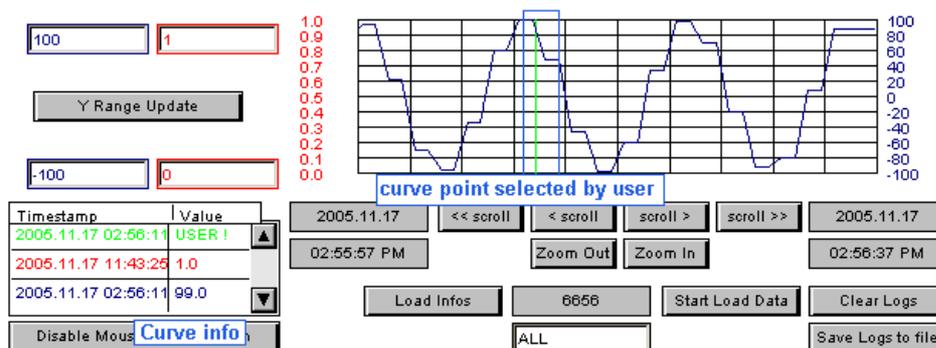


**Curve Info**

The "Curve Info" list shows details about curve points. Just click somewhere in the trend timeline. The selected point will be marked with a green line.

The first entry on the list is the point selected by the user. The list shows details about the point next to user selected point for every curve (only backwards). The first green colored entry in the list shows you details about the point selected by the user (Value is "USER !")

The screenshot shows a scalable offline trend painter, but it is the same in the offline trend complete macro:



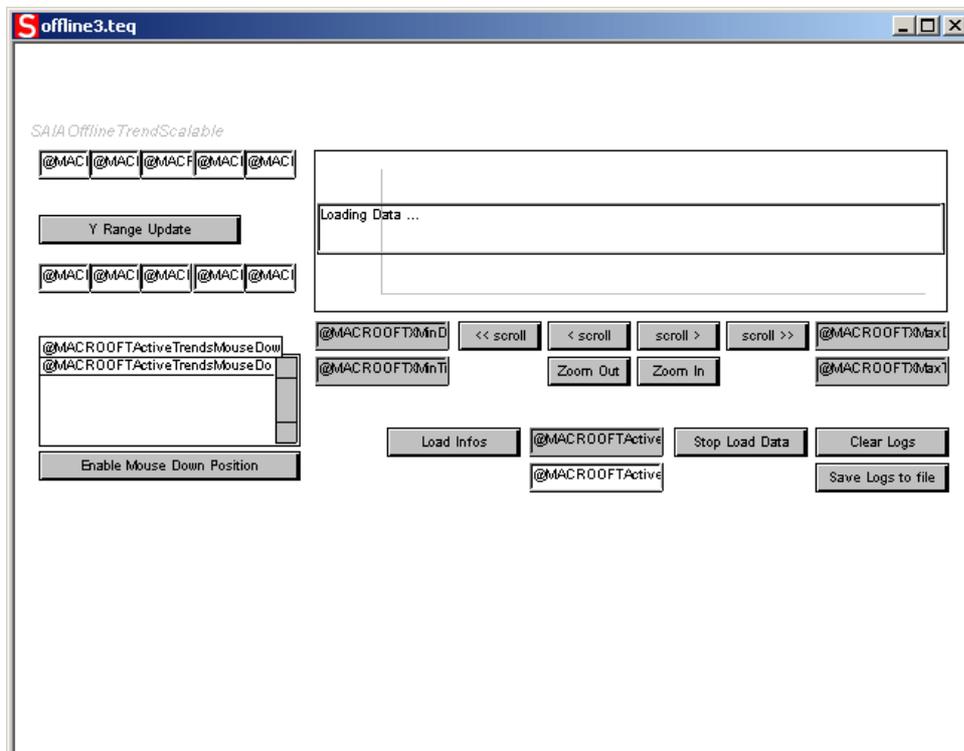
### 20.3.3.3 Offline Trend Scalable

Please see Offline Trend Overview for general information about how to use the offline trend macros.

## How To Work With Offline Trend Scalable In The Editor

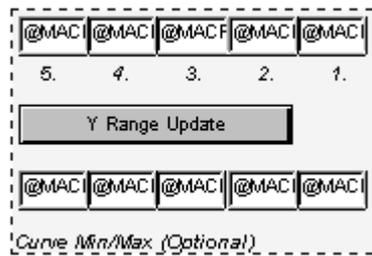
### Adapt The Offline Trend Scalable Macro Object Own Your Own Needs

1. The macro contains some italic written comment text fields which should be removed. Ungroup the offline trend macro object, select the text field comments and delete them. What you now see is the blank macro-object.

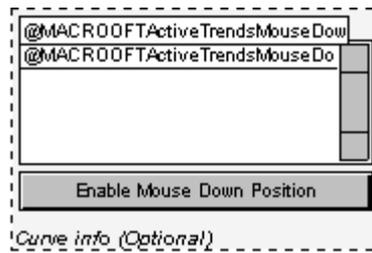


The macro-object contains several event painters positioned under the other objects (labeled with "EventP"). If you move some of the painters you will see these special painters. You must not delete these EventP objects because provide some parts of the macro functionality. The user will not see them during runtime anyway.

2. There is also a "Curve Min/Max" and a "Curve info" section which is optional (can be removed). This means they are not required by any variant, but they provide additional functionality to the user.



These edit boxes give you the possibility to modify the y-min and max of your curves during runtime. Please see the section "Configure The Macro" further down for details.



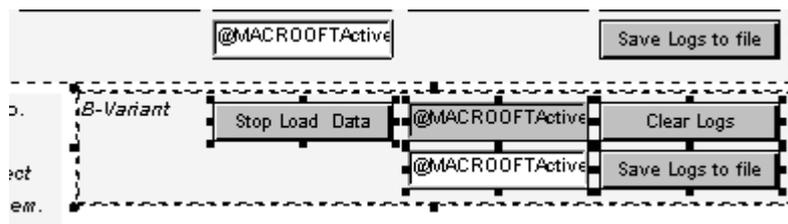
During runtime the user can select a point in the y-axis. This "Curve info" list will display details about curve points that are next to the selected point. Please see the section "How to use the Simplified Offline Trend at runtime" further down for details

The macro object contains the painter for two possible variants. You can use the "A-Variant" or the more simpler "B-Variant". Please do now the steps in "Offline Trend Scalable A-Variant" or "Offline Trend Scalable B-Variant".

**Offline Trend Scalable A-Variant**

*Don't delete any objects outside the sections of the variant you don't want to use. Except the painters in the optional sections and the comment text fields.*

1. Ungroup the offline trend macro object if you don't have yet.
2. Select all the objects in the section of the "B-Variant" and delete them.

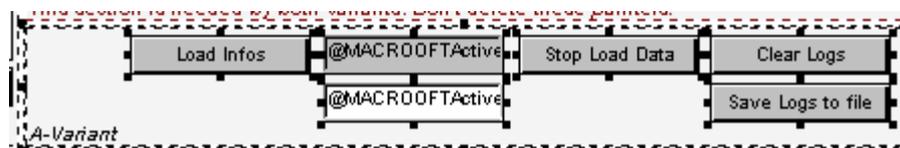


*You can freely reposition and resize all the objects.*

**Offline Trend Scalable B-Variant**

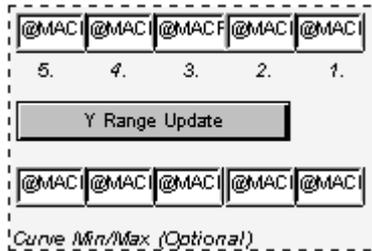
*Don't delete any objects outside the sections of the variant you don't want to use. Except the painters in the optional sections and the comment text fields.*

1. Ungroup the offline trend macro object if you don't have yet.
2. For the B-Variant select and delete all the objects in the A-Variant section.



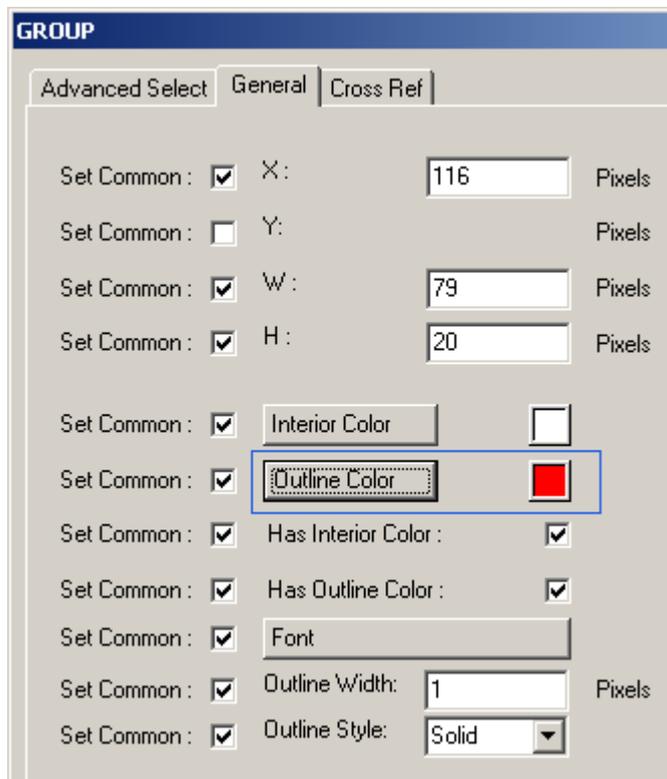
You can freely reposition and resize all the objects.

**Curve Min/Max (Optional)**

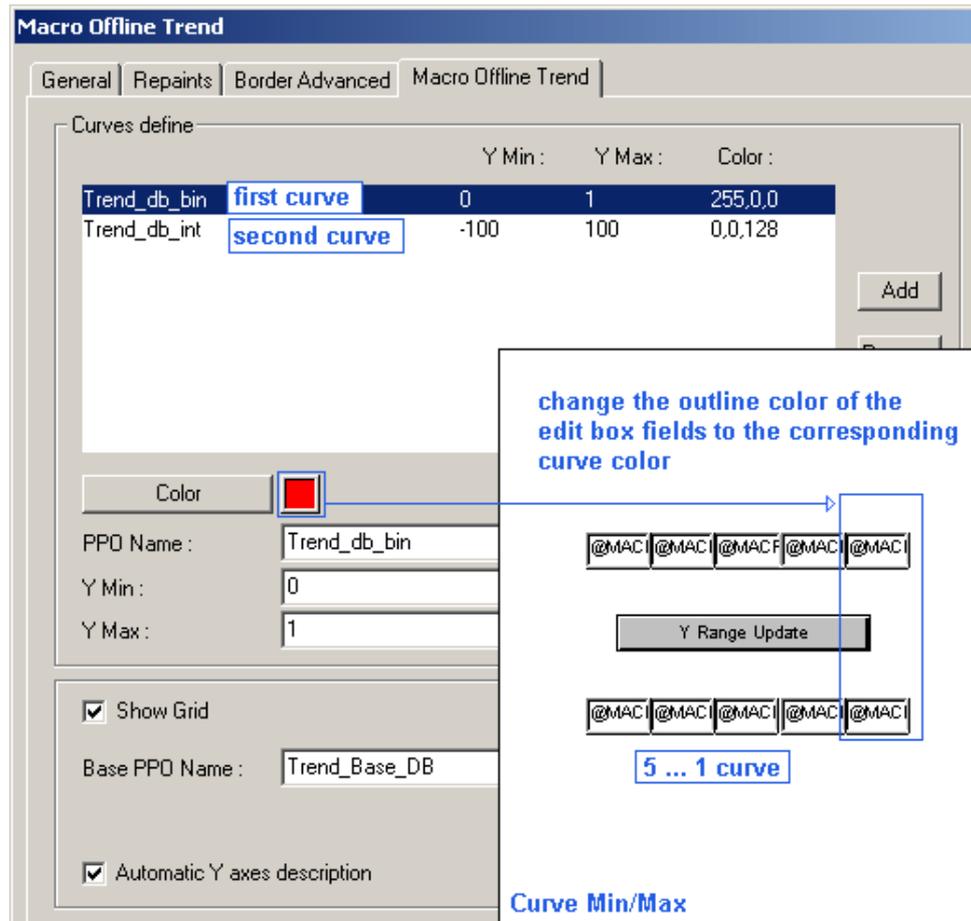


These edit boxes give you the possibility to modify the y-min and max of your curves during runtime.

1. Select the edit boxes for the first curve.
2. Open the Cross Ref dialog and go to the tab General.



3. Change the outline color to the color of the corresponding curve (curve color can be changed in the Macro Outline Trend dialog).



You will see the outline colors only during runtime. The default outline color is black.

4. Do the steps 1-3 for all trend curves.
5. If you have just two trend curves for example, you can delete the other edit boxes.

**Prepare The Project**

1. Choose Project-> Init PPOs and click "OK". (The added PPO's were initialized)
2. If you created a new teq you have to generate a new html file with Project-> Generate HTML...
3. Choose File-> Save All...
4. Compile and download your project now with PG5.

**Create Your Own Offline Trend Macro**

If you want to use your modified scalable as macro-object in further projects. You can simply export all the objects as a new macro:

1. Select all objects which should be added to your own macro-object
2. Group the objects with:



3. Choose Library -> Insert object into library.
4. Save the created macro under a new name.

### How To Use the Offline Trend Scalable At Runtime

This section explains how the offline trend macro will be used at runtime.

#### First Steps

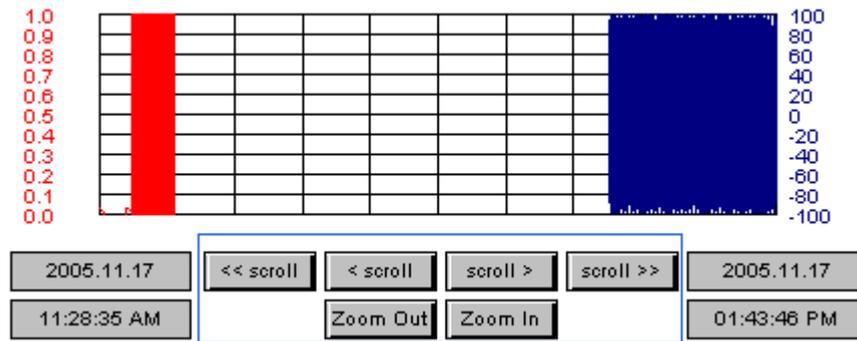
"B-Variant" with optional "Curve info" and "Curve Min/Max:

1. Click "Load Infos" to see how many curve points are available for this trend. If you use the "A-Variant" go directly to step 3 because there is no "Load Infos" available. In "A-Variant" you are also able to load a specific number of curve points, but you can't see how many points are available.

2. Leave the value "ALL" if you want to load all available points or enter a number:

3. Click "Start Load Data". The trend curves are loading now. You can cancel the download with "Stop Load Data" if it takes too much time and enter a lower number of points to be loaded

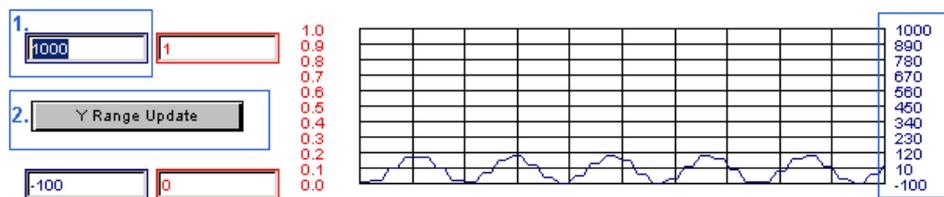
4. Use the scroll and zoom buttons if the trend looks like in the picture below:



**Curve Min/Max**

With the objects in the optional section "Curve Min/Max" you are able to modify the minimal and maximal value for each curve during runtime:

1. Modify the "Min" or "Max" of a trend
2. To update the trend click "Y Range Update".



As you see the automatic description will be updated too.

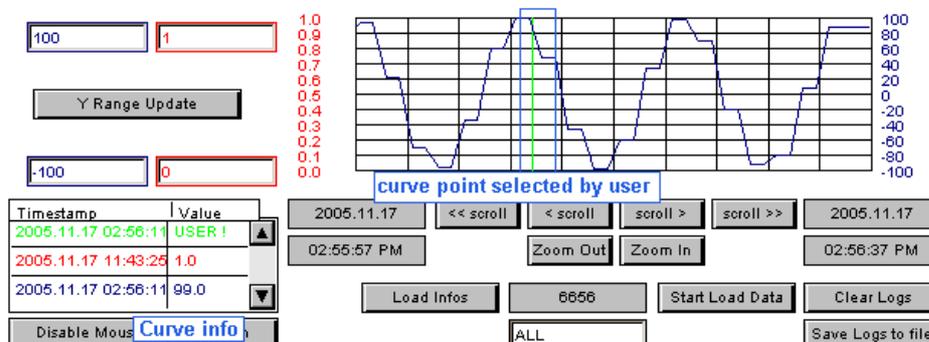
**Curve Info**

The "Curve Info" list shows details about curve points.

Just click somewhere in the trend timeline. The selected point will be marked with a green line.

The first entry on the list is the point selected by the user. The list shows details about the point next to user selected point for every curve (only backwards).

The first green colored entry in the list shows you details about the point selected by the user (Value is "USER !")



### 20.3.3.4 Offline Trend Minimal

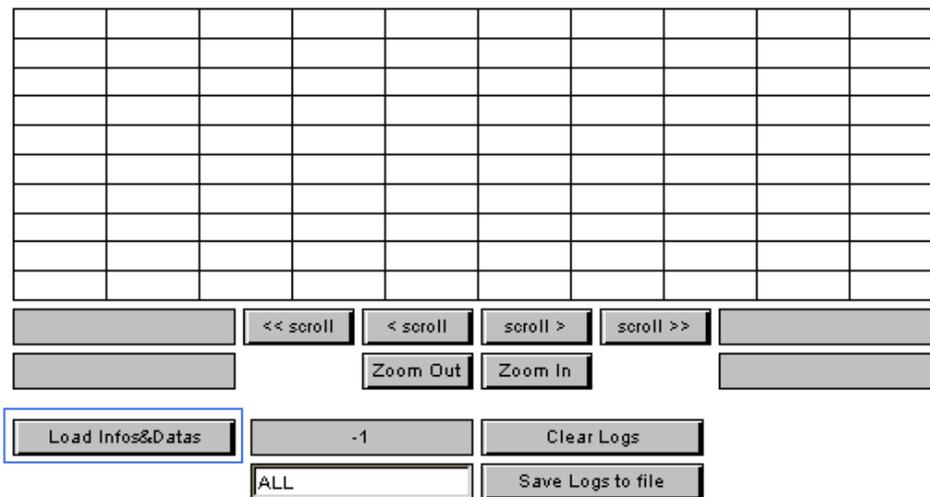
Please see Offline Trend Overview for general information about how to use the offline trend macros.

#### How To Use The Offline Trend Minimal At Runtime

This section explains how the offline trend macro will be used at runtime.

##### First Steps

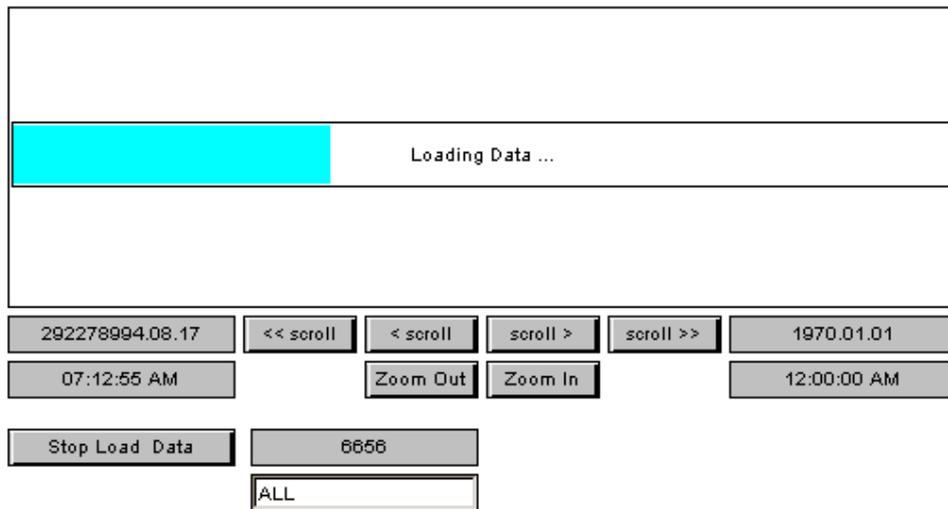
The offline trend minimal:



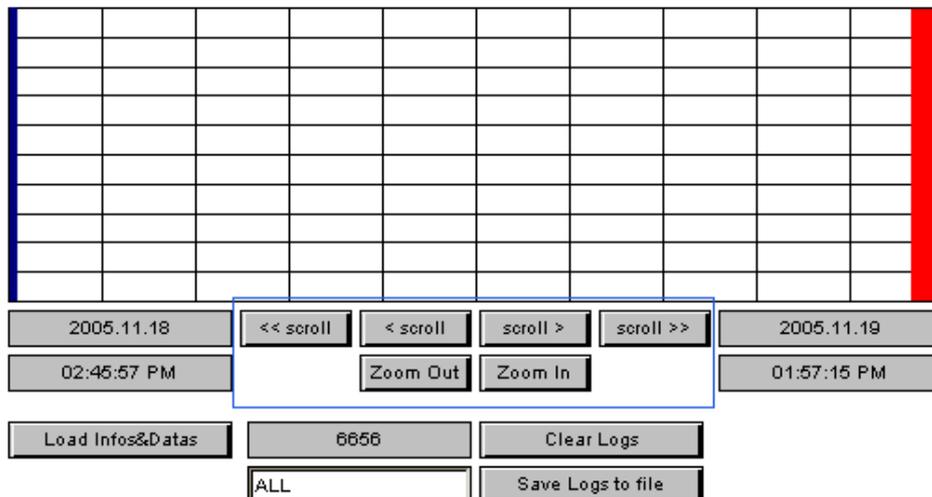
1. Click "Load Infos&Datas" to start loading trends informations and data.
2. Leave the value "ALL" if you want to load all available points, or enter a number so only the entered number of last logged point will be loaded:



3. The trend curves are loading now. You can cancel the download with "Stop Load Data" if it takes too much time and enter a lower number of points to be loaded.



4. Use the scroll and zoom buttons if the trend looks like in the picture below:



## 20.3.4 Online Trending

### 20.3.4.1 Overview

#### Introduction

This chapter gives you an overview about the online trend macros. The differences in handling for every macro is described in a separate chapter:

1. Online Trend Complete
2. Online Trend Minimal
3. Online Trend Scalable
- 4.

The Online Trend Painters are macro object which can be imported with the menu Library->Get object from library. The Online Trend Painter creates the curves during runtime and stores these data into a buffer. The data sources are

regular process points which will be recorded by the browser client. The number of values that will be recorded by the trend-object can be configured. If the number of samples exceeds this size, the oldest entries will be erased. If the user leaves the view the recorded data will be lost.

## How To Work With Online Trend Macros In The Editor

The trend macros consist of several painter objects which are grouped to one macro-object. The user can ungroup the macro and access each element separately. Most of these objects are not editable with the standard dialog of this editor.

*Anyway, all references inside these objects can be accessed and modified by using the CrossRef function. As the trending macro contains a rather complex functionality, it is not recommended to modify the references, but the user can easily move or resize the objects of this macro.*

The objects of the trend-macro communicate with each other via container variables. The names of these containers will be extended by a unique code at the moment when the user imports the macro. This is necessary to generate an unique instance of the trend macro object. The names to be generated may have the form e.g. '

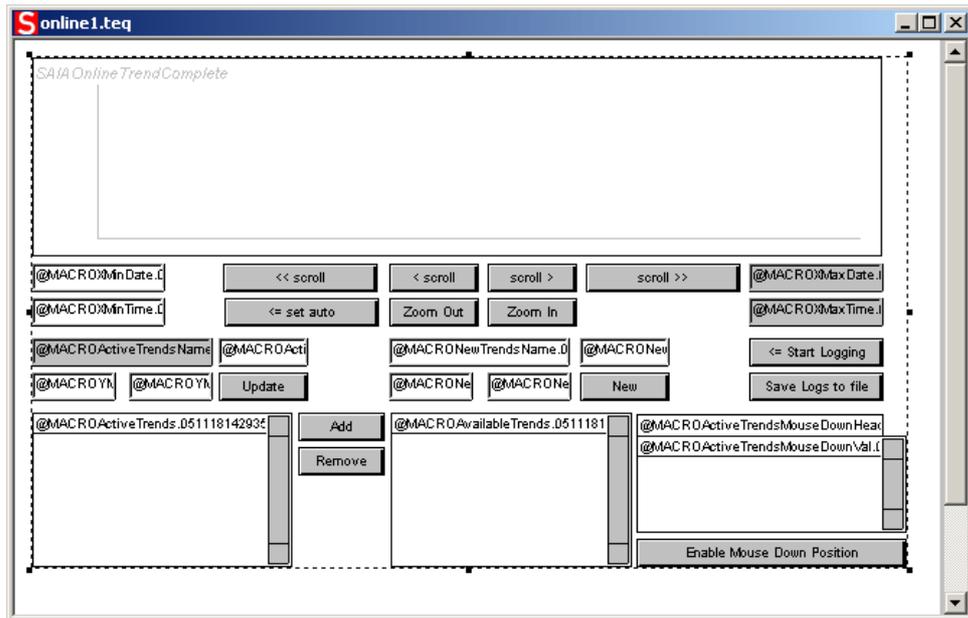
@MACRO\_NewYMax.122345676788990'.

The user should not modify such values, as they are generated and modified automatically. If you export a modified macro, the editor will automatically remove these indexes. So, you don't have to care about it.

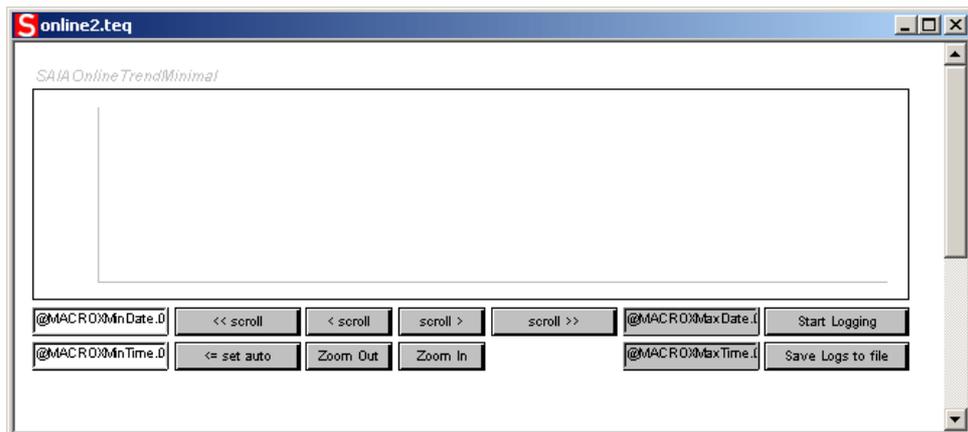
## Insert An Online Trend Into Your View

1. Create a new Teq view in the project you want to insert the Online Trend Painter. Do this with Project ->Add to Project -> New. (How to create a new project is described in the chapter Getting Started)
2. Insert the Online Trend Macro object into your teq view choose Library->Get object from library
3. Change to your "MacroLib" directory. Select the file name of the online trend macro you want to insert:  
Online Trend Complete: "OnlineTrendComplete.tlb"  
Online Trend Minimal: "OnlineTrendMinimal.tlb"  
Online Trend Scalable: "OnlineTrendScalable.tlb"

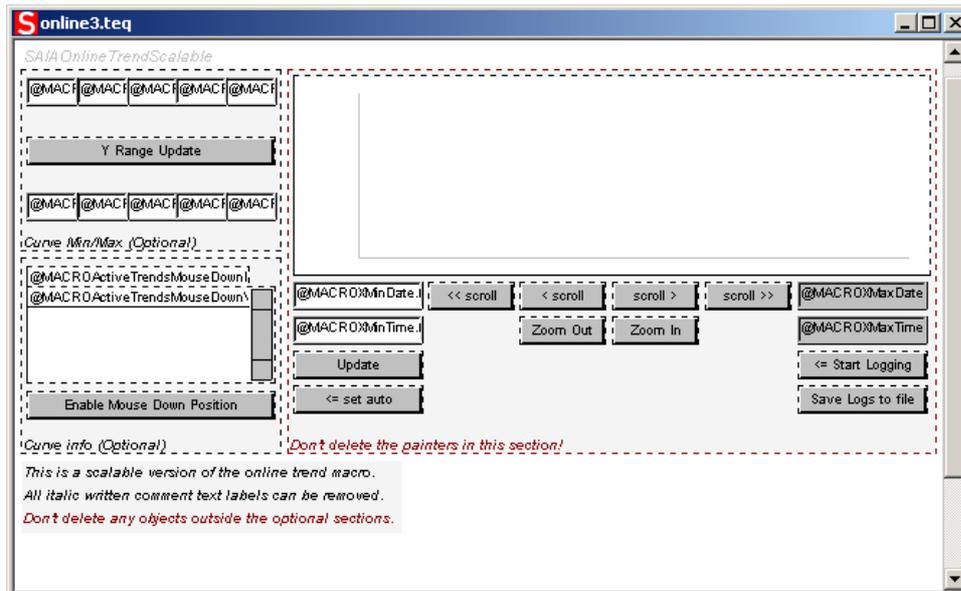
**The inserted Online Trend Complete:**



Online Trend Minimal:

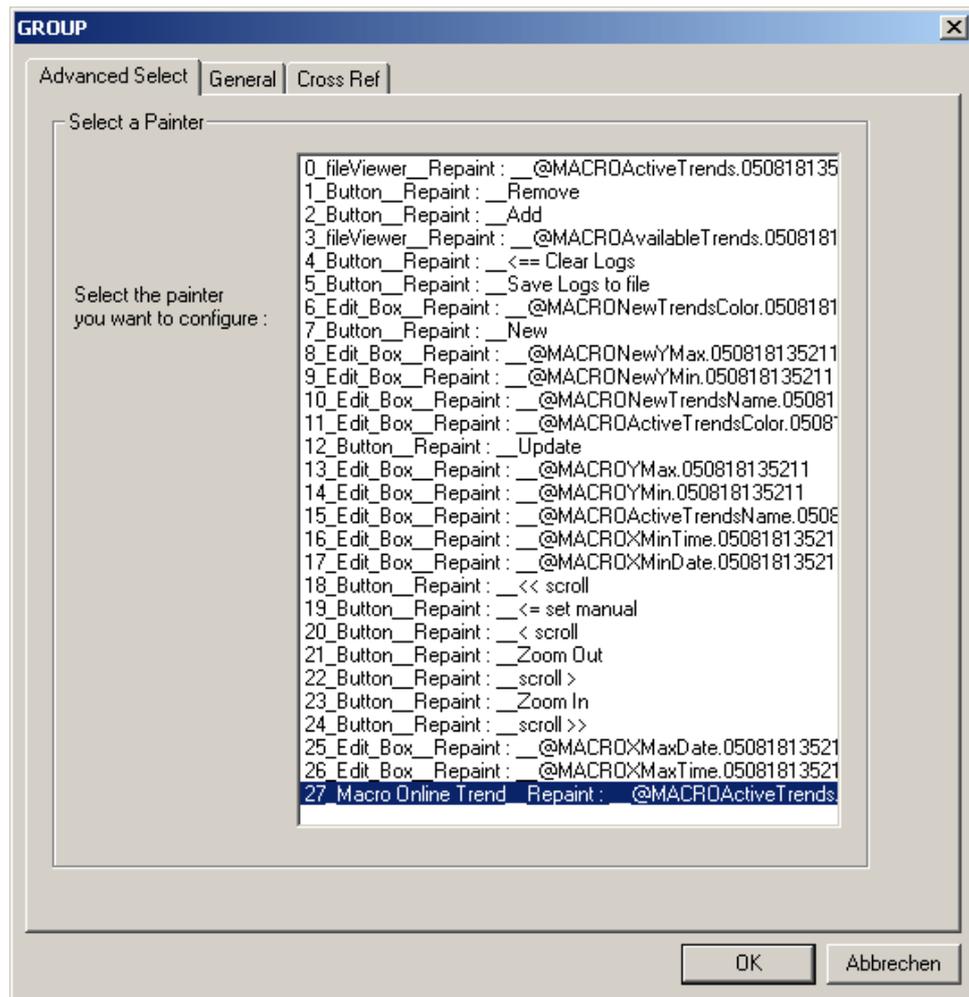


Online Trend Scalable:

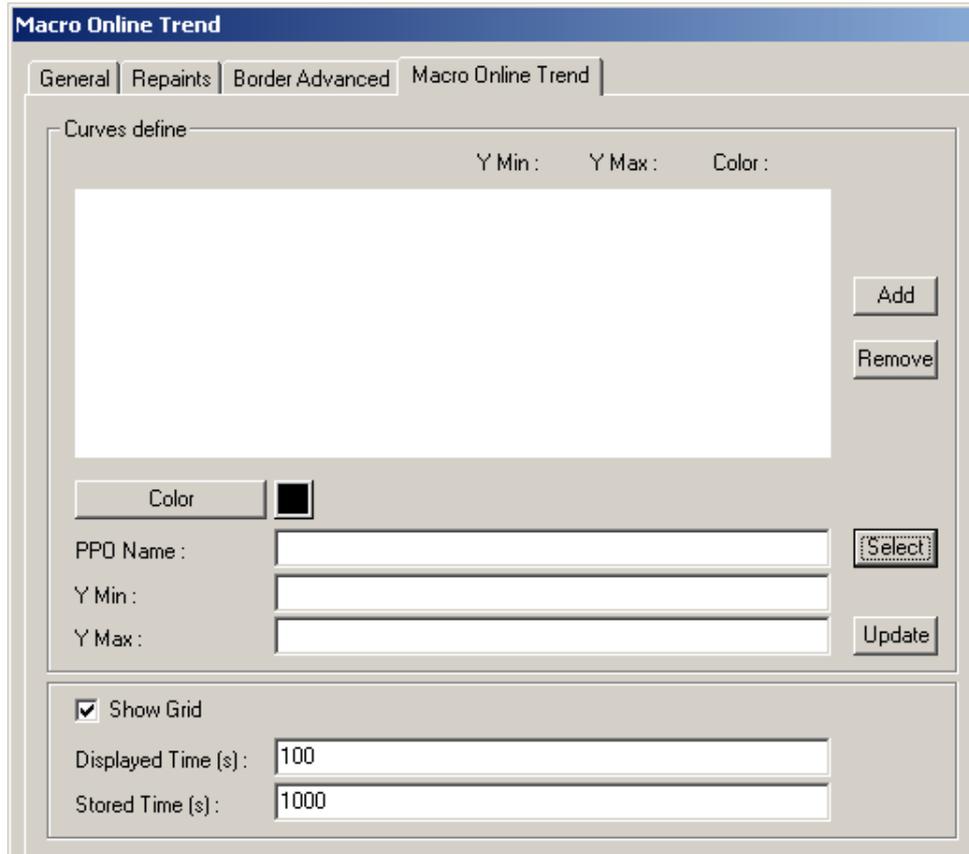


### Configure The Macro

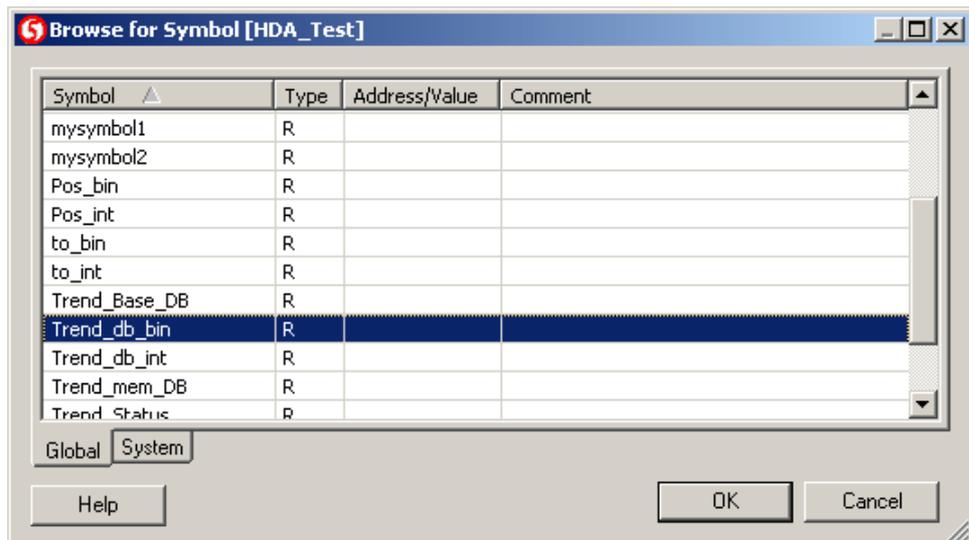
1. Double-click on the inserted object to open the Cross Ref dialog
2. Click on the entry "...\_Macro Online Trend\_Repaint:\_@MACROActiveTrends." in the Advanced Select tab. Alternatively, it is also possible to ungroup the trend-macro and to double click on the painter object which will display the trend curves (uppermost object).



3. Go to the tab Macro Online Trend



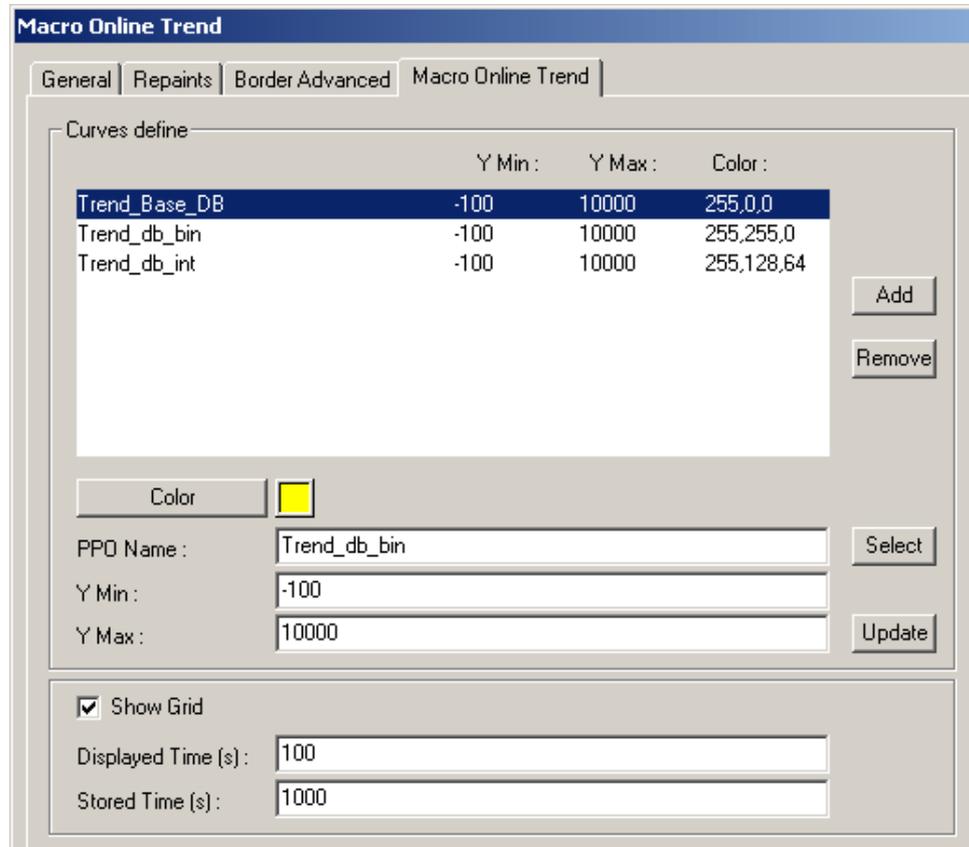
4. Click "Select" to see which PPO's are available. The user shall select regular process points which contain one single value. These process points will be available during runtime. They will be added to the list 'Available Process Points' (on the right side). The user can select at runtime, which of these curves should be displayed or not. The user will select a variable from the list 'Available Process Points' and add it to the list 'Activated Process Points' to make it visible.



5. Confirm your choice with "OK"
6. Define the curve color and the Y-Min and Max value. These values will be the defaults when the object starts in the browser. The scaling can also be

changed later during runtime.

7. Click "Add" to add your curve define to the trend
8. Repeat the steps 7-10 for all curves you want to add to the trend.



If you want to change a curve definition, click on the entry in the list do your modifications and confirm with "Update" .

### Prepare The Project

1. Now leave the dialog Macro Online Trend and Cross Ref with "OK".
2. Save your view with File-> Save
3. Choose Project-> Init PPOs and click "OK". (The added PPO's were initialized)
4. If you created a new teq you have to generate a new html file with Project-> Generate HTML...
5. Choose File-> Save All...
6. Compile and download your project now with PG5.

### How To Use The Online Trend Macros At Runtime

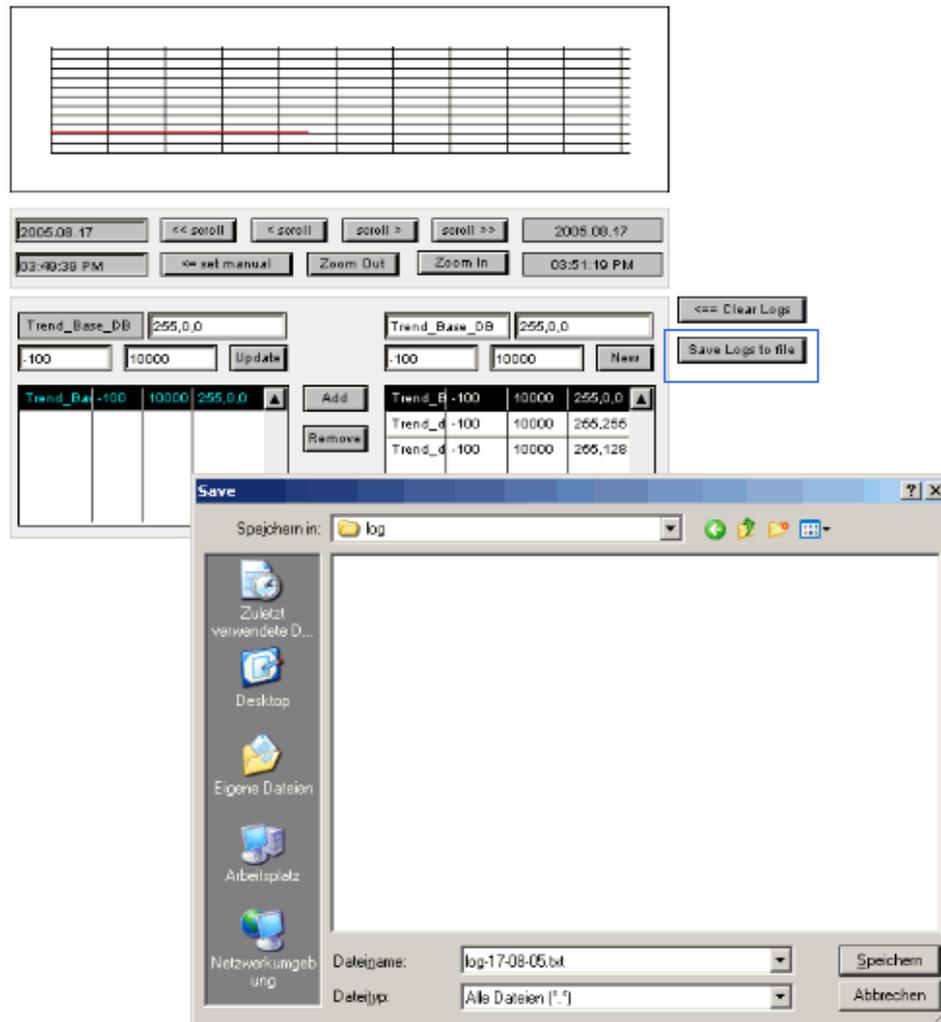
These sections describes how to use the online trend macros during runtime. The specific differences in using the online trend macros is described in separate chapters.

### Save Trend Curves To Local Hard Disk

It is possible, to save the recorded trends to the local hard disk of the client. The curves will be saved in a csv-format. As a Java Applet has very limited access to the resources of the host computer, certain limitations must be considered.

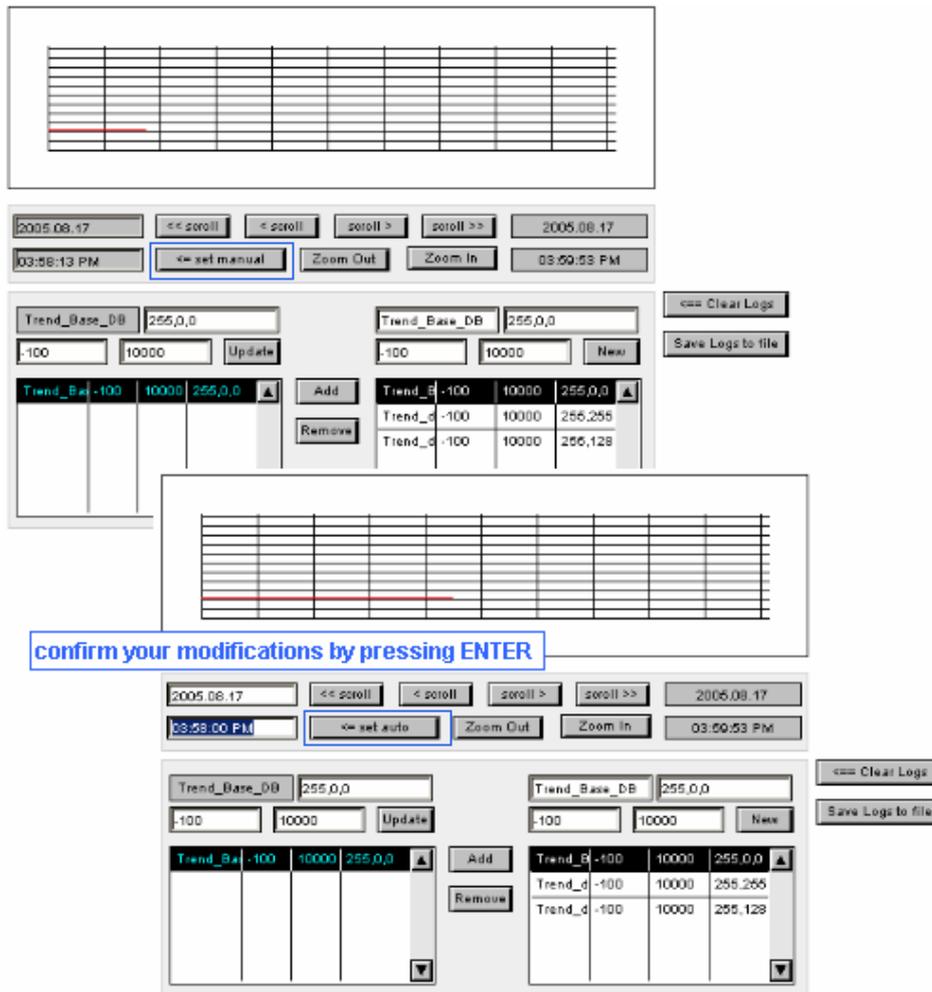
The file download works different with Microsoft VM as with Sun VM, you have to change the security settings:

- Microsoft VM: Java Security Settings
- Sun VM: Signed Applets (For Sun VM PlugIn)



### Set Your Own Start Date/Time

Click "set manual" enter/time, press "ENTER" and click "set auto".



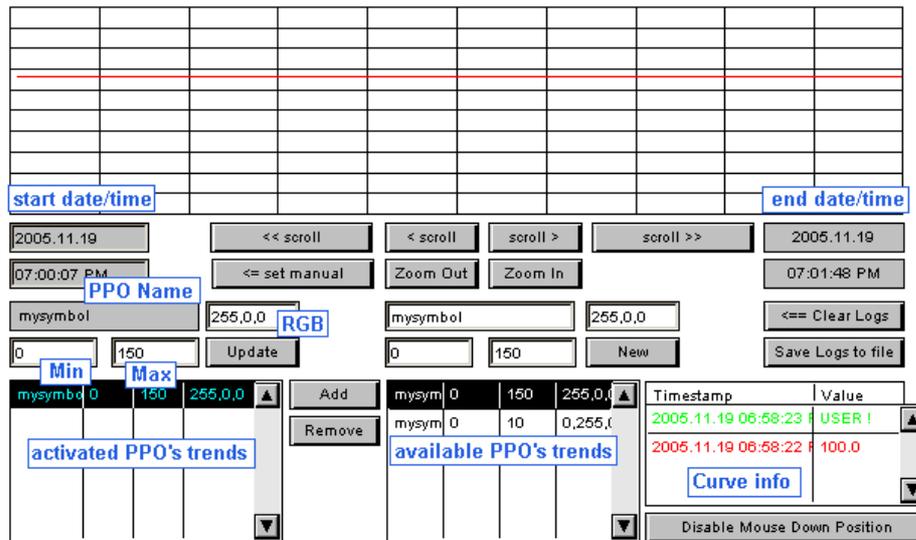
### 20.3.4.2 Online Trend Complete

Please see Online Trend Overview for general information about how to use the online trend macros.

### How To Use The Online Trend Complete At Runtime

#### Overview

This section explains how the online trend macro will be used at runtime. The browser will show a view like this:



If you edit a text field always press enter to confirm the value

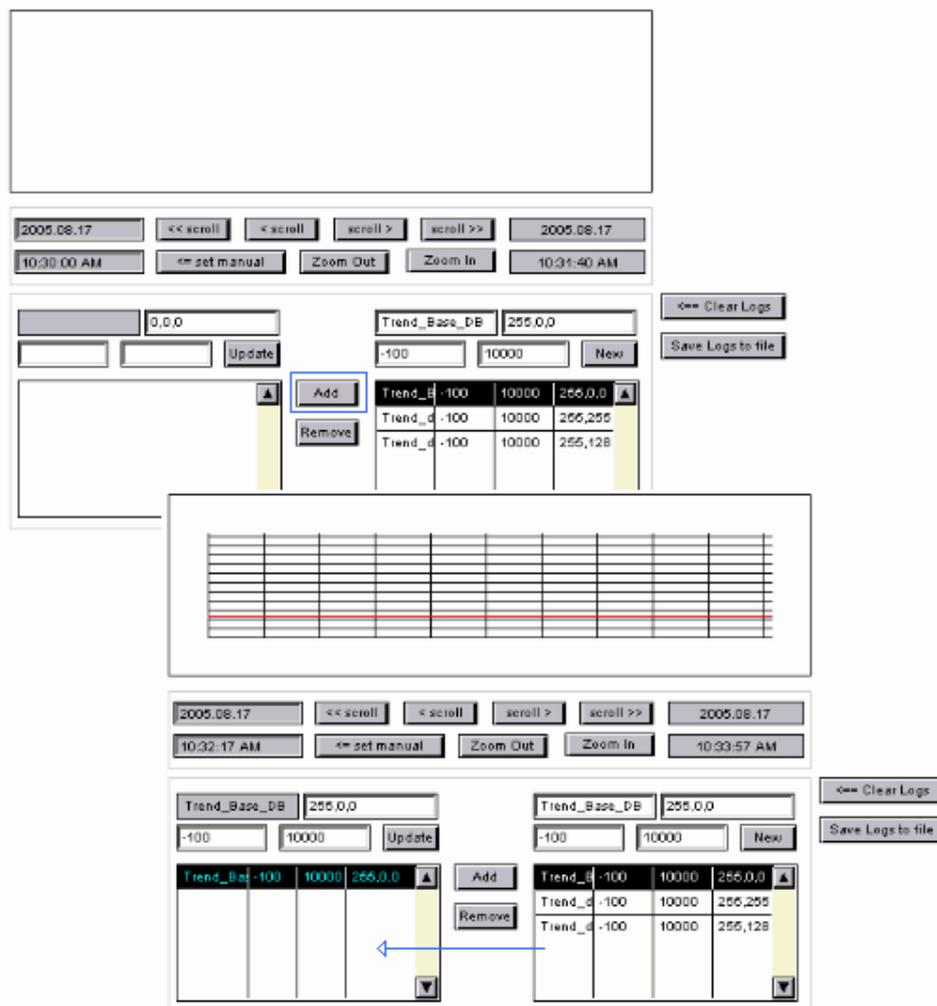
<b>start date/ time</b>	start date and time point of the range shown
<b>end date/time</b>	end date and time point of the range shown
<b>scroll buttons</b>	scroll back and forward on the time axis
<b>set manual</b>	Click this button if you want to set the start point of the range shown manually.
<b>activated PPO's trends</b>	<p>The list of all activated PPO's trends.</p> <p>PPO Name: PPO Name of the selected trend</p> <p>RGB: Red Green Blue value for the curve</p> <p>Min/Max: shown value range on the y-axis</p> <p>Update: Click on the "Update" Button after modify the RGB, Min or Max values.</p> <p>Add: Insert a selected trend PPO's trend form the list of available PPO's trends by clicking the "Add" button.</p> <p>Remove: Removes the selected PPO entry in the activated PPO's list.</p>
<b>available PPO's trends</b>	<p>The list of all available PPO's trend. During runtime new trends can be added by clicking the "New" Button.</p> <p>PPO Name: Enter the name of the PPO you want to add</p> <p>RGB: Set a RGB color for the new curve</p> <p>Min/Max: shown value range on the y-axis</p> <p>New: Click on the "New" button to add the defined</p>

	PPO
<b>zoom buttons</b>	increases or decreases the time axis
<b>Clear Logs</b>	Clears the buffer
<b>Save Logs to file</b>	Saves the data logged in buffer until now in a text file which can be downloaded

### How to use the Online Trend at runtime

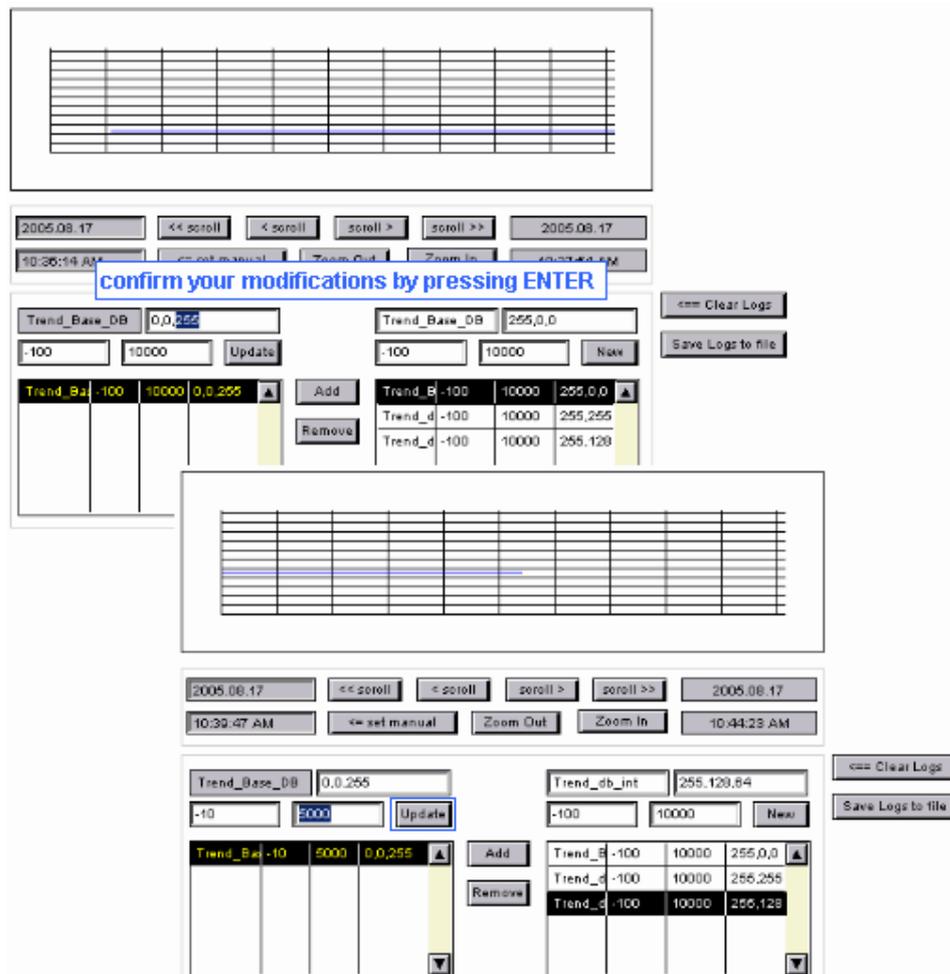
#### Add an activated PPO's trend

Select an entry from the list of available PPOs and click "Add".



### Modify properties of an activated PPO's trend

Select a trend from the list on the left. The name, color, YMin and YMax will be copied to the edit-fields above. The properties can be modified in these edit-fields. After changing a property please confirm by pressing "ENTER". If you changed the properties update the curve by pressing "Update".

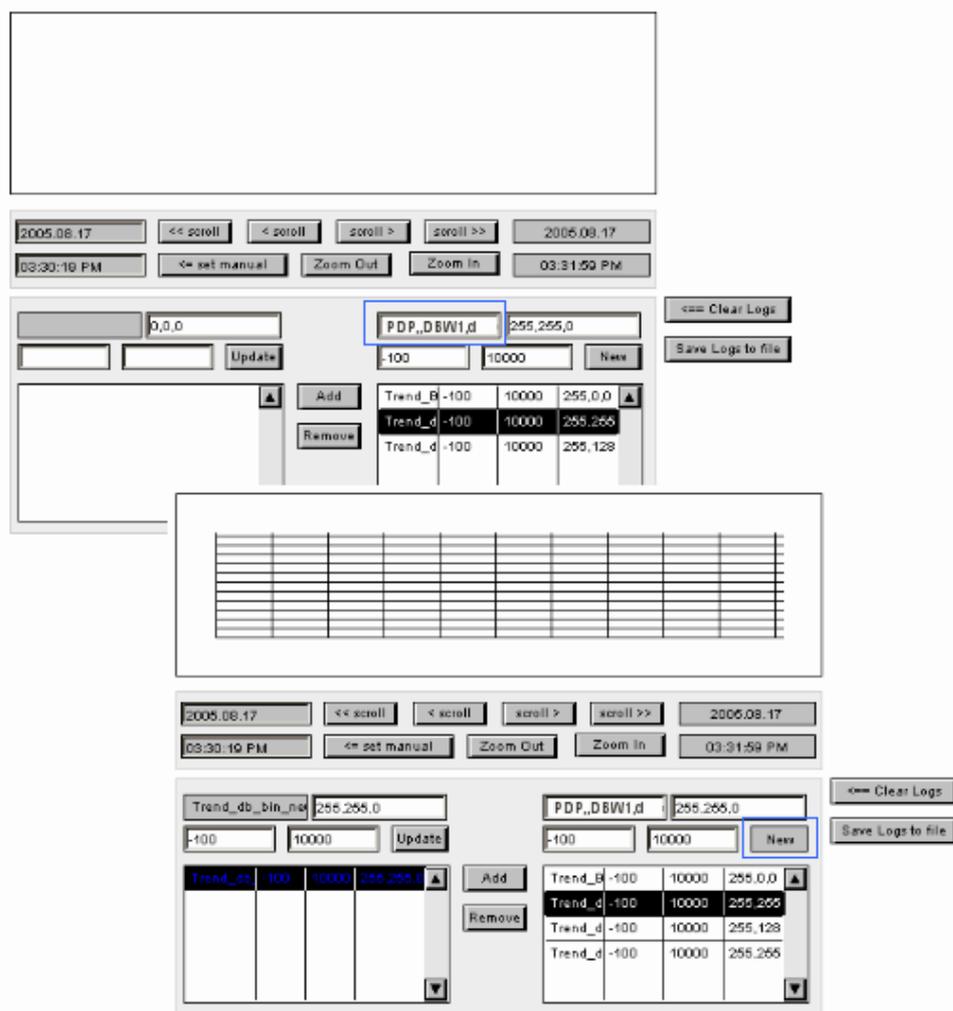


### Add a PPO that is not on the list of available PPOs

With the editor, the user has added the PPO's that shall be available for trending at runtime.

Additionally, it is possible to add a PPO at runtime. This can be done by indicating the address of the respective PPO. The use of symbolic names is not possible at this stage.

Enter The name of the PPO that is not on the list of available PPOs, confirm with "ENTER" and click on the "New" Button.

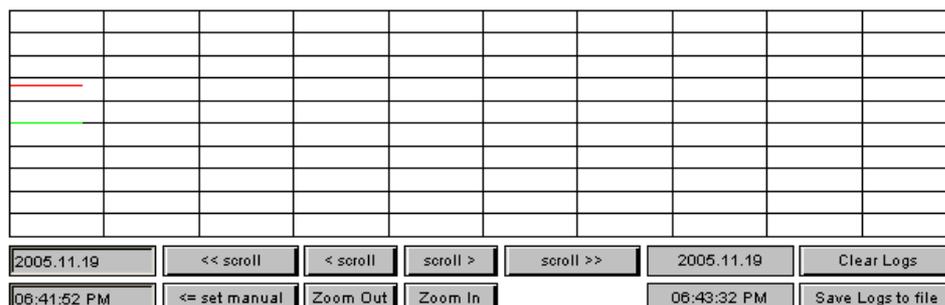


### 20.3.4.3 Online Trend Minimal

Please see Online Trend Overview for general information about how to use the online trend macros.

### How To Use The Online Trend Minimal At Runtime

This section explains how the online trend macro will be used at runtime. The online trend minimal:



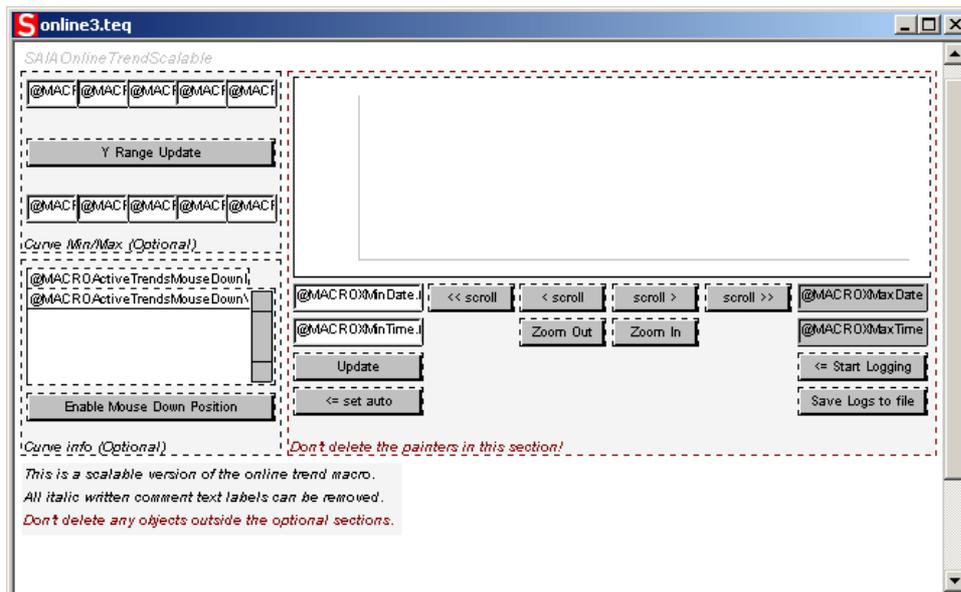
Use the scroll and zoom buttons to navigate in your trend.



### 20.3.4.4 Online Trend Scalable

Please see Online Trend Overview for general information about how to use the offline trend macros.

### How To Work With Online Trend Scalable In The Editor



For information about how to use the Online Trend Scalable in the editor please see the chapter Offline Trend Scalable. Its is basically the same except there is no "A" or "B-Variant".

### 20.3.5 Offline trending

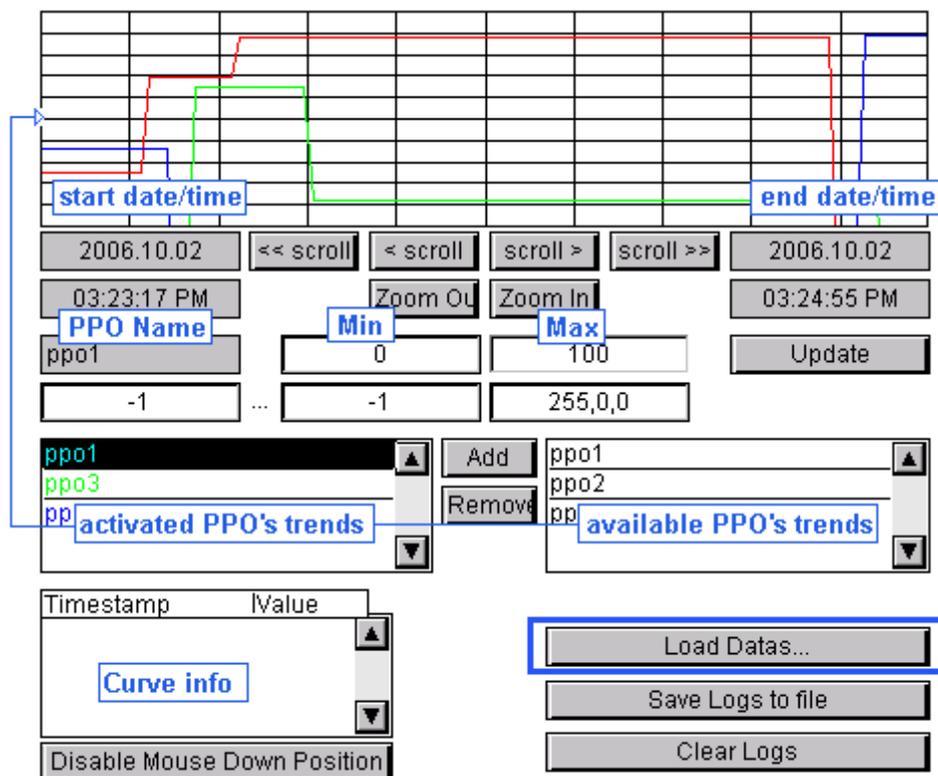
#### 20.3.5.1 Offline Saved Trend Complete

The Offline Saved Trend Painters are macro objects which can be imported with the menu Library->Get object from library. These macro objects need no further configuration. They are used to load previously recorded trend curves from a CSV file. Therefore you needn't to configure any PPOs.

### How To Use The Offline Saved Trend Complete At Runtime

#### Overview

This section explains how the offline saved trend complete macro will be used at runtime. The browser will show a view like this:



If you edit a text field always press enter to confirm the value

<b>start date/time</b>	start date and time point of the range shown
<b>end date/time</b>	end date and time point of the range shown
<b>scroll buttons</b>	scroll back and forward on the time axis

<b>activated PPO's trends</b>	<p>The list of all activated PPO's trends.</p> <p>PPO Name: PPO Name of the selected trend</p> <p>RGB: Red Green Blue value for the curve</p> <p>Min/Max: shown value range on the y-axis</p> <p>Update: Click on the "Update" Button after modify the RGB, Min or Max values.</p> <p>Add: Insert a selected trend PPO's trend form the list of available PPO's trends by clicking the "Add" button.</p> <p>Removes: Removes the selected PPO entry in the activated PPO's list.</p>
<b>available PPO's trends</b>	<p>The list of all available PPO's trend. During runtime new trends can be added by clicking the "New" Button.</p> <p>PPO Name: Enter the name of the PPO you want to add</p> <p>RGB: Set a RGB color for the new curve</p> <p>Min/Max: shown value range on the y-axis</p>
<b>zoom buttons</b>	increases or decreases the time axis
<b>Load Data...</b>	Loads trend data form a file
<b>Clear Logs</b>	Clears the buffer
<b>Save Logs to file</b>	Saves the data logged in buffer until now in a text file which can be downloaded

### Load trend data

Click "Load trend data" to load trends from a file.  
Please read the chapter Java Security Settings (for Microsoft VM) or Signed Applets (for Sun VM) if the open dialog don't appears.

### Add an activated PPO's trend

Select an entry from the list of available PPOs and click "Add".

### Modify properties of an activated PPO's trend

Select a trend from the list on the left. The name, color, YMin and YMax will be copied to the edit-fields above. The properties can be modified in these edit-fields. After changing a property please confirm by pressing "ENTER". If you changed the properties update the curve by pressing "Update".

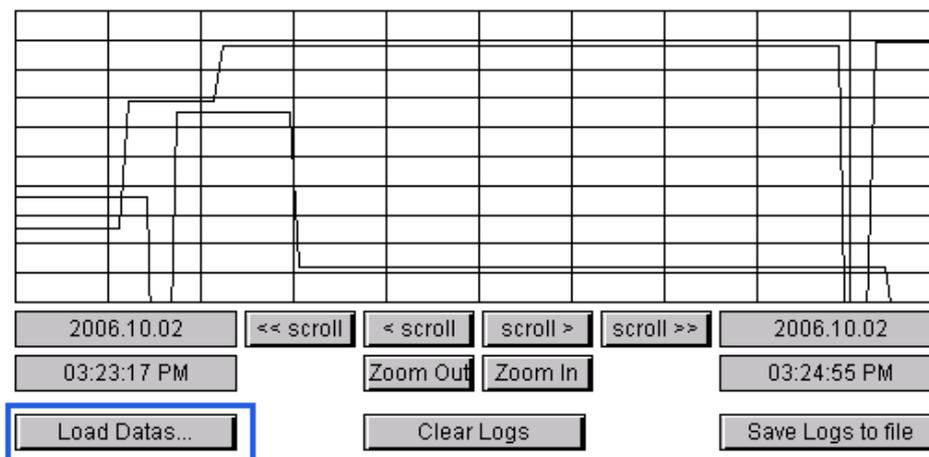
### 20.3.5.2 Offline Saved Trend Minimal

The Offline Saved Trend Painters are macro objects which can be imported with the menu Library->Get object from library. These macro objects need no further configuration. They are used to load previously recorded trend curves from a CSV file. Therefore you needn't to configure any PPOs.

#### How To Use The Offline Saved Trend Minimal At Runtime

This section explains how the offline saved trend minimal macro will be used at runtime.

The offline saved trend minimal:



Use the scroll and zoom buttons to navigate in your trend.

#### Load trend data

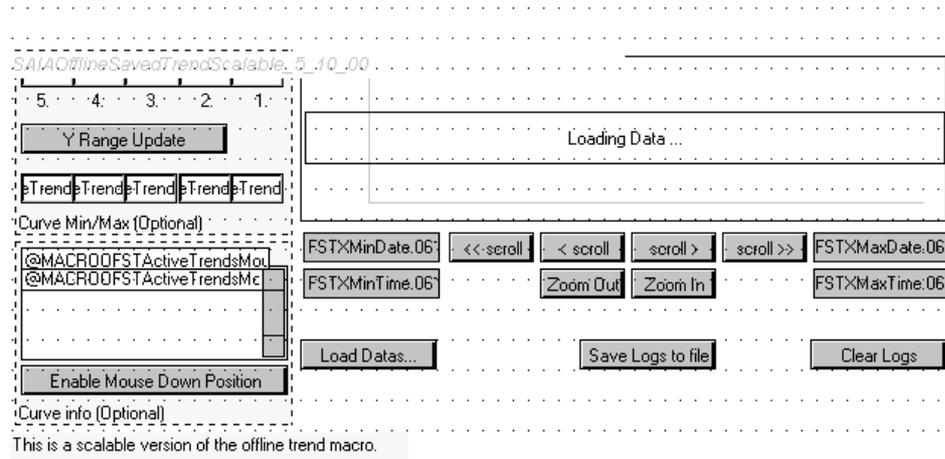
Click "Load trend data" to load trends from a file.

Please read the chapter Java Security Settings (for Microsoft VM) or Signed Applets (for Sun VM) if the open dialog don't appears.

### 20.3.5.3 Offline Saved Trend Scalable

The Offline Saved Trend Painters are macro objects which can be imported with the menu Library->Get object from library. These macro objects need no further configuration. They are used to load previously recorded trend curves from a CSV file. Therefore you needn't to configure any PPOs.

#### How To Work With Offline Saved Trend Scalable In The Editor



For information about how to use the Offline Saved Trend Scalable in the editor please see the chapter Offline Trend Scalable. Its is basically the same except there is no "A" or "B-Variant".

## How To Use The Offline Saved Trend Scalable At Runtime

### Load trend data

Click "Load trend data" to load trends from a file.

Please read the chapter Java Security Settings (for Microsoft VM) or Signed Applets (for Sun VM) if the open dialog don't appears.

## 20.4 Alarming Macros

### 20.4.1 Alarming Overview

#### Introduction

This chapter gives you an overview about the alarm macros. The differences in handling for every macro is described in a separate chapter:

1. Online Alarm List
2. Online Alarm History
3. Offline Alarm History

The alarm painters are macro objects which can be imported with the menu `Library->Get object from library`. These macros can be used to load historical logged alarm data from a Saia@PCD and display the data in alarm lists. The process signals are monitored and alarms picked up independently of the web browser in the PCD control. The actual alarm function is implemented in the firmware on the PCD control. It is activated and parameterized using CSF (Call System Function) instructions, or SFC (System Function Call) instructions for xx7 controls. A Fupla FBox library for the PCD Classic is available. The alarms are stored in alarm lists in the nonvolatile internal memory of the PCD control.

## How To Work With Offline Alarm History In The Editor

The alarm macros consist of several painter objects which are grouped to one macro-object. The user can ungroup the macro and access each element separately. Most of these objects are not editable with the standard dialog of this editor.

*Anyway, all references inside these objects can be accessed and modified by using the CrossRef function. As the trending macro contains a rather complex functionality, it is not recommended to modify the references, but the user can easily move or resize the objects of this macro.*

The objects of the alarm-macro communicate with each other via container variables. The names of these containers will be extended by a unique code at the moment when the user imports the macro. This is necessary to generate an unique instance of the alarm macro object. The names to be generated may have the form e.g.

"@MACRO\_NewYMax.122345676788990".

The user should not modify such values, as they are generated and modified automatically. If you export a modified macro, the editor will automatically remove these indexes. So, you don't have to care about it.

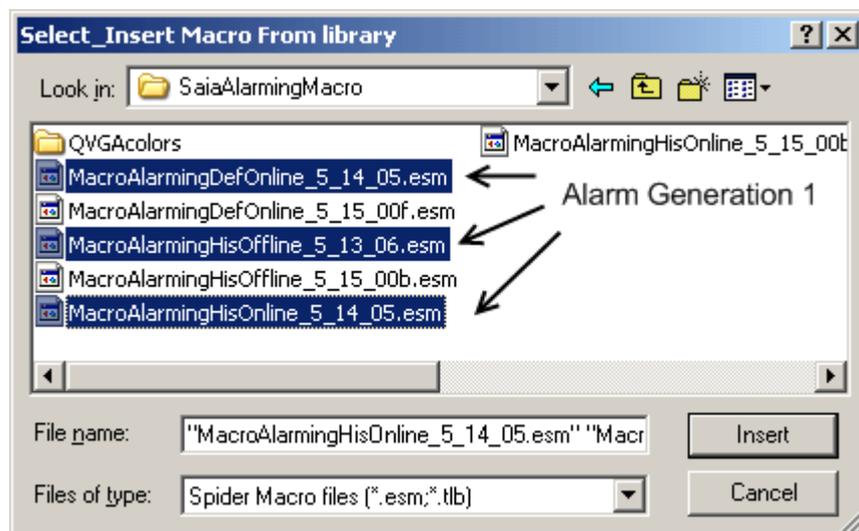
### Insert An Alarming Macro Into Your View

1. Create a new Teq view in the project you want to insert the alarm painter. Do this with Project->Add to Project->New.  
(How to create a new project is described in the chapter Getting Started)
2. Insert the alarm macro object into your teq view choose Library-> Get object from library
3. Change to your "MacroLib" directory. Select the file name of the offline trend macro you want to insert:

Online Alarm List: "MacroAlarmingDefOnline.tlb"

Online Alarm History: "MacroAlarmingHisOnline.tlb"

Offline Alarm History: "MacroAlarmingHisOffline.tlb"



The inserted Online Alarm List:

MacroAlarmingHisOnline\_5\_11\_00

@MACROALRHISONAlarmsListHeader.070226152701	Pg Up
@MACROALRHISONAlarmsList.070226152701	
EventP	
	Pg Dn

Ack Selected Alarms    Delete Selected Alarms    Total Entries :    Multiple Select

Ack Alarms Types    Delete Alarms types    ,RHISONAlarmsListSize.07

Ack Alarms List    Delete Alarms List

Online Alarm History:

MacroAlarmingDefOnline\_5\_11\_00

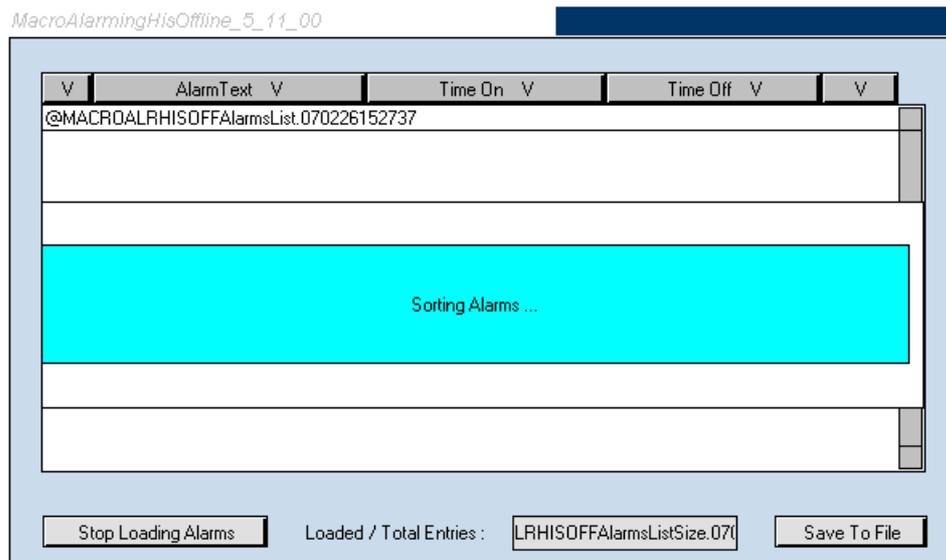
@MACROALRDEFONAlarmsListHeader.070226152622	Pg Up
@MACROALRDEFONAlarmsList.070226152622	
	Pg Dn

Ack Selected Alarms    Delete Selected Alarms    Filter Mode :    DropDownP

Ack Alarms List    Delete Alarms List    Sort Mode :    DropDownP

Total Entries :    IALRDEFONAlarmsListSize.0702    Select Mode :    Multiple Select

Offline Alarm History:



### Configure The Macro

The following section explains how to configure the alarm macros painter (it is basically the same in all alarm macro variants):

1. Double-click on the inserted object to open the Cross Ref dialog
2. Click on the entry "...\_Macro his Offline Alarm..." (Offline Alarm History) in the Advanced Select tab.

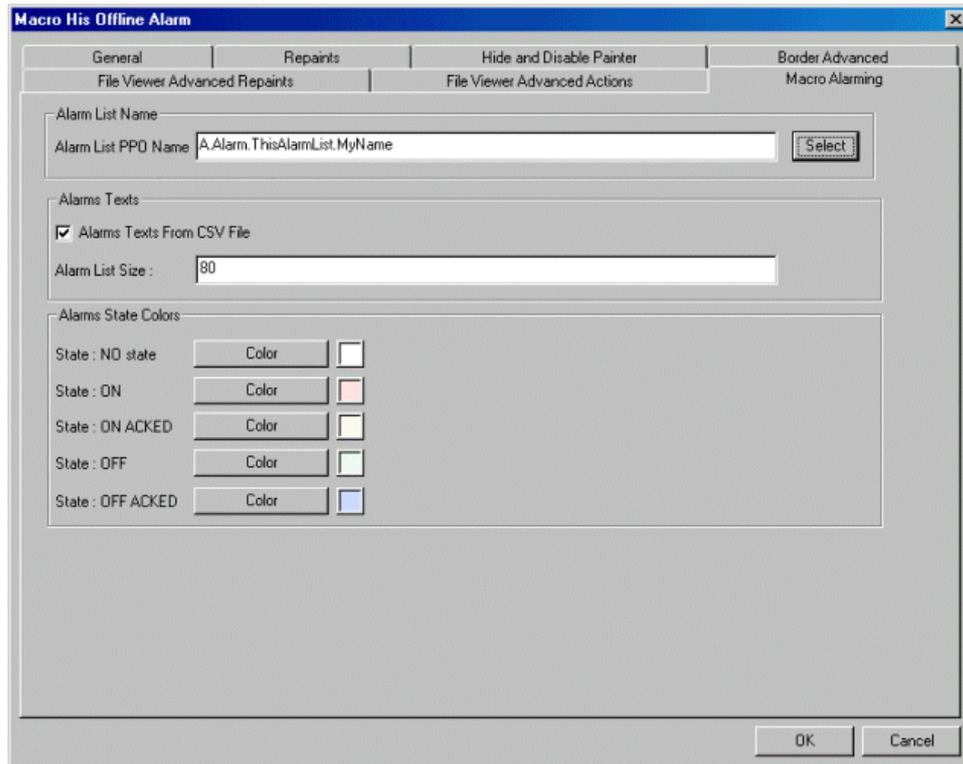
Online Alarm List: "...\_Macro Def Online Alarm..."

Online Alarm History: "...\_Macro his Online Alarm..."

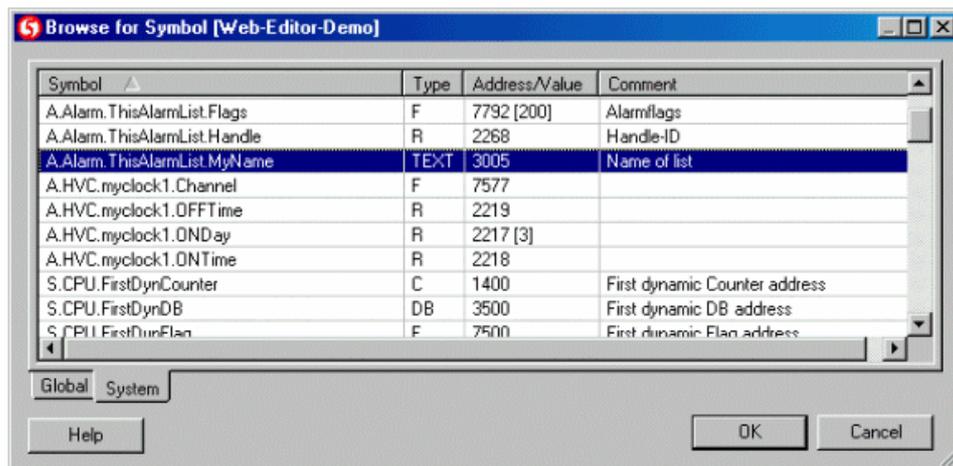
Offline Alarm History: "...\_Macro his Offline Alarm..."

3. Alarm List PPO Name (in all alarm macro variants):

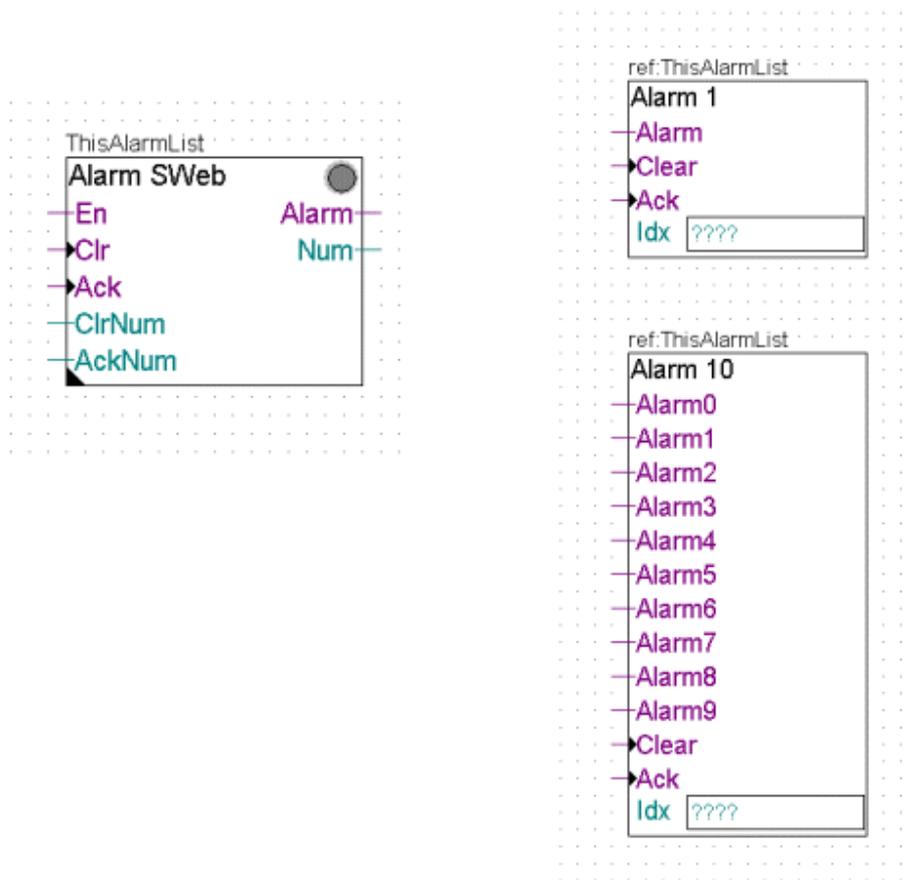
First of all you have to enter the alarm list PPO name. The alarm macro will take the alarm list name from the given PPO.



- Click the 'Select' button next to the 'Alarm List PPO Name' text field to choose the PG5 symbol (e.g. A.Alarm.ThisAlarmList.MyName). By the PG5 symbol the Alarm Macro is referenced to the corresponding alarm list in the PCD.



The PG5 symbol of the alarm list is automatically generated when using the Alarming FBox library. The user can define the Alarm list name by entering resp. modifying the name of the FBox.



The Alarming library is provided together with the Web-Editor and can be installed or copied into the PG5&/Libs/usr FBox directory. For more details refer to the online help of the FBox library.

5. Alarm Texts (optional):

If you activate the drop down 'Alarm Texts From CSV File' the java-applet loads the alarm descriptions from the CSV-file, otherwise the applet will load the alarm descriptions from the DB.

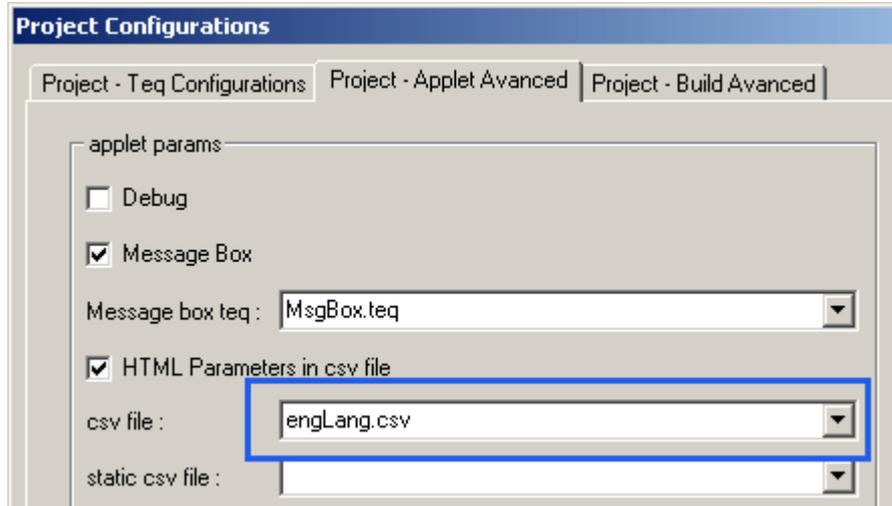
If you want to use a csv file for your alarm descriptions, activate the checkbox 'Alarm Texts From CSV File'. Enter the size (number of alarm types) of your alarm list and confirm your choice with 'OK'. Now use the menu function Project->Generate HTML TAGS CSV file. The editor will generate a new csv file. Open the csv file in a text editor like notepad and define your alarm description by replacing the default text like shown in the picture below:

```

engLang.csv - Editor
Datei Bearbeiten Format Ansicht ?
select Mo ;;select Mo :
single select;single select
Sort Mo ;;Sort Mo :

AlarmList0_0;My Alarm description in english!
AlarmList0_1;AlarmList0_1
AlarmList0_2;AlarmList0_2
AlarmList0_3;AlarmList0_3
AlarmList0_4;AlarmList0_4
AlarmList0_5;AlarmList0_5
    
```

Use the menu function Project ->Project configurations... and enter the filename of the generated csv file into the field 'csv file' (in the tab 'Project - Applet Advanced').



6. Alarms State Colors:

For every of the following states you can define a color

- No state                      no state
- ON                                alarm is active
- ON ACKED                      alarm is active and acknowledged
- OFF                                alarm is inactive
- OFF ACKED                      alarm is inactive and acknowledged

example alarm list:

ID	Alarmtext	Time On	Time Off	ACK	Counter
1	temp1 alarm !	1990.04.01 07:12:48 PM	--	NAK	24370
2	temp2 alarm !	1990.04.01 07:11:18 PM	1990.04.01 07:12:18 PM	NAK	12192
3	temp3 alarm !	1990.04.01 07:12:18 PM	--	NAK	6102
4	temp4 alarm !	1990.04.01 07:06:18 PM	1990.04.01 07:10:18 PM	NAK	3053
5	temp5 alarm !	1990.04.01 07:02:18 PM	1990.04.01 07:10:18 PM	NAK	1524
6	temp6 alarm !	1990.04.01 07:10:18 PM	--	NAK	772
7	temp7 alarm !	1990.04.01 06:22:19 PM	1990.04.01 06:54:18 PM	ACK	391
8	temp8 alarm !	1990.04.01 05:50:20 PM	1990.04.01 06:54:18 PM	NAK	201
9	temp9 alarm !	1990.04.01 06:54:18 PM	--	NAK	107
10	temp10 alarm !	1990.04.01 12:30:26 PM	1990.04.01 04:46:21 PM	NAK	60
11	AlarmName_11	1990.04.01 08:14:31 AM	1990.04.01 04:46:21 PM	NAK	26
12	AlarmName_12	1990.03.31 11:42:41 PM	1990.04.01 04:46:21 PM	NAK	13

7. Filter - Sort:

'Filter - Sort' appears only in the configuration dialog of the Online Alarm List (see chapter Online Alarm List for details):

**Prepare The Project** If you created a new teq you have to generate a new html file with Project -> Generate HTML. . .

1. Choose File -> Save All . . .
2. Compile and download your project now with PG5.

## 20.4.2 Online Alarm List

### How To Use The Online Alarm List At Runtime

#### Overview

The Online Alarm List contains an overview of all alarm types. Actions which are performed in this list will be applied to all occurred alarms of the selected alarm type. The user has the possibility to set filters and to choose between several sorting modes.

Online Alarm List						
ID	Alarmtext	Time On	Time Off	ACK	Counter	Pg Up
1	temp1 alarm !	1990.04.01 05:22:50 PM	1990.04.01 05:23:20 PM	NAK	24260	Pg Up Pg Dn
2	temp2 alarm !	1990.04.01 05:23:20 PM	--	NAK	12138	
3	temp3 alarm !	1990.04.01 05:20:20 PM	1990.04.01 05:22:20 PM	NAK	6074	
4	temp4 alarm !	1990.04.01 05:22:20 PM	--	NAK	3040	
5	temp5 alarm !	1990.04.01 05:10:20 PM	1990.04.01 05:18:20 PM	NAK	1517	
6	temp6 alarm !	1990.04.01 05:02:21 PM	1990.04.01 05:18:20 PM	NAK	768	
7	temp7 alarm !	1990.04.01 05:18:20 PM	--	NAK	390	
8	temp8 alarm !	1990.04.01 03:42:22 PM	1990.04.01 04:46:21 PM	NAK	200	
9	temp9 alarm !	1990.04.01 02:38:23 PM	1990.04.01 04:46:21 PM	NAK	106	
10	temp10 alarm !	1990.04.01 12:30:26 PM	1990.04.01 04:46:21 PM	NAK	60	
11	AlarmName_11	1990.04.01 08:14:31 AM	1990.04.01 04:46:21 PM	NAK	26	
12	AlarmName_12	1990.03.31 11:42:41 PM	1990.04.01 04:46:21 PM	NAK	13	

Ack Selected Alarms	Delete Selected Alarms	Filter Mode : No Filter
Ack Alarms List	Delete Alarms List	Sort Mode : Not Sorted
Total Entries :	80	Select Mode : Single Select

ID, Alarmtext and Counter refer to the alarm type. Time On, Time Off and ACK refer to the last alarm from ID defined type

<b>ID</b>	Unique alarm type Identifier
<b>Alarmtext</b>	alarm type description text
<b>Time On</b>	At this moment the alarm became active
<b>Time Off</b>	At this moment the alarm became inactive. '---' means that the alarm is still active
<b>ACK</b>	In the column ACK shows, whether the alarm is acknowledged (ACK) or not acknowledged (NCK)
<b>Counter</b>	Shows how many alarms occurred of the respective alarm type
<b>Acknowledge Selected Alarms</b>	Acknowledges all alarms of the selected alarm types
<b>Delete Selected Alarms</b>	Deletes all alarms of the selected alarm types
<b>Acknowledge Alarm List</b>	Acknowledges the entire alarm list
<b>Delete Alarm List</b>	Deletes the entire alarm list
<b>Total Entries</b>	Number of alarm types
<b>Filter Mode</b>	No Filter - shows all alarm types Active Alarms - shows only the alarm types which are active at the moment Alarms count - shows only alarm types which were at least once active Active or NAK Alarms - shows alarm types which are active or not acknowledged

<b>Sort Mode</b>	Not Sorted - not sorted Active Time Sorted - the newest alarm is on top
<b>Select Mode</b>	Click this button to switch between single and multi-line selection

### 20.4.3 Offline Alarm History

#### How To Use The Offline Alarm History At Runtime

##### Overview

Offline Alarm History is a time sorted list containing all occurred alarms. The newest alarm appears on top. The list is empty at the beginning, the user loads the alarms by clicking on 'Load Alarm List'. 'Total Entries' indicates the number of existing alarms. 'Loaded Alarms' the number of already loaded alarms. By clicking on 'Save To File' a CSV-file will be generated automatically. The CSV-file can be viewed in any spreadsheet program.

You can sort the list by clicking on the title of a column.

Click on 'Time On' to sort the alarms in the order they occurred.

TID	AlarmText	Time On	Time Off	ACK
2	temp2 alarm !	1990.04.01 05:27:20 PM	--	NAK
1	temp1 alarm !	1990.04.01 05:26:50 PM	1990.04.01 05:27:20 PM	NAK
5	temp5 alarm !	1990.04.01 05:26:20 PM	--	NAK
1	temp1 alarm !	1990.04.01 05:25:50 PM	1990.04.01 05:26:20 PM	NAK
2	temp2 alarm !	1990.04.01 05:25:20 PM	1990.04.01 05:26:20 PM	NAK
1	temp1 alarm !	1990.04.01 05:24:50 PM	1990.04.01 05:25:20 PM	NAK
3	temp3 alarm !	1990.04.01 05:24:20 PM	1990.04.01 05:26:20 PM	NAK
1	temp1 alarm !	1990.04.01 05:23:50 PM	1990.04.01 05:24:20 PM	NAK
2	temp2 alarm !	1990.04.01 05:23:20 PM	1990.04.01 05:24:20 PM	NAK
1	temp1 alarm !	1990.04.01 05:22:50 PM	1990.04.01 05:23:20 PM	NAK
4	temp4 alarm !	1990.04.01 05:22:20 PM	1990.04.01 05:26:20 PM	NAK
1	temp1 alarm !	1990.04.01 05:21:50 PM	1990.04.01 05:22:20 PM	NAK
2	temp2 alarm !	1990.04.01 05:21:20 PM	1990.04.01 05:22:20 PM	NAK
1	temp1 alarm !	1990.04.01 05:20:50 PM	1990.04.01 05:21:20 PM	NAK
3	temp3 alarm !	1990.04.01 05:20:20 PM	1990.04.01 05:22:20 PM	NAK

Load Alarms List    Loaded / Total Entries :    2000 / 2000    Save To File

TID	Unique alarm type Identifier
Alarmtext	Alarm type description text
Time On	At this moment the alarm became active
Time Off	At this moment the alarm became inactive. '---' means that the alarm is still active
ACK	In the column ACK shows, whether the alarm is acknowledged (ACK) or not acknowledged (NCK)

Load Alarms List	Loads the alarms
Save To File	Generates a CSV-file containing all alarms
Loaded / Total Entries	Number of occurred alarms

### Save Alarm List To Local Hard Disk

Screenshot of the CSV-file generated by clicking on 'Save To File':

	A	B	C	D	E	F	G
1	Block Seq Nr	Item ID	Type ID	Alarm Descript	Time ON	Time OFF	Alarm State
2	0	1458	1	AlarmList0_1	19.05.2006 08:17	--	NAK
3	1	1454	2	AlarmList0_2	19.05.2006 08:16	--	NAK
4	2	1450	1	AlarmList0_1	19.05.2006 08:16	19.05.2006 08:16	NAK
5	3	1446	6	AlarmList0_6	19.05.2006 08:15	--	NAK
6	4	1442	1	AlarmList0_1	19.05.2006 08:15	19.05.2006 08:15	NAK
7	5	1438	2	AlarmList0_2	19.05.2006 08:14	19.05.2006 08:15	NAK
8	6	1434	1	AlarmList0_1	19.05.2006 08:14	19.05.2006 08:14	NAK
9	7	1430	3	AlarmList0_3	19.05.2006 08:13	19.05.2006 08:15	NAK
10	8	1426	1	AlarmList0_1	19.05.2006 08:13	19.05.2006 08:13	NAK
11	9	1422	2	AlarmList0_2	19.05.2006 08:12	19.05.2006 08:13	NAK
12	10	1418	1	AlarmList0_1	19.05.2006 08:12	19.05.2006 08:12	NAK

The file download works different whether you use a Microsoft VM or a Sun VM, you have to change the security settings:

Microsoft VM: Java Security Settings

Sun VM: Signed Applets (For Sun VM PlugIn)

## 20.4.4 Online Alarm History

### How To Use The Online Alarm History At Runtime

#### Overview

Offline Alarm History is a time sorted list containing the occurred alarms. The newest alarm appears on top.

The java-applet loads only the alarms which are shown on the actual page. In the Online Alarm History the user can perform actions like acknowledge or delete alarms.

Online Alarm History

TID	Alarmtext	Time On	Time Off	ACK
1	temp1 alarm !	1990.04.01 05:31:50 PM	--	NAK
2	temp2 alarm !	1990.04.01 05:31:20 PM	--	NAK
1	temp1 alarm !	1990.04.01 05:30:50 PM	1990.04.01 05:31:20 PM	NAK
4	temp4 alarm !	1990.04.01 05:30:20 PM	--	NAK
1	temp1 alarm !	1990.04.01 05:29:50 PM	1990.04.01 05:30:20 PM	NAK
2	temp2 alarm !	1990.04.01 05:29:20 PM	1990.04.01 05:30:20 PM	NAK
1	temp1 alarm !	1990.04.01 05:28:50 PM	1990.04.01 05:29:20 PM	NAK
3	temp3 alarm !	1990.04.01 05:28:20 PM	1990.04.01 05:30:20 PM	NAK
1	temp1 alarm !	1990.04.01 05:27:50 PM	1990.04.01 05:28:20 PM	NAK
2	temp2 alarm !	1990.04.01 05:27:20 PM	1990.04.01 05:28:20 PM	NAK
1	temp1 alarm !	1990.04.01 05:26:50 PM	1990.04.01 05:27:20 PM	NAK
5	temp5 alarm !	1990.04.01 05:26:20 PM	--	NAK

Pg Up

Pg Dn

Ack Selected Alarms    Delete Selected Alarms    Total Entries :    Single Select

Ack Alarms Types    Delete Alarms types    2000

Ack Alarms List    Delete Alarms List

<b>TID</b>	Unique alarm type Identifier
<b>Alarmtext</b>	alarm type description text
<b>Time On</b>	At this moment the alarm became active
<b>Time Off</b>	At this moment the alarm became inactive. '---' means that the alarm is still active
<b>ACK</b>	In the column ACK shows, whether the alarm is acknowledged (ACK) or not acknowledged (NCK)
<b>Ack Selected Alarms</b>	Acknowledges all selected alarms
<b>Delete Selected Alarms</b>	Deletes all selected alarms
<b>Ack Alarms Type</b>	Acknowledges all alarms of a type. Select any alarm of the type you want acknowledge all alarms of.
<b>Delete Alarms types</b>	Deletes all alarms of a type. Select any alarm of the type you want delete all alarms of.
<b>Ack Alarm List</b>	Acknowledges the entire alarm list
<b>Delete Alarm List</b>	Deletes the entire alarm list
<b>Total Entries</b>	Number of occurred alarms

## 20.5 Alarming Macros (2)

### 20.5.1 Overview Alarming (2)

#### Introduction

This chapter gives you an overview about the alarming generation 2 macros. The differences in handling for every macro is described in a separate chapter:

1. Online Alarm List (2)
2. Online Alarm History (2)
3. Offline Alarm History (2)

The alarm painters are macro objects which can be imported with the menu Library->Get object from library. These macros can be used to load historical logged alarm data from a Saia®PCD and display the data in alarm lists. The actual alarm function is implemented in the firmware on the PCD control.

## Alarming Generation 2 Facts

### Extensions

- Groups and priorities
- Alarm texts in a separate file
- Short and long description texts
- Texts on 2 lines
- Uses the new FBox „Alarm2 SWeb“
- Additional help text
- New macro configuration dialogues

### Requirements

- S-Web Editor Version 5.15
- Available for PCD-NT

## How To Work With Alarm 2 Macros In The Editor

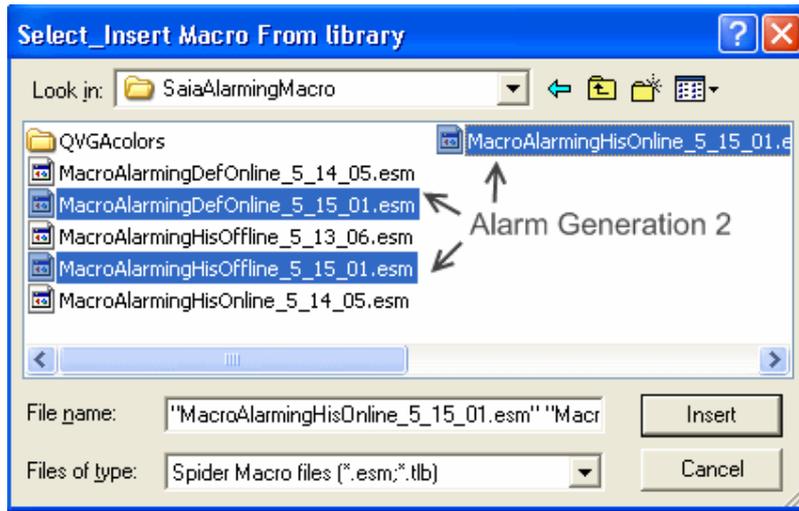
The alarm macros consist of several painter objects which are grouped to one macro-object. All alarming generation 2 macros offer a comfortable configuration dialogue.

In addition, the user can ungroup the macro and access each element separately (resizing or removing of objects). But be careful, some of the objects are Event-Painters that are required for internal use.

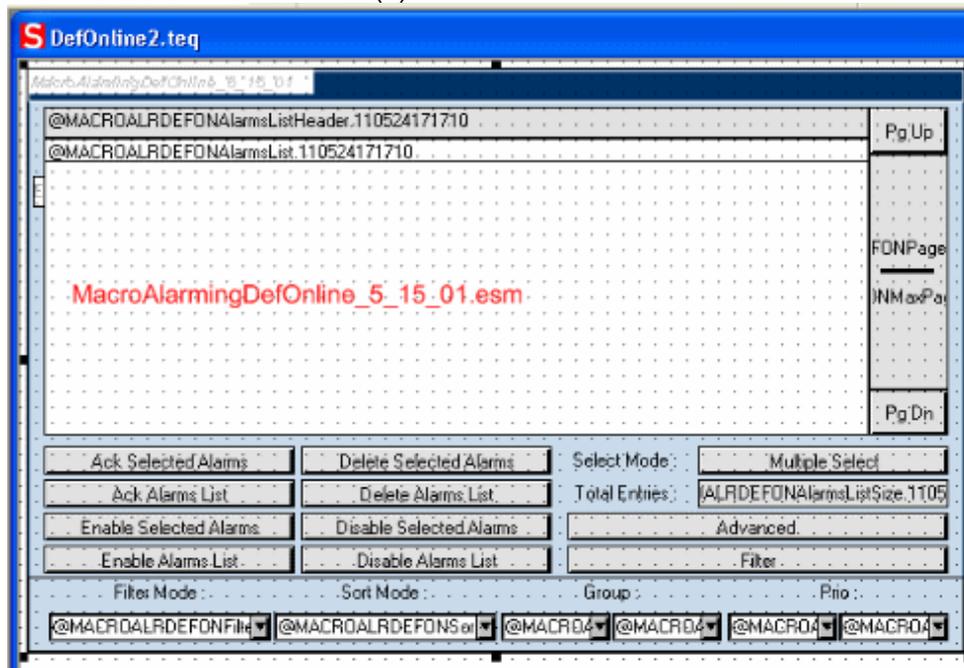
### Insert An Alarming Macro Into Your View

1. Create a new TEQ view in the project you want to insert the alarm painter. Do this with Project->Add to Project->New.  
(How to create a new project is described in the chapter Getting Started)
2. Insert the alarm macro object into your TEQ view choose Library-> Get object from library
3. Change to your "MacroLib" directory. Select the file name of the offline trend macro you want to insert:

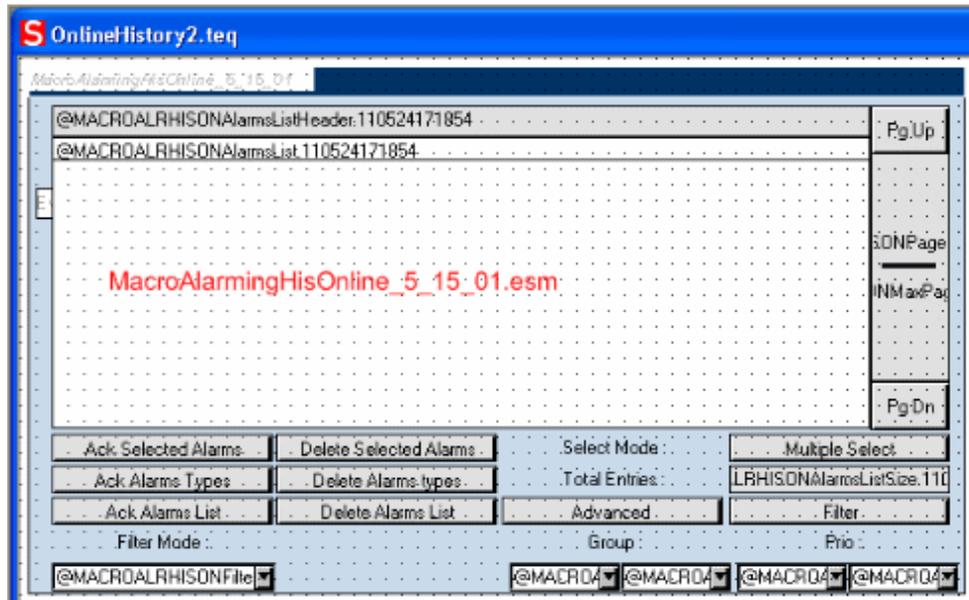
Online Alarm List: "MacroAlarmingDefOnline\_5\_15\_01.esm"  
Online Alarm History: "MacroAlarmingHisOnline\_5\_15\_01.esm"  
Offline Alarm History: "MacroAlarmingHisOffline\_5\_15\_01.esm"



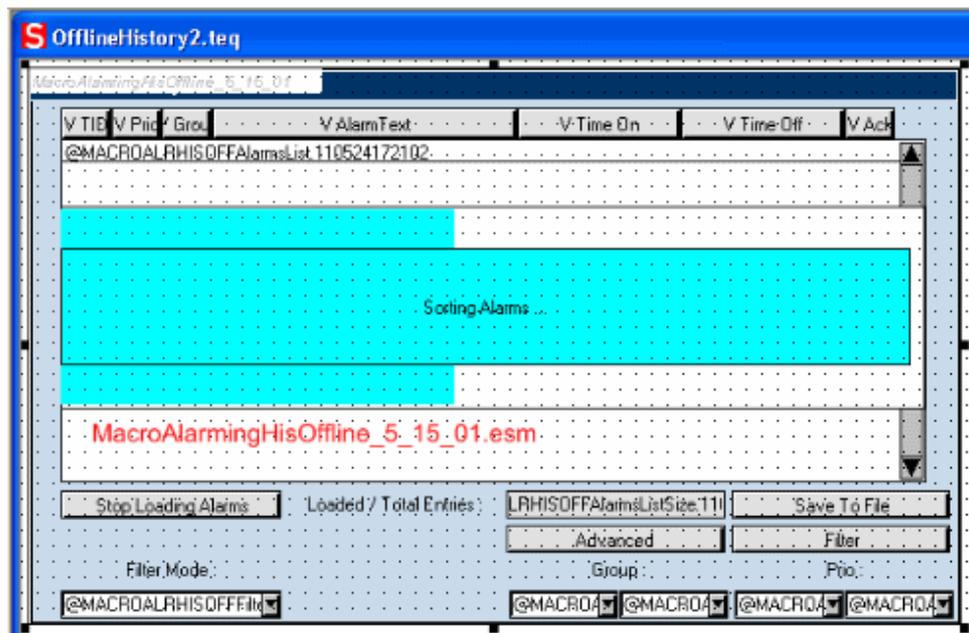
The inserted Online Alarm List (2):



Online Alarm History (2):



Offline Alarm History (2):



**Configure The Macro**

The following section explains how to configure the alarm macros painter (it is basically the same in all alarm macro variants):

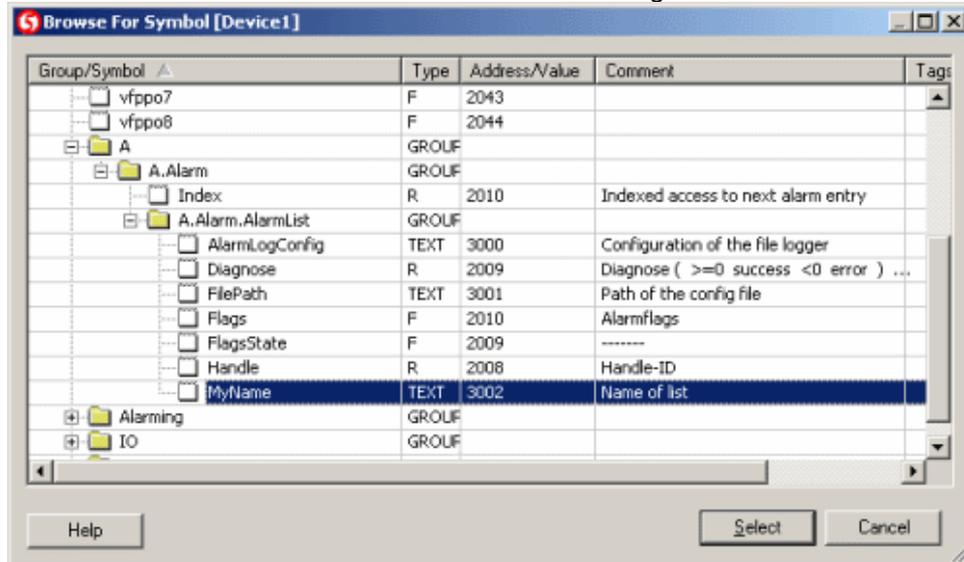
1. Double-click on the inserted object to open the configuration dialogue
2. Setup your macro as described in the following sections:

**Basic Alarm List Configuration (Section 1)**

1. Click the corresponding 'browse' button in order to select PPO for the alarm list name:



2. Select the variable with the alarm list name in the dialogue:



(After configuring this PPO, the alarm list macro is connected to the corresponding object instance in your PG5 program.)

3. The alarm list macro can show several texts describing (short, long and help texts) the occurring alarms during runtime. These texts are defined in the ASV files.

In the configuration dialogue, only the start name of the ASV file has to be defined. The file name will then be completed automatically with the suffix of the current language (more details during the next steps).

Define the \*.asv Start File Name

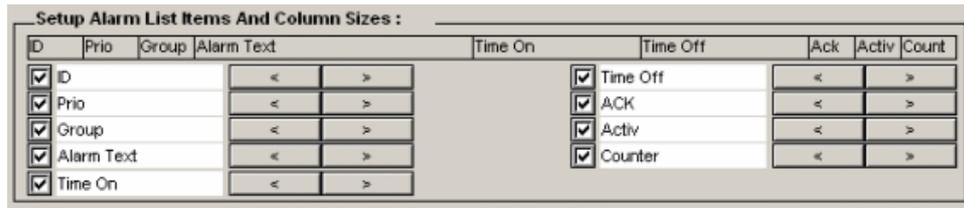


Please do not change 'AL' since this is the predefined beginning of every ASV file. The name in our example '\_alarmTexts' can be any name you like (avoid special characters or long names).

You are going to define these ASV files a few steps later. At first we complete the configuration of our macro.

**Column Selection and Resizing (Section 2)**

1. Optional: Deselect the check boxes of the columns you do not wish to see during runtime.

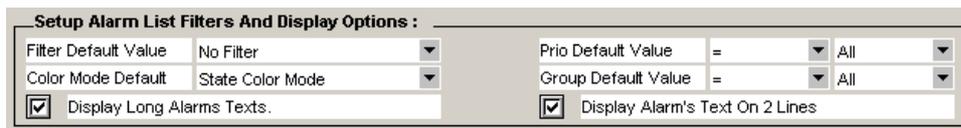


- Optional: Resize the width of each column by clicking the arrow left respectively arrow right buttons.

**Filter and Text Options (Section 3)**

- Setup the default filtering mode (Filter Default Value):

- No Filter: shows all alarm types
- Active Alarms: shows only the alarm types which are active at the moment
- Alarms count: Shows only alarm types which were at least once active
- Active or NAK Alarms: shows alarm types which are active or not acknowledged



- Each line will be colored during runtime. There are several modes available. The corresponding drop down defines which one will be chosen by default.

- State Color Mode: Color depends on the event state
- Group Color Mode: Color depends on the group membership
- Prio Color Mode: Color depends on the event priority

- Define if you wish to see only alarms of a specific priority (default: All):
- Choose the priority comparison operator in the second column and the priority to compare with in the third column:

- = Show only alarms that have a priority that is equal to PrioN
- > Show only alarms that have a higher priority than PrioN
- < Show only alarms that have a lesser priority than PrioN

Where PrioN can be: Prio0, Prio1...Prio7

- Define if you wish to see only alarms of a specific group membership (default: All):
- Choose the group comparison operator in the second column and the group ID to compare with in the third column:

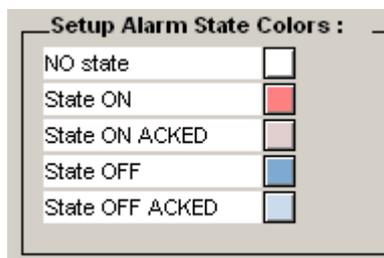
- = Show only alarms that have a group ID that is equal to GroupN
- > Show only alarms that have a higher group ID than GroupN
- < Show only alarms that have a lesser group ID than GroupN

Where GroupN can be: Group0, Group1...Group31

7. Check 'Display Long Alarm Texts' to see the long version of the alarm description during runtime.
8. You may also check 'Display Alarm Texts On 2 Lines' in order to ensure that the text fits into the column width.

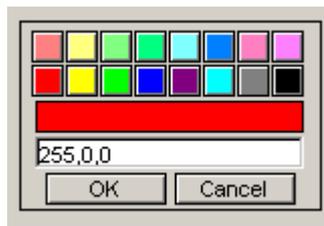
#### Setup the Color Settings (Section 4)

1. This section of the configuration dialogue is reserved for the color definition of each mode. Setup the colors according to your own needs for each mode step-by-step.



ON	Color for alarm is active
ON ACKED	Color for alarm is active and acknowledged
OFF	Color for alarm is inactive
OFF ACKED	Color for alarm is inactive and acknowledged

2. Click on the white corresponding buttons to define each color



3. Confirm your configuration with 'OK' after finishing the color definition.

#### Defining the Alarm Texts

As mentioned in the previous steps, the alarm texts can be defined in language dependant ASV files.

In our example the beginning of each file is 'AL\_alarmtTexts'. In order to complete the file name the browser takes a language dependant suffix during runtime.

Here is the complete ASV file name syntax:

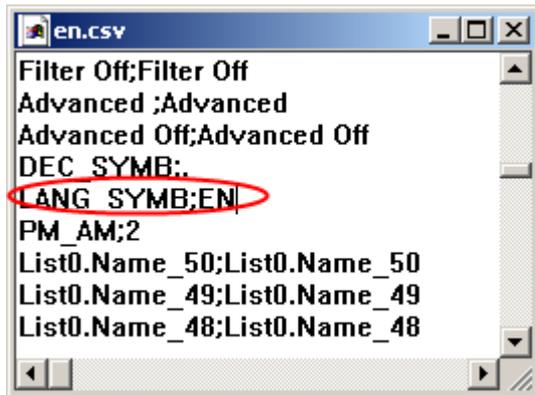
***AL\_Name\_LanguageDependantSuffix.ASV***

- The italic written part of the name depends on your configuration

- The bold/blue written part of the file name is predefined
- LanguageDependantSuffix will be dereferenced with the value of the HTML TAG 'LANG\_SYMB'

The 'Language Dependant Suffix' has its origin in the corresponding language CSV file.

For 'LANG\_SYMB' please use small identifiers with two characters like DE, FR or EN (you may lookup the language codes in ISO 639-1). After the definition of your language CSV files you need to set the HTML TAG called 'LANG\_SYMB' in each language file.



Please see chapter Multilingual HMIs in order to learn how to setup a language file like 'en.csv'.

The following lines show the file format of an ASV file:

```
#!Version;1
#!BB1
#!
DEFSTATUS;DefStat1;DefStat2;DefStat3;DefStat4;DefStat5;
DefStat6;
DEFSTATUS;my state 1 string;my state 2 string;
#!EB1
#!BB2
#!
ID;ShortText;DetailedText;Help;Status1;Status2;Status3;
Status4;Status5;Status6;Status N
1;Motor1;Ventilation Kino 1 Cooler pump motor1 protection
tripped; Motor1 Power;Normal;Fault
2;Motor2;Ventilation Kino 2 Cooler pump motor2 protection
tripped; Motor2 Power;Normal;Fault
3;Motor3;Ventilation Kino 3 Cooler pump motor3 protection
tripped; Motor3 Power;Normal;Fault
4;Motor4;Ventilation Kino 4 Cooler pump motor4 protection
tripped; Motor4 Power;Normal;Fault
5;Motor5;Ventilation Kino 5 Cooler pump motor5 protection
tripped; Motor5 Power;Normal;Fault
6;Motor6;Ventilation Kino 6 Cooler pump motor6 protection
tripped; Motor6 Power;Normal;Fault
#!EB2
```

#!Version, #!DEFSTATUS, #!BB1, #!EB1, #!BB2, #!EB2, are reserved tokens (do not change these tokens). Other lines beginning with #! will be ignored (can be used for comments)

### Important Notices

**The browser client cannot load any alarm or event messages if LANG\_SYMB is not defined:**

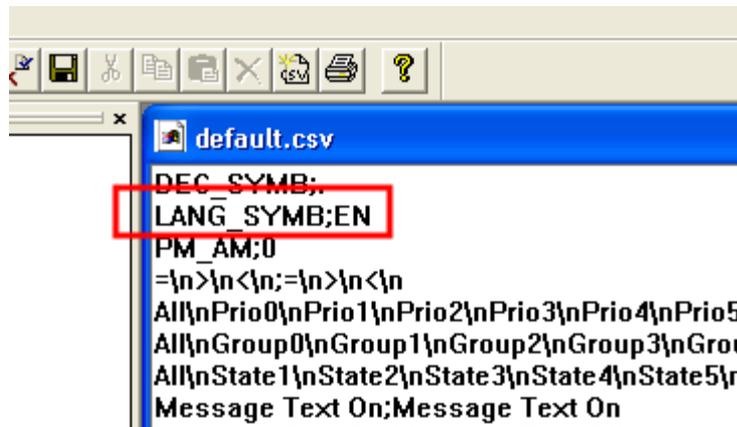
Ensure that a valid language CSV file is defined in your project and loaded during runtime. It is important that the HTML Tag called 'LANG\_SYMB' is defined at any time to the appropriate language dependant suffix for ASV files.

AL\_Name\_**LanguageDependantSuffix**.ASV

Where **LanguageDependantSuffix** is the value of the HTML Tag '**LANG\_SYMB**'.

If no language dependant CSV file is defined yet, click on the corresponding 'CSV' button in the toolbar to define one.

After the file has been generated, check if the 'LANG\_SYMB' has the expected value (in the example below 'EN'):



Use the menu Project -> Project configurations... and go to the tab 'Project - Applet Advanced'.

Activate the option 'HTML Parameters in CSV file' and choose the language CSV file:



**Prepare The Project**

1. If you created a new TEQ you have to generate a new html file with Project -> Generate HTML...
2. Choose File-> Save All...
3. Compile and download your project now with PG5.

## 20.5.2 Online Alarm List (2)

### How To Use The Online Alarm List (2) At Runtime

#### Overview

The Online Alarm List contains an overview of all alarm types. Actions which are performed in this list will be applied to all occurred alarms of the selected alarm type.

Online Alarm List									
ID	Prio	Group	Alarm Text	Time On	Time Off	Ack	Activ	Count	
1	0	0	EN 1 Ventilation Kino 16 Cooler pump motor protection tripped	--	--	--	1	0	Pg Up
2	1	0	EN 2 Ventilation Kino 16 Cooler pump motor protection tripped	08.10.2016 23:54:55	--	NAK	1	1	0 8 Pg Dn
3	2	0	EN 3 Ventilation Kino 16 Cooler pump motor protection tripped	07.08.2010 15:13:35	--	ACK	1	2	
4	3	0	EN 4 Ventilation Kino 16 Cooler pump motor protection tripped	16.10.2010 19:43:50	--	NAK	1	3	
5	4	0	EN 5 Ventilation Kino 16 Cooler pump motor protection tripped	07.09.2010 17:31:31	16.10.2010 19:43:50	NAK	1	4	
6	5	0	EN 6 Ventilation Kino 16 Cooler pump motor protection tripped	01.11.2010 08:57:54	--	NAK	1	8	

Ack Selected Alarms	Delete Selected Alarms	Select Mode :	Single Select
Ack Alarms List	Delete Alarms List	Total Entries :	50
Enable Selected Alarms	Disable Selected Alarms	Advanced Off	
Enable Alarms List	Disable Alarms List	Filter	
Help Text On	4EN Test Motor Power Consumption		
Long	Alarm Text Type		

**Columns**

ID, Prio, Group, Alarm Text, Active and Counter refer to the alarm type. Time On, Time Off and ACK refer to the last alarm from ID defined type.

<b>ID</b>	Unique alarm type Identifier
<b>Prio</b>	Priority of the alarm type
<b>Group</b>	Group membership of the alarm type
<b>Alarm Text</b>	Alarm type description text
<b>Time On</b>	At this moment the alarm became active
<b>Time Off</b>	At this moment the alarm became inactive. '---' means that the alarm is still active
<b>ACK</b>	In the column ACK shows, whether the alarm is acknowledged (ACK) or not acknowledged (NAK)
<b>Active</b>	Usually is set to 1, which means that the alarm type is activated. Probably set to 0 during service operations.
<b>Counter</b>	Shows how many alarms occurred of the respective alarm type

**Buttons and Functions**

<b>Ack Selected Alarms</b>	Acknowledges all alarms of the selected alarm types
<b>Delete Selected Alarms</b>	Deletes all alarms of the selected alarm types

<b>Single/Multiple Select</b>	Switches between the two selection mode (single- and multi-selection mode)
<b>Ack Alarm List</b>	Acknowledges the entire alarm list
<b>Delete Alarm List</b>	Deletes the entire alarm list
<b>Total Entries</b>	Number of alarm types
<b>Enable Selected Alarms</b>	Enable the selected alarm type
<b>Disable Selected Alarms</b>	Disable the selected alarm type. Suppresses the occurrence of new alarms (of this specific type), e.g. while service operations.
<b>Advanced Off/On</b>	Switches the macro view to the 'Standard' mode
<b>Enable Alarm List</b>	Enable all alarm types of this list
<b>Disable Alarm List</b>	Disables all alarm types of this list. Suppresses the occurrence of new alarms, e.g. while service operations.
<b>Help Text On/Off</b>	Enables the help texts in the yellow rectangle for the 'Default' mode view
<b>Filter</b>	Filtering Options
<b>Short/Long</b>	Switches between long and short alarm descriptions

**Filter**

Enable Selected Alarms	Disable Selected Alarms	Advanced	
Enable Alarms List	Disable Alarms List	Filter Off	
Filter Mode :	Sort Mode :	Group :	Prio :
No Filter	Not Sorted	<	All

<b>Filter Mode</b>	<p><b>No Filter:</b> Shows all alarm types</p> <p><b>Active Alarms:</b> Shows only the alarm types which are active at the moment</p> <p><b>Alarms count &gt; 0:</b> Shows only alarm types which were at least once active</p> <p><b>Active or NAK Alarms:</b> Shows alarm types which are active or not acknowledged</p> <p><b>Non Ack Alarms:</b> Show only non acknowledged alarms</p> <p><b>Disabled Alarms:</b></p>
--------------------	---

	Show only disabled alarms  <b>Enabled Alarms:</b> Show only enabled alarms
<b>Sort Mode</b>	<b>Not Sorted</b>  <b>Active Time Sorted:</b> Show the newest alarm on top
<b>Group</b>	Choose the group comparison operator and the group ID to compare with:  = Show only alarms that have a group ID that is equal to GroupN > Show only alarms that have a higher group ID than GroupN < Show only alarms that have a lesser group ID than GroupN  Where GroupN can be: Group0, Group1...Group31
<b>Prio</b>	Choose the priority comparison operator and the priority to compare with:  = Show only alarms that have a priority that is equal to PrioN > Show only alarms that have a higher priority than PrioN < Show only alarms that have a lesser priority than PrioN  Where PrioN can be: Prio0, Prio1...Prio7

### 20.5.3 Offline Alarm History (2)

#### How To Use The Offline Alarm History At Runtime

##### Overview

Offline Alarm History is a time sorted list containing all occurred alarms. The newest alarm appears on top. The list is empty at the beginning.

The user loads the alarms by clicking on '**Load Alarm List**'.

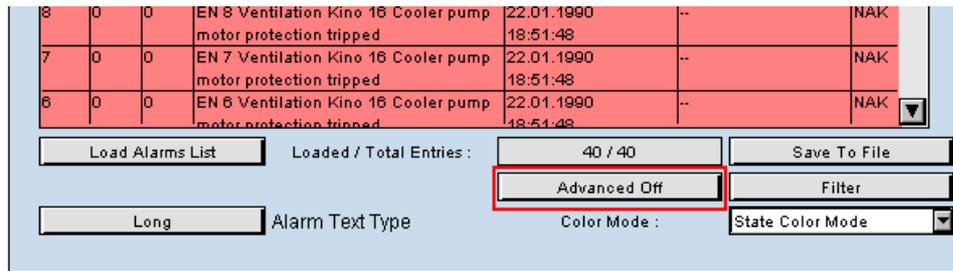
'**Total Entries**' indicates the number of existing alarms.

'**Loaded Alarms**' the number of already loaded alarms.

By clicking on '**Save To File**' a CSV-file will be generated automatically. The CSV-file can be viewed in any spreadsheet program.

You can sort the list by clicking on the title of a column. Click on 'Time On' to sort the alarms in the order they occurred.

#### Advanced Mode View



**Columns**

TID	Unique alarm type Identifier
Prio	Priority of the alarm
Group	Group membership of the alarm
Alarm Text	Alarm type description text
Time On	At this moment the alarm became active
Time Off	At this moment the alarm became inactive. '---' means that the alarm is still active
ACK	In the column ACK shows, whether the alarm is acknowledged (ACK) or not acknowledged (NAK)

**Functions and Buttons**

Please note: All actions will not take effect until you press the 'Load Alarm List' button again.

Load Alarms List	Loads the alarms
Save To File	Generates a CSV-file containing all alarms
Loaded / Total Entries	Number of occurred alarms
Long/Short	Switches between long and short alarm description texts

**Save Alarm List To Local Hard Disk**

Screenshot of the CSV-file generated by clicking on 'Save To File':

	A	B	C	D	E	F	G	H
1	Item ID	Type	Alarm Des	Time ON	Time OFF	Alarm Stat	Alarm Gro	Alarm Prio
2	28	8	EN 28 Ver	04.11.2010 12:30	04.11.2010 12:30	NAK	0	0
3	27	7	EN 27 Ver	04.11.2010 12:30	04.11.2010 12:30	NAK	0	0
4	26	6	EN 26 Ver	04.11.2010 12:30	04.11.2010 12:30	NAK	0	0
5	25	5	EN 25 Ver	04.11.2010 12:30	04.11.2010 12:30	NAK	0	0
6	32	4	EN 32 Ver	04.11.2010 12:30	--	NAK	0	0
7	31	3	EN 31 Ver	04.11.2010 12:30	--	NAK	0	0
8	30	2	EN 30 Ver	04.11.2010 12:30	--	NAK	0	0
9	29	1	EN 29 Ver	04.11.2010 12:30	--	NAK	0	0
10	24	4	EN 24 Ver	04.11.2010 12:30	04.11.2010 12:30	NAK	0	0

The file download works different whether you use a Microsoft VM or a Sun VM, you have to change the security settings:

- Microsoft VM: Java Security Settings
- Sun VM: Signed Applets (For Sun VM PlugIn)

### 20.5.4 Online Alarm History (2)

#### How To Use The Online Alarm History At Runtime

##### Overview

Online Alarm History is a time sorted list containing the occurred alarms. The newest alarm appears on top. The browser loads only the alarms which are shown on the actual page. In the Online Alarm History the user can perform actions like acknowledge or delete alarms.

##### Advanced Mode View

TID	Prio	Group	Alarm Text	Time On	Time Off	Ack
5	0	0	EN 5 Ventilation Kino 16 Cooler pump motor protection tripped	22.01.1990 18:51:49	--	NAK
4	0	0	EN 4 Ventilation Kino 16 Cooler pump motor protection tripped	22.01.1990 18:51:49	--	NAK
3	0	0	EN 3 Ventilation Kino 16 Cooler pump motor protection tripped	22.01.1990 18:51:49	--	NAK
2	0	0	EN 2 Ventilation Kino 16 Cooler pump motor protection tripped	22.01.1990 18:51:49	--	NAK
1	0	0	EN 1 Ventilation Kino 16 Cooler pump motor protection tripped	22.01.1990 18:51:49	--	NAK
10	0	0	EN 10 Ventilation Kino 16 Cooler pump motor protection tripped	22.01.1990 18:51:48	--	NAK

Ack Selected Alarms	Delete Selected Alarms	Select Mode :	Single Select
Ack Alarms Types	Delete Alarms types	Total Entries :	40
Ack Alarms List	Delete Alarms List	Advanced Off	Filter
Long	Alarm Text Type	Color Mode :	State Color Mode
Help Text Off	3EN Test Motor Power Consumption		

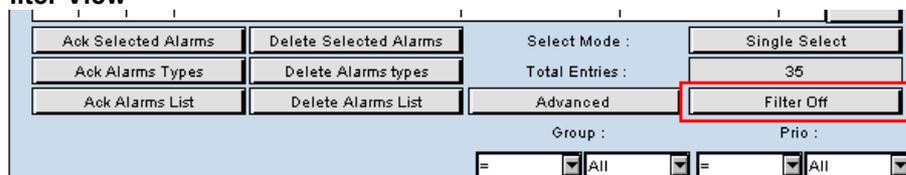
##### Columns

<b>TID</b>	Unique alarm type Identifier
<b>Prio</b>	Priority of the alarm
<b>Group</b>	Group membership of the alarm type
<b>Alarm Text</b>	Alarm type description text
<b>Time On</b>	At this moment the alarm became active
<b>Time Off</b>	At this moment the alarm became inactive. '---' means that the alarm is still active
<b>ACK</b>	In the column ACK shows, whether the alarm is acknowledged (ACK) or not acknowledged (NAK)

**Buttons and Functions**

<b>Ack Selected Alarms</b>	Acknowledges the selected alarm
<b>Delete Selected Alarms</b>	Deletes all selected alarms
<b>Single/Multiple Select</b>	Switches between the two selection modes (single- and multi-selection mode)
<b>Ack Alarm Types</b>	Acknowledges all alarms of the selected alarm types
<b>Delete Alarm Types</b>	Deletes all alarms of the selected alarm types
<b>Total Entries</b>	Number of alarm types
<b>Ack Alarm List</b>	Acknowledges the entire alarm list
<b>Delete Alarm List</b>	Deletes all alarms of this list
<b>Advanced Off/On</b>	Switches the macro view to the 'Standard' mode
<b>Filter</b>	Filtering Options
<b>Short/Long</b>	Switches between long and short alarm descriptions
<b>Help Text On/Off</b>	Enables the help texts in the yellow rectangle for the 'Default' mode view

**Filter View**



<b>Group</b>	<p>Choose the group comparison operator and the group ID to compare with:</p> <ul style="list-style-type: none"> <li>= Show only alarms that have a group ID that is equal to GroupN</li> <li>&gt; Show only alarms that have a higher group ID than GroupN</li> <li>&lt; Show only alarms that have a lesser group ID than GroupN</li> </ul>
--------------	---

	Where GroupN can be: Group0, Group1...Group31
<b>Prio</b>	<p>Choose the priority comparison operator and the priority to compare with:</p> <ul style="list-style-type: none"> <li>= Show only alarms that have a priority that is equal to PrioN</li> <li>&gt; Show only alarms that have a higher priority than PrioN</li> <li>&lt; Show only alarms that have a lesser priority than PrioN</li> </ul> <p>Where PrioN can be: Prio0, Prio1...Prio7</p>

## 20.6 Event List Overview

### Introduction

The event list macro can be used to load historical logged events from a Saia®PCD and display the data in customizable lists. In addition to historical logged events, the macro also displays the most recent events at the beginning of the list.

An example for an event list running in the web browser (scroll further down for more details):

EventID	Prio	Gro	Alarm	Event Text	Time On	State
428	0	0	5	EN 5 Ventilation Kino 16 Cooler pump motor protection tripped	03.11.10 12:19:48	Fault
427	0	0	4	EN 4 Ventilation Kino 16 Cooler pump motor protection tripped	03.11.10 12:19:48	Fault
426	0	0	3	EN 3 Ventilation Kino 16 Cooler pump motor protection tripped	03.11.10 12:19:48	Fault
425	0	0	2	EN 2 Ventilation Kino 16 Cooler pump motor protection tripped	03.11.10 12:19:48	Fault
424	0	0	1	EN 1 Ventilation Kino 16 Cooler pump motor protection tripped	03.11.10 12:19:48	Fault
423	0	0	5	EN 5 Ventilation Kino 16 Cooler pump motor protection tripped	03.11.10 12:19:47	Normal

Events (Loaded/Buffer Size) 10 / 100000    First/Last Loaded 03.11.10 / 03.11.10  
 Go To Event Date --> 03.11.10  
 Advanced    Filter    Stop Loading next    Reload Event List

### Facts

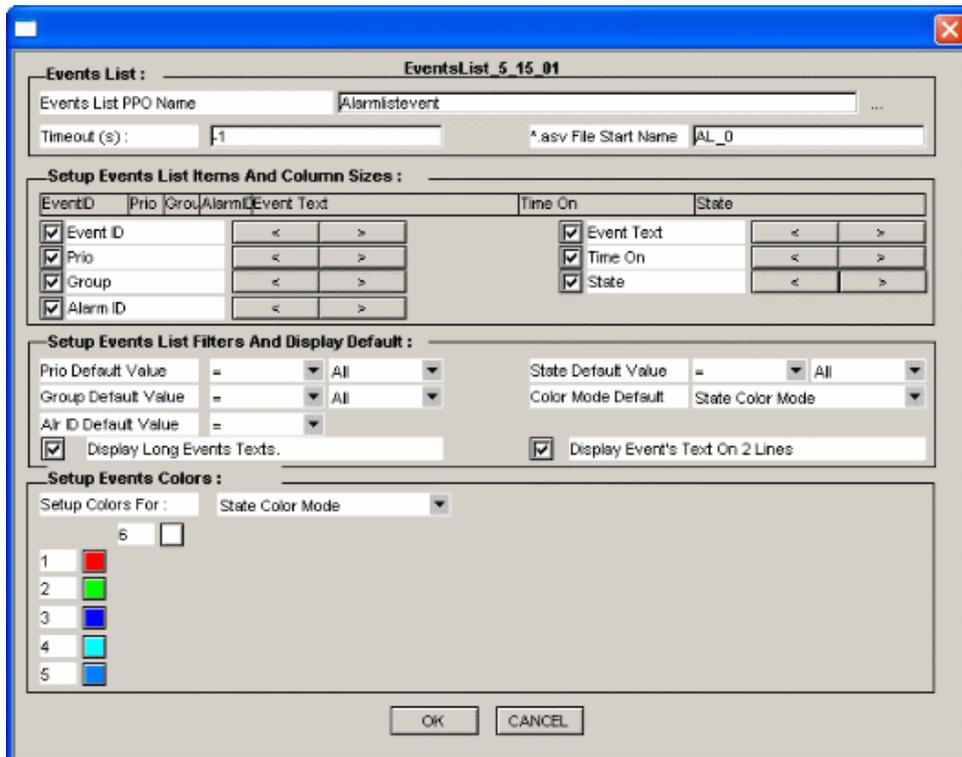
- The most recent events reside in the PCD's RAM memory and the files are stored in the PCD's Flash memory
- Every event list can be based either on daily, weekly or monthly files
- The event list macro can be imported with the menu `Library->Get object from library` choose the file 'EventsList\_[Version].esm' from the sub-directory 'SaiaEventList'

## How To Work With Event List In The Editor

The event list macros consist of several painter objects which are grouped to one macro-object. The user can 'ungroup' the macro and access each element separately. It is not recommended to modify the references, but the user can easily move or resize the objects of this macro.

To configure your macro simply double click on the inserted macro in order to open the configuration dialogue. Please read the step-by-step tutorial in the next sections.

An example for the event list configuration dialogue:



### Inserting An Event List Macro Into Your View

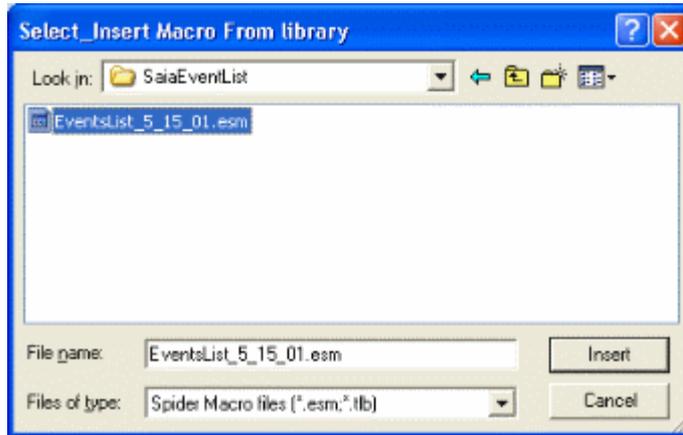
1. Create a new TEQ view in the project you want to insert the event list macro. Do this with Project ->Add to Project ->New. (How to create a new project is described in the chapter Getting Started)
2. Choose the menu menu Library->Get object from library

Alternatively click on the corresponding toolbar icon:

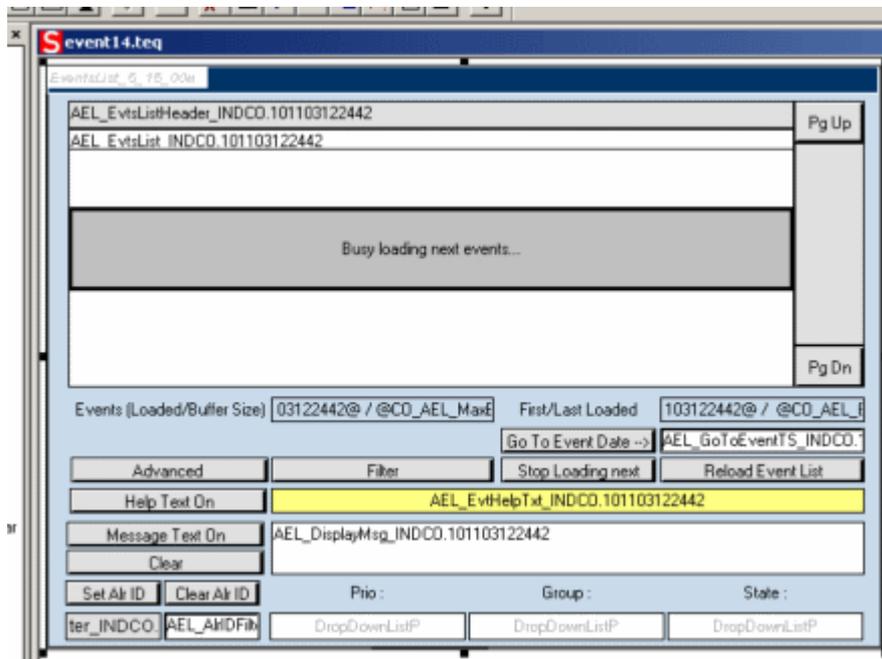


3. Change to your 'MacroLib' directory and select the file name 'EventsList\_

[Version].esm'



The inserted event list should look like shown in the picture below:

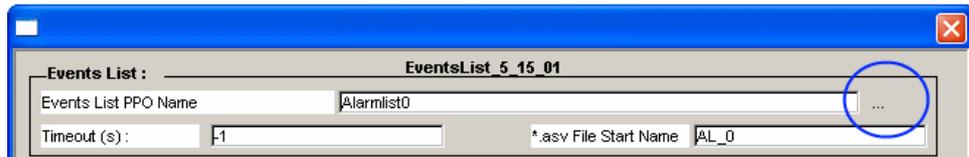


### Configure The Macro

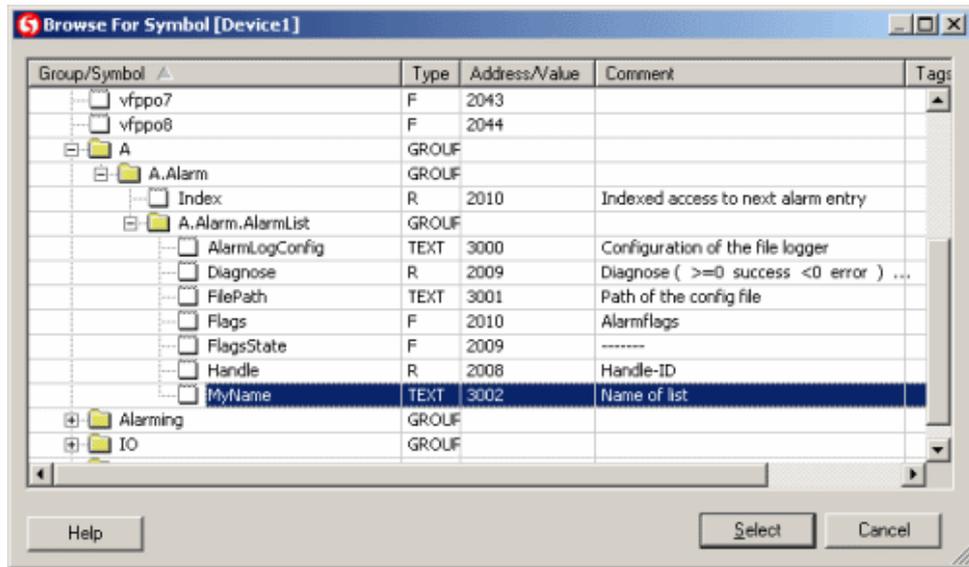
1. Double-click on the inserted object to open the configuration dialogue
2. Setup your macro as described in the following sections:

### Basic Event List Configuration (Section 'Events List')

1. Click the corresponding 'browse' button in order to select PPO for the event list name:



2. Select the variable with the event list name in the dialogue:



(After configuring this PPO, the event list macro is connected to the corresponding object instance in your PG5 program.)

3. The event list macro can show several texts describing (short, long and help texts) the occurring events during runtime. These texts are defined in the ASV files.

In the configuration dialogue, only the start name of the ASV file has to be defined. The file name will then be completed automatically with the suffix of the current language (more details during the next steps).

Define the \*.asv Start File Name



Please do not change 'AL' since this is the predefined beginning of every ASV file. The name in our example '\_eventTexts' can be any name you like (avoid special characters or long names).

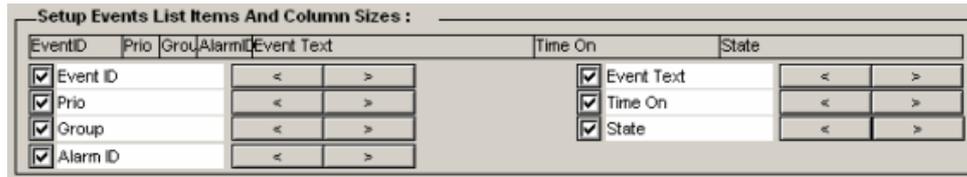
You are going to define these ASV files a few steps later. At first we complete the configuration of our macro.

4. The 'Timeout' parameter controls if the event list should be reloaded from time to time in case of user inactivity. If it is set to -1 (default), the list will only be reloaded every time the user performs a specific action (e.g. if the user loads

the first page).

### Column Selection and Resizing (Section 'Setup Events List Items And Column Sizes')

- Optional: Deselect the check boxes of the columns you do not wish to see during runtime.



- Optional: Resize the width of each column by clicking the arrow left respectively arrow right buttons.

### Filter, Text and Color Options (Section 'Setup Events List Filters And Display Default')

Define if you wish to see only events of a specific priority (default: All):



**'Prio Default Value':** Choose the priority comparison operator in the second column and the priority to compare with in the third column:

- = Show only events that have a priority that is equal to PrioN
- > Show only events that have a higher priority than PrioN
- < Show only events that have a lesser priority than PrioN

Where PrioN can be: Prio0, Prio1...Prio7

**'Group Default Value':** Define if you wish to see only events of a specific group membership (default: All):

**'Alr ID Standart Value':** Choose the group comparison operator in the second column and the group ID to compare with in the third column:

- = Show only events that have a group ID that is equal to GroupN
- > Show only events that have a higher group ID than GroupN
- < Show only events that have a lesser group ID than GroupN

Where GroupN can be: Group0, Group1...Group31

Define the alarm ID default value (Alr ID Default value).

Equal means here that you can select an event of a specific alarm ID and then only filter the events out that have got the same (or equal) alarm ID. This setting can be changed during runtime.

Define if you wish to see only events that are in a specific state (default: All)

**'State Default Value':** Choose the state comparison operator in the second column and the state ID to compare with in the third column:

- = Show only events that have a state ID that is equal to StateN
- > Show only events that have a higher state ID than StateN
- < Show only events that have a lesser state ID than StateN

Where StateN can be: State0, State1...State7

**'Color Mode Default':** Each line will be colored during runtime. There are several modes available. The corresponding drop down defines which one will be chosen by default.

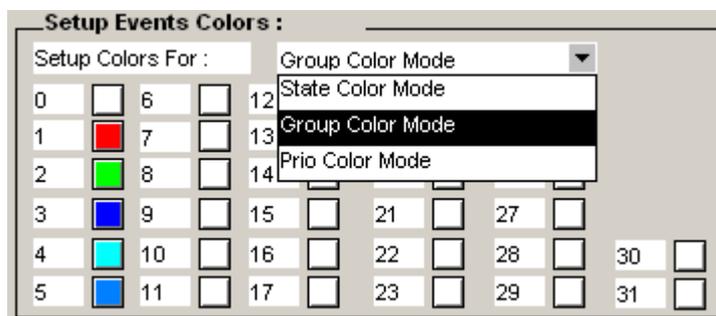
- State Color Mode: Color depends on the event state
- Group Color Mode: Color depends on the group membership
- Prio Color Mode: Color depends on the event priority

**'Display Long Event Texts'** Check 'Display Long Event Texts' to see the long version of the event description during runtime.

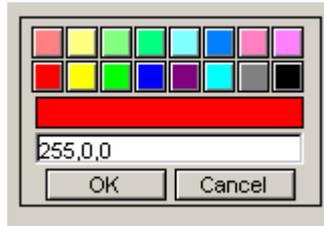
**'Display Long Event Texts'** You may also check 'Display Event Texts On 2 Lines' in order to ensure that the text fits into the column width.

**Setup the Color Settings (Section 'Setup Events Colors')**

1. This section of the configuration dialogue is reserved for the color definition of each mode. Setup the colors according to your own needs for each mode step-by-step.



2. Click on the white buttons to define each color



3. Confirm your configuration with 'OK' after finishing the color definition.

## Defining the Event Texts

As mentioned in the previous steps, the event texts can be defined in language dependant ASV files.

In our example the beginning of each file is 'AL\_eventTexts'. In order to complete the file name the browser takes a language dependant suffix during runtime.

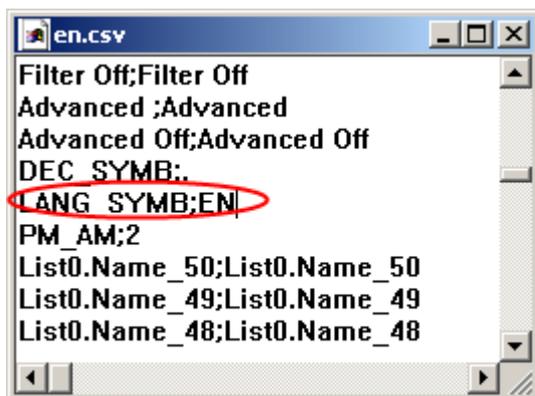
Here is the complete ASV file name syntax:

***AL\_Name\_LanguageDependantSuffix*.ASV**

- The italic written part of the name depends on your configuration
- The bold/blue written part of the file name is predefined
- LanguageDependantSuffix will be dereferenced with the value of the HTML TAG 'LANG\_SYMB'

The 'Language Dependant Suffix' has its origin in the corresponding language CSV file. For 'LANG\_SYMB' please use small identifiers with two characters like DE, FR or EN (you may lookup the language codes in ISO 639-1).

After the definition of your language CSV files you need to set the HTML TAG called 'LANG\_SYMB' in each language file.



Please see chapter Multilingual HMIs in order to learn how to setup a language file like 'en.csv'.

The following lines show the file format of an ASV file:

```
#Version;1
#BB1
#DEFSTATUS;DefStat1;DefStat2;DefStat3;DefStat4;DefStat5;DefStat6;
DEFSTATUS my state 1 string my state 2 string;
#EB1
#BB2
#!ID;ShortText;DetailedText;Help;Status1;Status2;Status3;Status4;Status5;
```

```

Status6;Status N
1;Motor1;Ventilation K ino 1 Coolerpump motor1 protection tripped;Motor1
Power;Normal;Fault
2;Motor2;Ventilation K ino 2 Coolerpump motor2 protection tripped;Motor2
Power;Normal;Fault
3;Motor3;Ventilation K ino 3 Coolerpump motor3 protection tripped;Motor3
Power;Normal;Fault
4;Motor4;Ventilation K ino 4 Coolerpump motor4 protection tripped;Motor4
Power;Normal;Fault
5;Motor5;Ventilation K ino 5 Coolerpump motor5 protection tripped;Motor5
Power;Normal;Fault
6;Motor6;Ventilation K ino 6 Coolerpump motor6 protection tripped;Motor6
Power;Normal;Fault
#EB2

```

#Version, #DEFSTATUS, #BB1, #EB1, #BB2, #EB2, are reserved tokens (do not change these tokens). Other lines beginning with #! will be ignored (can be used for comments).

### Customizing The Macro

- In order to adapt the macro on your own needs, feel free to remove and resize the buttons/painter-objects. But be careful, some of the objects are Event-Painters that are required for internal use.
- If you 'ungroup' and modify, the macro configuration dialogue will probably not be available any more. Group all macro objects to have the dialogue again, or use the Cross Reference dialogue instead.

### Important Notices

**The browser client cannot load any alarm or event messages if LANG\_SYMB is not defined:**

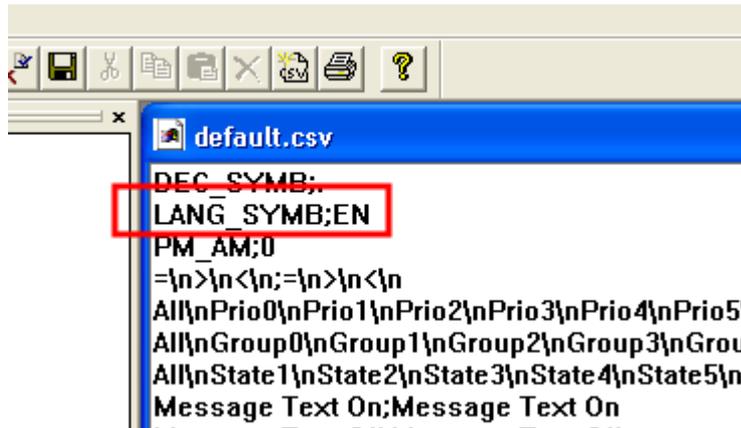
Ensure that a valid language CSV file is defined in your project and loaded during runtime. It is important that the HTML Tag called 'LANG\_SYMB' is defined at any time to the appropriate language dependant suffix for ASV files.

AL\_Name\_**LanguageDependantSuffix**.ASV

Where **LanguageDependantSuffix** is the value of the HTML Tag '**LANG\_SYMB**'.

If no language dependant CSV file is defined yet, click on the corresponding 'CSV' button in the toolbar to define one.

After the file has been generated, check if the 'LANG\_SYMB' has the expected value (in the example below 'EN'):



Use the menu Project-> Project configurations... and go to the tab 'Project - Applet Advanced'.  
 Activate the option 'HTML Parameters in CSV file' and choose the language CSV file:



### Prepare The Project

1. If you created a new TEQ you have to generate a new html file with Project-> Generate HTML...
2. Choose File-> Save All...
3. Compile and download your project now with PG5.

## How To Use The Event List Macro At Runtime

### Default Mode View



**Columns**

<b>EventID</b>	Unique event identifier
<b>Prio</b>	Priority of the event
<b>Group</b>	Group membership of the event
<b>Alarm</b>	ID of the alarm type, which the event is related to
<b>Event Text</b>	Event Description Text
<b>Time On</b>	Time of event occurrence
<b>State</b>	Event state

**Functions and Buttons**

- Advanced**              Switches the macro view to the 'Advanced' mode
- Filter**                      Filtering Options
- To To Date**              Jump to a specific date
- Stop Loading Next**      Click this button if you wish to abort the loading of any event files
- Reload Event List**      Jumps to the first page and loads the most recent events

**Advanced Mode View**

422	0	0	4	EN RLT04 KH UWP Motor	03.11.10 12:19:47	Normal
421	0	0	3	EN RLT03 KH UWP Motor	03.11.10 12:19:47	Normal
420	0	0	2	EN RLT02 KH UWP Motor	03.11.10 12:19:47	Normal
419	0	0	1	EN RLT01 KH UWP Motor	03.11.10 12:19:47	Normal
418	0	0	2	EN RLT02 KH UWP Motor	03.11.10 12:19:46	Fault
417	0	0	2	EN RLT02 KH UWP Motor	03.11.10 12:19:46	Fault
416	0	0	2	EN RLT02 KH UWP Motor	03.11.10 12:19:46	Fault

Events (Loaded/Buffer Size) 44 / 100000 First/Last Loaded 03.11.10 / 03.11.10  
 Go To Event Date --> 04.11.10  
 Filter 1EN Test Motor Power Consumption Help Text  
 Loading : ALVF\_EN.asv  
 After Parsing found [ 13 ] matching events for [ 13 ] events checked Status Info  
 Event Text Type Color Mode : State Color Mode  
 Save From/To --> 01.01.70 04.11.10 Delete Event List

- Advanced Off** Switches the macro view to the 'Standard' mode
- Help Text On** Enables the help texts in the yellow rectangle for the 'Default' mode view
- Message Text On** Enables or disables the message texts for the 'Default' mode view
- Short/Long** Switches between long and short event descriptions
- Save** Saves the events occurred in the specified date range (the two edit fields beside the Save Button) into a file
- Delete Event List** Deletes all occurred events from the list
- State Color Mode** Switches between the color modes

**Filter Mode View**

56	0	0	1	EN 1 Ventilation Kine 16 Cooler pump motor protection tipped	21.01.1990 18:26:08	Fault
55	0	0	10	EN 10 Ventilation Kine 16 Cooler pump motor protection tipped	21.01.1990 18:26:07	Fault

Events (Loaded/Buffer Size) 10 / 100000 First/Last Loaded 21.01.1990 / 21.01.1990  
 Go To Event Date --> 22.01.1990  
 Filter Off  
 Alarm ID Filter Priority Filter Group Filter State Filter  
 Set Air ID Clear Air ID Prio : Group : State :  
 = 2 -1 = All = All = All

**Columns**

<b>Alarm ID Filter</b>	Filter by alarm ID In the example above we see events of all alarm IDs, since the value -1 in the edit field stands for 'Show events of all alarm IDs'. You may type in any other alarm ID into the input field.
Set Alr ID	Select any of the alarm events shown in the list and then click 'Set Alr ID' in order to see only events of the same alarm ID.
Clear Alr ID	Resets the alarm ID filter in order to show events of all alarm IDs
<b>Priority Filter</b>	Filter by event priority
Comparison operator	= Show only events that have a priority that is equal to PrioN > Show only events that have a higher priority than PrioN < Show only events that have a lesser priority than PrioN
Priority to compare	Where PrioN can be: Prio0, Prio1...Prio7
<b>Group Filter</b>	Filter by Group ID
Comparison operator	= Show only events that have a group ID that is equal to GroupN > Show only events that have a higher group ID than GroupN < Show only events that have a lesser group ID than GroupN
Group ID to compare	Where GroupN can be: Group0, Group1...Group31
<b>State Filter</b>	Filter by state ID
Comparison operator	= Show only events that have a state ID that is equal to StateN > Show only events that have a higher state ID than StateN < Show only events that have a lesser state ID than StateN
State ID to compare	Where StateN can be: State0, State1...State7

## 21 Painter Reference

The painters have a predefined set of action and repaint events, which cannot be modified. For the 'Professional Edition' Editor user, these objects can be a set of base objects which can be modified and extended. The gallery painters are based on the basic painter types, which are shown inside the 'Painter' toolbox.



- Static Painter Objects
- Dynamic Painter Objects

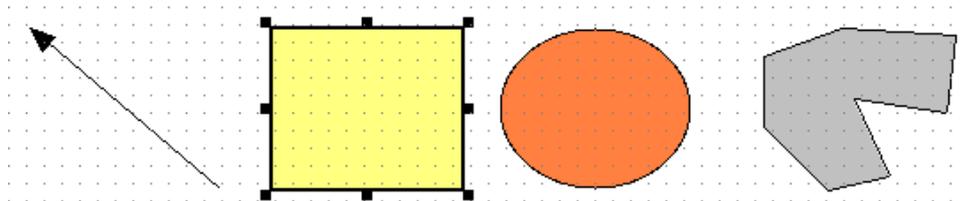
### 21.1 Static Painter Objects

The following painters cannot be connected to any external data sources. They are design elements. For the general and specific properties see chapter 'property window'.

#### Rectangle, Ellipse, Polygon



These painters gives you the possibility to set some conditions, depending if they are true or not, the color properties will be changed automatically. To set these conditions click on the tab 'Border Advanced' in the property window.



#### Line



The line painter has the same properties as rectangle, ellipse and polygon. Additionally you can specify in its own properties dialog tab, if you want to have the line with an arrow at the beginning, the end or at both sides of the line.

## Image



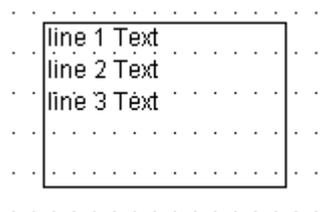
This Image view painter displays and updates a GIF or XBM formatted image file. The user can define up to three different images that are displayed as a function of a condition. The condition input is read from the web-server (as a process point) and compared to a value, which must be defined as a private property. More than one image can be displayed at the same time if the images have a transparent background. The conditions can refer to the same or different process points. The images will be scaled to the size indicated in the common properties. The image files could reside on the web-server this applet is loaded from or in the local directory ..webpages. The interior color will be visible as a background if the images have a transparent background.



## Multi Line Label



The Multiline Line Label painter displays a multi line text. The source type is a static text string or a language dependent html tag. Please see chapter Property Window for details.



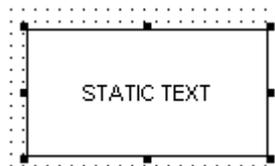
## 21.2 Dynamic Painter Objects

The following painters have an interactive behaviour and their properties can be edited in property tab (double click on painter). Some of these painters have the capability to write or modify process points on the server. Any modification, which is done by the user, will be written instantaneously to the target. It can take a short time until the new value is updated in the browser view because the new value has to be reloaded from the target first. This mechanism makes sure that the values, which are displayed inside the browser, are indeed identical to the corresponding variables in the PCD System.

## Static text



In the properties of the static text painter you can set some conditions, depending if they are true or not, the color properties will be changed automatically. To set these conditions click on the tab 'Border Advanced' in the property window. You have a additional tab to configure the text position exactly, click on 'Text Positions Advanced' in the property window. To show a string, click on Edit a Source in the Repaints tab and type your text in the name field.



## Edit box



This painter displays and updates a process point from the webserver it was loaded from. When you click on it inside the browser the value can be modified and be written back to the target by pressing "Enter". The process point can be both, text or a number.

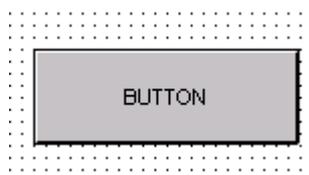
The 'Text Position Advanced' boarder advanced is available, see 'Static text' painter for the description.



## Button



You can change the displayed string on the button in the property window (double click on the painter) and 'Edit a Source' in the 'Repaints' tab true and type your string in the field 'Name'.



With the function URL Jump causes the browser to jump to a HTML page. The page to jump to is indicated with an URL. This URL can be located on the same web-server as well as on any other webserver, which is currently available. To jump to a local HTML page, it is sufficient to indicate the (path and) file name. e.g. 'help.html'. To jump to another server, it is necessary to indicate the complete URL. e.g. 'http://192.9.225.60/help.html' or 'http://www.ininet.ch/index.html'. Set

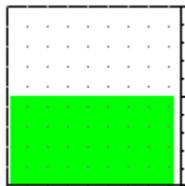
the 'URL Jump' checkbox true and type the URL in the Field 'URL'.

With the function View Jump the browser to jump to another view inside the same applet. The page to jump to is indicated with an integer. This integer refers to the teq file number. For details on the numbering scheme inside an applet, see the section 'Multiple Views' inside this manual. Set the 'View Jump' checkbox true and type the index number of the teq view where the browser should jump to, in the field 'view index'.

## Bargraph



The 'Bar Graph' painter is able to display a process point in a graphical representation. To enable the desired functionality, the user must indicate the range minimum and maximum of the respective process point. See chapter Property Window for more information's about the 'Bargraph Advanced' tab.



## 22 Editor Reference Guide

This section describes all functions and menus that are available for the S-Web Editor.

- Main Window
- Property Window
- Group Functions
- Library Functions

### 22.1 Main Window

#### File Menu

<b>New Project</b>	Creates a new project file
<b>Open Project</b>	Opens an existing project file
<b>Close Project</b>	Closes the current project files
<b>Save All</b>	Saves the entire project
<b>New file...</b>	Creates and inserts new file to the project
<b>Open</b>	Opens a TEQ view
<b>Close</b>	Closes the actual opened TEQ view
<b>Save</b>	Saves the actual TEQ view
<b>Save As...</b>	Save the actual TEQ view with a new filename
<b>Close All</b>	Closes all opened files
<b>Print setup ...</b>	Lets you specify which printer is used by the print command and which paper source and orientation applies
<b>Print preview</b>	Shows a preview of the print.
<b>Print</b>	Prints out a graphical view file *.teq including a cross-reference of all its painter objects
<b>Exit</b>	Closes the S-Web Editor

#### Edit Menu

<b>Undo</b>	Undo the last action
<b>Redo</b>	Redo the previously undone action
<b>Cut</b>	Cut the selection and put it on the clipboard
<b>Copy</b>	Copy the selection and put it on the clipboard
<b>Paste</b>	Insert clipboard contents
<b>Delete</b>	Delete selected painters

**Select All**                      Selects all painters

---

## View Menu

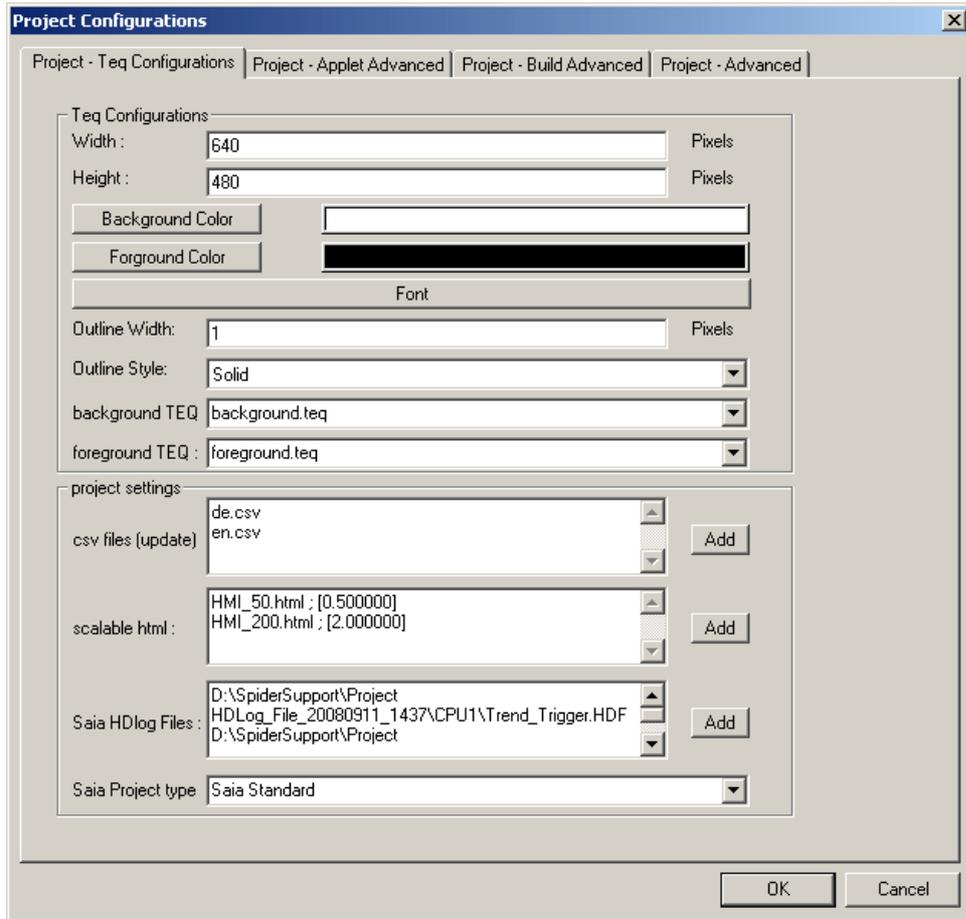
<b>Toolbar</b>	Makes the toolbar visible/invisible.
<b>Status Bar</b>	Show or hide the status bar
<b>Painters Library Toolbar</b>	Show or hide painters library toolbar
<b>Layout Toolbar</b>	Show or hide layout toolbar
<b>Project Files Tree Toolbar</b>	Show or hide project files tree toolbar
<b>Painter Config Tree Toolbar</b>	Show or hide painter config tree toolbar
<b>Zoom</b>	Zoom in/out view

---

## Project Menu

<b>Add to project</b>	
<i>New</i>	<i>Create and insert a file into S-Web Editor project</i>
<i>File</i>	<i>Inserts files into S-Web Editor project</i>
<b>Remove from Project...</b>	Removes a file from project.
<b>Remove/Delete from Project...</b>	Remove a file from project and delete it from disk
<b>Import PPOs file (tcr)...</b>	Imports an existing TCR file into your project
<b>Import Containers file (itq)...</b>	Imports an existing ITQ file into your project
<b>Reload HDLog Files...</b>	Reloads project's HDLog files
<b>Project Configurations...</b>	Configures the project view defaults. If you change a value in this window, only the views you create after, have the new properties.

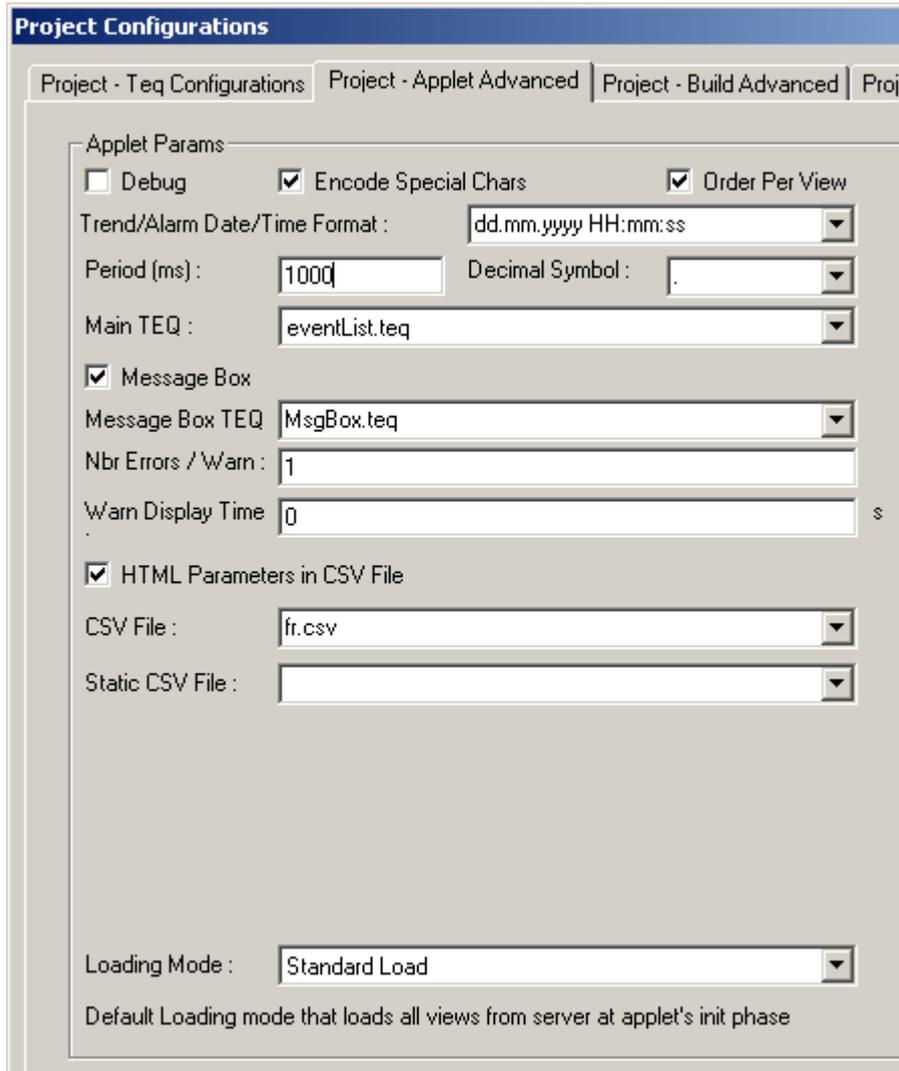
**Project Configuration ...:**                      **Project - TEQ Configurations**



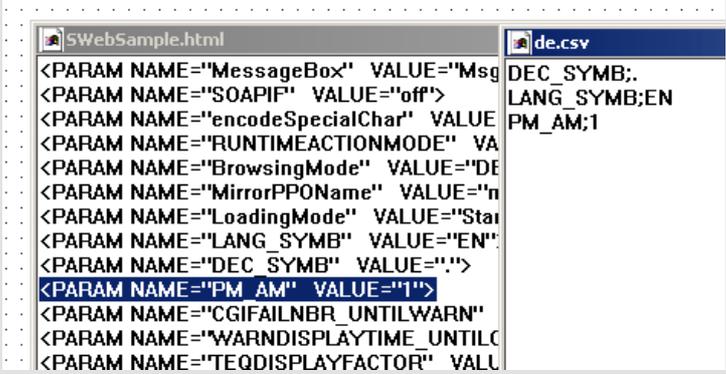
<b>Width:</b>	Default width of views when creating new views from S-Web Editor. During runtime it defines HMI's width.
<b>Height:</b>	Default height of views when creating new views from S-Web Editor. During runtime it defines HMI's height.
<b>Background Color:</b>	Default background color of views & painters. This is also the HTML's background color.
<b>Foreground Color:</b>	Default outline color for painters
<b>Font:</b>	Default font, font style and font size for new painters
<b>Outline Width:</b>	Default outline width for painters (in pixel)
<b>Outline Style:</b>	Default outline style for painters (solid, dashed or dotted)
<b>background TEQ:</b>	Default background TEQ view (see chapter Using Fore- And Background TEQs)
<b>foreground TEQ:</b>	Default foreground TEQ view (see chapter Using Fore- And Background TEQs)
<b>csv files (update):</b>	The editor will create the CSV files defined in the list 'csv files (update)' if you click Project->Generate HTML TAGS CSV file After the CSV file is created once, the 'Generate HTML TAGS CSV file' functionality updates your existing CSV files. If you define a new 'HTML TAG' reference, the editor will automatically add it (on the first line) to your existing CSV files, if you use 'Generate HTML TAGS CSV file'. The editor keeps all your

	<p>translations that you have already made. If you remove 'HTML TAG' references from your HMI, the editor will show a dialogue. You have the choice between keep or remove old 'HTML TAG' references.</p> <p>(see chapter Multilingual HMIs)</p>
<b>scalable html:</b>	<p>Define HTMLs that resize the HMI during runtime according to a defined factor. Scale your HMI up to 200% for example without need to change your TEQ-Views. MicroBrowser and IMaster Applet will resize the TEQ-Views at runtime if you type in the URL of your new 'scalable' HTML file instead of your standard HTML.</p> <p>Factor 2.000000 means 200% of 640x480 which is 1280x960 Please note: Down-scaling (factors &lt; 1.0) is supported with IMaster-Applet. With the Micro-Browser up-scaling (factors &gt; 1.0) works fine. However down-scaling does not work correctly and is therefore not recommended! Click 'Add' to define new scalable HTMLs, you don't have to type in anything manually. After the next 'Build All' the S-Web Editor will generate and add the new HTML files to your project.</p>
<b>Saia HDLog Files:</b>	Path to the HDLog files generated by the PG5 Tool
<b>Saia Project type:</b>	Saia Standard or Saia XX7

**Project Configuration ...:      Project - Applet Advanced**



<b>Debug:</b>	Java console debug messages. If this checkbox is activated the Java console shows exception messages from the Java Virtual Machine. To open the Java console if you work with internet explorer and Sun java plugin use the menu Tools->Sun Java Console To open the Java console if you work with internet explorer and Microsoft plugin use the menu View->Java Console
<b>Order per view:</b>	If this option is activated the client applet only gets the PPOs of the actual view from the target.

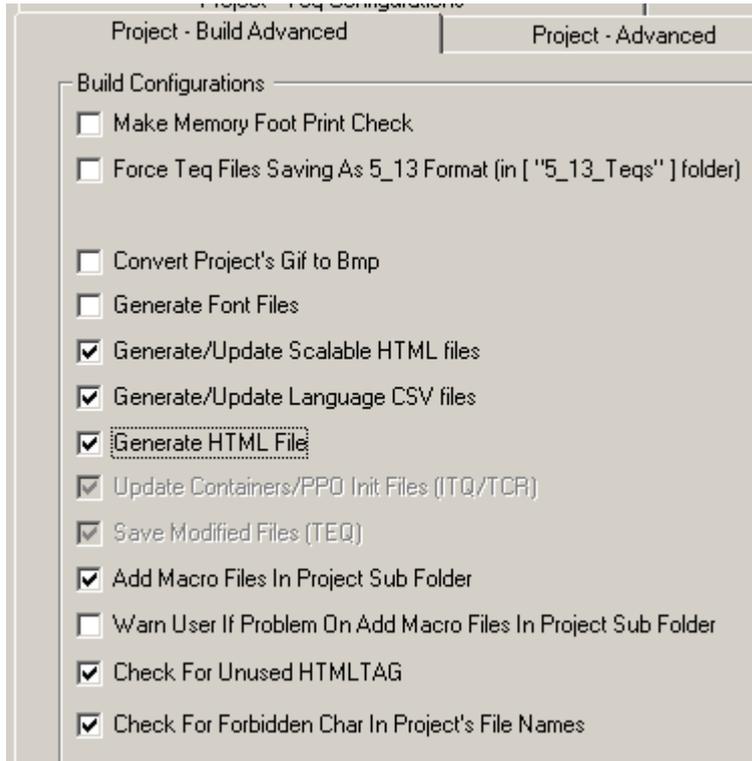
<b>Trend/Alarm Date/Time Format</b>  <b>This setting applies only to trending and alarming macros</b>	<b>Format</b> dd.mm.yyyy HH:mm:ss yyyy.mm.dd hh:mm:ss a dd.mm.yy HH:mm:ss yy.mm.dd hh:mm:ss a dd-mm-yyyy HH:mm:ss yyyy-mm-dd HH:mm:ss dd-mm-yy HH:mm:ss yy-mm-dd HH:mm:ss	<b>Example</b> 01.12.2009 16:09:03 2009.12.01 04:09:03 pm 01.12.09 16:09:03 09.12.01 04:09:03 pm 01-12-2009 16:09:03 2009-12-01 16:09:03 01-12-09 16:09:03 09-12-01 16:09:03	<b>Correspo</b> PM_AM;0 PM_AM;1 PM_AM;2 PM_AM;3 PM_AM;4 PM_AM;5 PM_AM;6 PM_AM;7
	<b>Format</b> dd/MM/yyyy HH:mm:ss yyyy/MM/dd HH:mm:ss dd/MM/yy HH:mm:ss yy/MM/dd HH:mm:ss M/d/yyyy h:mm:ss a M/d/yy h:mm:ss a dd.MM.yyyy HH:mm dd.MM.yyyy dd.MM.yy HH:mm dd.MM.yy HH:mm:ss h:mm:ss a HH:mm	<b>Example</b> 24/05/2011 10:17:24 2011/05/24 10:17:24 24/05/11 10:17:24 11/05/24 10:17:24 5/24/2011 10:17:24 AM 5/24/11 10:17:24 AM 24.05.2011 10:17 24.05.2011 24.05.11 10:17 24.05.11 10:17:24 10:17:24 AM 10:17	<b>Correspo</b> PM_AM;8 PM_AM;9 PM_AM;1 PM_AM;1 PM_AM;1 PM_AM;1 PM_AM;1 PM_AM;1 PM_AM;1 PM_AM;1 PM_AM;1 PM_AM;1 PM_AM;1 PM_AM;1 PM_AM;2
This setting will be added to your project as a HTML TAG. Therefore The date and time format can be redefined for each language file, in order to handle regional differences. You have to manually set the HTML TAG 'PM_AM' to the corresponding index. If no CSV language file has been defined, the HTML TAG is only in the project's HTML file:			
			
<b>Encode Special Chars:</b>	Activate this option to ensure that PPOs with special chars (other than 7 Bit ASCII) in their name will be processed correctly		
<b>Decimal Symbol</b>	Defines the decimal symbol for floating point values in log files made by Trending Macros.		
<b>period:</b>	Update period of process points (PPOs) in milliseconds		
<b>main teq:</b>	Initial view when loading the HMI		
<b>Message Box:</b>	Message Box (MsgBox.teq) for error messages. E.g., this dialog shows a message if the user tries to write a value which is out of the range given by min. and max. (see chapter Initialising Processpoints).		
<b>Message box teq:</b>	Filename of the message box TEQ. In most cases you shouldn't modify this filename. Erase the filename if you don't want to see any warnings or error messages during runtime.		

<b>Nbr Errors / Warn:</b>	If a CGI request fails N times ( $N = \text{Nbr Errors} / \text{Warn}$ ), the Message Box shows a warning. If you define 3 for example, one failed CGI request will not force a warning message. Only if three CGI requests failed consecutively a message will be shown.
<b>Warn display time:</b>	Number of seconds before the warning buttons disappears automatically. (0 means that it will not disappear automatically)
<b>HTML Parameters in csv file:</b>	Activate this option if you want to use CSV files
<b>csv file:</b>	This CSV file will be reloaded periodically. If you have a Multilingual HMI the CSV file should be the filename of your default language CSV file.
<b>static csv file:</b>	this CSV file will be loaded at applet start and never reloaded
<b>Action mode:</b>	
<b>BROADCASTED ACTION</b>	In the case of overlapping painters, all painters will receive the given event (for example a mouse down event). BROADCASTED ACTION should not be used for new projects. Can be used for compatibility reasons only.
<b>CONSUMED ACTION</b>	The first painter that receives the action (and implements an action) will consume it.
<b>Browsing mode:</b>	
<b>DEFAULT</b>	In the DEFAULT mode every client navigates independently from each other.
<b>MIRROR</b>	The name of the actual view will be stored in a PPO. So every client will see the same view at the same time. MIRROR should not be used for new projects. Can be used for compatibility reasons only.
<b>Mirror PPO Name:</b>	The name of the PPO which contains the name of the actual view during runtime. Mirror PPO should not be used for new projects. Can be used for compatibility reasons only.
<b>Loading mode:</b>	These options control the way how the Java Virtual Machine loads the MMI. The upload mechanism can be optimized by the user for different situations.
<b>Standard Load</b>	Default setting. Loads all TEQ-views at initialization and stores all view's objects into the RAM memory during runtime. Most users don't mind the HMI using some time when it first starts up, but they accept no performance draw-backs in normal operation. This setting allows the fastest possible reactions at runtime.
<b>Load When Needed &amp; Keep Objects</b>	Optimized for operation using slow modem lines. The client browser is a regular PC with sufficient RAM memory. Loads the TEQ-views and stores view's objects into into the ram memory (keep object instances) when the user first visits the TEQ-view.
<b>Load When Needed &amp; Keep Teqs</b>	Optimized for operation using slow modem lines. The client browser has a Java VM with limited RAM memory. Loads the TEQ-views only when the user first visits them and keeps only the TEQ-view file in RAM memory (not the TEQ-view's objects)
<b>Load When Needed &amp; Keep Nothing</b>	Optimized for operation using slow modem lines. The client browser has a Java VM with very limited RAM resources. Loads the TEQ-views only when the user visits them and after a

	TEQ-jump all TEQ-view's objects and the TEQ-view file will be erased from RAM memory.
--	---

**Project Configuration ...: Project - Build Advanced**

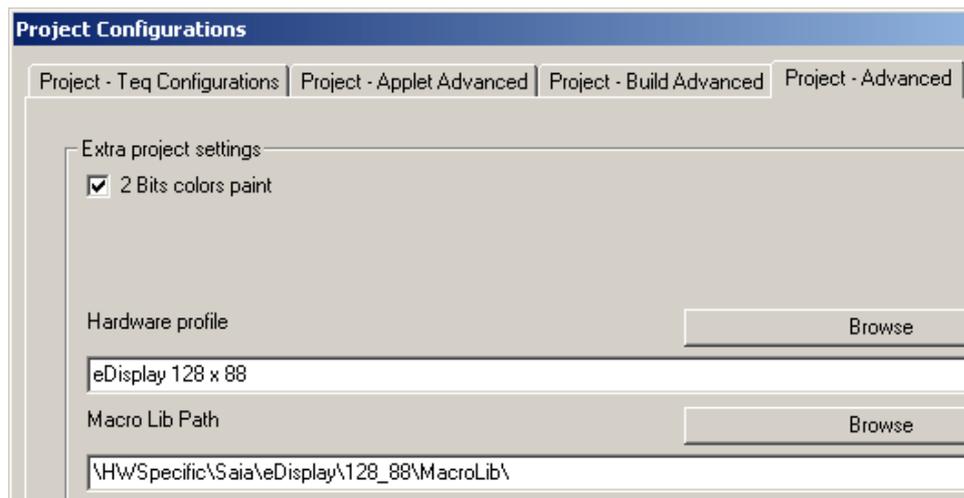
With the settings in this tab you can decide what happens if you click on the 'Build All' button.



<b>Make Memory Foot Print Check</b>	Make a memory foot print check according to the given hardware profile
<b>Force Teq Files saving as 5_13 format (in[\".. \\\\Html\"] folder)</b>	Choose this option if you use MicroBrowser clients that do not support a teq format higher than 'g'. If you modify an existing project, it is automatically converted to the new format unless you select this option. This option is only active as long as you do not use functions that require a newer format. If you do so, the editor will issue a warning.  5.14 file format will not run on older MicroBrowsers unless you make a firmware update.
<b>Convert project's GIF to BMP</b>	Creates for every GIF a monochrome image in the BMP format
<b>Generate Spider Font files</b>	Creates the S-Web Editor FNT font files according to the defined HTML Tags and fonts
<b>Generate/Update Scalable html files</b>	Generates or updates scalable HTML files

<b>Generate/Update language csv files</b>	Generates or updates CSV language files
<b>Generate html file</b>	Generates the HTML file
<b>Update containers/ppo init files (ITQ/TCR)</b>	The modified files will be saved and the Container/PPO initialisation files (ITQ/TCR) will be updated
<b>Save modified files (TEQ)</b>	All modified files will be saved if you click 'Build All'
<b>Add Macro files in project sub folder</b>	Activate this if you want to deploy your project together with the macro dialogues used in your project. If you do not set this option and open the project in another editor that has not used some of the macros, the respective dialog will not be available and the CrossRef dialogue will open instead.
<b>Warn User If Problem On Add Macro Files in Project Sub Folder</b>	Every time you insert a macro into your project, a temporary directory with some settings will be copied. These settings are required for macros with dialogues. If this directory is missing, the macro will work during runtime anyway. This setting allows to suppress the warning, in case of such a directory is missing.
<b>Check For Unused HTMLTAG</b>	If you do not want the editor to remove unused HTML TAGs on 'Build all', it makes sense to deactivate this feature (e.g. makes sense when using some special HTML TAG offset syntax).
<b>Check For Forbidden Char In Project's File Names</b>	Since there are some special characters, which can cause problems in certain web server's, you have the possibility to let the editor warn you, if any of these characters are used in a file name.

**Project Configuration ...: Project - Advanced**

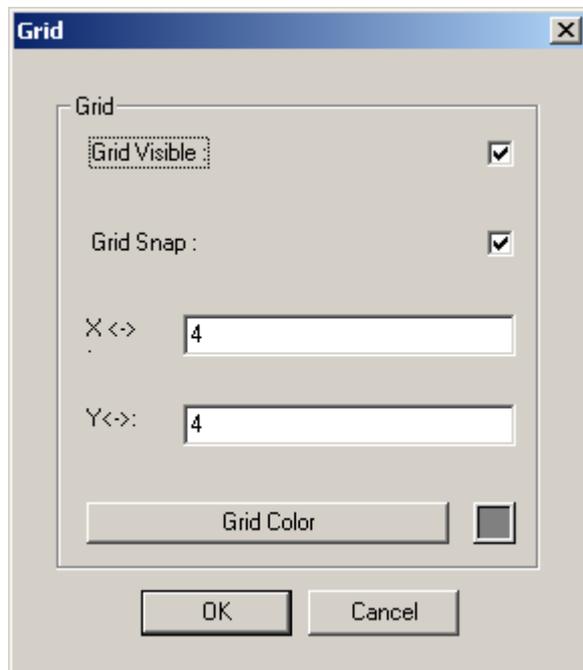


<b>2 Bits colors paint</b>	Shows the whole HMI in grey scales to see for example how the eDisplay would display the HMI
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<b>Hardware profile</b>	Path to the folder that contains the hardware profile. The S-Web Editor uses the hardware profile to make the memory foot print check. This can be useful if you work with the eDisplay to survey for example the maximum number of Container variables
<b>Macro Lib Path</b>	Defines the path of the Macro Library (supports relative and absolute paths)

### Grid configurations...

Configures the grid:  
 Grid snap aligns all selected objects to the actual grid settings. If set to true, all objects will be aligned to the current grid settings. An object will only be aligned if the user selects and moves it. Changing this setting from false to true will not affect objects until they are re-selected.



<b>Grid visible</b>	Shows or hide the grid
<b>Grid snap</b>	Grid snap mode
<b>X &lt;-&gt;</b>	Horizontal grid spacing
<b>Y &lt;-&gt;</b>	Vertical grid spacing
<b>Grid Color</b>	Sets the grid color

### Init Containers...

See chapter Initialising Containers

**Init PPOs...**

See chapter Initialising Processpoints (PPOs)

**Generate HTML...**

Creates a HTML source code including the projects applet and components.

**Build All**

Build project files (see Project Configuration)

**Download Project**

Download project files via FTP

---

**Generate HTML TAGS CSV file...**

see chapter Multilingual HMIs

**Generate Cross Ref file...**

Generates a Cross Ref file of all project objects (named 'projectnameCrossRef.txt') in the project directory

**Generate Scalable HTML files**

Generates project defined scalable HTMLs

**Generate Font files**

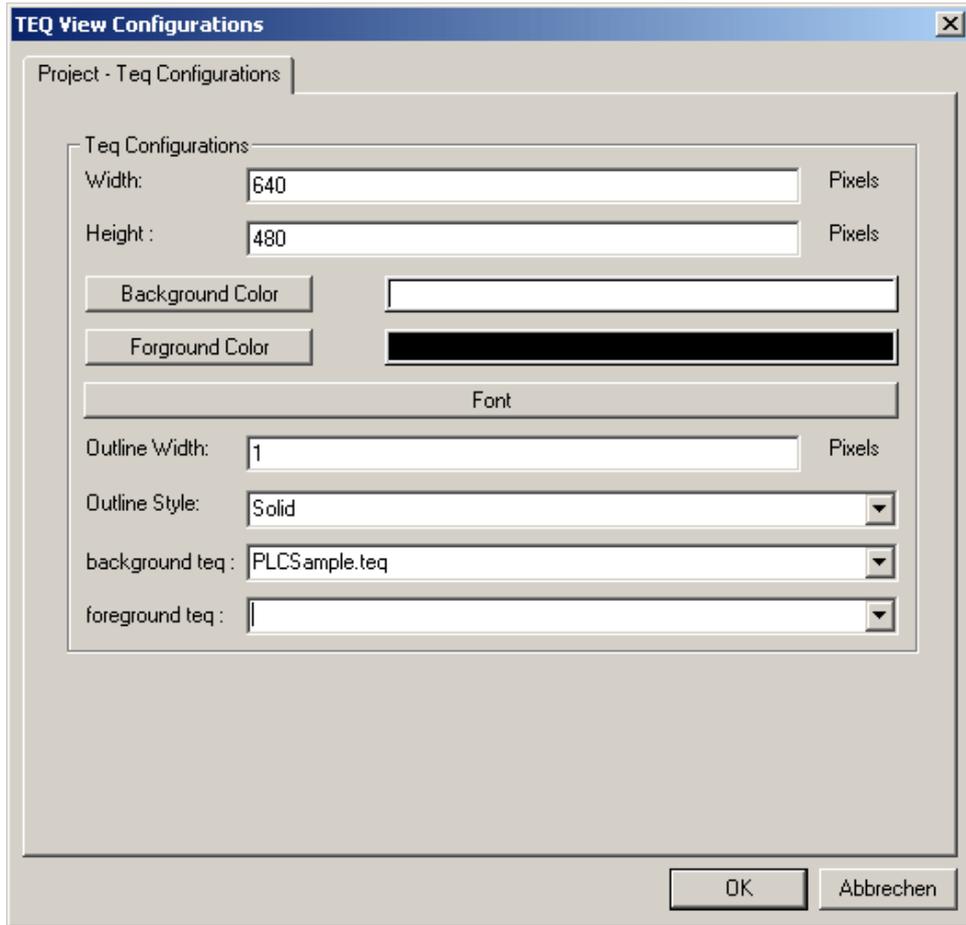
Generates font files containing all characters needed in the project's HTML Tags

**Convert project's Gif to Bmp**

Converts all GIF images to grey scale BMP images

---

**TEQ view configurations...**



<b>Width:</b>	Default width of views
<b>Height:</b>	Default height of views.
<b>Background Color:</b>	Default background color of views & painters
<b>Foreground Color:</b>	Default outline color for painters
<b>Font:</b>	Default font for new painters
<b>Outline Width:</b>	Default line width for painters
<b>Outline Style:</b>	Default line style for painters
<b>background TEQ</b>	Default background TEQ view
<b>foreground TEQ</b>	Default foreground TEQ view

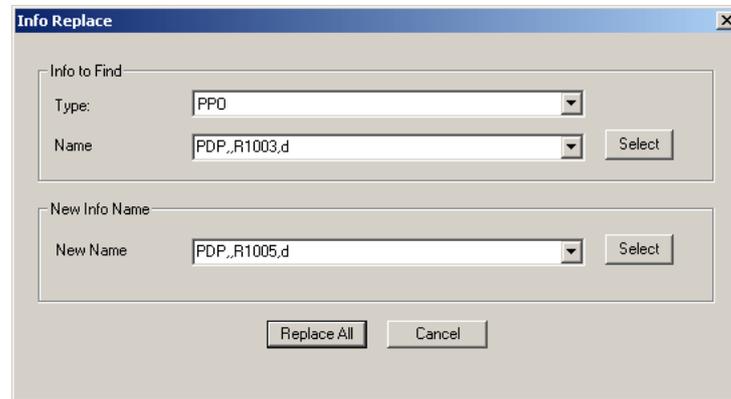
**Project info replace**

**Please make a backup of your HMI before using 'Project info replace' because modifications will take effect immediately and can not be undone.**

This function is used to replace an info over the whole S-Web Editor project. An info can be any reference to one of the following types:

PPO, HTML TAG, STRING, FILE, CONTAINER, TEQ INDEX, URL, PASSWORD PPO, PASSWORD CONTAINER, CGI, FKEY.

In the example below we replaced the PPO with the name 'PDP,,R1003,d' with the PPO 'PDP,,R1005,d' over the whole S-Web Editor project.



## Help Menu

**About..** Opens a dialogue showing version information and more details about the S-Web Editor software release

## Layout Menu

### Align

*Left* Left edge selected objects  
*Right* Right edge selected objects  
*Top* Top edge selected objects  
*Bottom* Bottom edge selected objects

### Center

*Horizontally* Center horizontally  
*Vertically* Center vertically

### Make same size

*Width* Resize selected object on same width  
*Height* Resize selected object on same height  
*Both* Resize selected object on same width and height

### Order

*To Back* Sends selected object to back  
*To Front* Sends selected object to front

**Group***Group* Group selected objects*UnGroup* Ungroup selected objects**Edit Polygon points** Edit polygon's points Activate this to alter each corner point of an already drawn polygon.**Cross Ref...** See chapter Group Functions**Rotate Polygon** You can rotate the selected polygon painter by using this menu function or by clicking on the corresponding button:

---

**Tools menu****Tool Configuration** reserved for future use**22.2 Property Window**

If you double click on a painter a standard dialogue with all properties will appear. They are grouped in different tabs. Every painter has other properties therefore the same tabs does not necessarily have the same possibilities.

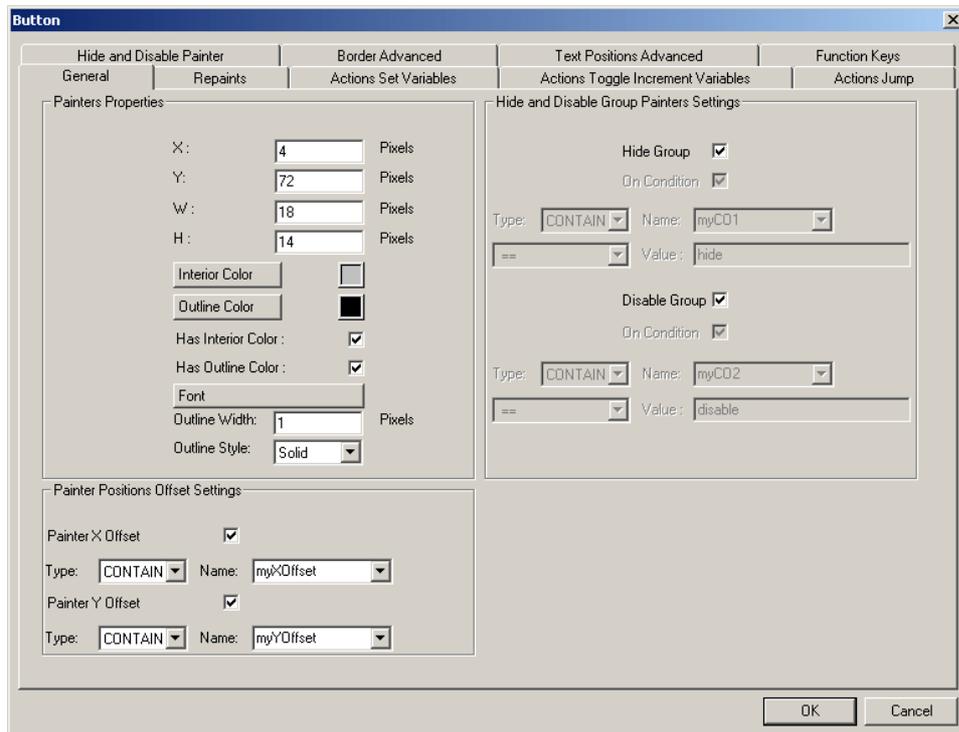
**Dialog Tabs****General Tab**

The user can set the position, size, interior & outline color, line width and font for the active painter. This tab is available for all painters.

The 0/0 position is at the upper left of a drawing. The X-axis goes from left to right and the Y-axis from top to bottom. The fonts that can be selected are resources supplied by the Java Virtual Machine which currently runs these applications, so the results may slightly vary when running in a different environment like a browser, and there might be minor differences between different browsers, as they do not use the same Virtual Machine. It is not possible to access fonts, which are loaded into the operating system of the PC.

With 'Hide and Disable for Groups' you can hide or disable a group. You can also define a condition, which must be true if the group should be hidden or disabled. The hide/disable will be set for all that group's painters.

Painter X Offset and Painter Y Offset allows you to define a offset in pixel. The client browser calculates the new painter position each repaint during runtime.



## Repaints Tab

With this tab you can define the data's which should be displayed by the painter. Furthermore you can control the visibility of the painter. This is available for all the painters such as 'Static Text', 'Edit Box', 'Image', 'Bargraph' and 'Button'. The types that are available for certain graphical objects are CONTAINER, FILE, HTML TAG, PPO and STRING.

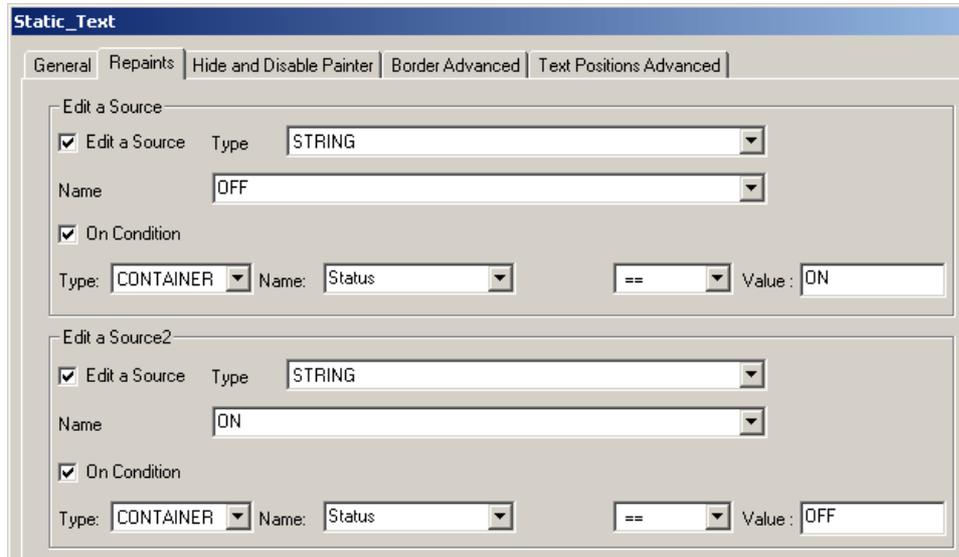
**CONTAINER** - A container is a local variable, which has a scope within the actual applet/view. Containers are used to exchange values between different painters in a view or between different views of the same applet.

**FILE** - This is used to browse an image file of type \*.gif and the file name is placed in the field Name.

**HTML TAG** - This is used to configure a text as a HTML tag. If the Type = STRING and Name = 'Switched\_On' is configured then the HMI will always obtain the text 'Switched\_On'. If the Type = HTML\_TAG and Name = 'Switched\_On' is configured then the HMI also obtains the text 'Switched\_On' if you don't do anything else. However, in the HTML-start page, <your\_projectname>.html, you can manually add lines of the form <PARAM NAME='<Switched\_On>' VALUE='On'> Depending on the Value, the text 'On' will be displayed in the HMI.

**PPO** - Stands for Process Point. A process point corresponds to a PCD variable (R, T/C, F, I/O,...) that is used within the Web application. This variable can be a symbolic name taken from the resources of PG 5 or it can be directly used in the tag form PDP,,R1000,D. Refer to the Web Server Manual 26/790 of how to define the tag with other media and/or formats.

**STRING** - This is used to display a simple text string.



For example to change the displayed string of a button, set 'Edit a Source' true and type your string in the 'Name' field.

To insert an image you have to create an image painter then make a double click on it, click on the tab 'Repaints'. Set 'Edit a Source', choose the entry 'FILE' in the drop down menu 'Type', click on 'Browse' and select the image. Set 'On Condition' if you want to show the image only if a specific condition is true. Click on 'Hide Painter On Condition' if you want to hide the Image if a defined condition is true.

In the 'Repaints' properties of the 'STATIC TEXT' painter you can define the string you want to show: Click on Edit a Source, choose the Type STRING in the drop down menu and type the text in the Name field.

You can configure two repaint sources for each painter. Use the 'On Condition' feature to activate a source depending on the content of a process point.

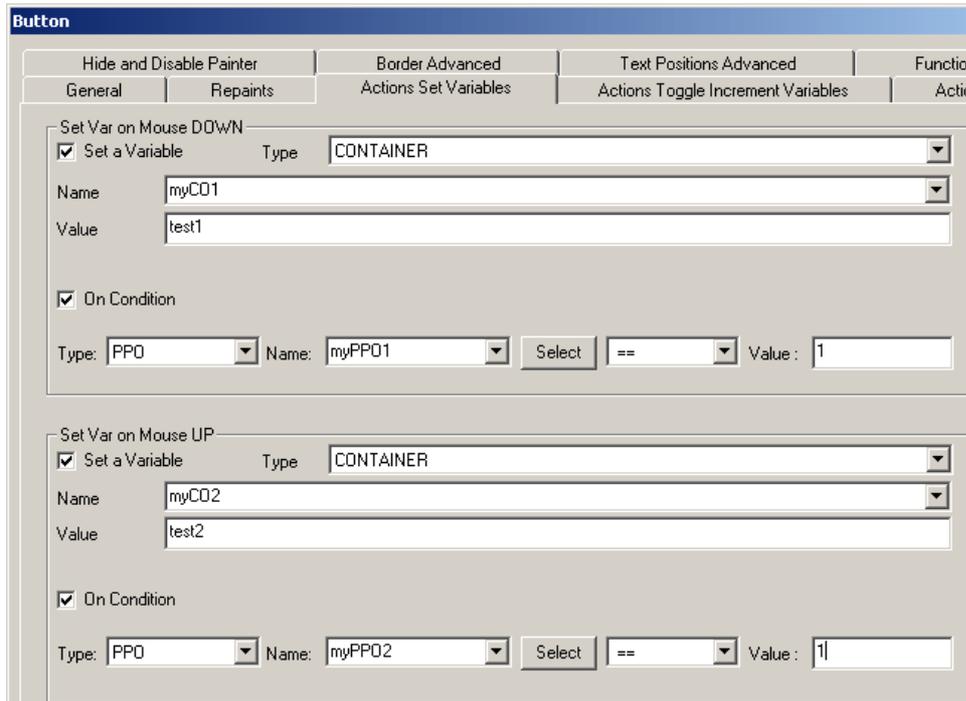
### On Conditions

You are able to show/hide respectively disable/enable painter-objects depending on the result of a condition.

The two data sources will be converted into double precision floating point values. If that did not work, as for variables containing a string, it tries to check if both strings are equal. If they are not equal, the length of the strings will be compared.

### Actions Set Variables

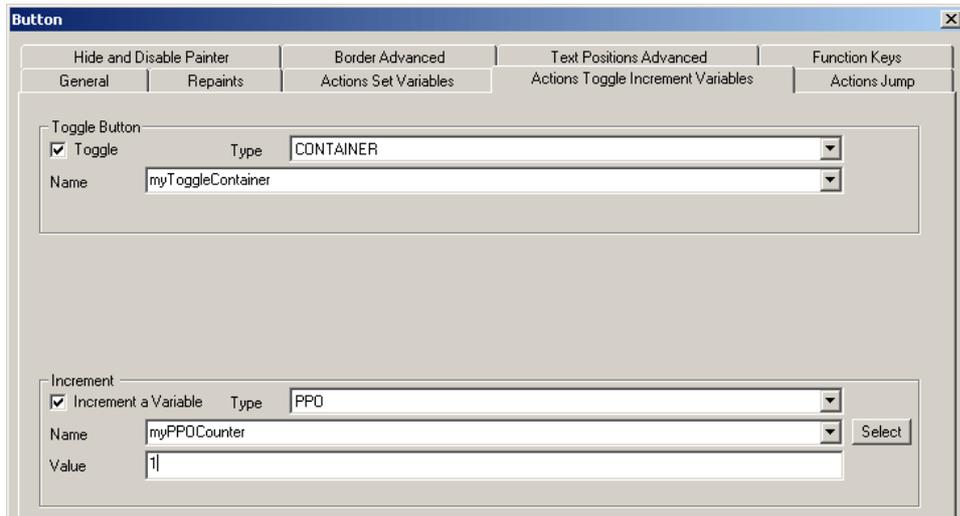
This tab is only available for 'Button' painters.



Set Variables during mouse down or mouse up event.

### Actions Toggle Increment Variables

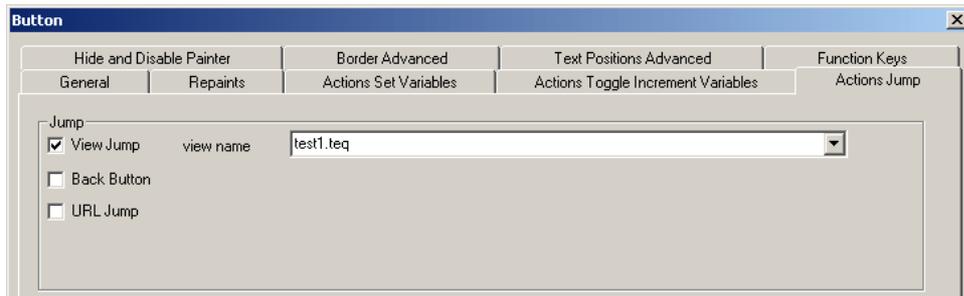
This tab is only available for 'Button' painters.



You can also toggle or increment a variable on button mouse event.

### Actions Jump

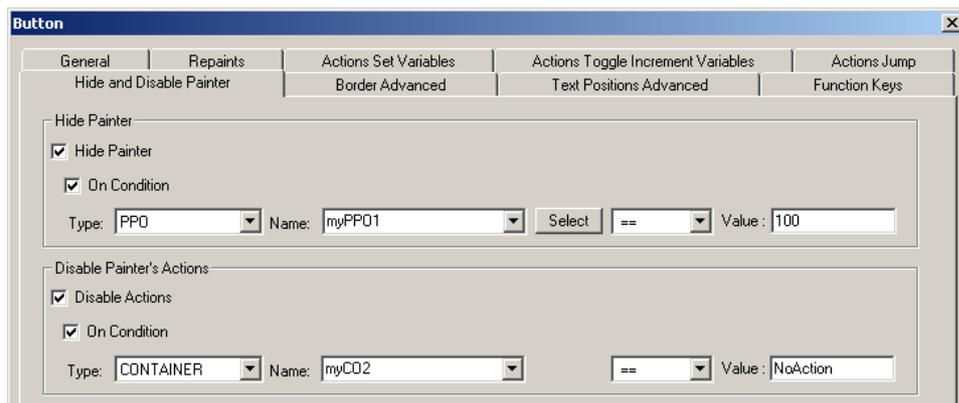
This tab is only available for 'Button' painters.



With 'View Jump' you can jump to a specific view defined by the view name. With the action 'Back Button' the browser jumps to the view where the user came from. This information is automatically cached in the 'LastPage' Container. With 'URL Jump' the browser jumps to the defined URL if the user clicks on the button.

You can also set a variable by the mouse down or up event, toggle a button or increment a variable.

### Hide and Disable Painter Tab



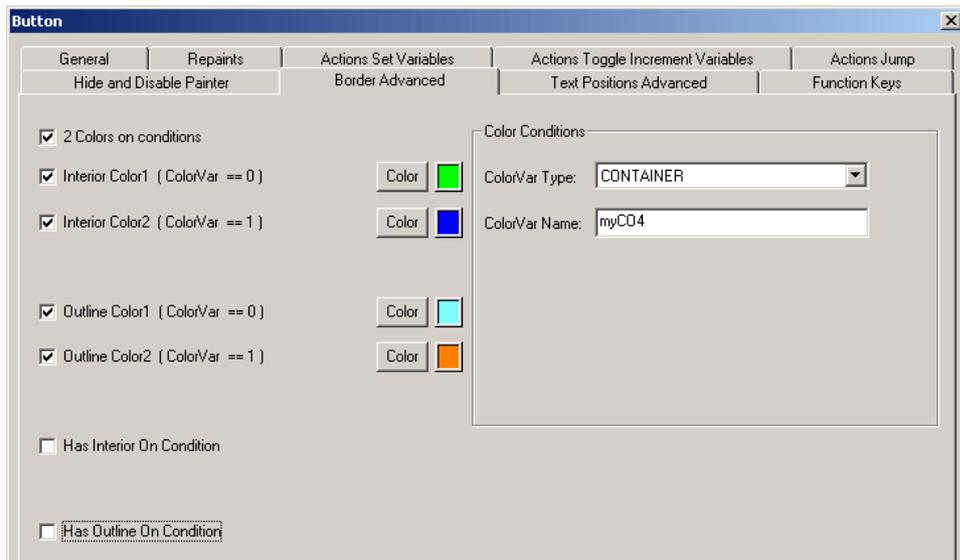
In the tab 'Hide and Disable Painter' you can hide or disable a painter. You can also define a condition, which must be true if the painter should be hidden or disabled.

### Border Advanced Tab

This tab is available for all painters. It gives you the possibility to change the color attributes of a painter dependently of a variable value (process point or container). With 'Color Conditions' you can specify the minimum to maximum range of a process point or container. You can choose between two or three colors for the interior and for the outline color.

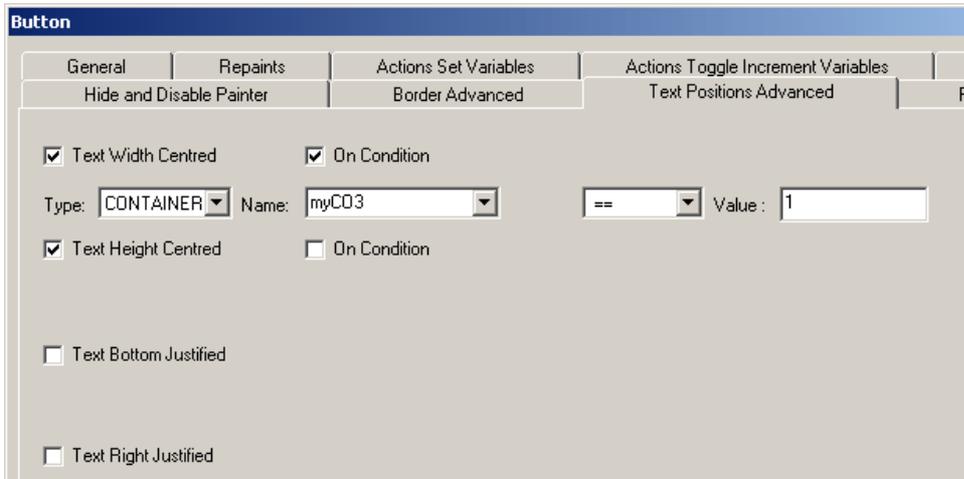
If you choose '2 colors on condition' you can compare a variable against 0 or 1 and define the corresponding color for the interior and the outline of the painter.

Furthermore you can activate the interior and outline color based on a condition.



### Text Positions Advanced Tab

This tab is available for 'Button' and 'Static Text' painters. The 'Text Positions Advanced' tab gives you the possibility to center and align the text within the painter. Each align you can activate on a condition.



### Bargraph Advanced Tab

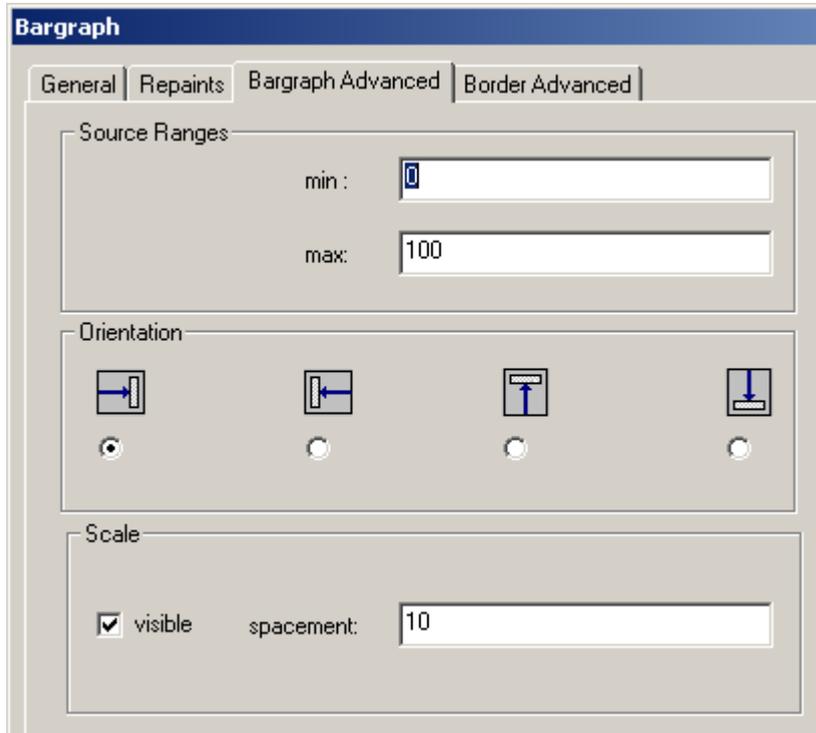
The 'Bargraph Advanced' tab is only used for the bargraph painter.

Source Ranges:

configure the min. and max. value that should be displayed. The min. value belongs to an empty bargraph (0 %) and the max. value to a full bargraph (100%). The process point to be represented can be configured in the Repaints-tab of the property dialog.

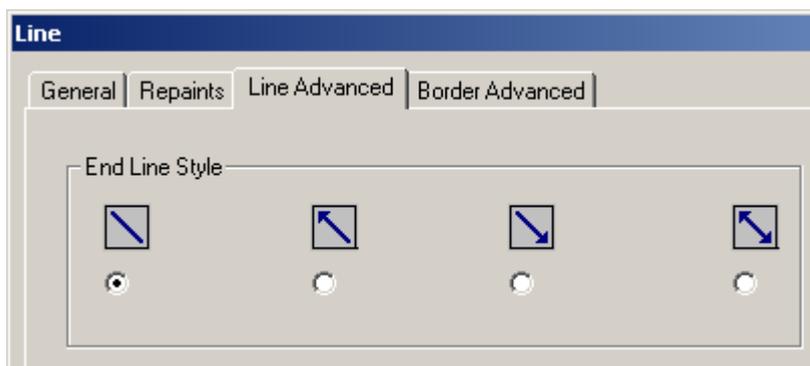
Orientation: sets the orientation of the bargraph

Scale: configures the scale spacing and visibility.



### Line Advanced Tab

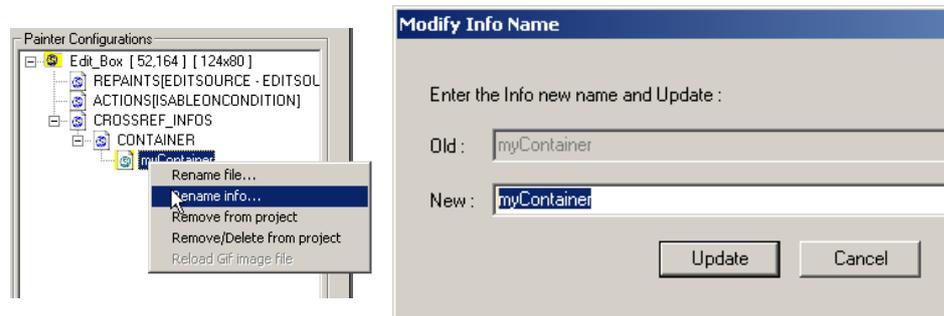
The 'Line Advanced' tab is only used for the 'Line' painter. Here you can define if the line should have an arrow at the beginning, the end or at both sides.



### Painter Configuration Window

At the bottom left of the main window there is the painter configuration window. Each time you select a painter in a graphical teq-view, its main properties were displayed in the configuration window. Main properties are the repaints and action

settings of the painter. Furthermore all text strings including symbolical references were listed in a cross-reference section. There you can change a string by right-clicking on it and selecting 'Rename Info'.



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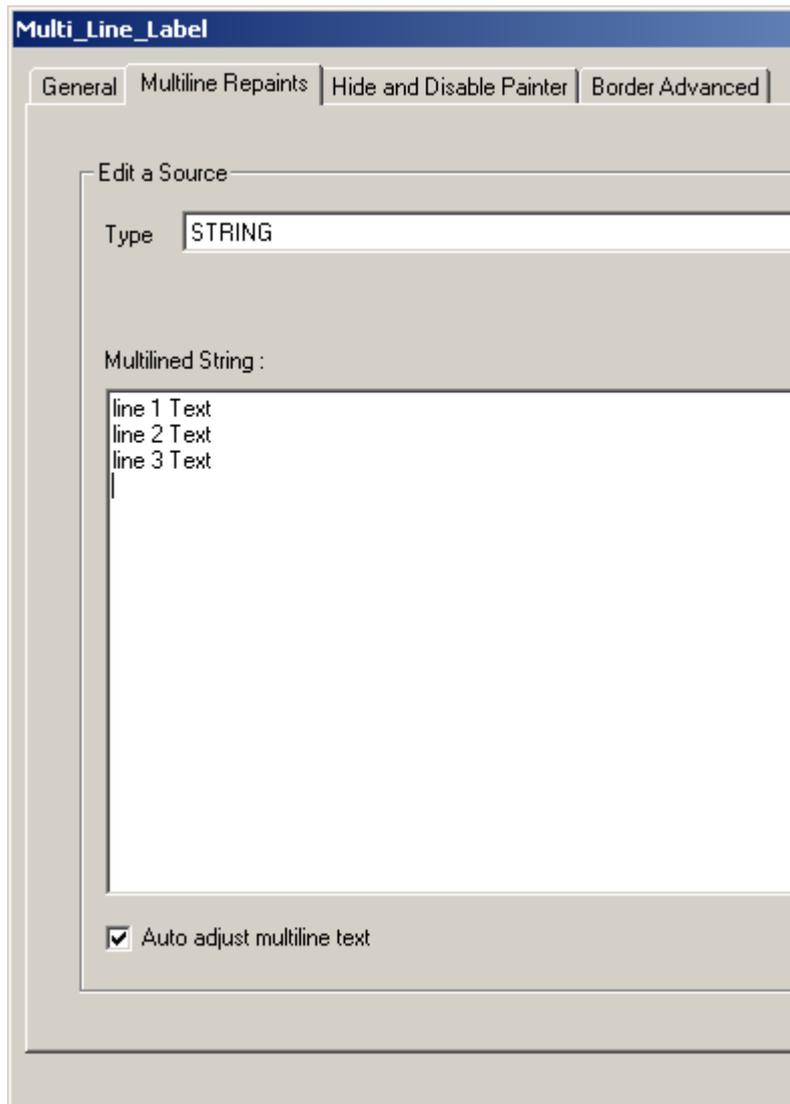
## Function Key

The 'Function Key'-tab is only available for button painters. For each button you can define a keyboard shortcut. The keys 'F1' to 'F12' have a special syntax. You have to define 'FKEY\_1' for the key 'F1' for example ('FKEY\_1'...'FKEY\_12'). If you defined 'FKEY\_1' as the function key, the user can press 'F1' on the keyboard (this will trigger a mouse down event). This works only in MicroBrowser not in a java-applet webbrowser client.

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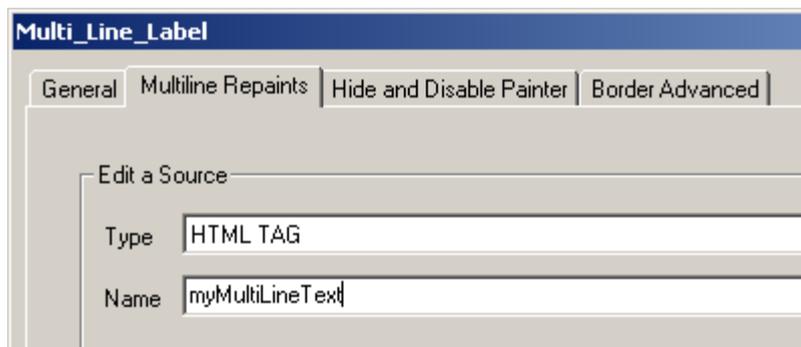
## Multiline-Repaints

The 'Multiline-Repaints'-tab is only available for multi line painters. You can type in a static multiline text into the field 'Multilined String'. If you activate 'Auto adjust multiline text' the painter will automatically insert a carriage return in the displayed text if its length exceeds the painter's width.



If you choose 'HTML TAG' as the source type you can work with language dependent csv files. In the csv file you have to work with '\n' (as two characters) to make a new line:

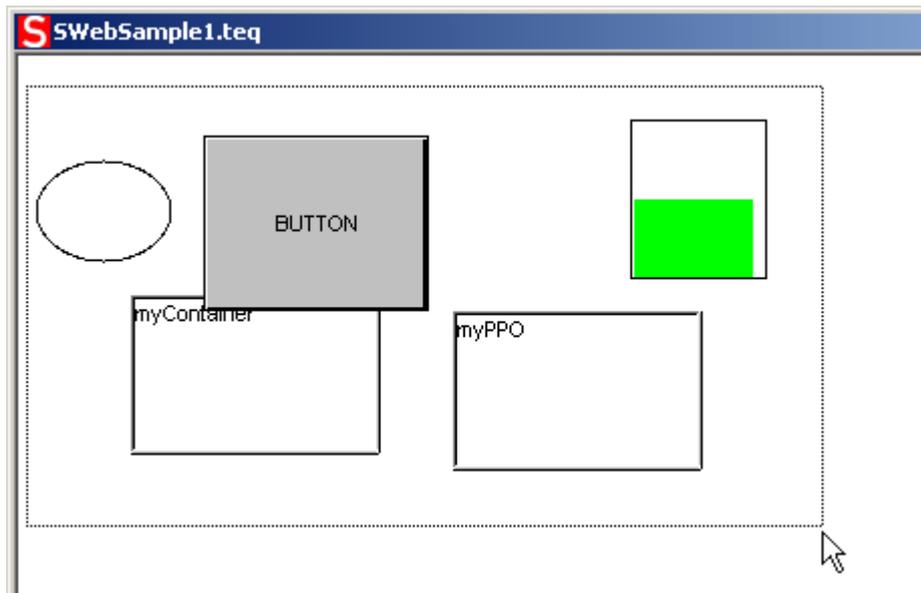
```
line1\nline2\nline3
```



### 22.3 Group Functions

#### Group/Ungroup

By grouping together several painter objects you can modify the properties of the individual painters together. Furthermore, such a group of painter objects can be stored as library macro and reused in new S-Web Editor projects.



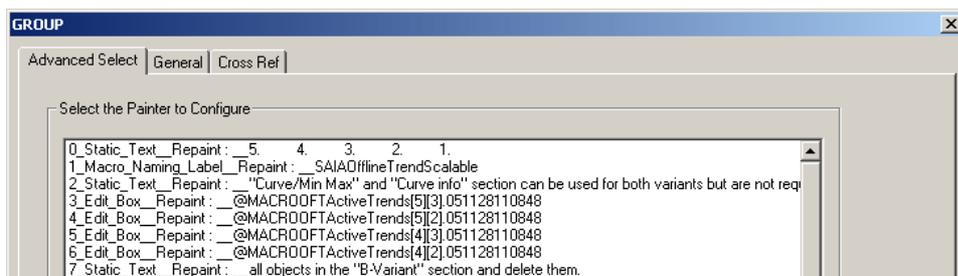
 First you have to select the painters, which should be in the group. (Hold on SHIFT and click on the painters or draw a frame around the painters with the left mouse button pressed). To group the selected painters click on the group symbol in the toolbox

 To ungroup the selected group, click on ungroup symbol in the toolbox

To edit the groups properties make a double click on the group and the Group Dialog will appear.

#### Group Dialog - Advanced Select Tab

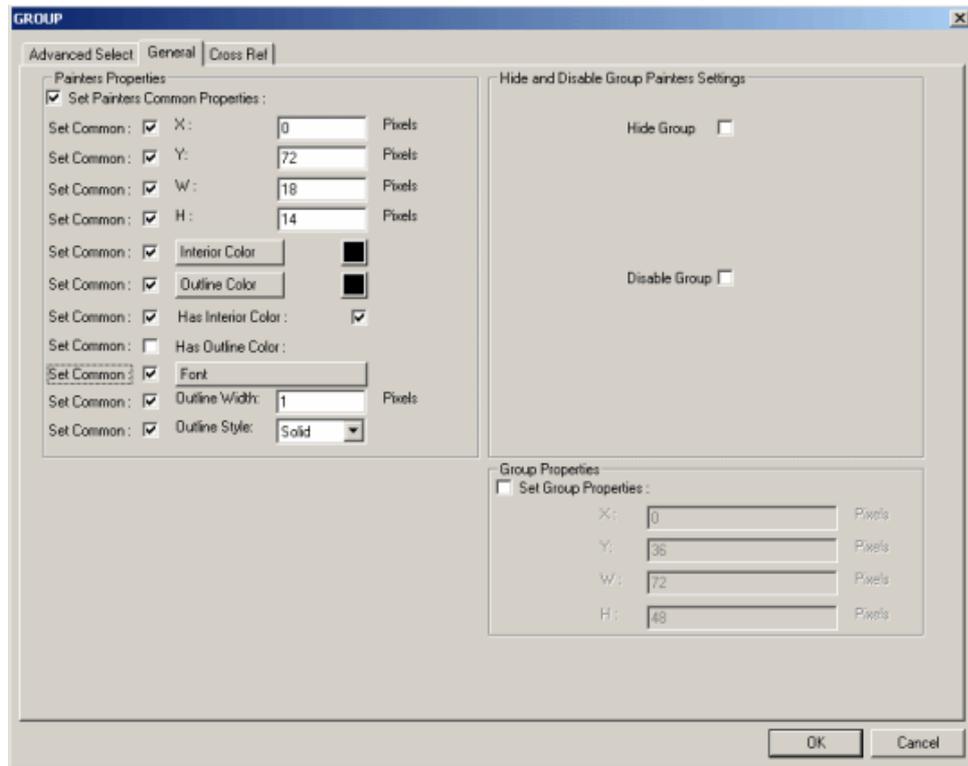
The 'Advanced Select Window' gives you the possibility to edit all painters in the group. Double click on the group of painters you want to configure and the property dialog of this group will appear.



**Group Dialog - General Tab**

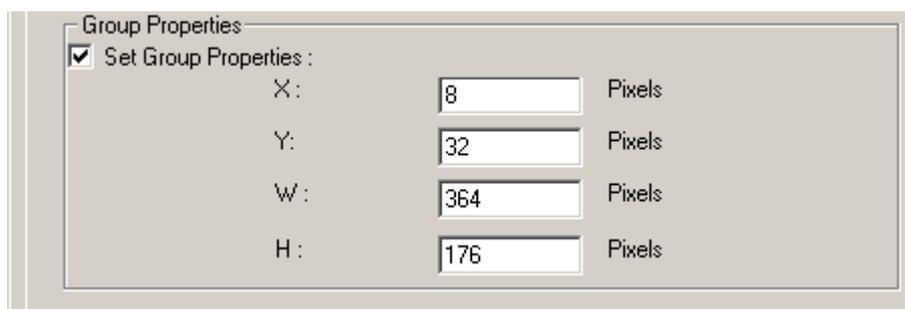
Here you can set some common properties like size, position, color, border and font. For each property you can indicate if it should be a common property for all the painters in the selection or not.

You can set common properties for the painters you have selected, or for one before created group (not both at the same time).



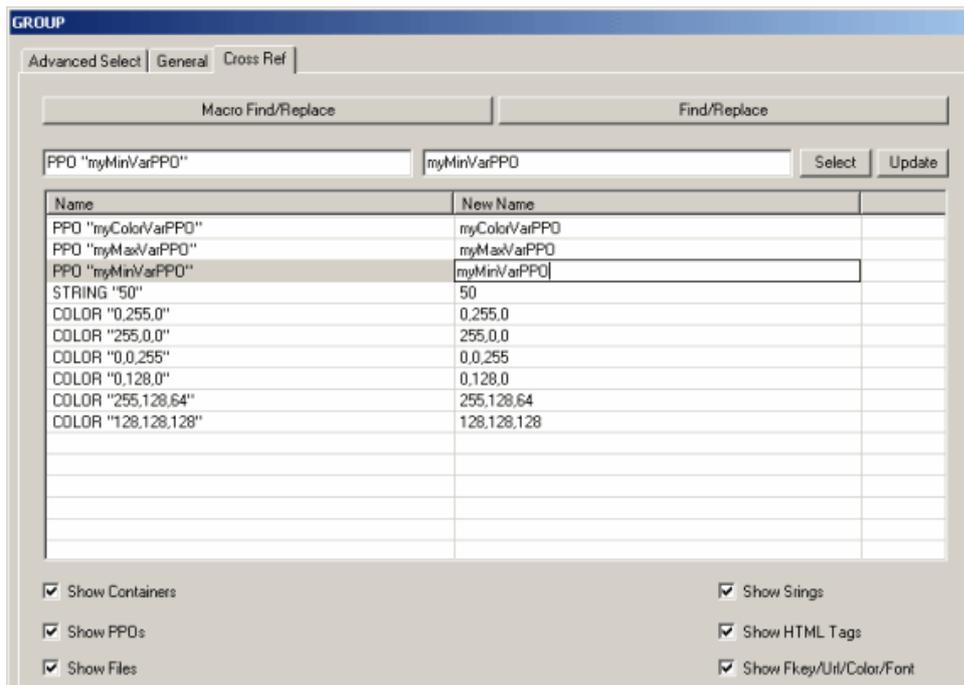
Press 'OK' to confirm your modifications.

Activate the checkbox 'Set Group Properties' if you have selected a group.



**Cross Reference**

In the 'Cross Reference' window you can redefine all the strings and references used by the individual painters in the group. In the example below is a string used by one painter in the group. Selecting it will copy it to the edit field at the top of the dialog tab. Now you can change it to your desired value and update it by pressing the button 'Update'. This function is very useful if you have a lot of painters. If you have a group with many buttons, you can define other references for all buttons by one click. Simply select the painters you want to set a reference and type the new reference in the edit box, after this click on the 'Update' button.



With the button 'Find/Replace' you can quickly change all occurrences of a string or substring.

Use 'Macro Find/Replace' to quickly change all occurrences of group names in macros.

The colour information (R,G,B values) you see in the Cross Ref screenshot above was defined in the 'Border Advanced' tab of a Bargraph Painter:



## 22.4 Library Functions

With the library functions you can easily store your own painters in a library. The library is a directory called MacroLib which resides in your PG5 program directory.

### Adding A Painter Object To The Library

After having designed your own painter by the use of the basic painters you can group them together using the group functions described above and select out of the Library menu the command Insert object into Library... A dialog will appear where you can give your object a filename (extension \*.tlb) and store it into the "MacroLib" directory.

### Inserting A Painter Object From The Library

With the menu function Library->Get object from library... you can insert a library object into the active teq-view. After having inserted such an object you normally should alter its references. This is done by double-clicking on it which will pop up the group dialog. Select the Cross-reference tab and change the references according to your needs.

### Removing A Painter Object From The Library

With the menu function Library->Remove object from library.. you can remove

and delete a library object. A file selection dialog will appear where you can select the object(s) to be removed.

### Modify Macro From Library

With the menu function Library->Remove object from library.. you can modify an existing library object. You are not able to overwrite existing macros. Please see also chapter 'Working With Macros'

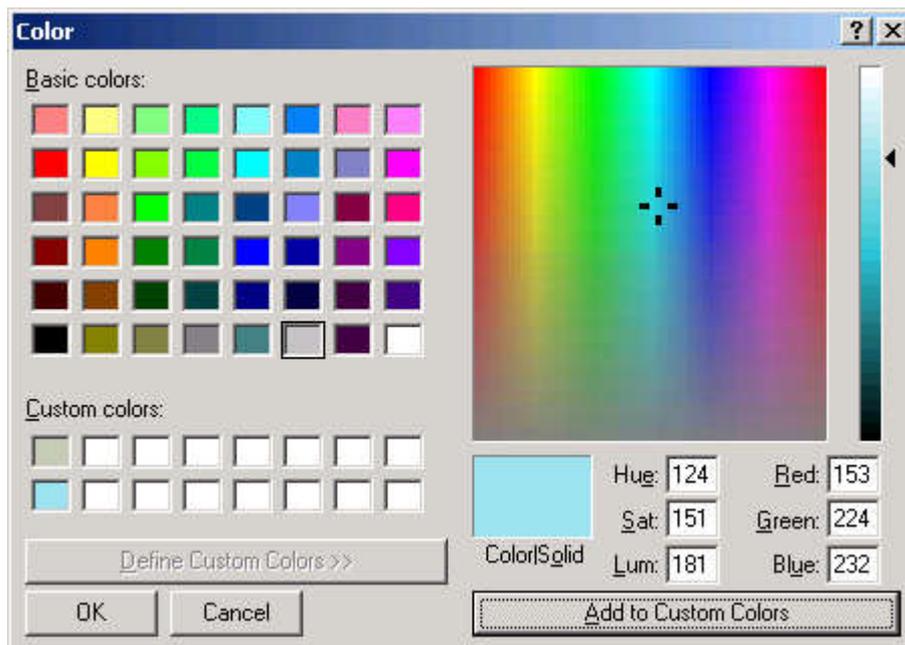
## 22.5 Custom Color Dialog

Every time you define a color in the S-Web Editor the custom color dialog will be shown.

This dialog allows you to pick up one of the basic colors or to define your own custom color.

To define a custom color simply pick a color from the color matrix or define a specific RGB value and click 'Add to Custom Colors'.

The already defined custom colors will also be shown in this dialog.



*If you close the S-Web Editor the custom colors will be lost!*

## 23 Trouble Shooting

### 23.1 WYSIWYG For Fonts

The principle of WYSIWYG (what you see is what you get) in S-Web Editor related to font size and font style is restricted. An absolutely identical behaviour on all different platforms (Editor, Java Clients on different OS's, MicroBrowser XP, CE and embedded) cannot be guaranteed due to fundamental differences in font handling and font libraries.

The font as you see it in the S-Web Editor doesn't look like the same as on client during runtime in every case.

This is because not every client (MicroBrowser, Sun VM or Microsoft VM) has the same font resources as available in the S-Web Editor.

If you choose a specific font and size in the S-Web Editor that is not available on your client. Then the client will automatically choose a font which is similar to the defined one.

E.g., if you choose a font style that is only available in a larger font size, it can cause problems in displaying text fields because your text fields are maybe too small. To solve this problem, choose another font size or enlarge the text field. To improve the results dealing with this issue, it is recommended to use text fields that are up to 20% larger than the size that is displayed in the editor. The 'Tahoma' font will produce the best results.

Refer to the chapter 'Working With MicroBrowser' for details about fonts in MicroBrowser.

### 23.2 Error Messages S-Web Editor

#### File

##### Description

File / folder access

##### Error Messages

ERROR during dir copy process couldn't create the needed folder so exits :
ERROR during dir copy process couldn't find the needed folder so exits :
ERROR during dir copy process for file :
ERROR can't Adds the file to project file should be in project folder :
ERROR While creating project [ xxxx ]! couldn't copy the tool's runtime library [ yyyy ] into project directory
ERROR While creating project [ xxxx ]! couldn't copy the msg box TEQ file [ yyyy ] into project directory
ERROR This is not a valid folder. Please select a valid folder.

ERROR in macro configuration Dialog can't find the macroTemp folder : So exits function now
ERROR in GetMacroDlgDataServRootFile returned null file for:
ERROR while renaming file process; can't delete org file:
ERROR while removing-deleting file process; can't delete file:
ERROR during insert Macro's extra files into project; Can't copy the temp file to insert [xxxx] in actual project folder
ERROR during insert Macro's extra files into project; The temp file to insert [xxxx] doesn't exist !
ERROR while removing-deleting file process; can't delete file from project's SAIA_MODIFIED_FILES_FOLDER_NAME " folder: "
ERROR during project file open; unable to change working directory
ERROR during project's file open; unable to change working directory to actual opening file directory
ERROR during insert file into project; Can't close the file
ERROR during insert file into project; Can't find the file
ERROR during file open; Can not find a frame for document to activate.
ERROR during file open; Can not find a view for document to activate.
ERROR On new file insert; such kind of file can't be new instanciated and opened in that way for file :
ERROR On new Html file insert; no html template found for file :
ERROR during remove-delete file from project; Can't delete file :
ERROR while creating project; Couldn't generate the init container ITQ file to put in project directory
ERROR while creating project; Couldn't generate the init ppo TCR file to put in project directory
ERROR during TEQ file save; file is null so returns
ERROR on make new macro; No macro template found for file :
ERROR during copy file into Saia Converted runtime files folder ([ SAIA_MODIFIED_FILES_FOLDER_NAME" ]). Couldn't find the file : "
ERROR in rename action got Null Pointer so no new name update made.
Found a file with forbidden char in name; This may cause problem on Some server so please make sure to use valid name for file :
ERROR in project deployment couldn't create the deploy folder so exits :
ERROR in project deployment couldn't find the deploy folder so exits :
ERROR in project deployment can't find project file :
ERROR in project deployment during usb copy of project file :
ERROR While opening project [ xxxx ]! couldn't copy the tool's runtime library [ yyyy ] into project directory

ERROR While opening project [ xxxx ]! couldn't copy the msg box TEQ file [ yyyy ] into project directory
ERROR in project opening : unable to change working directory ! to the given directory :
Selected folder must be a SubFolder of the application's installation Path please select a valid Folder !
so project save process failed.
Macro name can't be equals to the original macro to modify name! Please enter a valid file name !
ERROR file name length > 24 not allowed (please define a valid file name)
ERROR file name contains spaces or + or . chars not allowed (please define a valid file name)
That file can't be renamed !
ERROR while generating Old teq format folder files couldn't create folder :
ERROR while generating Old teq format folder files couldn't copy file [ xxxx ] to the destination file[ xxxx ] seems in readonlymode or locked from an other process please first make sure to free all the source and destination files! Do you wish to continue ?
ERROR while generating Old teq format folder files! couldn't find the project file [ xxxx ] Do you wish to continue ?
ERROR can't generate the macro lib needed temp FOLDER :
ERROR while generating Macro's Temp folder!
ERROR during ITQ merge; the selected file name is empty!
ERROR during TCR merge; the selected file name is empty!
Please enter a valid project NAME
Please select a valid project Path Location
Please select a valid HW Specific project
ERROR occured in HW Specific project's profile file path
ERROR: no document templates registered with CWinApp - STRINGTABLESTR_MAINFRAME
ERROR On File Open no template found for file
ERROR On File Open such kind of file can't be opened in that way for file
ERROR: On File Open Can not find a frame for document to activate.
ERROR in CProjectConfigsDoc::UpdateInitContainersTeq couldn't generate the init container teq file to put in project directory
ERROR in CProjectConfigsDoc::UpdateInitContainersTeq project name contains non valid char for tcr file name for :
ERROR in CProjectConfigsDoc::UpdateWritesPPOInitDoc() While generating Saia Converted runtime files folder

([ SAIA_MODIFIED_FILES_FOLDER_NAME" ]) folder !!!
ERROR in CProjectConfigsDoc::OnMergeTcr() , the selected file name is empty!
ERROR in CProjectConfigsDoc::OnMergeTcr() , the selected file name is the actual project init ppo file so nothing to do!
ERROR in CProjectConfigsDoc::OnMergeITQFile() , the selected file name is the actual project init containers file so nothing to do!
ERROR in CProjectConfigsDoc::OnMergeITQFile() , the selected file name is empty!
ERROR in CProjectConfigsDoc::UpdateInitPPOFile project name contains non valid char for tcr file name for :
ERROR in CProjectConfigsDoc::UpdateInitPPOFile() couldn't generate the init ppo teq file to put in project directory
ERROR in CProjectConfigsDoc::UpdateInitContainersTeq project name contains non valid char for tcr file name for :
ERROR during project's files check/update. For Project file : not found Do you want to erase it from the project files list and go on opening project or cancel the project opening ?

**Possible Causes**

- File/Folder does not exist
- File is being use by another program
- File not accessible
- File is write-protected
- Not a valid file type
- Invalid file name

**Solutions**

- Create file or folder
- Close other programs
- Adjust file access permission
- Change file name

---

**Resource****Description**

Not enough resources to run program properly

**Error Messages**

ERROR in CGraphicDriver::FillRect can't create pen
ERROR in CGraphicDriver::SetPixel can't create pen
ERROR in CGraphicDriver::DrawLine can't create pen
ERROR in CGraphicDriver::DrawLine2 can't create pen

ERROR in CGraphicDriver::FillPolygon can't create brush
ERROR in CGraphicDriver::FillPolygon can't create pen
PPO Selector Dlg can't display more then xxxx variables ...
ERROR during Container init; couldn't create the container Init Dialog
ERROR during PPO init; couldn't create the PPO Init Dialog
ERROR in TEQ View drawing; Can't create Graphic pen Object
ERROR in TEQ View drawing; Can't create Graphic font Object
ERROR on TEQ View drawing; LButton Up Resizing can't find painter in list for r =
ERROR on TEQ View drawing; Update selected zone can't find painter in list for r =
ERROR in TEQ View Print; Can't create Graphic pen Object
ERROR in Editor create; Failed to Initialize Sockets
ERROR couldn't create the FTPDownloadDlg !
ERROR On Help Finder waiting for a *.chm help file name extension but found :
Failed to create menubar
Failed to create Properties window
Failed to create Project Files view
Failed to create Project View_Explore view
Failed to create status bar
Failed to create toolbar
Failed to create painters toolbar
Failed to create view layout toolbar
Failed to create docking windows
Failed to create Project View_Explore window
Failed to create Project Files view
Failed to create Output window
ERROR: On File Open Can not find a view for document to activate.
Failed to create output tab window
Failed to create output windows
ERROR couldn't create the Var selector Dialog !
Failed to create Properties Edit
Failed to create Properties Grid
ERROR: can't update inserted files tree dialog

**Possible Causes**

- Too many PPOs or painters defined
- Not enough RAM
- Program files corrupted

**Solutions**

- Delete PPOs or painters
- Install more RAM
- Re-install PLC editor

**Font Generator****Description**

Problem running FontGenerator

**Error Messages**

Exception in CProjectConfigsDoc::GenerateSpiderFontsFiles The SpiderFontGenerator Process could not be started...
ERROR1 in FontGenerator while parsing fonts list file so exits Font Generator now
ERROR2 in FontGenerator while parsing fonts list file so exits Font Generator now
ERROR3 in FontGenerator while parsing fonts list file so exits Font Generator now
ERROR4 in FontGenerator while parsing fonts list file so exits Font Generator now
ERROR5 in FontGenerator while parsing fonts list file so exits Font Generator now
ERROR6 in FontGenerator while parsing fonts list file so exits Font Generator now
ERROR7 in FontGenerator while parsing fonts list file so exits Font Generator now
ERROR8 in FontGenerator while parsing fonts list file so exits Font Generator now

**Possible Causes**

- Problem while parsing
- FontGenerator.exe too old
- FontGenerator.exe corrupted

**Solutions**

- Execute „build all“
- Reinstall PLC editor

**FTP Download**

**Description**

Problem with FTP or internet connection

**Error Messages**

FTP Download failed
Cannot open an Internet Session. Please check your internet configuration.
An exception occurred when attempting to create an FTP connection. Please check your internet configuration and make sure your environment is set up with WININET.DLL in the path.
Please enter a valid FTP URL
An FTP connection has not been established.
FTP download not possible because no valid ftp connection available! for project file :
ERROR no actual valid ftp connection !
ERROR in FTP download for file :

**Possible Causes**

- No connection to Internet possible
- Invalid FTP URL
- Not connected via FTP

**Solutions**

- Connect to FTP Server
- Ensure internet connection
- Check FTP URL

**HDLog****Description**

Problems with files defined in project's teq-configuration

**Error Messages**

ERROR in HDLog File parsing ; can't find HDLog file :
ERROR in HDLog File parsing ; can't find HDLog file's starting string : so exits parsing now for file :
ERROR in HDLog File parsing ; can't find HDLog file's parameter :
ERROR in HDLog File parsing file's parameter :
found wrong value in parsed line :
ERROR in HDLog File parsing for curve definition Number : So exits parsing for that curve now for file :

**Possible Causes**

- File does not have correct format

**Solutions**

- Check HDLog files

---

**Memory Foot Print****Description**

Project not suitable for selected HW Settings

**Error Messages**

ERROR in Memory foot print check ; can't find HW profile file :
Project's memory foot print check for project :
] Project's val =
Project's Memory foot print check
TEQ Views Memory foot print check
check Memory foot print FILE GENERATED FROM PLC EDITOR on :
TEQ View Memory foot print check for TEQ :
] TEQ view's val =
According to default HW profile defines
According to Spider HW profile file :
WAS OK
FOUND INCOMPATIBILITIES FOR SOME HW SETTINGS
For more informations read the memory foot print check log file :
And please adjust the project to HW settings limits then rebuilt the project.
Memory foot print check OK for [
Memory foot print check NOT OK for [
<=

**Possible Causes**

- Project exceeds limits of selected HW
- HW profile unknown

**Solutions**

- Adjust project's limits according to selected HW profile and rebuild project
- Select valid HW profile file

---

**License**

**Description**

Problem checking license

**Error Messages**

ERROR Can't find the Saia license check dll
ERROR in loading the Saia license check dll
ERROR while getting the Saia license check dll's needed function's address
ERROR with Saia license check dll, so the WebEditor exits now!
Editor found no valid Spider license file to run. Use the ABORT button if you wish to exit Editor. Use the RETRY button if you wish to install a valid spider license file; you will then have to select the path for the editor's license key file (PLCEditorKey.spl) you got with your installation setup. use the IGNORE button if you just wish to run the editor in Demo mode
New Ininet License File install Failed!
Editor found incompatible Spider license file since Editor type [ xxxx ] is different from editor you are running. Use the ABORT button if you wish to exit Editor. Use the RETRY button if you wish to install a valid spider license file. use the IGNORE button if you just wish to run the editor in Demo mode
Editor found incompatible Spider license file since Editor Release [ xxxx ] is different from editor you are running. Use the ABORT button if you wish to exit Editor. Use the RETRY button if you wish to install a valid spider license file. use the IGNORE button if you just wish to run the editor in Demo mode
Editor found incompatible Spider license file since Editor Release UNKNOWN . Use the ABORT button if you wish to exit Editor. Use the RETRY button if you wish to install a valid spider license file. use the IGNORE button if you just wish to run the editor in Demo mode
Editor Spider license check failed. Use the ABORT button if you wish to exit Editor. Use the RETRY button if you wish to install a valid spider license file. use the IGNORE button if you just wish to run the editor in Demo mode
Editor Spider license check failed so exits

**Possible Causes**

- DLL corrupt
- License invalid

**Solutions**

- Re-install Editor
- Get new license

**Demo Restrictions**

**Description**

Action exceeds demo limitation (only in nanoBrowser projects)

**Error Messages**

The editor exceeds the number of allowed PPO variables so the application will exit without saving the project's files !
The editor exceeds the number of allowed TEQ views so the application will exit without saving the project's files !
The editor exceeds the number of allowed PPO variables so the application won't save any project's file !
The editor exceeds the number of allowed TEQ views so the application won't save any project's file !
The editor exceeds the number of allowed PPO variables so the application will generate a corrupted html file !
The editor exceeds the number of allowed TEQ views so the application will generate a corrupted html file !
The editor exceeds the number of allowed PPO variables so the application won't save any changes since last save until the variables number is ok for the editor !
The editor exceeds the number of allowed TEQ views so the application won't add any new view to the project until the views number is ok for the editor !
The editor exceeds the number of allowed PPO variables so the application won't save the TEQ view file !
The editor exceeds the number of allowed TEQ views so the application won't save the TEQ view file !
ERROR the demo editor can only open default demo project names :
ERROR while opening project : The demo editor can only open default demo project names :
ERROR the actual demo editor can only open default demo project with project version number greater as the one you try to open so stops !!
ERROR while opening project : The project opening index exceeds the MAX opening index for the demo editor.

**Possible Causes**

- Inserting macro containing enough PPOs to exceed limits
- Exceeding maximum number of teq views or PPOs
- Opening a project created with a full version of the PLC editor

**Solutions**

-

**GIF to BMP****Description**

Problem converting GIF image to Bitmap

**Error Messages**

ERROR in during convert GIF to BMP file; can't find project file :
ERROR in during convert GIF to BMP file; can't find image in Graphic driver for file :
ERROR in during convert GIF to BMP file while generating BMP file :
ERROR in during convert GIF to BMP file; can't get image's HBITMAP in Graphic driver for file :
ERROR in during convert GIF to BMP file :

**Possible Causes**

- Incompatible GIF format
- File corrupt

**Solutions**

- Convert to correct GIF format, first
  - Repair GIF
- 

## Basic Interpreter

**Description**

Macro not suitable for editor's basic interpreter

**Error Messages**

Basic Script Command Do Sleep is not supported!
Basic Script Command Do Input is not supported!

**Possible Causes**

- Incompatible macro

**Solutions**

- Macro can't be used
- 

## CspiderTextDoc

**Description**

Program files corrupt

**Error Messages**

ERROR in CSpiderTextDoc::GenerateHTMLTAGStemplateCSVFile() prjConfigs is NULL!
ERROR in CSpiderTextDoc::GenerateFTPDownloadLog() prjConfigs is NULL!

ERROR in CSpiderTextDoc::GenerateHTML() prjConfigs is NULL!
ERROR in CSpiderTextDoc::GenerateSpiderFontsList() prjConfigs is NULL!
ERROR in CSpiderTextDoc::GenerateSAIAPPOInit() prjConfigs is NULL!

**Possible Causes**

-

**Solutions**

- Reinstall PLC editor
- Report to support

**PCL Remote API Log File Message****Description**

Messages in log file when using PCL Remote API (no message boxes...)

**Error Messages**

ESM insert macro function found yet existing files in project PLC Remote API automatic returned : OVERWRITE for ALL
ITQ merge function found yet defined containers in project PLC Remote API automatic returned : OVERWRITE for ALL
TCR merge function found yet defined PPOs in project PLC Remote API automatic returned : OVERWRITE for ALL

**Possible Causes**

-

**Solutions**

-

**Teq File Format****Description**

Problems handling invalid teq files

**Error Messages**

ERROR while opening background TEQ file [ xxxx ], first char errorso stops reading file !
ERROR during TEQ file open; first char Error for file :
ERROR in CProjectConfigsDoc::Serialize while reading m_newDiagramOutline styles
ERROR while opening TEQ file [ xxxx ], first char error so stops reading file !

**Possible Causes**

- Invalid format

**Solutions**

- Recreate teq file

---

## Background / Foreground Teq

**Description**

Teq defined as background or foreground is same as teq file edited

**Error Messages**

ERROR while adding background TEQ name to actual doc , won't add the TEQ name background TEQ list because same name for file :
--

ERROR during background TEQ define; The background TEQ defined is the same as the teq in which it should be defined as background so won't be done for :
--

ERROR during background TEQ define; The TEQ file yet contains more then 2 defined back/foreground TEQ so no new one added
---

ERROR : The TEQ configuration : back/foreground TEQ name is the same as the TEQ itself so that setting is skipped ! Please check the back/foreground TEQ's configurations .
--

**Possible Causes**

- Teq file currently being edited or opened contains a background or foreground teq with the same name

**Solutions**

- Change background or foreground teq
- Change name of teq currently being edited

---

## Recursive Teq Files

**Description**

Possible recursion in teq file detected

**Error Messages**

ERROR while opening TEQ file [ xxxx ], a back/ForegroundTeq defined with a second inner Back/Foreground defined in was detected , since that may cause looping problem the background isn't loaded please check the defined back/ foreground teqs .
---

**Possible Causes**

- Teq file contains a background or foreground teq file which itself contains a background or foreground teq file. This can lead to problems And is therefore not

allowed

### Solutions

- Set a teq file as back- or foreground which does not contain a back- or foreground teq file

## Project: Editor Version

### Description

Problems with files generated with an other version of the PLC editor

### Error Messages

ERROR in CProjectConfigsDoc::UpdateInitPPOFile found a init ppo tcr file with old naming notation so tries to rename it and use this one. !

ERROR in CProjectConfigsDoc::UpdateInitContainersTeq found a init container itq file with old naming notation so tries to rename it and use this one. !

ERROR in project file while reading version nr greater as actual editor version number so stops !!

### Possible Causes

- Files were generated with either an older or a new version of the PLC editor than the editor currently used

### Solutions

- If an older version is required, try this editor's conversion or use an older version
- If a newer version is required, the editor needs to be updated

## Macedit Process

### Description

Problems starting a macro dialog

### Error Messages

ERROR in MacroDlg The Macedit Process could not be started !

ERROR in MacroDlg The Macedit Process could not be started (last MacroDlg process still running) !

ERROR in MacroDlg The Macedit Process could not be started (MacroDlgWebServerThread is null) !

ERROR in MacroDlg The Macedit Process could not be started (no free tcp port found) !

### Possible Causes

- An other macro is already running
- The macro dialog's webserver is not running or can not open a port

**Solutions**

- Close running macro
- Reload macro dialog
- Restart PLC editor

**Macro Dialog Dataserv****Description**

Problems concerning the macro dialog dataserver

**Error Messages**

ERROR macro configuration Dialog dataserv unknown return so kill dialog!
ERROR macro configuration Dialog PLC Dataserv side error during add modbus struct to project's modbus struct imported files List
ERROR macro configuration Dialog PLC Dataserv side error during remove modbus struct from project's modbus struct imported files List
ERROR macro configuration Dialog PLC Dataserv side error during modify modbus struct in project's modbus struct imported files List
ERROR macro configuration Dialog dataserv timeout return so kill dialog!
ERROR macro configuration Dialog timeout so kill dialog!
ERROR macro info to configure's index does not exist in that macro for macroInfo to configure :
ERROR macro configuration Dialog PLC Dataserv side basic script error during proceed arguments :
ERROR macro configuration Dialog PLC Dataserv side basic script error during proceed no basic file name found in arguments !
ERROR macro configuration Dialog PLC Dataserv side basic script error during proceed for basic file name :
ERROR macro configuration Dialog PLC Dataserv side basic script error during generates project's needed hdlog file
ERROR macro configuration Dialog PLC Dataserv side error during generates project's needed modimpList file

**Possible Causes**

- Problem with MicroBrowser serving the macro dialog
- Not enough resources to load macro dialog (see „Resource“)

**Solutions**

- Reload macro dialog
- Restart PLC editor

## Macro Dialog Values

### Description

Problems with values set in macro dialog

### Error Messages

ERROR during macro configuration with MacroDlg; Found [ xxxx ] macro label Painters so returns.
ERROR during macro configuration with MacroDlg; The name found in macro label Painter is empty so returns.
ERROR during macro configuration with MacroDlg; First selected painter groupNbr <=0 so returns.
ERROR during macro configuration with MacroDlg; First selected painter is null so returns.
ERROR during trend configuration the trends configuration string would become too long with that new trend configuration so won't add this one
ERROR On Macro Online trend Update button: no valid trend selected to update! please select one!
ERROR update a trend the trends configuration string would become too long with that new trend configuration !
ERROR On Macro Online trend Index change: available trends list selected index greater as list max size!
ERROR On Macro Online trend Remove button: available trends list selected index greater as list max size!

### Possible Causes

- Not a valid value
- Number of values exceeds maximum
- Field empty
- Creating a macro with a teq file containing several macros (Problem with multiple macro labels)

### Solutions

- Check value entered in field(s)
- Reduce number of values

---

## Program Error

### Description

Invalid program state

### Error Messages

ERROR in CConditionExpression destructor , expression member not ok with expression type defined!
ERROR during CrossRef generation; no Cross Ref file template found for file :

ERROR during CrossRef generation;() can't generate a cross ref file no project opened
ERROR While creating project [ xxxx ]! couldn't find the tool's runtime library [ yyyy ] to put in project directory
ERROR While creating project [ xxxx ]! couldn't find the msg box TEQ file [ yyyy ] to put in project directory
ERROR while creating project; Couldn't find the runtime library IMasterExternJar to put in project directory
ERROR during loading the Saia PG5_PPO_Selector dll
ERROR during getting the Saia PG5_PPO_Selector dll's function address PcdBrowseForSymbolDlg2
ERROR the Saia PG5_PPO_Selector dll has thrown an exception.
ERROR While opening project [ xxxx ]! couldn't find the tool's runtime library [ yyyy ] to put in project directory
ERROR While opening project [ xxxx ]! couldn't find the msg box TEQ file [ yyyy ] to put in project directory
ERROR Can't init PPO vars, no project opened !
ERROR in CSpiderTextDoc::WriteSpiderPPOListCSV() prjConfigs is NULL!
ERROR during TCR generate; project Config is NULL!
The generation of html file needs the applet main take name. So please first configure a main TEQ for that project. (Menu : Project -> Project Configurations...Main TEQ)
ERROR OnHtmlNewInsert() can't generate a html file no project opened
ERROR while update csv.lst file name can't find file :
ERROR during ITQ merge; no project opened
ERROR during TCR merge; no project opened
Can't generate new project since no profile file (*.shp) found in editor installation directory
ERROR in Release Selector application, couldn't generate the h file
ERROR OnProjectGeneratehtmltagscsv() can't generate a csv file no project opened

**Possible Causes**

- No project opened
- Program installation corrupt

**Solutions**

- Open project
- Report to support
- Reinstall PLC editor

## 23.3 Error Messages IMaster Applet

### Webserver

#### Description

URL not found on PLC's webserver

#### Error Messages

cgiOrderValues failed ! ( xxx ) WEB SERVER problem !!
---

cgi_call failed ! [ xxxx ] ( yyyy ) WEB SERVER problem !!
---

WEB SERVER problem !!
-----------------------

#### Possible Causes

- No connection to webserver
- Invalid path

#### Solutions

- Check physical connection to PLC (i.e. ping)
- Check path
- Check webserver version on target PLC

### HTML parameter not found

#### Description

Parameter in HTML file needed for applet not found

#### Error Messages

HTML Parameter not found! [ AppletName ]
--

HTML Parameter not found! [ ProjectName]
--

HTML Parameter not found! [ Main ] or not correct, xxxx
---

HTML Parameter not found! [ Main ] or not correct, xxxx
---

#### Possible Causes

- Wrong HTML file
- Invalid HTML file

#### Solutions

- Call right URL
- Generate new HTML file with PLC Editor and download project to PLC again

### File not found

#### Description

File requested from webserver was not found

**Error Messages**

Loading file failed! : xxxx
-----------------------------

Loading file failed! : xxxx
-----------------------------

Loading file failed! : xxxx
-----------------------------

Loading file failed! : xxxx
-----------------------------

**Possible Causes**

- Webserver problem
- File not available on target PLC

**Solutions**

- Check for webserver problems
- Download whole project to PLC, again

**Value out of bounds****Description**

Value entered exceeds range defined for this PPO

**Error Messages**

value out of bounds ! [ xxxx ... yyyy ]
---

value out of default valid ranges !
-------------------------------------

**Possible Causes**

- Value entered i.e. a TextField exceeds limits defined for this PPO in the project's TCR file
- Limits defined for this PPO in the PLC project are wrong

**Solutions**

- Choose value within the defined limits
- Change PPO limits in editor (init PPO)

**23.4 Warnings Messages S-Web Editor****File****Description**

File / folder access

**Warning Messages**

WARNING : [ VPIAPPLEHTMLNAME " ] not found or invalid ! "
---

WARNING while updating project's MacroLibTemp for :
---

WARNING while updating Tool's MacroLibTemp can't generate tool's temp
---

folder for :
WARNING while updating Tool's MacroLibTemp can't find tool's MacroLibTemp subfolder for :
WARNING while updating Tool's MacroLibTemp for :
WARNING didn't found any corresponding fnt file In project directory and couldn't create it So makes nothing for file name :

**Details**

File or folder could not be found/created/opened. For more information see File in Error Messages.

**FTP Download****Description**

Warnings regarding the FTP or internet connection

**Warning Messages**

WARNING couldn't open the project defined remote Folder [xxxx]  
So uses the root directory on target  
Use the CANCEL button now if you don't want to modify the project defined FTP remote folder.  
Make sure the remote folder exists on download target.

**Details**

If a specified folder does not exist on the target the editor sets folder to the target's root folder. If you wish to define a different folder you can press „cancel“.

**HDLog****Description**

Problems with files defined in project's teq-configuration

**Warning Messages**

WARNING after parsing the number of parsed curves definition is not equal to defined record number for file :

**Details**

The HDLog file has either been imported wrong or is not present. The program will proceed, nevertheless.

**Recursive Teq Files**

**Description**

Possible recursion in teq file detected

**Warning Messages**

WARNING : editor found a recursive background TEQ on itself so will erase it for TEQ :

WARNING : editor found more then 2 background teqs defined for a TEQ view as this won't work it will save only the two first one! for TEQ :

**Details**

- Two teq files specifying each other as their background result in a recursion: this will lead to problems in the MicroBrowser and is therefore prevented by the editor.
- A teq file can only have up to two background teqs

**Project: Editor Version****Description**

Problems with files generated with an other version of the PLC editor

**Warning Messages**

In project [ xxxx ]  
 project laoded runtime library [ yyyy ]  
 different from tool's one [ zzzz ]  
 If you want to modify the project with that tool you need to replace the runtime library with the tool's one  
 Do you want to replace the runtime library with the tool's one?  
 Elsewhere you will just be able to open the files in read only mode , no modification will be saved in files

In project [ xxxx ]  
 project laoded runtime library [ yyyy ]  
 may be older OR different from tool's one [ zzzz ]  
 If you want to modify the project with that tool you need to replace the runtime library with the tool's one  
 Do you want to replace the runtime library with the tool's one?  
 Elsewhere you will just be able to open the files in read only mode , no modification will be saved in files

WARNING you are opening a project made with an older version of the editor do you really want to open that project :

**Details**

If a project generated with an older version is opened with a newer version of the PLC editor some files are converted to the new format. This project then can no longer be opened with an editor of an older version.

However, choosing to allow the newer editor to open the project will not convert the project immediatly. You will be prompted to decide whether or not to replace the runtime library (IMaster applet): „yes“ means the project will be finally converted to the new version of the editor; „no“ means the project will be opened read only.

---

## PPO

### Description

PPO variable warnings regarding name, format or unit.

### Warning Messages

WARNING : editor found an empty variable name in TEQ :  
Since an empty var name will only cause trouble it is now replaced by :  
Please take time to have a look on those variables and give them a valid name  
!

### Details

- If a PPO name is left empty the editor sets a name to prevent problems in the MicroBrowser

---

## Painter Position

### Description

Painter position exceeds size of teq view

### Warning Messages

WARNING in TEQ View Painter's size and position check; Found Polyline\Polygon painter with false size  
So it will not be automatically resized please make the correction manually.

WARNING found painters with bad positions or size  
In painters list to paste do you really want to paste them ?

WARNING found painters with bad positions or size in TEQ view :  
do you want the PLCEditor to Resize and reposition them automatically ?

### Details

Painter to be inserted has position and/or size properties that exceed the limits of the target teq. Except for polyline/polygon painter, the painter properties will be set to make the painter fit.

---

## String Restrictions

### Description

String is too long or contains invalid characters

### Warning Messages

WARNING : editor found a too long user defined string to copy so will trunc it before copy :

WARNING the trends configuration string would become too long (buffer max

size = 2KB) with that new trend configuration ! [trends config string length = 90*nbrtrends+eachTrend'sNamelength] So makes no update!
WARNING in csv generating the HTML TAG [ xxxx ] contains the csv token separator special char[;] so that HTMLTAG won't be put in the generated csv file until user modified it ! Press CANCEL if you don't want to continue the csv file generation
WARNING Saia File name length > 24 not allowed so won't add that file to project :
WARNING File name contains spaces or + or . chars not allowed so won't add that file to project :
WARNING Saia File name length > 24 not allowed on Saia Server please check that file :

**Details**

String's length exceeds a maximum or contains invalid characters. Some strings might be created automatically. For invalid characters check the warning message.

---

## MicroBrowser Version

**Description**

Problems forcing saving in 5.13 version

**Warning Messages**

during BuildAll project [ xxxx ] Editor found some views that needed to be saved in a teq format newer as the 5.13 release. Please check if you need to use the Force teq saving as 5_13 option if you need older microbrowser clients!
--

**Details**

Some contain macros or painter that are not fully compatible with the 5\_13 teq format. They can not be fully edited anymore after saving them in 5\_13.

---

## Teq View Print

**Description**

Problems printing teq view

**Warning Messages**

WARNING in TEQ View Print; The printer configured dpi value isn't height enough for the printing job please reconfigure it (>= 300 dpi)
WARNING in TEQ View Print; Bit blit function not supported from printer this may cause problem for images print

**Details**

- The selected printer is not configured properly: the printer's resolution needs to be set to at least 300dpi
  - The selected printer does not support bit blitting: images might not be printed correctly
- 

**Copy Macro****Description**

Copying macros containing indexed macro containers

**Warning Messages**

WARNING found indexed macro containers in copied painters, so you may make copy of same macro instance, if you need different instances of macros please use the get object from library function  
Instead of the copy\paste function please !

**Details**

When you copy a macro the copy behaves exactly as the original: Editing the original changes the copy as well. To make shure this does not happen, create a new macro instance ('Library/get object from library')

---

**CSV File****Description**

CSV file not specified or not found

**Warning Messages**

WARNING didn't found any corresponding csv file in project directory and couldn't create it  
So makes nothing for file name :

WARNING the project's CSV Files to update list is empty  
please first configure that list in project settings !  
Would you now to add one csv file to that list ?

**Details**

- Before the csv files can be generated automatically they have to be defined in the project's settings
  - The csv files specified in the project's settings have to exist
- 

**Unused HTML Tags**

**Description**

HTML tags defined in CSV file but not used in project

**Warning Messages**

WARNING found HTML tags in csv files that are no more used in actual project  
Do you want editor to delete those HTML Tags?

**Details**

When building the CSV files the editor checks all HTML tags in all the teq files against the HTML tags in the CSV file. If a tag tag in the csv is not used in the project's teq files. By clicking „yes“ all these unused tags in the CSV file are deleted, otherwise they remain in the file (this can be necessary if you use dynamic tags, for instance a HTML tag „text@PPO\_textID@“ in a painter could be resolved into „text1“, „text2“, ... by the dataserver – unknown to the editor – and will require a respective entry in the csv file)

**23.5 Dialogs Messages S-Web Editor****Message:**

Select Your Project's Deployment Location

**Description:**

The location can be a local or network path.

**Message:**

Import Extended Macros Needed Files Confirm Actual project yet contains a file named :

**Description:**

The macro-object contains a file that has the same name than a project file

**Message:**

Import PPO File Confirm  
Actual project PPO settings yet found for PPO :  
Do you want to keep actual settings for that ppo or use the Tolimport TCR file's one ? [project settings = xxxx] [Import TCR settings = yyyy];

**Description:**

Keep:  
Project's PPO settings  
Keep for All:  
Project's PPO settings (for all PPO variables)  
Overwrite:  
Use new imported settings  
Overwrite for All:  
Use new imported settings (for all PPO variables)

**Message:**

Import Editable Container confirm  
Actual project Container settings yet found for editable Container :  
Do you want to keep actual settings for that container or use the TolImport ITQ  
file's one ?  
[project settings = xxxx] [Import ITQ settings = yyyy]

**Description:**

Keep:  
Project's container variable initial value  
Keep for All:  
Project's container variable initial value (for all container variables)  
Overwrite:  
Use new imported settings  
Overwrite for All:  
Use new imported settings (for all container variables)

**Message:**

Import Non Editable Container confirm  
Actual project Container settings yet found for NonEditable Container :  
Do you want to keep actual settings for that container or use the TolImport ITQ  
file's one ?

**Description:**

Keep:  
Project's container variable initial value  
Keep for All:  
Project's container variable initial value (for all container variables)  
Overwrite:  
Use new imported settings  
Overwrite for All:  
Use new imported settings (for all container variables)

**Message:**

Display the FTPDownload log file ?

**Description:**

The log file contains a list of all files and indicates if the download was successful or not.

**Message:**

Project's Files saved on target Succeed  
  
failed for some files:  
  
For more informations read the ftpDownload log file :  
FTP download on target IP Address :  
FTP download in target Folder :  
FTP download for project files :  
FTP connect WEBS dir NOT FOUND so creates it and jumps in

**Description:**

FTP download status messages

**Message:**

Do you now wish editor to use the spiderFontsList.txt file and generate the project's needed font files?

**Description:**

spiderFontsList.txt contains a list of used font types to create font files. The created Font Files are used e.g. for NanoBrowser (based on spiderFontsList.txt).

**Message:**

Select Your New MacroLib's Location

**Description:**

The location can be a local or network path.

**Message:**

Please modify now the macro in MACROMODIFY\_TEMPTEQNAME " view.  
Then group the modified macro and save it with a new macro name.  
Please note that the editor is now in a special mode with limited function for modification in " MACROMODIFY\_TEMPTEQNAME ".  
Editor will go back in default mode when you 'll save the modified macro."

**Description:**

The editor switches into a reduced functionality mode while modifying macros. Please see chapter 'Working with Macros' for details.

**Message:**

Actual project ppo settings yet found for PPO :  
Do you want to keep actaul setting for that ppo or use the to merge file's one ?

**Description:**

Defines the behaviour if the imported TCR contains the same PPO variable than the project, but with other settings.

**Message:**

This object can not open a standard dialog.  
Use CrossRef to modify

**Description:**

This painter-object was not configured with the painter properties standard dialogue.  
For example in case of Event Painter objects or other more complex painter-

objects.

**Message:**

This object can not open a standard dialog.  
Do you want to use CrossRef to modify it ?

**Description:**

This painter-object was not configured with the painter properties standard dialogue. For example in case of Event Painter objects or other more complex painter-objects.

**Message:**

Save actual project's changes in ... before closing actual one ?

**Description:**

Project save dialogue before closing the project

**Message:**

**Save actual project's changes in ... before Build All ?**

**Description:**

Project save dialogue before starting the 'Build All' process

**Message:**

Save actual project's changes in ... before FTP Download ?

**Description:**

Project save dialogue before starting the FTP download

**Message:**

Save actual project's changes in ... before opening new one ?

**Description:**

Project save dialogue before opening a new the project

**Message:**

Save actual project's changes in ... before Init PPos ?

**Description:**

Project save dialogue before showing the PPOs initialisation dialogue.

**Message:**

Select A New HW Specific Sub Folder

**Description:**

Directory for target specific files (e.g. hardware profile).  
The hardware profile contains default project settings for a specific device.

**Message:**

Select Your New Project's Location

**Description:**

The location can be a local or network path.

**Message:**

Project's PPOs Compatibility Check for project : According to Target's PPO settings file : FOUND INCOMPATIBILITIES FOR SOME PPOS

For more informations read the PPOs check log file :

**Description:**

SAIA xx7 compatibility for PPO settings.

**Message:**

ERROR in Build all , the generation of html file needs the applet main TEQ name  
so please first configure a main TEQ for that project  
(Menu : Project -> Project Configurations...main TEQ)

**Description:**

Every HMI project needs a main TEQ to start

## 23.6 Critical Issues With Larger Web Editor Projects

### Maximum size of Web Editor projects

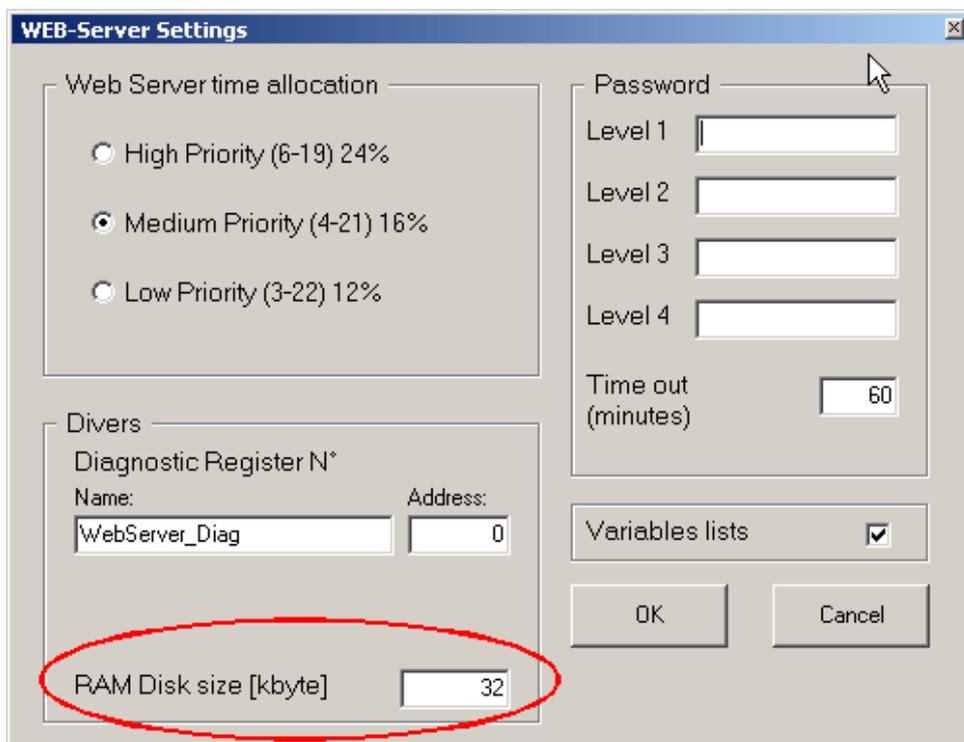
To determine the maximum size of Web Editor projects, the crucial figures are the maximum number of PCD data points (PPOs) and/or the maximum number of TEQ pages (views). These limits are mainly determined by the size of the RAM disk in the PCD Web Server. The behaviour and the use of the RAM disk are explained in Section 2 of this document. For the beginning of 2006, new official firmware versions are planned, which will resolve the RAM disk problems. \$ versions are already available (see 2.2). Depending on the project size and the type of communication link (e.g. modem, gateway), it may also be necessary to modify other timing parameters. These are described in section 3.

### RAM disk

The maximum RAM disk size is dependent on the PCD type:

PCD type	FW version	max. RAM disk [kB]
PCD3.Mxxxx	1.10.xx	48
PCD2.M480	1.10.xx	48
PCD2.M170	017	32
PCD2.M150	\$C6	32
PCD1.M1x5	0A1	32
PCS1.Cxxx	01A	5

The RAM disk should always be set to the maximum size. In the firmware versions listed above, the default setting represents the maximum value.



**What is RAM disk used for?**

Where a browser (or Java applet) reads the PCD variables (R/T/C/I/O etc.) with the CGI functions "OrderVal.exe" and "ReadFile.exe", matching files are stored in the RAM disk. Web projects created with the Web Editor use these functions.

The size of the files in RAM disk is dependent on the number of PCD data points (PPOs).

The following values apply:

PCD type	from firmware	max. RAM disk size	max. no. of PPOs with	max. no. of PPOs

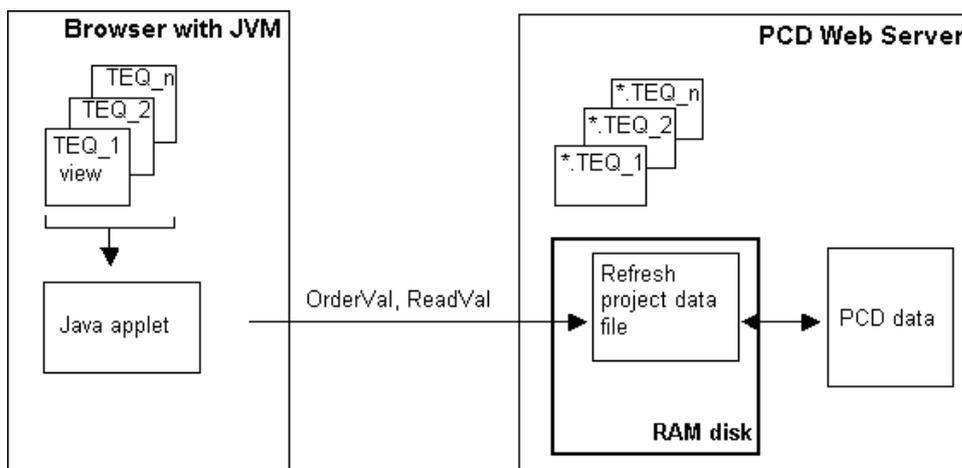
	version*		fw version*	with older fw
PCD3.Mxxxx	1.10.xx	48	2500	600
PCD2.M480	1.10.xx	48	2500	600
PCD2.M170	020	32	1500	600
PCD2.M150	\$C6	32	1500	-
PCD1.M1x5	0A1	32	1500	600
PCS1.Cxxx	BA5	5	250	100

The following formula was used to calculate the maximum number of PPOs:

$$(\text{Max RAM disk size}) / 20 \text{ bytes} = \text{Number of PPOs}$$

20 bytes is an average value for PCD media access (e.g. **PDP,,R8000,d**).

The maximum values listed above assume that the RAM disk contains only one file. This will be the case where the "order per view" option is not set in the Web Editor, i.e. the PCD variables from all TEQ views (screen pages) are refreshed cyclically from a single Project Data File.



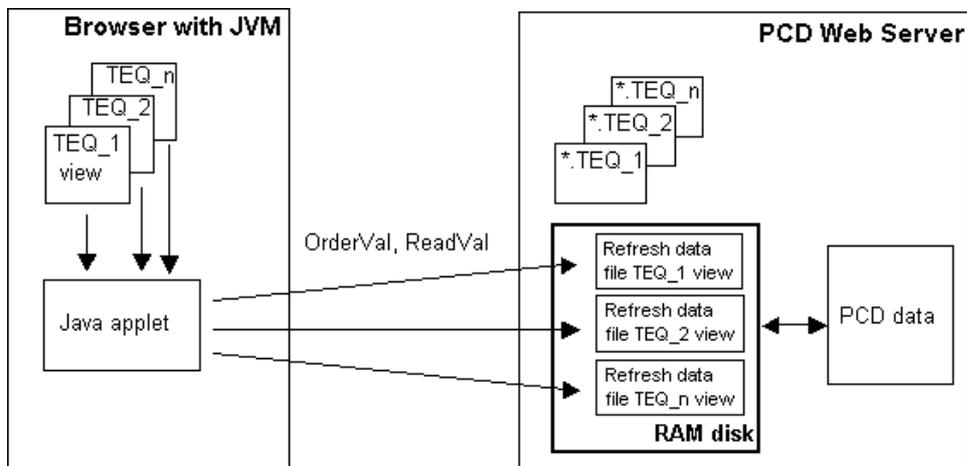
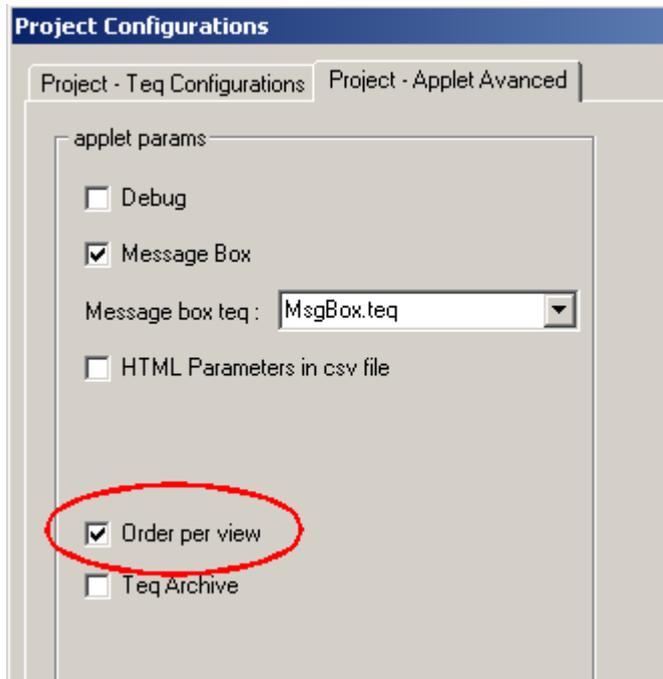
If the maximum number of PCD variables is exceeded in a given project, older firmware versions may cause the PCD to crash. In systems with new versions, all PCD variables are no longer refreshed, and a "No message" error will be displayed in the browser. There will also be an entry "WEB RAM TOO SMALL" in PCD history.

Where the RAM disk contains multiple files, the number of values per file will be reduced accordingly.

When does a RAM disk contain multiple files?

If the "Order per view" option is set in the Web Editor, a separate file will be saved to the RAM disk for every web page (TEQ view) called. In this case, only the PCD variables for the TEQ view (web page) visible in the browser will be read cyclically by "OrderVal.exe" and "ReadFile.exe". This has the advantage that shorter refresh times can be achieved. The disadvantage of this option is that a separate file is saved to the RAM disk for every TEQ view. Once a page has been called,

the file stays in RAM disk. The number of files in RAM disk is restricted, limiting the maximum number of TEQ views in a Web Editor project.



The maximum number of TEQ view pages with the "order per view" option set is dependent on the PCD type and firmware version:

PCD type	from firmware version*	max. RAM disk size	with fw version*	with older fw
PCD3. Mxxxx	1.10.xx	48	48	12
PCD2. M480	1.10.xx	48	48	12

PCD2. M170	020	32	32	12
PCD2. M150	\$C6	32	32	-
PCD1. M1x5	0A1	32	32	12
PCS1. Cxxx	BA5	5	0	0

The "order per view" option should not be used with the PCS1 (RAM disk too small).

With new PCD systems (PCD2.M5xxx, PCD3.Mxxx) the RAM-Disk is managed automatically. In case it becomes full either the oldest file is deleted or the whole RAM-Disk is re-initialised.

### Setting the timing parameters

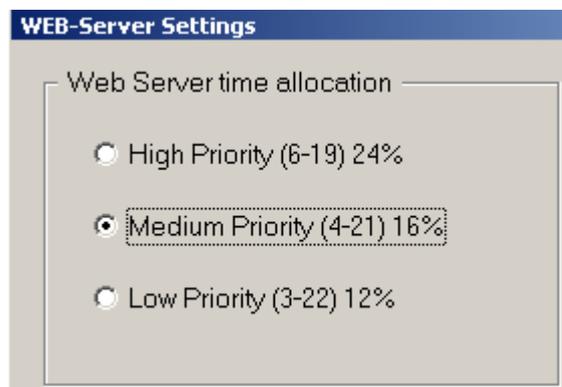
In principle, the timing behaviour of access to the web pages can/must be set in four other places:

a	The priority of the Web Server "task" in the PCD	(can be set in the Web Builder)
b	The Response timeout for the S-Bus	(can be set in WebConnect)
c	Communication (request) timeout for the S-Bus	(can be set in the Web Builder)
d	The refresh time for the Java applet	(can be set in the Web Editor project)

#### a) The priority of the Web Server "task" in the PCD

This setting defines how the CPU should split its capacity between the Web Server and the PLC task. The higher the priority, the more CPU time is used for the Web Server task, and the shorter the response time achieved.

The example on the right should be interpreted as follows:  
for 21 ms, the CPU processes the "normal" user program; for 4 ms, the Web Server task is processed.



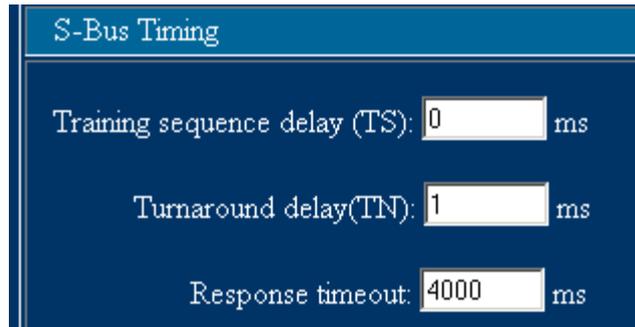
## b) The response timeout for the S-Bus in the WebConnect software

On the WebConnect Setup page (where the connection to the PCD is configured: `http://localhost/setup`), a "Response timeout" can be defined.

For every telegram sent from the WebConnect software to the PCD, the software waits this long for a response from the PCD.

This "Response timeout" only needs to be considered in the case of modem communication or Web Server access via a gateway.

With modem communication, a minimum timeout period of 4 seconds has to be defined.



S-Bus Timing		
Training sequence delay (TS):	<input type="text" value="0"/>	ms
Turnaround delay(TN):	<input type="text" value="1"/>	ms
Response timeout:	<input type="text" value="4000"/>	ms

## c) Communication timeout (Request timeout) for the S-Bus in the Web-Builder

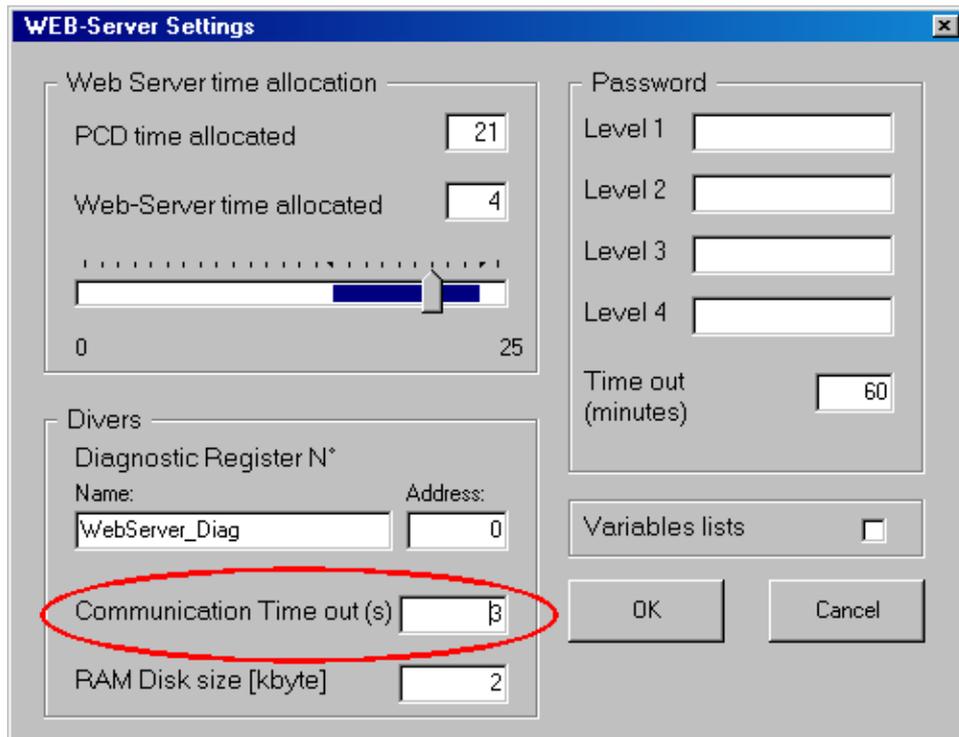
The key combination "CTRL + Saia" can be used to call up the hidden Advanced Settings menu in the Web-Builder.

The Communication timeout must be adjusted on a PCD Web Server station accessed via a modem or a PCD gateway. This timeout must be set to a higher value than the "Response timeout" mentioned above. As a rule of thumb, it could be set twice as high.

What is this timeout used for?

With S-Bus, WebConnect has to issue several S-Bus requests before a web page is completely loaded. The Communication timeout is the maximum time between requests. If this time is exceeded, the Web Server performs a reset and the requested

page is not displayed in full.

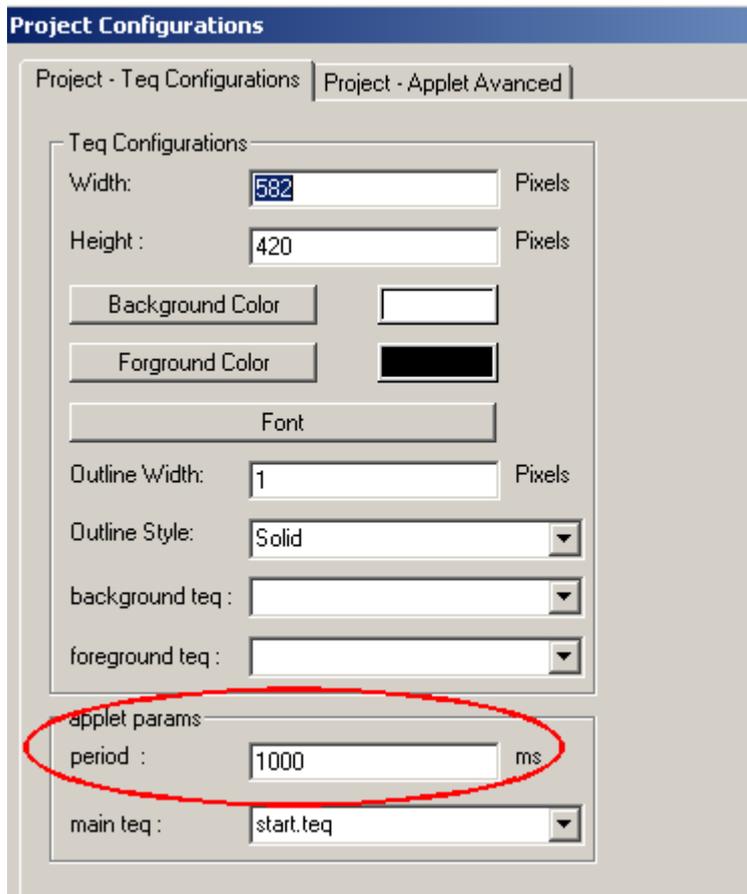


#### d) Refresh time of the PCD variables with the Java applet in the Web Editor

This parameter defines the refresh time for the PCD variables in the web browser. The parameter is set in the Web Editor under "Project - TEQ Configurations", in the "period" field under "applet params".

If the refresh time is too short, the applet will send a new request to the PCD as soon as the PCD has responded to the preceding request.

To avoid an unnecessary communication load, the refresh time should be set as high as possible.



## 24 Abbreviations

<b>HMI</b>	Human Machine Interface, i.e. a PCD.Web-Server view displayed at a Web panel or PC browser.
<b>*.prj</b>	File extension for a PCD.Web-Server project file generated by the S-Web editor. A PCD Web-Server project includes everything to form a HMI on a touch panel or in a browser.
<b>View</b>	A view is what the user of a HMI sees at one moment inside a window or a browser. A *.teq file implements a view.
<b>*.teq</b>	File extension for a PCD. Web-Server view file generated by the S-Web Editor.
<b>*.tcr</b>	File extension for the Web-Editor PPO variable initialisation file. It contains all PCD-Variables of the Web-Editor project with its definitions for the display format and input ranges.
<b>*.itq</b>	File extension for the Web-Editor Container variable initialisation file. It contains all container variables of the Web-Editor project with its initialisation values.
<b>*.esm</b>	File extension for a S-Web Editor macro object.
<b>*.tlb</b>	Since version 5.12 the editor creates macro files with *.esm file extension. The editor is backward compatible with *.tlb files which is the old macro format.
<b>Painter</b>	A painter is a graphic object, which is used by the S-Web Editor. This object is programmed in JAVA. Several painters were packed into an Applet that resides on an embedded system.
<b>Applet</b>	A Java program, which can be launched in a browser from within a HTML page.
<b>PPO</b>	Process Point: A process point corresponds to a PCD variable (R, T/C, F, I/O,...) that is used within the Web application
<b>Container</b>	A Container is a local variable, which has a scope within the actual applet/view. Containers are used to exchange values between different painters in a view or between different views of the same applet
<b>IMaster.jar</b>	File that contains all the required java classes used in the applet as well as the main class which starts the applet