

Station Designer Software

User Guide

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About This Document

Abstract

This manual describes the setup and operation of Station Designer Software for configuring 900 Control Stations for use with HC900 controllers.

References

The following list identifies all documents that may be sources of reference material discussed in this publication.

Document Title	Doc ID
HC900 Control Station Installation	51-52-33-147
900 Control Station Specification	51-52-03-46
HC900 Controller Installation and User Guide	51-52-25-107
900 Control Station User Guide	51-52-25-148
Hybrid Control Designer User Guide	51-52-25-110
Hybrid Control Designer Function Block Reference Guide	51-52-25-109
HC900 Hybrid Controller Communications User Guide	51-52-25-111
HC900 Controller Redundancy Overview & System Operation	51-52-25-133

Contacts

World Wide Web

The following lists Honeywell's World Wide Web sites that will be of interest to our customers.

Honeywell Organization	WWW Address (URL)
Corporate	http://www.honeywell.com
Honeywell Process Solutions	http://hpsweb.honeywell.com/Cultures/en-US/Products/Instrumentation/hybrid/default.htm
Technical tips	http://content.honeywell.com/ipc/faq











Telephone

Contact us by telephone at the numbers listed below.

Organization	Phone Number
United States and Canada Honeywell	1-800-423-9883 Tech. Support 1-800-822-7673 Service

Symbol Definitions

The following table lists those symbols that may be used in this document to denote certain conditions.

Symbol	Definition
	This DANGER symbol indicates an imminently hazardous situation, which, if not avoided, will result in death or serious injury .
	This WARNING symbol indicates a potentially hazardous situation, which, if not avoided, could result in death or serious injury .
	This CAUTION symbol may be present on Control Product instrumentation and literature. If present on a product, the user must consult the appropriate part of the accompanying product literature for more information.
	This CAUTION symbol indicates a potentially hazardous situation, which, if not avoided, may result in property damage .
	WARNING PERSONAL INJURY: Risk of electrical shock. This symbol warns the user of a potential shock hazard where HAZARDOUS LIVE voltages greater than 30 Vrms, 42.4 Vpeak, or 60 Vdc may be accessible. Failure to comply with these instructions could result in death or serious injury.
	ATTENTION, Electrostatic Discharge (ESD) hazards. Observe precautions for handling electrostatic sensitive devices
	Protective Earth (PE) terminal. Provided for connection of the protective earth (green or green/yellow) supply system conductor.
	Functional earth terminal. Used for non-safety purposes such as noise immunity improvement. NOTE: This connection shall be bonded to protective earth at the source of supply in accordance with national local electrical code requirements.
	Earth Ground. Functional earth connection. NOTE: This connection shall be bonded to Protective earth at the source of supply in accordance with national and local electrical code requirements.
	Chassis Ground. Identifies a connection to the chassis or frame of the equipment shall be bonded to Protective Earth at the source of supply in accordance with national and local electrical code requirements.

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Introduction/Overview

Welcome to Station Designer—Honeywell’s software for configuring the 900 Control Station interface for the HC900 Control System. This Windows® based application allows you to quickly define a user interface for the HC900 controller that includes more than 70 pre-built controller and Station setup and status displays. A variety of pre-built Widgets, intelligent graphic objects matched to HC900 controller function blocks, are also provided to accelerate custom display building. These features plus many more time saving attributes are contained in a base 900 Control Station configuration file that is installed prior to your customization.

The software is designed to accept a configuration file from a HC900 Controller, import all its tags, signals, variables and function block definitions to facilitate building displays for your 900 Control Station. The Station uses a Honeywell HC900 protocol when communicating with a controller, eliminating the need to research function code types or data register addresses. To build displays using controller data, simply reference the data by name from the lists provided in the imported file.

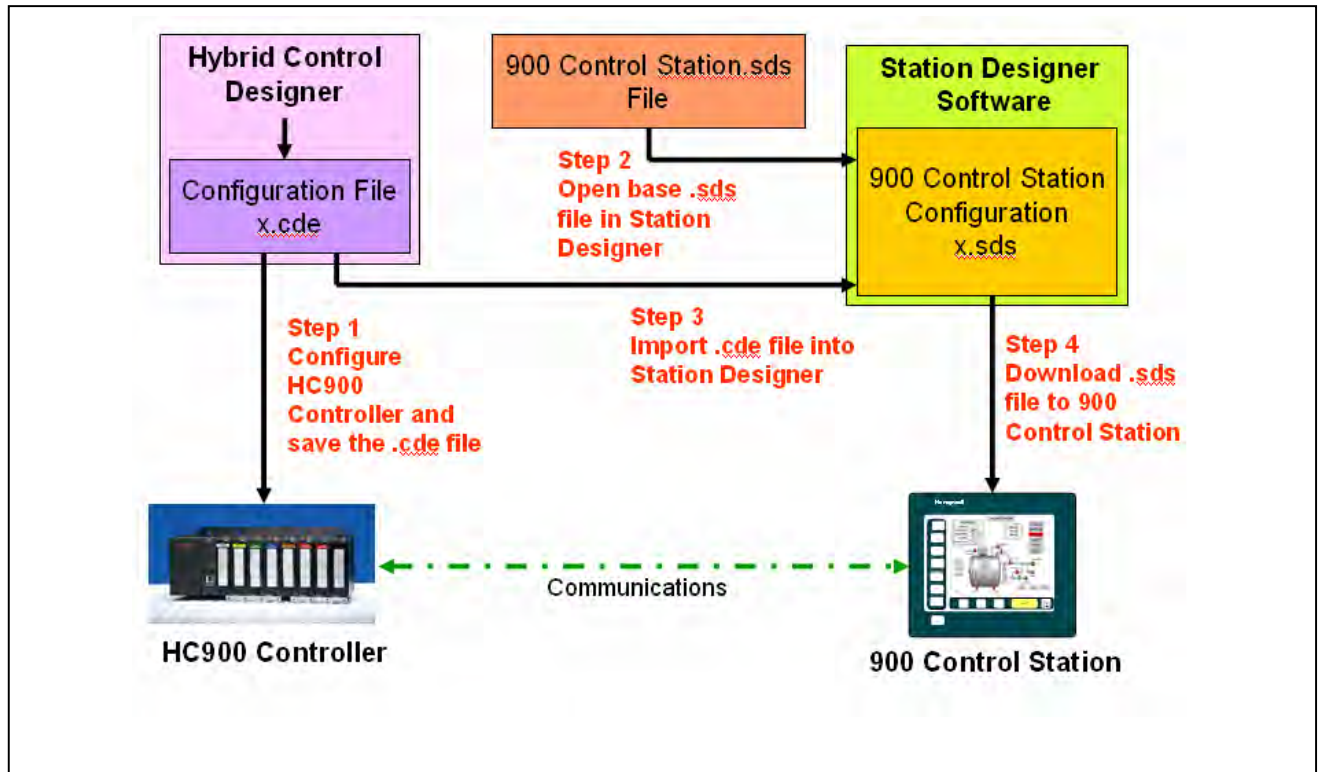
All of the features of your 900 Control Station are configured with one software program including custom graphic displays, data logging, trending, alarming, FTP server operation, remote access via the Web, security, and more. The Station configuration is built off-line on your PC and following an initial download, allows incremental updates to save you time and minimize upsets to your operation.

How to use this manual

This manual is divided into two segments. The first segment (Chapters 1 through 6) describe features and attributes specific to building a custom display interface for your HC900 Control System starting with the base 900 Control Station configuration file. It includes procedures and examples on how to execute tasks related to using the base configuration with a HC900 controller configuration database. For additional detail on using the software and its capabilities, the manual will direct you to reference sections later in the manual.

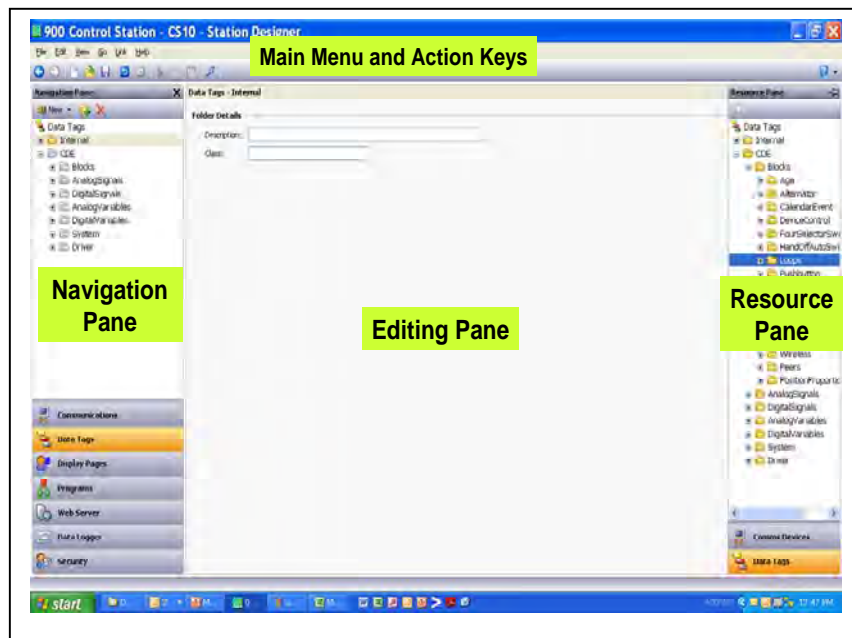
File Structure and Architecture

Station Designer software is a stand-alone application that runs on a PC and is used to develop and download configuration files to 900 Control Stations for use with HC900 controllers. File extensions are used to distinguish the two types of configuration files. HC900 controller configuration files use the .cde file extension. Configuration files for the 900 Control Station use the .sds extension. The database used to develop an .sds configuration file must be the same as the database of the .cde file used to configure the controller. If the databases are not the same, a database mismatch prompt will appear on the Station and communications with the controller will be lost.



Station Designer Layout Overview

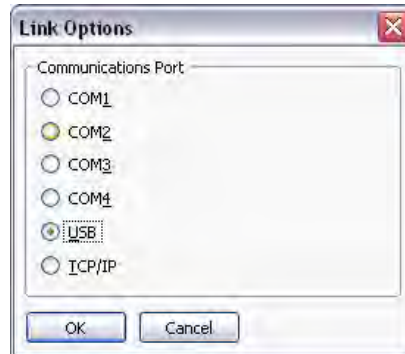
Station Designer operation requires an understanding of the various Menus, Tabs and Panes, used to navigate the software. See chapter [Station Designer Basics](#) for a detailed description of the display areas pictured below.



PC Communications

Configuring the PC Link

The programming link between the PC and the 900 Control Station can be made using an RS-232 port, a USB port or a TCP/IP connection. Before attempting a download to the Station, use the Link menu-Options command to ensure that you have the correct method selected for your PC and Station. USB is the recommended method for first time users. An alternate method using TCP/IP is detailed in section [Alternate Programming Method](#) which may be easier if you are using model 900CS15.



Note that the dialog does not provide a method for specifying the PC's or Station's IP address when using TCP/IP for download. The PC's IP address will be setup using the Network Connections selection under the Windows Settings tab. The Station's IP address is stored in the .sds database file and is configured via the Station Network tab in the Communications Navigation Pane.

When the base 900 Control Station.sds file is selected, the default Station IP address will be set to Manual Configuration with IP address 192.168.1.253, Network Mask 255.255.255.0, and Gateway 0.0.0.0 entered. This address is compatible with the default IP address supplied in the HC900 Controller (192.168.1.254). These network settings should be changed as needed to support your network environment, remembering that the HC900 controller requires manual IP addressing and the 900 Control Station must be on the same sub-net.

When using the USB port for configuration download, once the USB drivers have been installed, See section [Getting Started](#)., no additional port setup is required. When using Ethernet TCP for downloading configurations, the IP address of the Station must first be set using the USB connection, then the download via TCP/IP may be selected. See section [Download Settings](#).

The Download tab and other configuration communication settings are configured by the .sds file. For more information on configuring 900 Control Station communication ports, see section [Using Communications](#).

Getting Started

PC Requirements

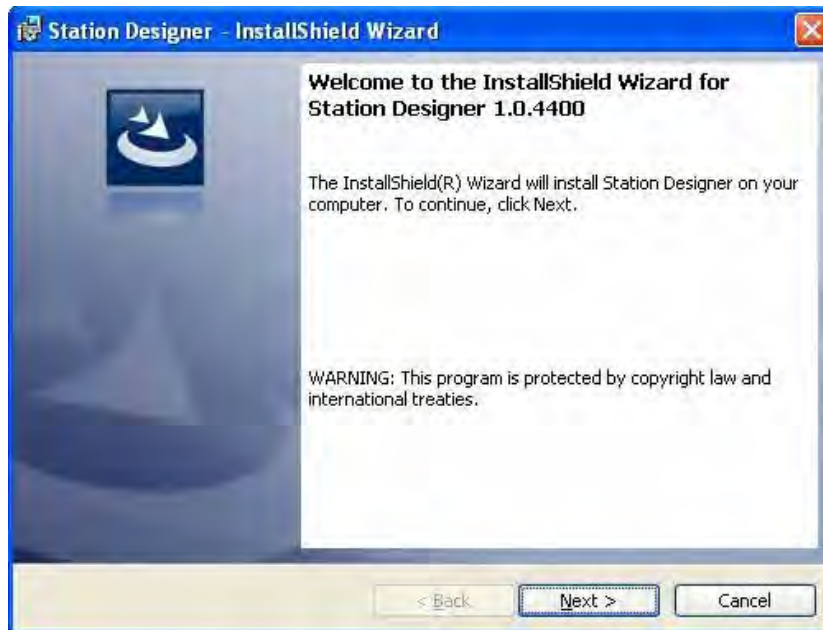
Station Designer is designed to run on any version of Microsoft Windows from Windows 2000 onwards. About 100MB of free disk space is needed for installation, and the display resolution should be sufficient to allow editing of display pages without excessive scrolling. For the VGA display of the 900 Control Station, an XGVA PC is recommended.

HC900 Controller and 900 Control Station Setup

The following steps outline the process for setting up and interconnecting an integrated system that includes the HC900 Controller, 900 Control Station and a PC with Station Designer Software installed. Upon completing the following steps, you will have connected all the devices together, configured an HC900 database, loaded this database into the Station Designer software application, and downloaded the Honeywell supplied pre-configured displays into the 900 Control Station.

What you need:

- a) PC Computer
 - b) Honeywell 900 Control Station
 - c) Honeywell Station Designer Software
 - d) 24Vdc Power Supply
 - e) USB 2.0 Programming Cable Type A–Type B (*i.e. Black Box USB05-0010*)
 - f) Honeywell HC900 Controller
 - g) Honeywell HC Designer Software
 - h) Ethernet cable
- 1) Configure your HC900 Controller using HC Designer Software, save the configuration file (*.cde) in your PC and download this configuration to the HC900 Controller.
 - 2) Connect a +24Vdc power supply to the 900 Control Station and power the unit. A display indicating the default IP Address and the MAC address of your Station will be displayed.
 - 3) Install Station Designer software on your PC. - Station Designer is supplied on the CD you received from Honeywell. (**Note: Do not connect the USB cable between your PC and the 900 Control Station until instructed below.**) For installation, place the CD in an appropriate drive on your PC, the setup file will auto-run and advance to the dialog box below. (Note: If the install application does not auto-run, access START/RUN and browse the CD for the file “Setup.exe” and select Run.)



Answer the install questions and execute the appropriate actions to complete the software installation. When finished you have the option to launch Station Designer or exit the install application.

During the installation an icon was added to your PC's desktop with a shortcut to launch Station Designer. Access via:



Note that by default, program files will be installed in:

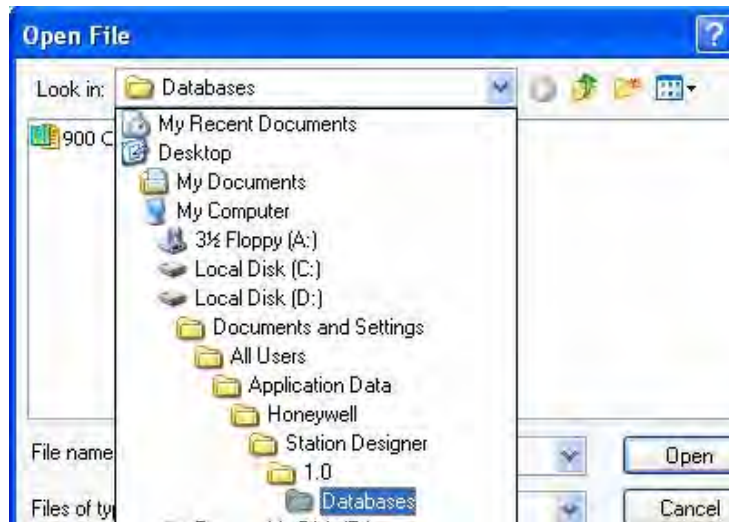
C:\Program Files\Honeywell\Station Designer.

User files will also be installed in four folders during the installation. The location of these folders is dependent on your PC's operating system. As an example, the folders may be located in:

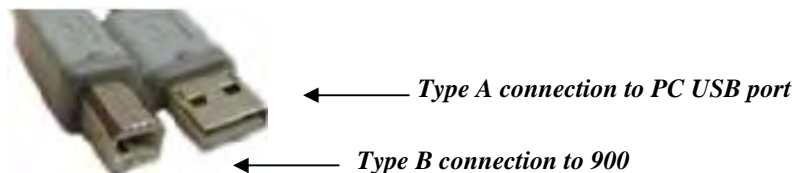
D:\Documents and Settings\All Users\Application Data\Honeywell\Station Designer\1.0

- Databases
- Images
- Widgets
- Lexicon

- 4) To locate the folder location on your PC, open Station Designer and execute the menu command file > Open... dropdown the "Look in" combo box at the top of the Open File dialog and you will see the location of the "Databases" folder where the "900 Control Station.sds" file is located. The Images, Widgets, and Lexicon folders are located along this same path.



- 5) Connect the USB programming cable to the PC and the 900 Control Station.

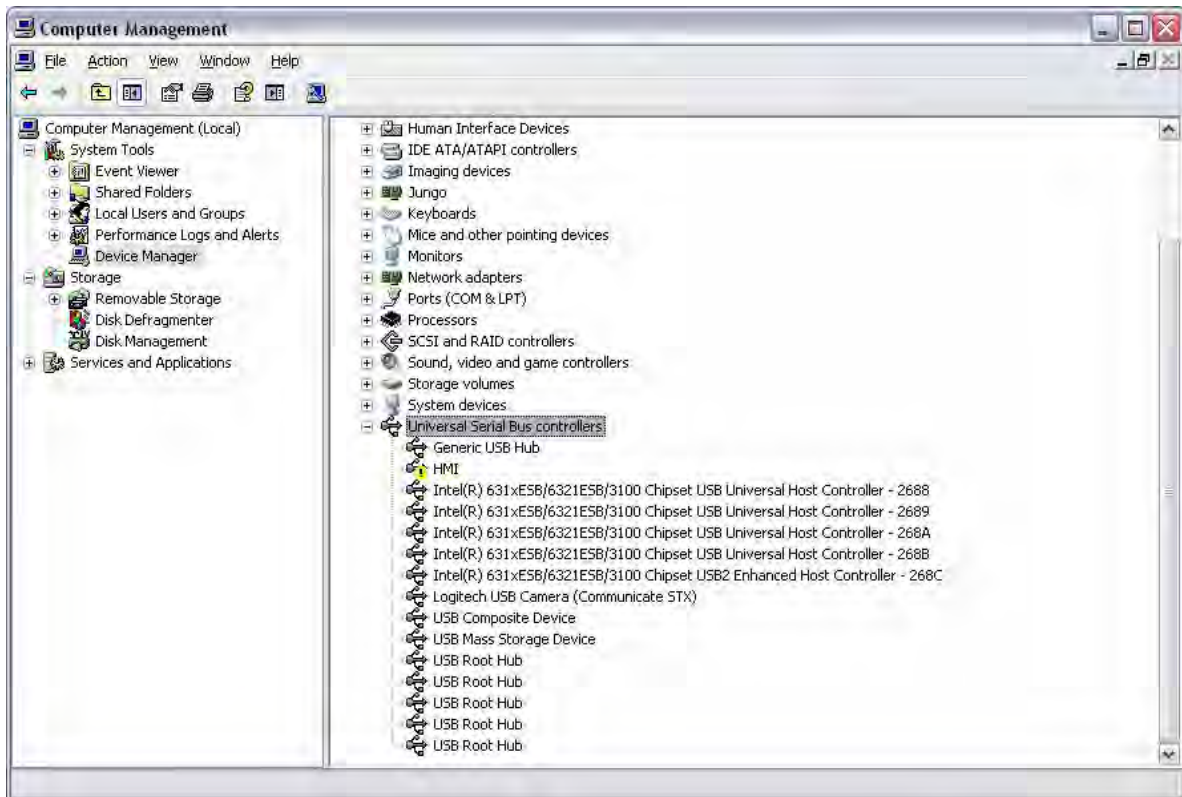


Note that Windows will indicate that it has found drivers for the new device and that it is ready for operation. No further user intervention should be required.

Note that you may be required to repeat the driver installation process up to three times, as the 900 Control Station uses different device drivers for the boot loader, the main Station Designer application and the composite driver that provides access to the Flash memory card.

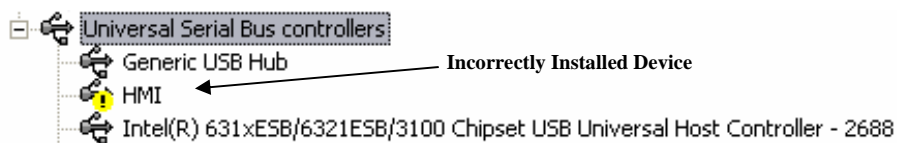
Troubleshooting

If you connected the 900 Control Station to your PC before installing Station Designer—or if you selected STOP when presented with the unsigned driver dialog box—it is possible that an aborted installation has made it impossible for you to install the drivers correctly. To check for this, open the Windows Device Manager by finding the My Computer icon on your desktop or on your Start menu, right-clicking and selecting the Manage command. A window similar to the one below should appear...

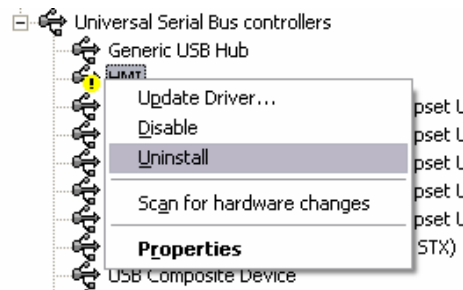


The exact process for getting to this point may vary from one operating system to another, but the basic idea is the same: Find the My Computer icon—either on the desktop or on your start menu—right-click it and select Manage. If that doesn't work, select the System option from the Control Panel, and activate the Device Manager from the Hardware tab.

If you have a problem with your USB drivers, you will see a yellow icon carrying an exclamation point under the Universal Serial Bus controllers category. The name of the icon may be HMI or Loader or something similar. The broken driver is shown in close-up below...



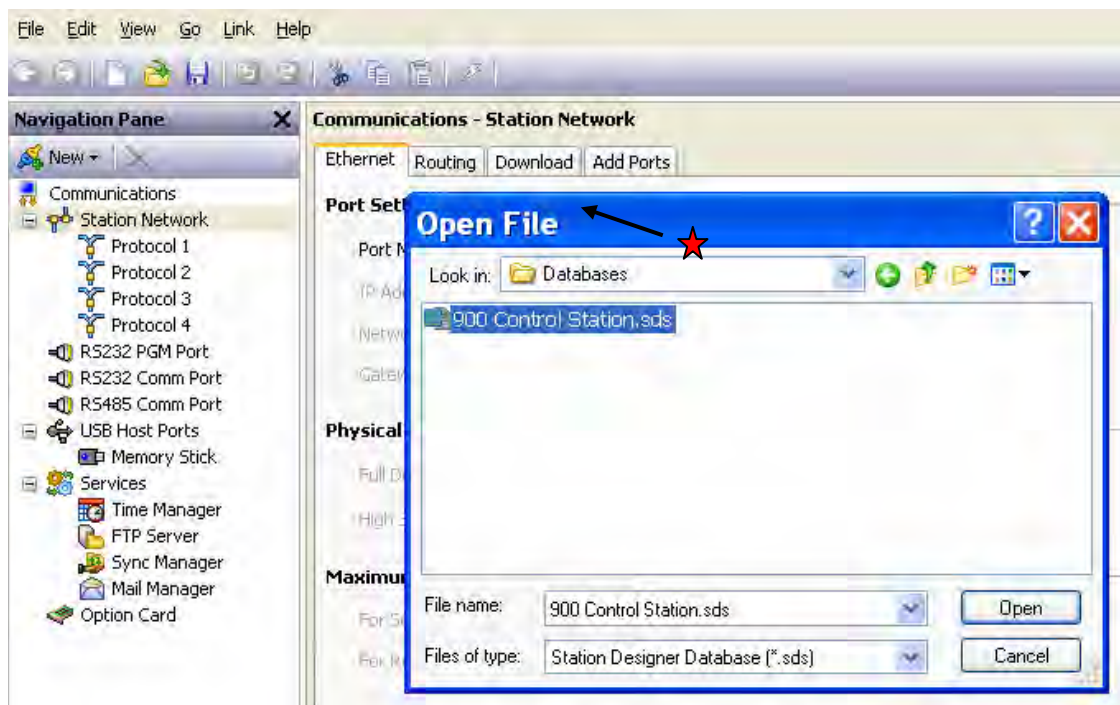
To fix the problem, right-click on the broken device and select Uninstall from the menu...



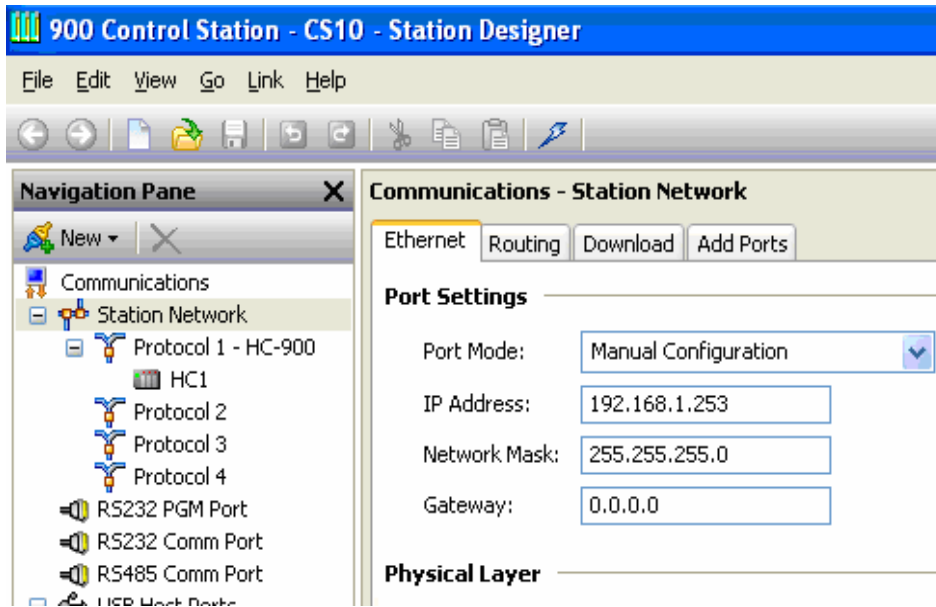
After asking for confirmation, Windows will remove the device from your system. You can now power the 900 Control Station off. After a couple of seconds, reapply power and Windows will start the driver installation process once again.

As mentioned above, the 900 Control Station uses distinct device drivers for the boot loader and for the Station runtime. You may thus have to repeat this repair process for each driver, although it is unlikely that faults occurred beyond the boot loader if that install failed.

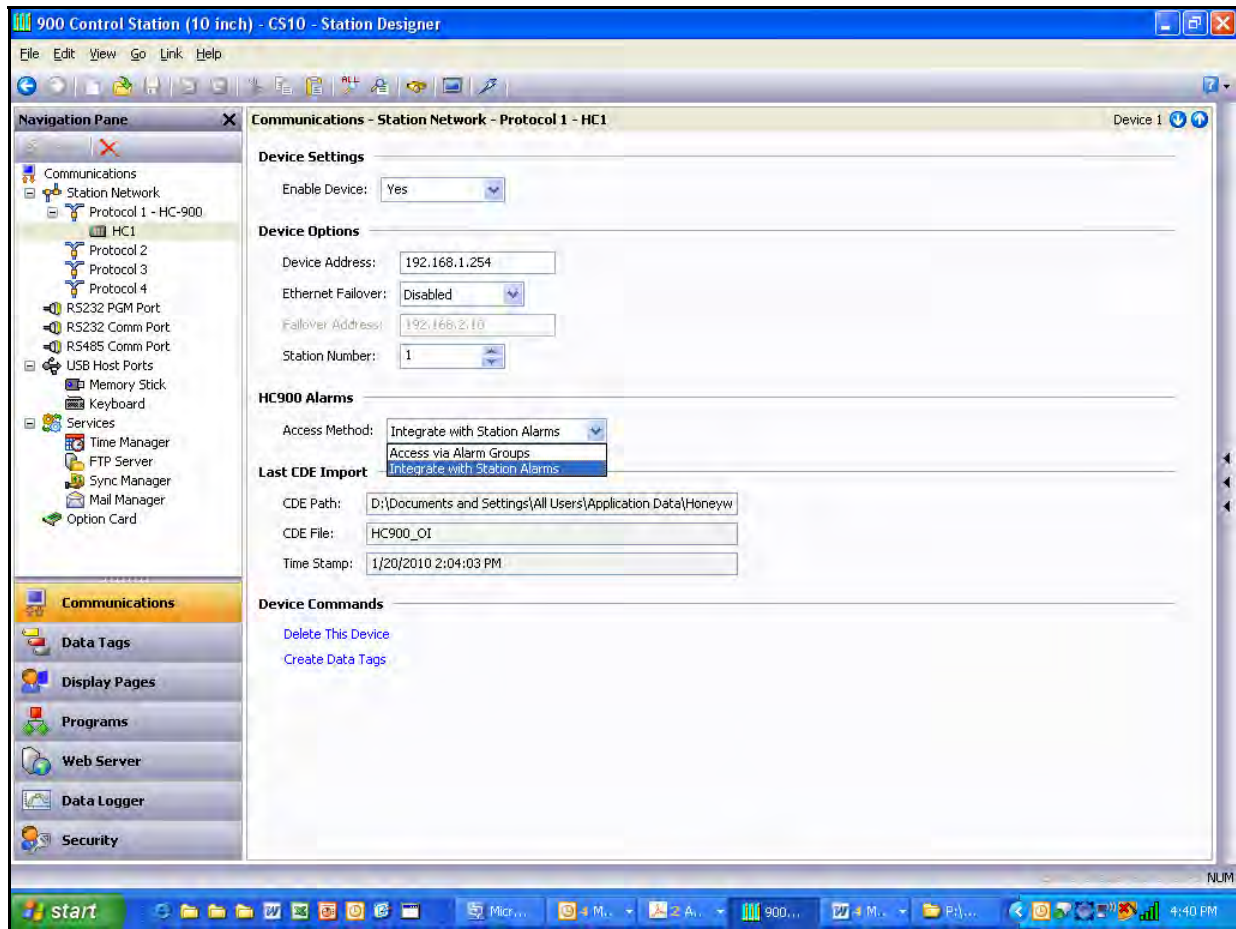
- 6) Connect the Ethernet cable to the HC900 Controller E1 port and to the 900 Control Station.
- 7) Within the Station Designer application main menu, select File and Open. Locate and select the file: 900 Control Station.sds. The file may be found in the Databases folder you identified in step 4 above. Example: D:\Documents and Settings\All Users\Application Data\Honeywell\Station Designer\1.0\Databases. This file contains the Honeywell HC900 specific custom displays and templates. Since this is a read only file, you must save the file under a different name so that you will be able to modify it for your specific application. You may have several of these files under different file names to select from in your future work, one for each unique Station configuration. Click on Open.



- 8) Go to the Navigation Pane (left side of screen), click on Station Network. Within the Communications – Station Network pane, select the Ethernet TAB and configure the 900 Control Station IP address. Enter an address subnet that matches the HC900 Controller subnet. For example, if the HC900 Controller address is 192.168.1.254, enter the 900 Control Station address 192.168.1.xxx where xxx = 1- 253.

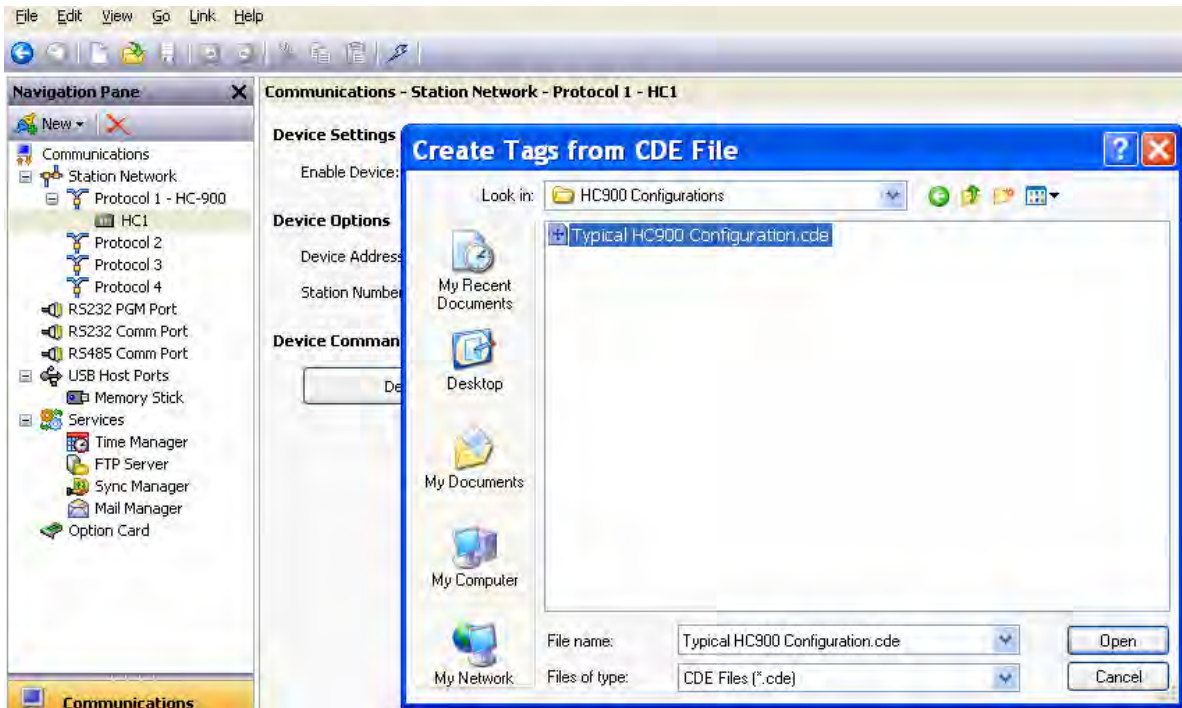


- 9) Go to the Navigation Pane on the left side of the screen, and click on HC1 (under Protocol 1 – HC900) and verify that:
- Enable Device under Device Settings is selected as YES
 - Device Address under Device Options is set to your HC900 Controller TCP/IP address (Honeywell default is 192.168.1.254)
 - Station Number is set to 1

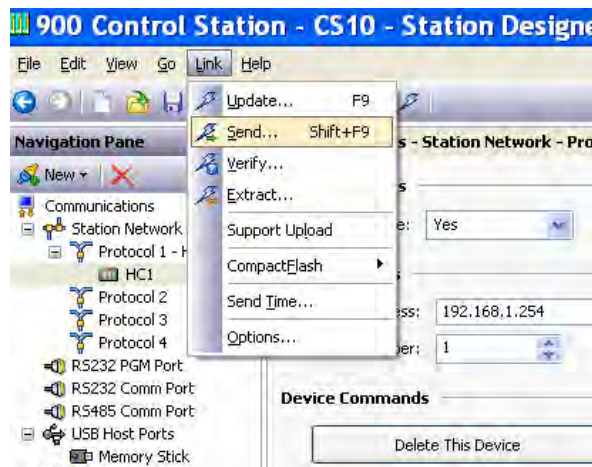


- 10) Under HC900 Alarms choose how you want to initially present the alarm information on Control Station when the alarm icon is touched. Choose Access via Alarm Groups if you want to view HC900 Controller alarms in alarm groups that are configured in HC Designer and reside in the *.cde file. Choose Integrate with Station Alarms if you want view alarms in the Alarm Viewer (tabular presentation). This view combines alarms that are configured via tags from Station Designer as well as HC900 Controller alarms. Note that both presentation modes are available at the Control Station; this configuration simply provides the initial view.

- 11) Click on Create Data Tags under Device Commands.
 - a) Select the *.cde file that matches your HC900 Controller configuration, which you previously downloaded to the HC900 Controller, and click on OPEN.



- 12) You have now completed the import of your HC900 Controller database into the Station Designer application. You are now ready to download this HC900 controller data together with the Honeywell pre-formatted displays to the 900 Control Station by selecting Link and Send from the main menu. Make sure the **Link** option is set for USB.



At this point the 900 Control Station should be connected to your HC900 Controller and displaying data. If you select the MENU Soft Key on the 900 Control Station, select the Controller button and then the Controller Status button on the touch screen display, you should see the display of valid HC900 Controller status data.

Using RS485 Serial Communications

Using RS485 Serial Communication to communicate with the HC900

The above procedure describes using Ethernet communications between the 900 Control Station and the HC900 Controller. If RS485 Serial communications will be used, the following procedure should be followed:

- 1) From the Communications tab of the Navigation Pane of Station Designer, Select HC1, Device Settings, Enable Device = NO
- 2) Select the RS485 Comm Port selection from the Navigation Pane. Under the port setup, Driver Select, set Manufacturer to Honeywell, Set the Driver to HC900 Serial.
- 3) Set the Port Settings to match the HC900 RS485 Serial Port Settings. The recommended settings are:
 - a) Baud Rate = 57600
 - b) Databits = 8
 - c) Stop Bits = 1
 - d) Parity = Odd
 - e) Port Mode = 2 Wire –RS485
 - f) Port Sharing = NO (Note: this setting is not available in newer versions of Station Designer).
- 4) After completing the RS485 port setup, HC2 should appear beneath the RS485 Comm Port. Set HC2, Device Settings, Enable Device = Yes.
- 5) Set the Device Address to match the Modbus Address of the target HC900 controller. (default is 1)
- 6) Select “Create Data Tags” and access the desired HC900 Controller Configuration (.cde) file.
- 7) The Station Serial Port setup is complete.

To setup the HC900 Controller Serial Port to communicate with the 900 Control Station, use Hybrid Control Designer software and setup the desired RS485 Serial Port from the Utility tab while having the target .cde file open and your PC setup to communicate with the HC900 controller. (Note: In the HC900 controller, port setup is not part of the configuration and must be communicated to the controller as a separate operation.)

- 1) Select “Modbus RTU Slave” protocol for the RS485 port to be used.
- 2) Set Slave Type = Point to Point
- 3) Set Double Register Format = Big Endian
- 4) Set the port settings and Modbus Address to match the settings in steps 3 and 5 above.

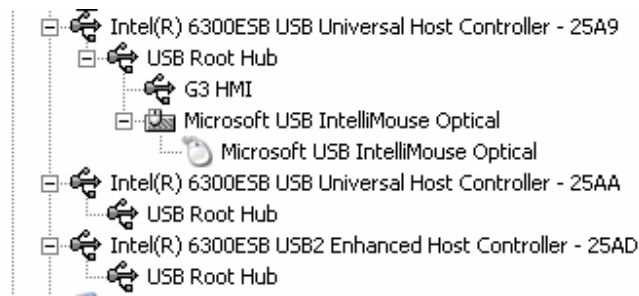
Troubleshooting

Make sure the programming cable is compatible with USB 2.0 devices.

The USB chip set of the 900CS15 is susceptible to conflicts with other USB devices and hubs. Ensure that the 900CS15 is the only device (including hubs but not the root hub) present in the USB device tree, for any given host controller. There are a few exceptions, typically mice and keyboards.

Modern multiport machines will typically have one enhanced EHCI high speed host and multiple OHCI low speed hosts, all sharing the same physical ports. High speed devices such as the 900CS15 will always be routed to the single EHCI controller, whereas low speed devices will be routed to one of the OHCI controllers. OHCI controllers typically handle two ports. For example a typical computer has one EHCI and two OHCI.

If you view the 'Devices by Connection' you will get a better indication of how the device tree is configured. The only solution with internal hubs is to disable them, or install another USB host card and connect the 900CS15 via it.



Disabling the USB2 Host Controller should allow the 900CS15's USB connection to function properly. This will route the 900CS15 and any other devices to the other USB controllers.

The following section details using TCP/IP as an alternate programming method if you are still having difficulty.

Alternate Programming Method- Using TCP/IP To Program The Station

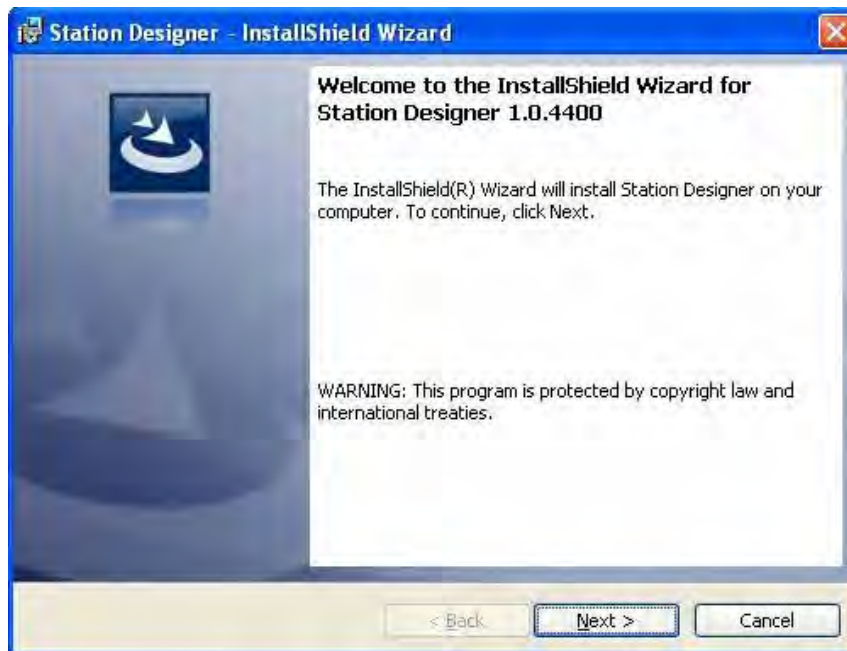
If you have difficulty programming the 900CS15 via the USB programming cable, the following method is an alternative. Note that a crossover Ethernet cable is required if you are not using an Ethernet switch, and a Flash memory card is required if the Control Station firmware needs to be upgraded.

HC900 Controller And 900 Control Station Setup

The following steps outline the process for setting up and interconnecting an integrated system that includes the HC900 Controller, 900 Control Station and a PC with Station Designer Software installed. Upon completing the following steps, you will have connected all the devices together, configured an HC900 database, loaded this database into the Station Designer software application, and downloaded the Honeywell supplied pre-configured displays into the 900 Control Station.

What you need:

- a) PC Computer
 - b) Honeywell 900 Control Station
 - c) Honeywell Station Designer Software
 - d) 24Vdc Power Supply
 - e) Honeywell HC900 Controller
 - f) Honeywell HC Designer Software
 - g) Crossover Ethernet cable
 - h) Flash memory card – required if Control Station firmware needs to be upgraded
-
- 1) Configure your HC900 Controller using HC Designer Software, save the configuration file (*.cde) in your PC and download this configuration to the HC900 Controller.
 - 2) Install Station Designer software on your PC - Station Designer is supplied on the CD you received from Honeywell. For installation, place the CD in an appropriate drive on your PC, the setup file will auto-run and advance to the dialog box below. (Note: If the install application does not auto-run, access START/RUN and browse the CD for the file "Setup.exe" and select Run.)



Answer the install questions and execute the appropriate actions to complete the software installation. When finished you have the option to launch Station Designer or exit the install application.

During the installation an icon was added to your PC's desktop with a shortcut to launch Station Designer. Access via:



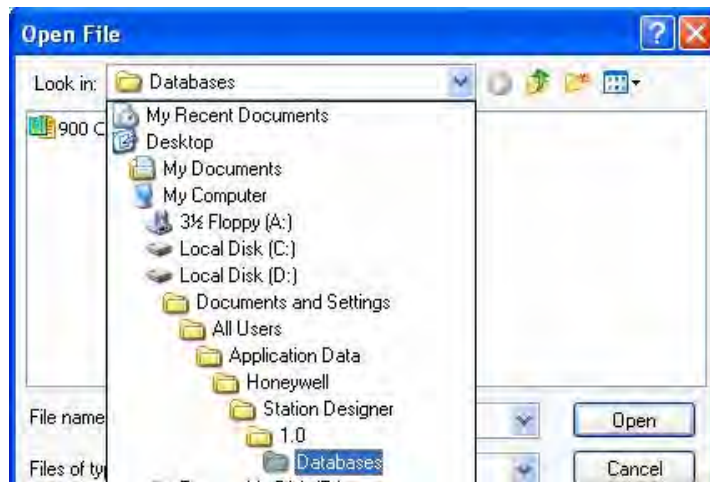
Note that by default, program files will be installed in:
C:\Program Files\Honeywell\Station Designer.

User files will also be installed in four folders during the installation. The location of these folders is dependent on your PC's operating system. As an example, the folders may be located in:

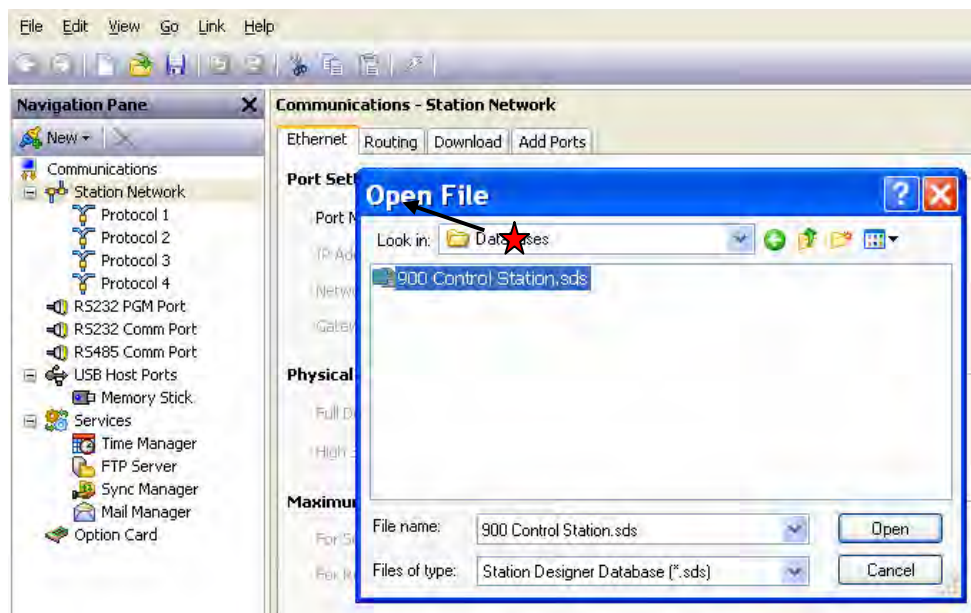
D:\Documents and Settings\All Users\Application Data\Honeywell\Station Designer\1.0

- Databases
- Images
- Widgets
- Lexicon

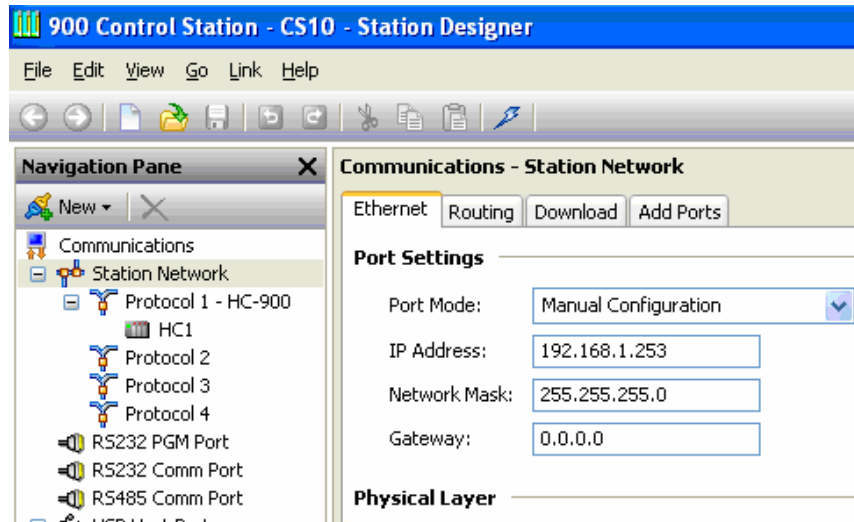
- 3) Launch Station Designer via the icon on your desktop or via Start > All Programs > Honeywell > Station Designer > Station Designer.
- 4) To locate the folder location on your PC with Station Designer open, execute the menu command file > Open... dropdown the "Look in" combo box at the top of the Open File dialog and you will see the location of the "Databases" folder where the "900 Control Station.sds" file is located. The Images, Widgets, and Lexicon folders are located along this same path.



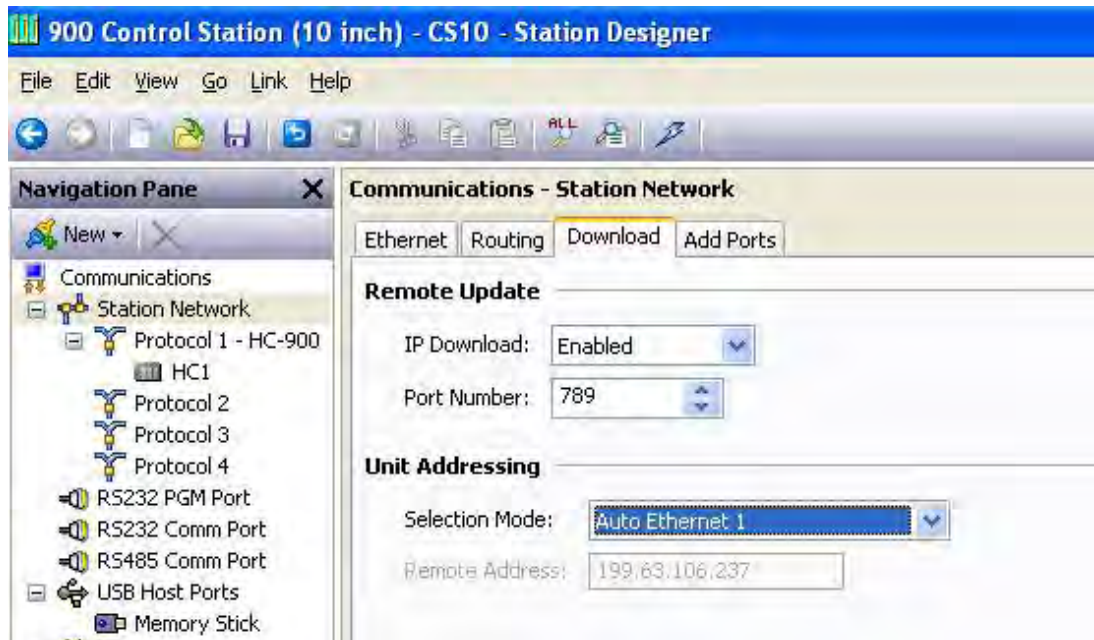
- 5) Before applying +24Vdc power to the 900 Control Station, depress the F1 and the fourth soft key (Logoff for 900CS10 and F4 for 900CS15) simultaneously and hold them down while applying power. Keep the keys depressed until a pop-up keypad appears. Enter an IP address that has the same subnet as your PC and the HC900 Controller and a unique fourth number. Press the green arrow to enter the IP address. The new IP Address and the MAC ID(s) will appear on the display.
- 6) Connect a crossover Ethernet cable to the PC and the 900 Control Station being sure to connect to the main Ethernet port (and not the auxiliary Ethernet port of the 900CS15).
- 7) Within the Station Designer application main menu, select File and Open. Locate and select the file: 900 Control Station.sds. The file may be found in the Databases folder you identified in step 4 above. Example: D:\Documents and Settings\All Users\Application Data\Honeywell\Station Designer\1.0\Databases. This file contains the Honeywell HC900 specific custom displays and templates. Since this is a read only file, you must save the file under a different name so that you will be able to modify it for your specific application. You may have several of these files under different file names to select from in your future work, one for each unique Station configuration. Click on Open.



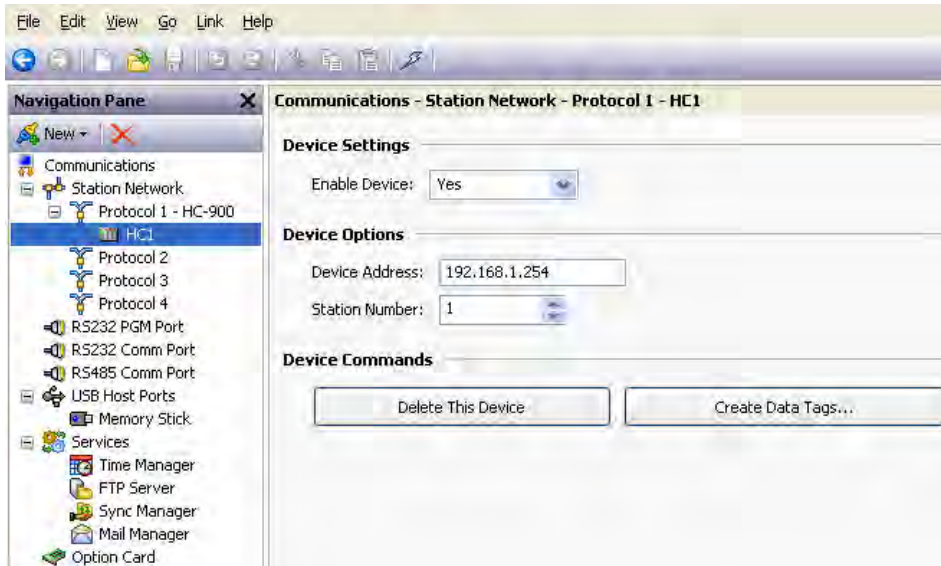
- 8) Go to the Navigation Pane (left side of screen), click on Station Network.
- a) Within the Communications – Station Network pane, select the Ethernet TAB and set Port Settings - Port Mode to Manual Configuration and set the 900 Control Station IP address by entering the same IP address as in step 5.



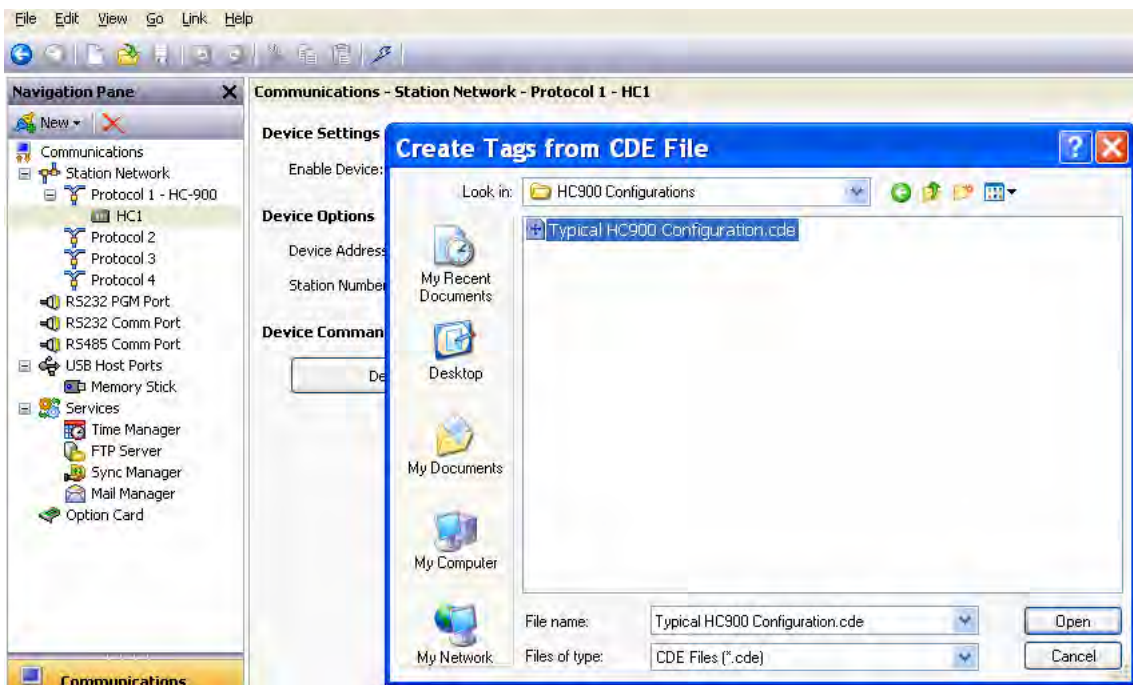
- b) Select the Download tab and set **Remote Update** - IP Downloaded to Enabled and **Unit Addressing** - Selection Mode to Auto Ethernet 1.



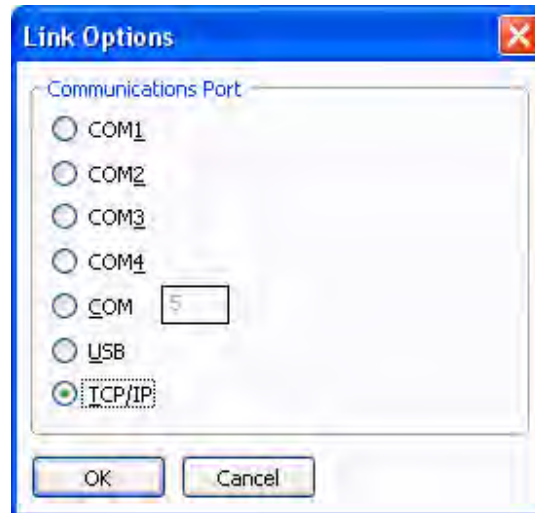
- 9) Go to the Navigation Pane on the left side of the screen, and click on HC1 (under Protocol 1 – HC900) and verify that:
 - a) Enable Device under Device Settings is selected as YES
 - b) Device Address under Device Options is set to your HC900 Controller TCP/IP address (Honeywell default is 192.168.1.254)



- 10) Click on Create Data Tags under Device Commands.
 - a) Select the *.cde file that matches your HC900 Controller configuration, which you previously downloaded to the HC900 Controller, and click on OPEN.



- 11) You have now completed the import of your HC900 Controller database into the Station Designer application. Before attempting a download to the Station, use the Link menu-Options command and select TCP/IP.



You are now ready to download this HC900 controller data together with the Honeywell pre-formatted displays to the 900 Control Station by selecting Link and Send from the main menu.



- 12) Connect an Ethernet cable (either a crossover or straight through cable will work) to the HC900 Controller E1 port and to the 900 Control Station.

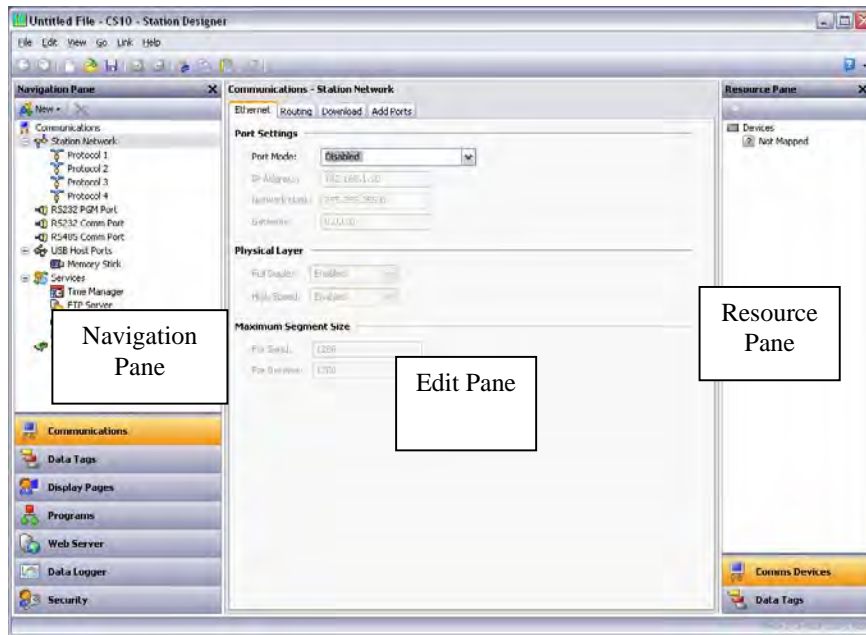
At this point the 900 Control Station should be connected to your HC900 Controller and displaying data. If you select the MENU Soft Key on the 900 Control Station, select the Controller button and then the Controller Status button on the touch screen display, you should see the display of valid HC900 Controller status data.

Station Designer Basics

To run Station Designer, select the Station Designer icon in the Honeywell section of your Start Menu. After a couple of seconds the Station Designer application will appear, See below.

Window Layout

The main Station Designer window comprises three sections...



The Navigation Pane

The left-hand portion of the window is called the Navigation Pane. It is used to move between different categories of items within a Station Designer configuration file. Each category is represented by a bar at the base of the pane, and clicking on that bar will navigate to that section. The top section of the Navigation Pane shows the available items in the current category, and provides a toolbar to allow those items to be manipulated. If you want to make the top section larger, you can pick up and drag the dividing line between it and the category bars.

The Resource Pane

The right-hand portion of the window is called the Resource Pane. It is used to access various items that are of use when editing the current category. Just like the Navigation Pane, it contains a number of categories which can be accessed via the category bars. Items in a given resource category can be drag-and-dropped to the places where you wish to use them. For example, a data tag can be picked up from the Resource Pane and dropped on a configuration field to make that field dependant on the value of the selected tag. Many items can also be double-clicked, thereby setting the current field to that item.

The Editing Pane

The central portion of the window is used to edit the currently selected item. Depending on the selection, it may contain a number of tabs, each showing a given set of the properties for that item, or it may contain an editor specific to the item being edited.

Collapsing Panes

Either or both of the Navigation Pane and Resource Pane can be collapsed to the edge of the main window in order to free-up more space for the Editing Pane. To close a pane, click on the 'x' in the top left-hand corner of its title bar. It will then be replaced by a smaller bar marked with arrows. Clicking this bar will expand the associated pane. Clicking on the pushpin icon on a temporarily expanded pane will lock it in place.

The Categories

The main categories in a Station Designer database are as follows...

Communications



This category is used to specify which protocols are to be used on the target device's serial ports and Ethernet ports. Where master protocols are used (i.e. protocols in which the Honeywell hardware initiates data transfer to and from a remote device) you can also use this icon to specify one or more devices to be accessed. Where slave protocols are used (i.e. protocols in which the Honeywell hardware receives and responds to requests from remote devices or computer systems) you can specify which data items are to be exposed for read or write access. You can also use this category to move data between remote devices via the protocol converter, to configure and to configure services. The expansion card selection allows for future options.

Data Tags



This category is used to define the data items to be accessed from the HC900 controller or from within remote devices, or to define internal data items to store information within a Station. Each tag has a variety of properties associated with it. The most basic property is formatting data, which is used to specify how the data held within a tag is to be shown on the Station's display, and on such things as web pages. By specifying this information within the tag, Station Designer removes the need for you to re-enter formatting data each time a tag is displayed. More advanced tag properties include alarms that may activate when various conditions relating to the tag occur, or triggers, which perform programmable actions when those conditions are met.

Display Pages



This category is used to create and edit display pages. The page editor allows you to display various graphical items known as primitives. These vary from simple items, such as rectangles and lines, to more complex items that can be tied to the value of a particular tag or to an expression. By default, such primitives use the formatting information defined when the tag was created, although this information can be overridden if required. You may also use the editor to specify what actions should be taken when keys or primitives are pressed, released or held down.

Programs



This category is used to create and edit programs using Station Designer's unique C-like programming language. These programs can perform complex decision-making or data manipulation operations based upon any data items within the system. They serve to extend the functionality of Station Designer beyond that of the standard functions included in the software, thereby ensuring that even the most complex applications can be tackled with ease.

Web Server



This category is used to configure Station Designer's web server and to create and edit web pages. The web server is capable of providing remote access to the target device via a number of mechanisms. First, you can use Station Designer to create automatic web pages which contain lists of tags, each formatted according to the tag's properties. Second, you can create a custom site using a third party HTML editor such as Microsoft FrontPage, and then include special text to instruct Station Designer to insert live tag values. Finally, you can enable Station Designer's unique remote access and control feature, which allows a web browser to view the Station's display and control its keyboard. The web server can also be used to access CSV files from the Data Logger.

Data Logger



This category is used to create and manage data logs, each of which can record any number of variables to the Station's flash memory card. Data may be recorded as quickly as once per second. The recorded values will be stored in CSV (comma separated variable) files that can easily be imported into applications such as Microsoft Excel. The files can be accessed by mounting the memory card as a drive on a PC connected on the Station's USB device port, or by accessing them via the 900 Control Station web or FTP servers using an Ethernet port or a modem.

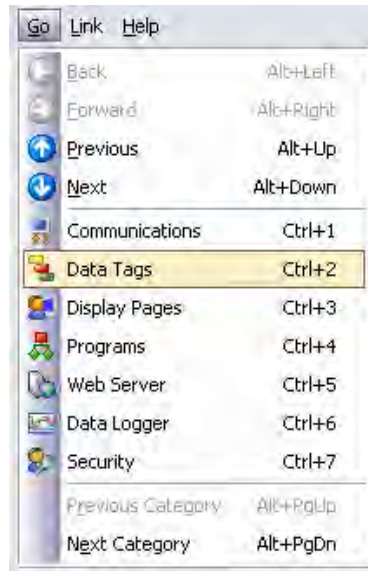
Security



This category is used to create and manage the various users of the Station, as well as the access rights granted to them. Real names may also be given, which allows the security logger to record not only what data was changed and when, but also by whom. The rights required to modify a particular tag or to access a page are set via the security properties of the individual item. Rights can also be assigned to allow or deny access to the FTP server or the web server.

Getting Around

The easiest way to get around a Station Designer database is to click on the category bars in the Navigation Pane, and then click on the item you want to edit. However, a number of shortcuts exist to allow quicker movement and thus greater productivity. Most of these shortcuts can be accessed via the Go menu, or via associated key combinations...



Back and Forward

The first icon on the toolbar or the **ALT+LEFT** key combination can be used to move back to items that you had previously selected. The next icon or the **ALT+RIGHT** key combination can then be used to move forward again, returning to the item you first started with. This facility is very useful when switching between database categories.

Category Shortcuts

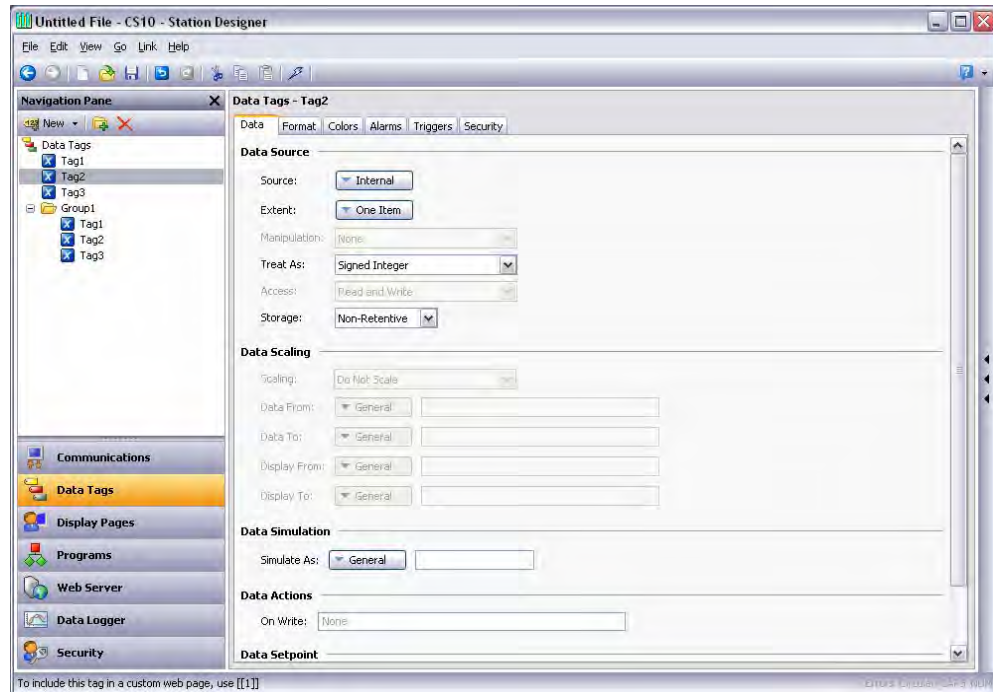
Each category is allocated a shortcut key sequence, comprising the **CTRL** key and a number indicating the category's position in the Navigation Pane. For example, the Communications section can be accessed directly by using the **CTRL+1** combination. You can also move up and down in the category list by using the **ALT+PGUP** and **ALT+PGDN** key combinations.

Item Shortcuts

If you are working in the Editing Pane, you can switch between items by using the **ALT+UP** and **ALT+DOWN** key combinations. Station Designer will move to the previous or next item in the item list, and will try to keep the currently-selected data field the same. This is very useful if you want to change the same field on a number of items, as you do not have to keep navigating back to that field or switching to the Navigation Pane in order to change items.

Navigation Lists

Several categories in Station Designer contain lists of items. For example, selecting the Data Tags category will cause the Navigation Pane to show a list of all the data tags in your database, allowing them to be selected and edited...



Items within these Navigation Lists can be manipulated in various ways...

- To create an item, click on the New button in the Navigation Pane toolbar. For those lists that support only a single type of item, you may also use the **ALT+INS** key combination. The New button on the toolbar may offer a list of available items, allowing you to choose the type of the item you wish to create.
- To delete an item, either use the delete icon in the Navigation Pane toolbar, or press the **ALT+DEL** key combination. If you delete a folder, all of the items within that folder will be deleted, too. Warnings are provided for multiple deletes, although they can always be reversed via the Undo command.
- To rename an item, select it and press **F2**. You may then enter the new name and press **ENTER**. Alternatively, select the item and then single-click on the name once more to activate editing. Again, press **ENTER** when you are finished.

Some lists support the grouping of items into folders. Folders can be created using the New Folder icon in the Navigation Pane toolbar, and can be renamed and deleted just like more conventional items. Creating an item with a folder selected will place that item in the selected folder. Folders can be nested up to any reasonable depth. To sort the contents of a folder right click the folder and select the Sort command. Sorting can be done in ascending or descending alphabetical order.

Items in Navigation Lists can be drag-and-dropped within the list to change their position or to move them between folders. Holding down the **CTRL** key while dragging will result in a copy of the original item being created. The left-to-right position of an item may sometimes be used to decide where to place an item in the folder hierarchy. If the item is being dropped into the wrong folder, try moving left or right to get to the correct position.

Station Designer provides a **Find Item** command, useful for searching all names containing the same string.. This command, available on the Navigation Pane's toolbar searches the current list, and places all matching items in the Global Search Results List. You can browse through this list using the **F4** or **SHIFT+F4** key combinations, or display the list in its entirety by pressing **F8**.

Database items—such as tags, display pages or anything else—may also be dragged between database files by opening two copies of Station Designer and dragging the items in question from the source database's Navigation Pane to that of the target database. If the appropriate category in the target is not already selected, temporarily holding the item that is being dragged over the required category bar for a second or so will select that category, thereby avoiding the need to abort and repeat the drag operation.

Global Search

Station Designer provides several options for searching within a database. Press the **CTRL+SHIFT+F** keys combination to search for a text string, expressions which contain errors, or for items that reference a tag or a communications device in the database. The output of these search operations are placed in the Global Search Result List, allowing you to review the results, or navigate back and forth between the items that have been located. Press the **F8** key to view the results.

In the following sample screen, right-clicking on a communications device and selecting the Find Usage command listed all the locations where the device was referenced. Double-click an entry to jump directly to that item, and use the **F4** or **SHIFT+F4** key combinations to step back and forth through the list.



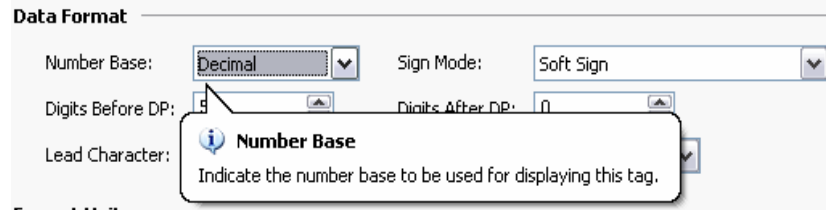
The title bar of the window describes the search operation that produced the list, while each line contains the description of an item that matched the search criteria.

Undo and Redo

Station Designer implements a universal undo and redo structure. This means that you can load a database, edit it for hours, and then return it to its original state by simply holding down the **ALT+Z** key combination. You can then re-apply your changes by holding down **ALT+Y**. All your actions are remembered, and Station Designer will navigate between items and categories automatically when reversing or re-implementing changes.

Using Balloon Help

Station Designer provides a useful feature called Balloon Help...



This allows you to see help information for each field in a dialog box or window, and is controlled via the icon at the right-hand edge of the toolbar or via the options on the Help menu. The When Requested mode allows help to be displayed or hidden manually by pressing the **F1** key. Selecting the When Mouse Over mode will display help when the mouse pointer is held over a particular field for a certain period of time. Selecting the When Selected mode will always display help for the currently selected field.

Working with Databases

Station Designer stores all the information about a particular configuration in a database file. These files have the extension `.sds`, although Windows Explorer will hide this extension if it is left in its default configuration. While Station Designer databases are essentially text files, they are compressed and therefore cannot be directly edited using a text editor like Notepad. Databases may be manipulated via the commands found on the File menu. Most of these commands are standard for all Windows applications, and need no further explanation.

Database Identifiers

Each database created by Station Designer is given a unique identifier. This identifier is used upon download of a new database to determine if the target Station should clear its internal memory and delete any log files recorded to module. If the identifier matches that of the database already in the Station, the database is assumed to be a different version of the same file, so the data is retained. Conversely, if the identifiers are different, the data is cleared. When you use the Save As command on the File menu to save a copy of a database file, Station Designer will ask if you want to allocate a new identifier. Select Yes if this is going to be a new project, and select No if you are just saving a backup copy of what is essentially the same database. This will ensure that the target Station's retentive data is preserved or cleared as is appropriate.

Saving an Image

The one Station Designer-specific item on the File menu is Save Image. This command allows the creation of a file that can subsequently be used to update the database in a terminal via flash memory module or optionally via a USB memory stick. The file contains a non-editable form of the database, plus any firmware and boot loader updates required for execution. Placing an image file called `image.sdi` in the root directory of the target Station's flash memory module and then resetting the Station will result in the boot loader, firmware and database being updated using the image file contents. Note that image files can optionally contain upload information, allowing an editable version of the database file to be extracted from a terminal which has been updated using the image.

Database protection

Each database created in Station Designer can be password protected. Use the Protection command on the File menu to set the password.



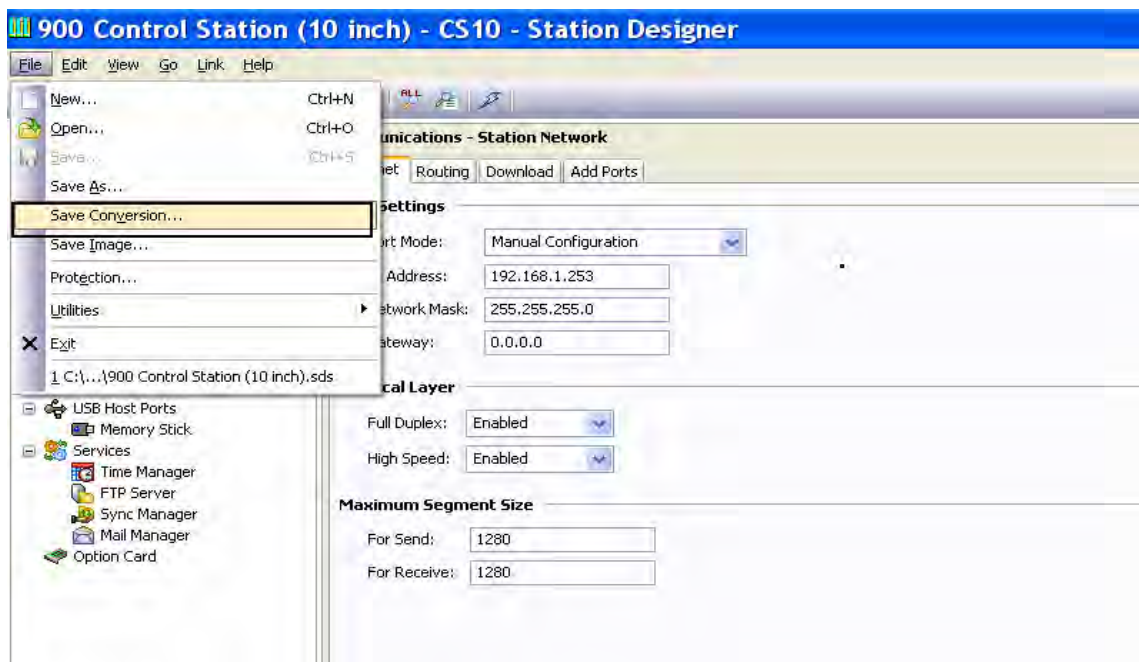
If you are using this feature for the first time, use the Default Access parameter to define the level of access. Read-Only access allows the database to be viewed, but prevents editing or saving changes. No Access prevents all access without the password. The default setting of Full Access allows the database to be viewed and edited without any password. Contact a Honeywell representative to recover a lost password. Note that for security reasons, the recovered password will only be sent to the Recovery Email ID configured in the protection dialog box. Ensure that you specify a valid email address.

Conversion of SDS database from 10 inch Display to 15 inch Display

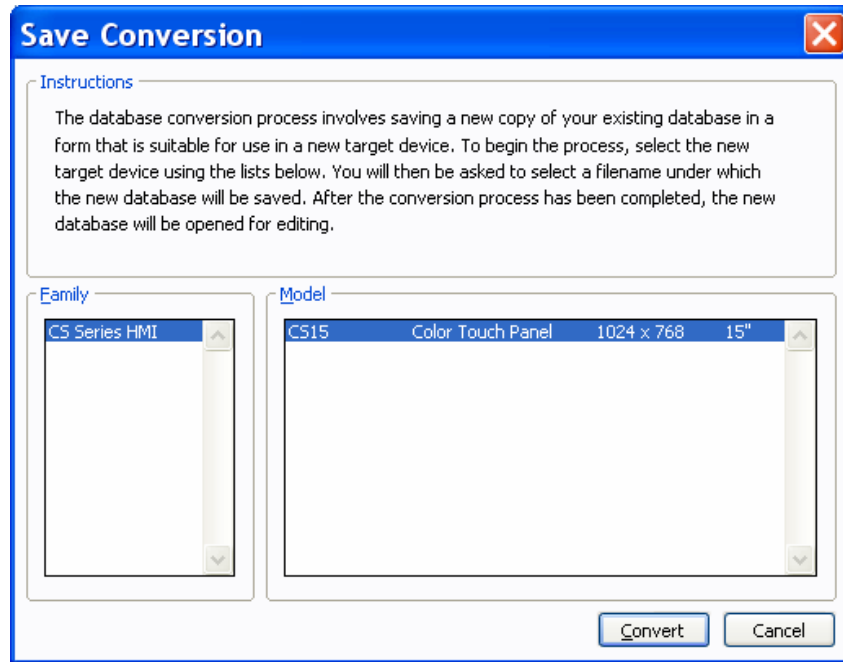
Conversion Procedure

Use the following steps to convert a Control Station 10 inch Display SDS database file to a 15 inch SDS database file.

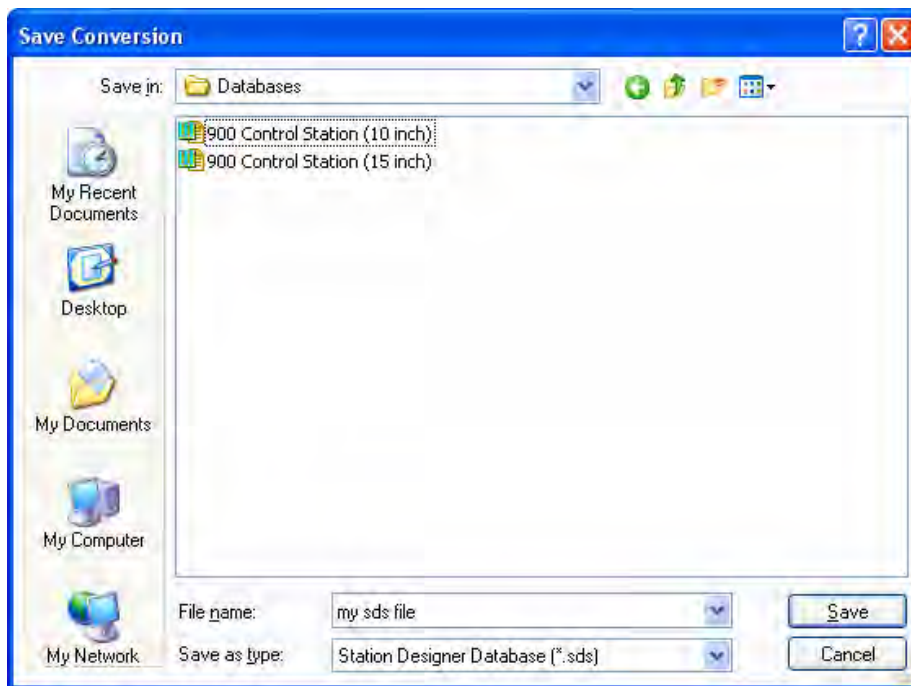
- 1) Select the **Save Conversion** command on the **File** menu to convert a 10 inch SDS database for use with the 15 inch Control Station.



- 2) Select the **CS15** target device using the following dialog box. Click on **Convert**.



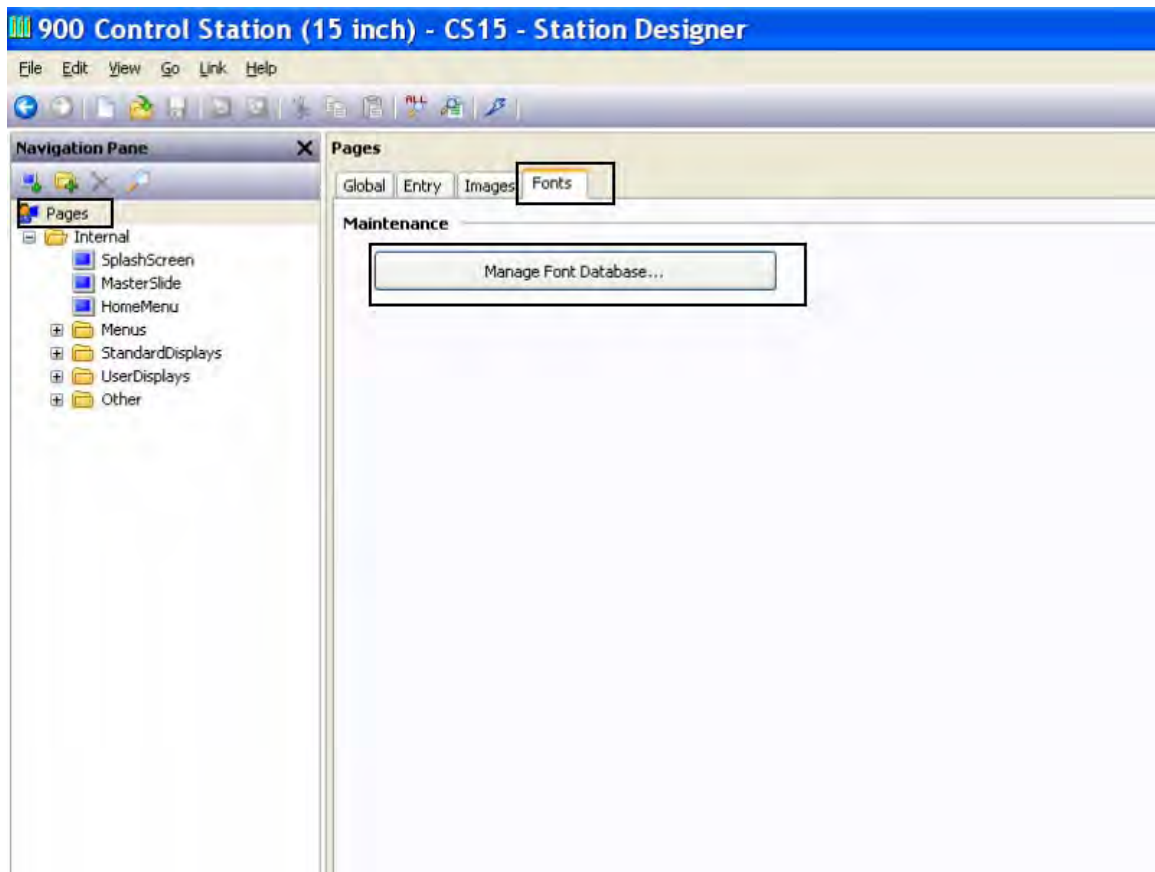
- 3) Type a new filename for your sds file when prompted (note that **900 Control Station (10 inch).sds** and **900 Control Station (15 inch).sds** are read only files). Click **Save**. The converted database with the new filename is saved to disk.



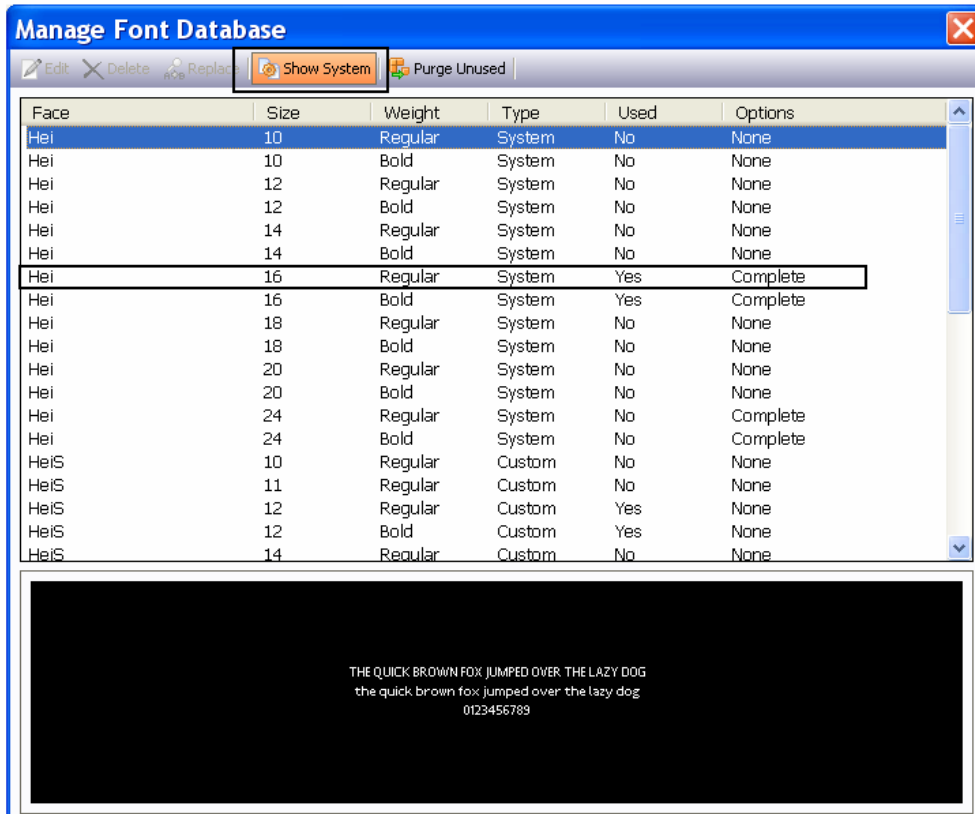
- 4) After a successful conversion the following message is displayed. Click **OK**.



- 5) Under the Navigation Pane, select "Display Pages Pages Fonts"
Click on **Manage Font Database...**

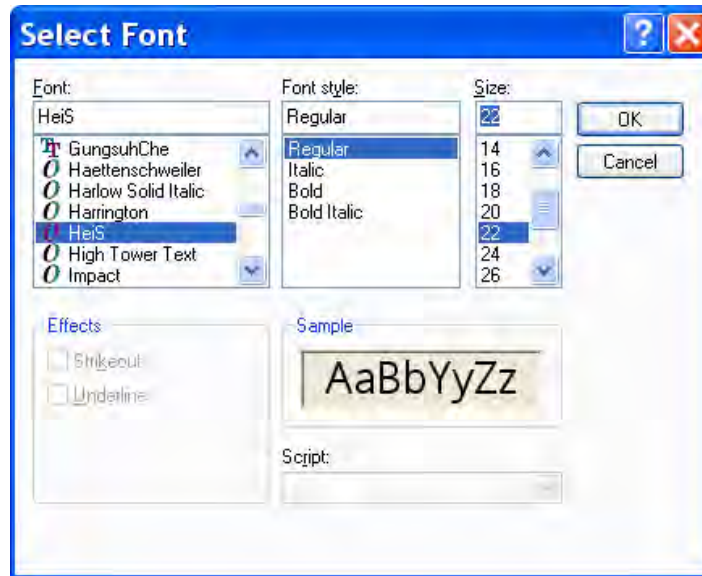


- 6) Click on **Show System**. Resize to larger font sizes by performing a global **Replace**. Select a font size to be replaced (e.g. Hei 16 Regular). Click on **Replace**.

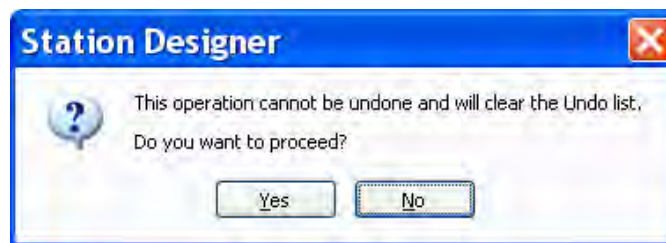


- 7) Select a new font size to replace it with either from the dropdown list or via **Pick...**, and Click **OK**.



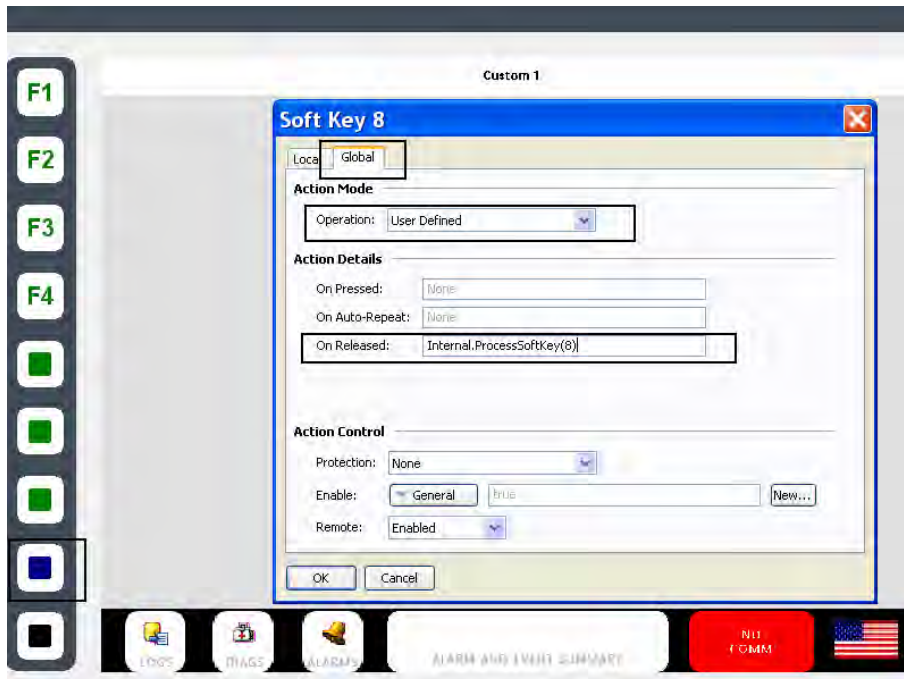


- 8) When prompted “Do you want to proceed?” Click **Yes**.

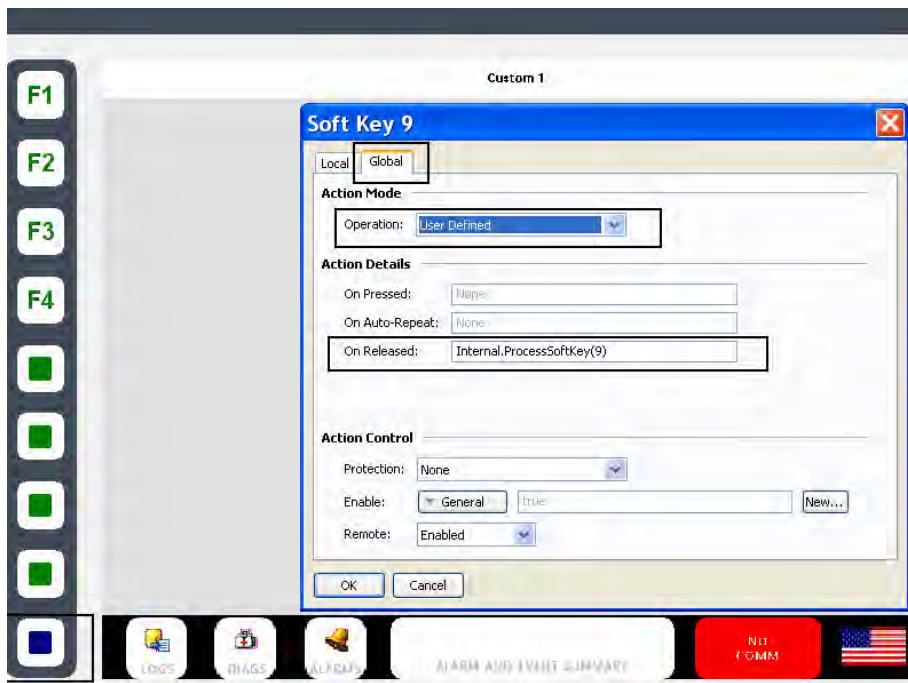


- 9) Change the following font sizes:
- from Hei 16 Regular to HeiS 22 Regular
 - from Hei 16 Bold to HeiS 22 Regular
 - from HeiS 12 Regular to HeiS 18 Regular
 - from HeiS 12 Bold to HeiS 18 Bold
 - from HeiS 14 Bold to HeiS 18 Bold
 - from HeiS 16 Bold to HeiS 18 Bold
 - from Swiss 12 Regular to HeiS 18 Regular
 - from Swiss 16 Regular to HeiS 18 Regular

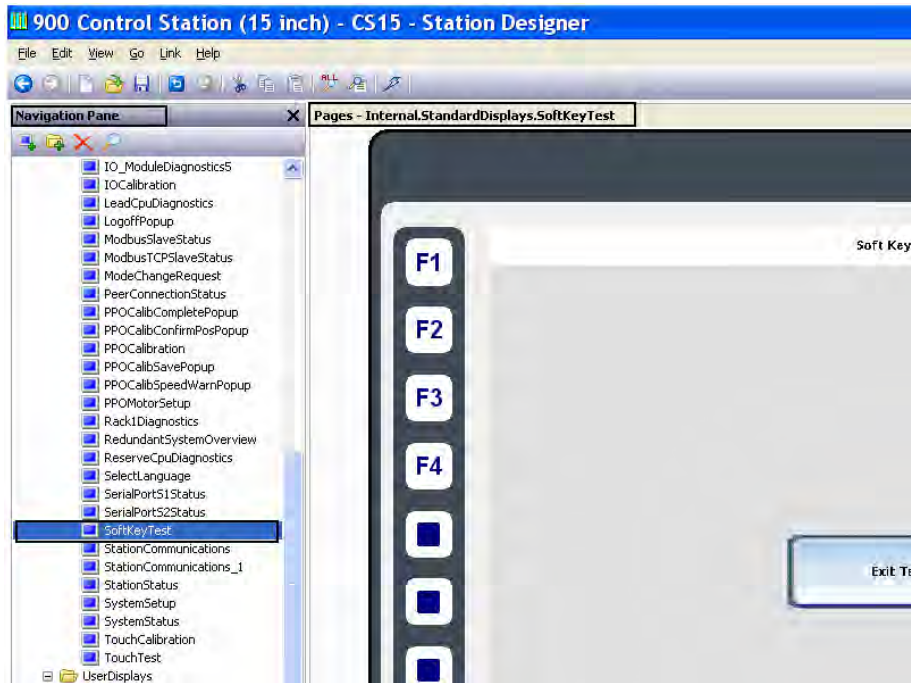
- 10) Double Click on Soft Key 8. Select the **Global** Tab and set the **Action Mode Operation** and **Action Details** as follows.



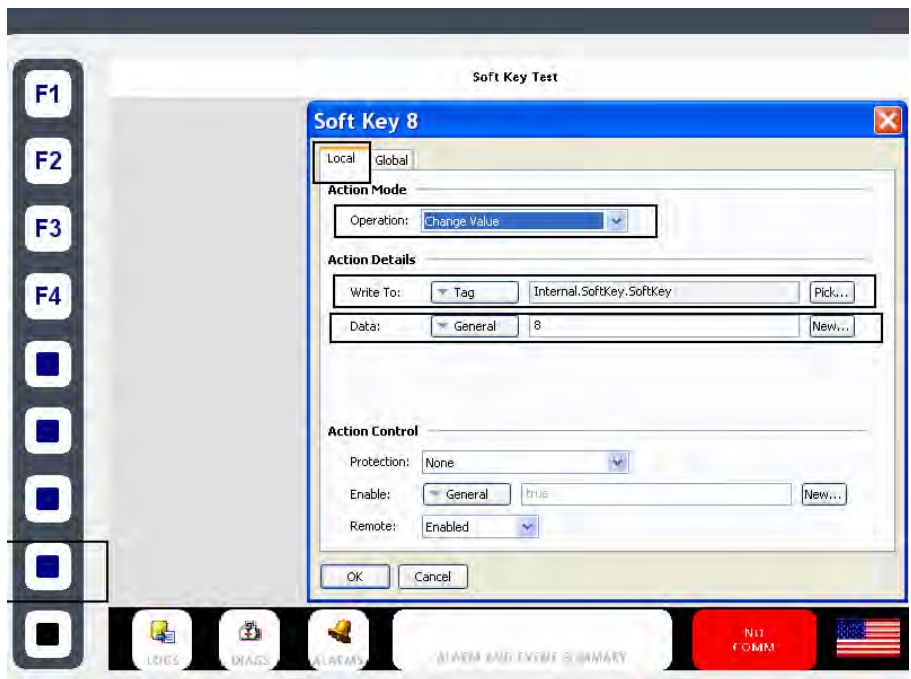
- 11) Double Click on Soft Key 9. Select the **Global** Tab and set the **Action Mode Operation** and **Action Details** as follows



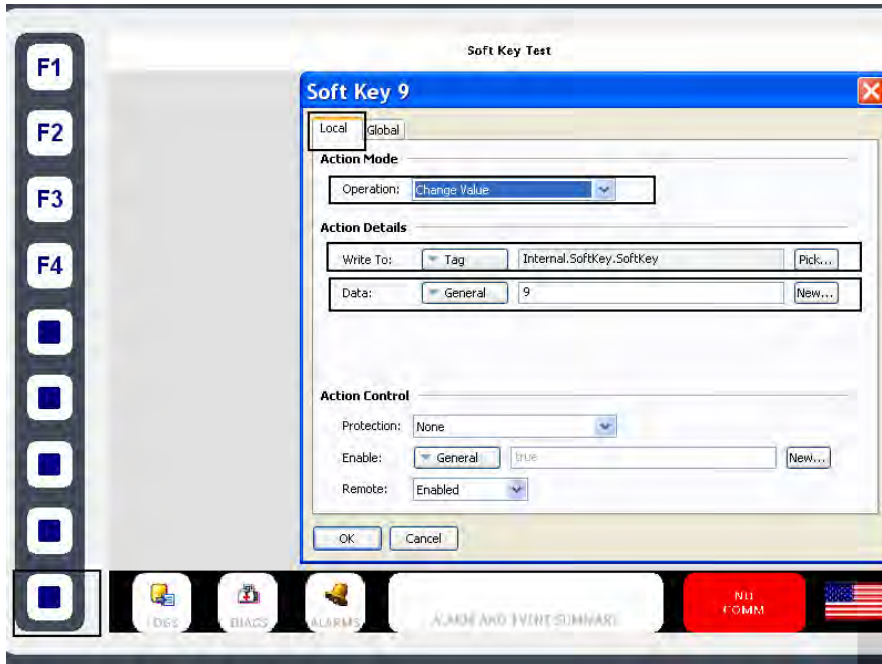
- 12) Change the **Local** actions on Soft Keys 8 and 9 to be used with the SoftKey Test. Under the Navigation Pane, select "Pages > Internal > StandardDisplays “. Click on **SoftKeyTest**.



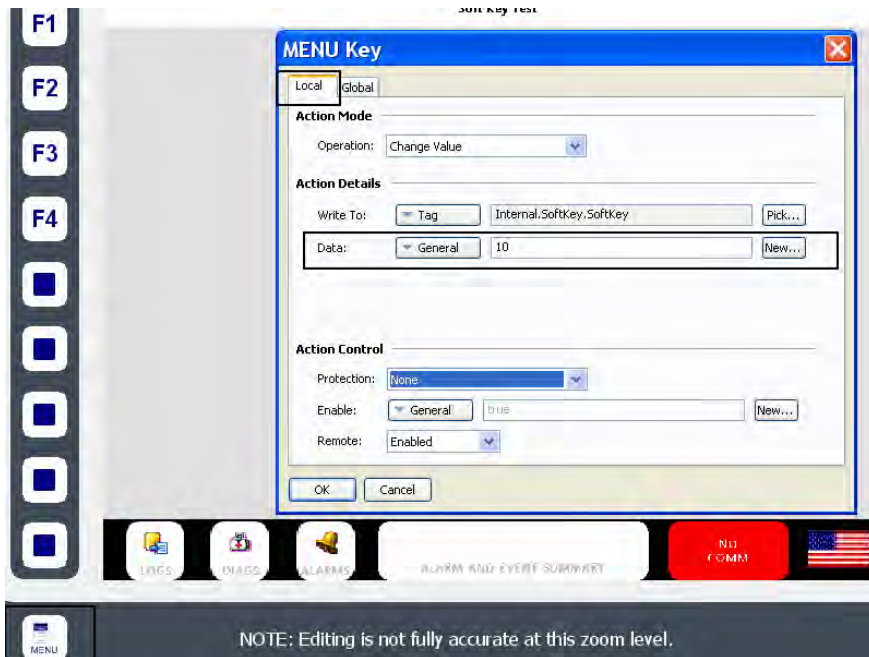
- 13) Double Click on **Soft Key 8**. Select the Local Tab and set the **Action Mode Operation** and **Action Details** as follows.



- 14) Double Click on Soft Key 9. Select the **Local** Tab and set the **Action Mode Operation** and **Action Details** as follows.

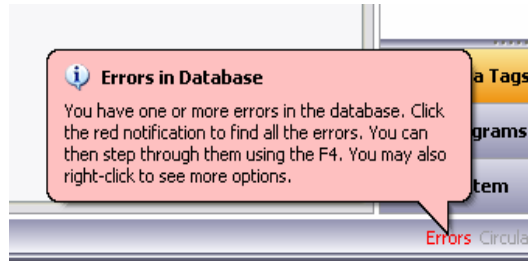


- 15) Double Click on the Menu Key. Select the **Local** Tab and set the **Action Mode Operation** and **Action Details** as follows.



Fnding Database Errors

Station Designer warns you of errors in the database. For example, deleting a communications device, or setting a tag equal to an expression based on itself, thereby producing a circular reference is treated as an error in the database. The error is indicated by a red balloon above the status bar.



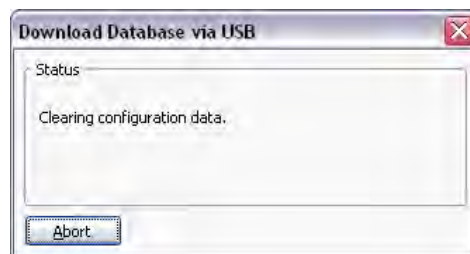
The balloon disappears after a few seconds, but an error indication in the status bar remains. Click the indicator to search for all the errors and circular references. These errors are placed in the Global Search Results List allowing you to review them using the standard **F4** or **SHIFT+F4** key combinations. Right-click the indicator to access commands to recompile the whole database, or to optimize the way in which device communications are organized.

Downloading to a Device

Station Designer database files are downloaded to the 900 Control Station by means of the Link menu. The download process typically takes only a few seconds, but can take somewhat longer on the first download if Station Designer has to update the firmware in the device, or if the device does not contain an older version of the current database. After this first download, Station Designer uses a process known as incremental download to ensure that only changes to the database are transferred. This means that updates can be made in seconds, thereby reducing your development cycle time and simplifying the debugging process.

Sending the Database

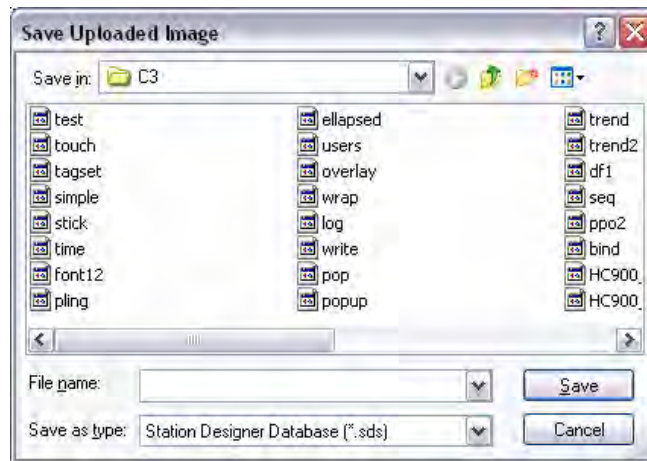
Once the link is configured, the database can be downloaded using either the Link-Send or Link-Update commands. The former will send the entire database, whether or not individual objects within the file have changed. The latter will only send changes, and will typically take a much shorter period of time to complete. The Update command is typically the only one that you will need, as Station Designer will automatically fall back to a complete send if the incremental download fails for any reason. As a shortcut, note that you can access Link-Update via the lightning bolt symbol on the toolbar, or via the **F9** key on the keyboard.



Note that downloading via TCP/IP relies on a Flash memory card being installed in the panel if the device's firmware is to be upgraded. Since you may want to perform such upgrades at some point in time, it is highly recommended that you install a Flash memory card in any device to which TCP/IP downloads are likely to be performed.

Extracting Databases

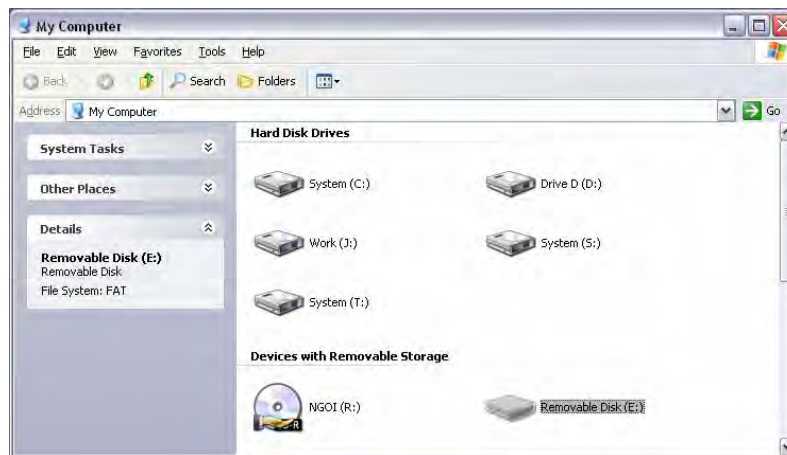
The Link-Support Upload command can be used to instruct Station Designer as to whether or not it should include the information necessary to support database upload when sending a database to a target device. This setting is stored in the database, and can be configured on a per-file basis. Supporting upload will slow the download process and may fail with extremely large databases containing many embedded images, but it will ensure that, should you lose your database file, you will be able to extract an editable image from the device.



Note that if you lose your database file and you do not have upload support enabled, you will not be able to reconstruct your file without starting from scratch. To extract a database from a panel, use the Link-Extract command. This command will upload the database, and then prompt you for a name under which to save the file. The file will then be opened for editing.

Mounting the Flash memory

If you are connected to a 900 Control Station via the USB port, you can instruct Station Designer to mount the device's Flash memory card as a drive within Windows Explorer. You can use this functionality to save files to the card or to read information from the Data Logger. The drive is mounted and dismounted by sending commands using the Mount Flash and Dismount Flash options on the Link menu. Once a command has been sent, the Station will be reset, and Windows will refresh the appropriate Explorer windows.



Note that some caution is required when mounting the Flash memory card...

- When the card is mounted, the Station will periodically inform the PC if data on the card has been modified. This means that both the PC and the device will suffer a minor performance hit if the card is mounted during data logging operations for longer than necessary.
- If you write to the Flash memory card from your PC, the Station will not be able to access the card until Windows releases its lock on the card. This may take several seconds, and will restrict data logging operations during that time, and prevent access to custom web pages. Station Designer will use the Station's RAM to ensure that no data is lost, but if too many writes are performed such that the card is kept locked for four minutes or more, data may be discarded.
- You should never attempt to use Windows to format a Flash memory card that you have mounted via Station Designer, whether it be via Explorer or from the command prompt. Windows does not correctly lock the card during format operations, and the format may thus be unreliable and lead to subsequent data loss. See below for details on how to format a card in a reliable manner.

Formatting the Flash memory

The preferred method of formatting a card is via the Format Flash command on the Link menu. Selecting this command will explain that the formatting process will destroy all the data stored on the Flash memory card and offer you a chance to cancel the operation. If you elect to continue, the Station will be instructed to format the card. Note that this process may take several minutes for a large card. Slow formats on Stations that are performing data logging may therefore result in gaps in the recorded data.

Another method available for formatting a flash memory card is to use the facility provided in the 900 Control Station. To access this facility, select the Stations main Menu, select Station Settings, Format Memory Device and follow prompts to format the flash memory module.

A less attractive method of formatting a card is via a dedicated Flash memory drive connected to your PC. If you use this method, be sure to instruct Windows to format the card using FAT16. For very small or very large cards, Windows will most likely choose the wrong format by default. Worse still, some versions of Windows Explorer will not allow you to override the default format, forcing you to use the command line version `FORMAT` instead.

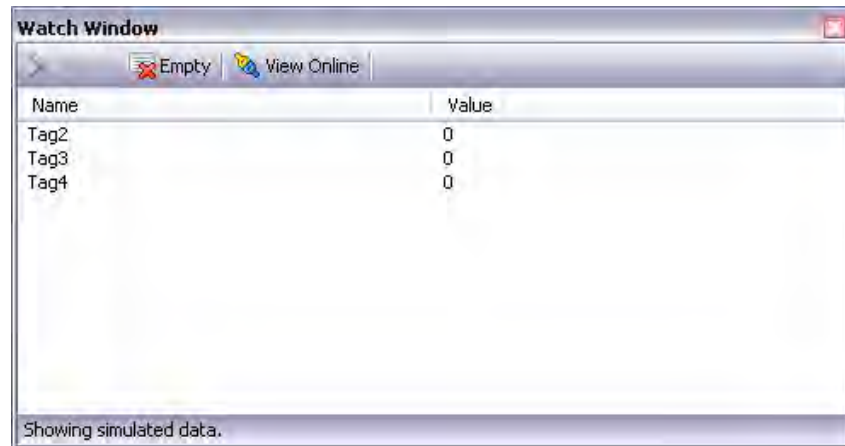
Time and Date

When the 900 Control Station is communicating with a HC900 controller, the Station's clock is automatically synchronized to the controller's clock. Overriding this function is not recommended, but if overridden, the Station's clock can be set from a PC or directed to use an alternate time source.

Setting the Station's clock will not automatically set the HC900 controller's time.

Remote Monitoring

The Watch List feature of Station Designer allows you to view the contents of the tags and mapping blocks contained within the database. The Watch List is displayed in the Watch Window. This can be shown or hidden using the F7 key or the command on the View menu.



The default Watch List Window shows the simulated data that was defined when the tags were created. Press the **View Online** button to view live data and to ensure that the current database matches the one present in the target device. The tag data is displayed according to the appropriate format object.

Right click and select Items to add them to the Watch List. One or more tags can be added at once, as can the content of a mapping block. You can also add the tags references by a specific display page, thereby allowing easier debugging of the page you are working on. The buttons at the top of the Watch Window can be used to remove one item or all the items from the Watch List.

Building Custom Displays

Building custom displays in Station Designer can be as simple as placing a few intelligent objects on a blank custom display and binding the objects to data sources in the controller to ground up development using drawing tools, graphic symbols and custom navigation features. Regardless of the approach needed, the integration of the HC900 controller database through the .cde file import greatly simplifies the development task.

Tag characters and conflicts

Tag text accepted by Station Designer software may include any alphanumeric character and underscore. Tags accepted by Hybrid Control Designer for the HC900 controller configuration may include some special characters and spaces that are not accepted by Station Designer. When the controller database (.cde file) is imported by Station Designer, any non-compatible character or space used in the controller configuration is replaced with an underscore character and the user is notified with a diagnostic message, see below. If the new tag with the new underscore characters cause a duplication conflict with an existing tag that already has an underscore character, an additional sequence number will be added to the end of the tag to indicate that more than one tag with the same character structure exists, and to cancel the duplication by adding the sequence number.

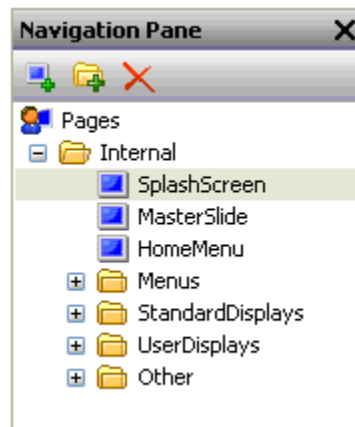


When tag conflicts are resolved by the substitution of an underscore character, the tag changes are recorded in the clipboard on your PC. To view the change list, simply launch a program that can accept the contents of the clipboard such as Microsoft Excel or Notepad, and paste the clipboard contents into a worksheet. See example.

	A	B
1	Old Name	New Name
2	AnalogSignals.MY TAG 1	AnalogSignals.MY_TAG_11
3		

Display Pages Navigation Pane

The Navigation Pane for the Display Pages tab is partitioned into folders to identify types of displays included in the base 900 Control Station.sds file. Expanding the Internal folder exposes the various sub-folders that hold the displays used in the base configuration. **Although editing the startup displays, menus, standard displays and displays included in the Other folder is permitted, it is not recommended until you become sufficiently familiar with the software to understand the impact of your edits.** To recover from inadvertent edits to these displays typically requires re-opening a new base 900 Control Station.sds file at the cost of any modifications you may have made.



The Master Slide is a template display used to apply common attributes to multiple displays in your configuration. The Master Slide contains the buttons and links to support time/date indication, controller mode status, Alarm status etc. When adding displays to the Station's configuration, the Master Slide should be applied to the new display's Properties to maintain operational consistency.

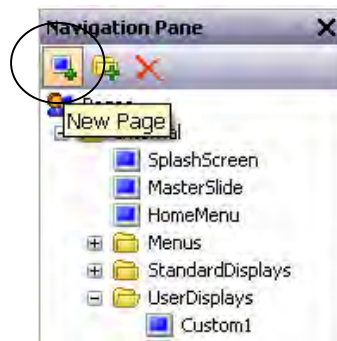
During normal operation of the 900 Control Station, the Home Menu display is called from the HOME key located just to the left of the display window. This key is always active and can return an operator to a common starting location, regardless of the display in the display window. The HomeMenu display has 16 touch buttons with predefined links to 16 un-configured displays listed under the UserDisplays folder. The 16 custom displays found in the UserDisplays folder provide structure for beginning the display development process.

Custom Displays 1 – 16

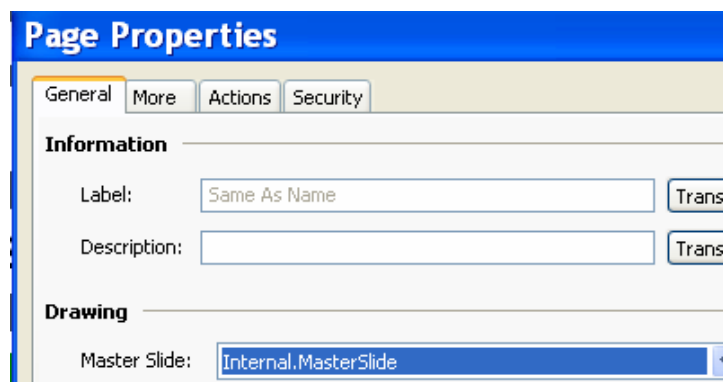
Custom displays 1 through 16 located in the UserDisplays folder provide blank screens that may be used to start configuration of your custom operator interface. To change the display title and its reference on the HomeMenu display, right mouse click on the gray editing pane portion of the display and select Properties (a Page Properties dialog should appear). Change the Label text to the desired display name. This title should change on the display and also appear on the HomeMenu display. To change the display title in the Navigation Pane, right mouse click on the display title and select Rename, then edit the name as desired (note special characters and spaces may not be used in names within the Navigation Pane).

Adding Custom Displays

To add additional displays to the UserDisplay folder, select the UserDisplay folder and left mouse click on the NEW PAGE icon in the Navigation Pane legend.



Right mouse click on the Edit Pane of the new display and add a Master Slide. See section [Creating Display Pages](#) for other page editing properties.

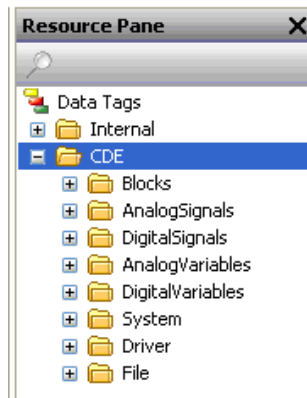


Providing access to the new display can be configured to meet the specific application needs. If related to one of the 16 custom displays of the Home key, adding a button with a goto instruction to select the new display on one of the custom 1 to 16 displays would be a common method.

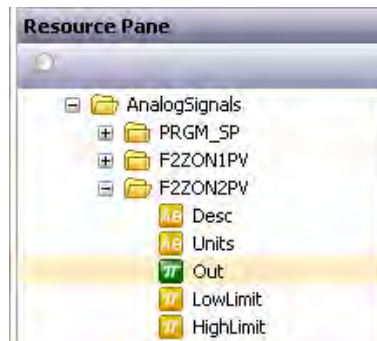
Providing a display title at the top of the display is a user's option by using a text primitive. (see primitives in reference section [Primitive Properties](#))

Adding Signals to Displays

When the Create Data Tags operation is executed, the database of the controller's configuration is transferred to the Data Tags Resource Pane of Station Designer and the tagged data is placed in folders based on the data type. Expanding the Data Tags folders exposes additional subfolders to further sub-divide the tag database.



To add an analog signal to a display, expand the AnalogSignals folder to expose an OUT tag (the output value of an analog signal).



Select the Out tag, drag and drop the tag in the desired location on the edit pane and size the object as required. With the Out tag selected (red square around the object), double click the object and select desired properties. See reference section [Numeric Tags](#).

Adding variables to displays

Variables are added to displays in a similar manner to adding Signals. Variables can be set to become active to the touch on the Station, allowing the user to alter the value or state from the display through a pop-up entry pad. To add an analog or digital variable to a display, select the appropriate sub-folder in .CDE folder, drag and drop the OUT tag parameter from the Resource Pane onto the Edit Pane and size the object as required. Select the object (red square around the object), double click the object and select the desired properties. See reference section [Duplicating Tags](#).

Using Primitives

The Primitives tab is provided in the Resource Pane when Display Pages is selected in the Navigation Pane. Primitives are objects that interface with the Station's and controller's databases to indicate status, initiate actions, access images, and perform other functions to animate your custom displays. System Primitives provide a variety of view windows that interface to specific functions in the Station such as trends, data logs, alarms, events and others. For more detail on Primitives, see resource section [Working with Primitives](#) and [Primitive Types](#).

Using Widgets

Widgets are groups of Primitives with user definable data items that can be edited at the group level but referenced by the Widget's components. For the HC900 Controller and 900 Control Station, widgets are used to predefine an operator interface object for selected types of function blocks in the controller. The .sds file installed when getting started provides widgets for all of the function blocks of the HC900 controller that require user interaction such as PID, Setpoint Programmers, Setpoint Schedulers, etc.

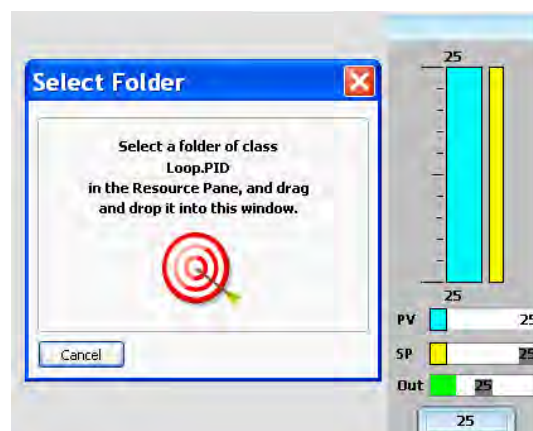
Widgets may be accessed from the Resource Pane as a type of Primitive when Display Pages is highlighted in the Navigation Pane.

Using the PID Widget

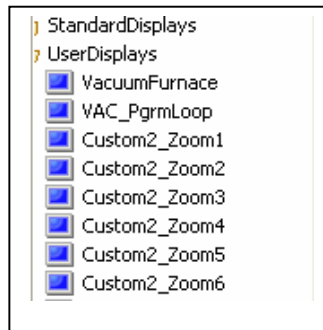
The PID Widget is used to provide the user interface to a PID control loop in a HC900 controller. The Widget's design includes the data locations for all of the parameters and functions of a PID loop by knowing the loop to which it has been assigned. To configure an interface to a PID function block, drag a PID widget from the Widget's folder and bind the widget to its associated function block.

Example:

Access the Primitives folder in the Resource Pane and select Widgets. Move the mouse pointer over the various widgets to locate a PID Widget. Select and drag the PID widget onto the Edit Pane and position where desired. Select the Widget (red box around the object) and right mouse click on the object to get a pop-up menu. Select Bind Widget from the menu to get a binding target, see below.



From the Resource Pane, Data Tags Tab, select CDE.Blocks.Loops and drag the PID tag/folder name of the desired PID loop into the target box in the Edit Pane. Note the tag name of the loop will appear in the tag/button area at the top of the widget and data values will change to 0. In addition to binding the PID widget to the function block data sources, Zoom Widgets were also added to the list of displays in the Navigation Pane. See Zoom Widget details in section [Details Widgets](#).



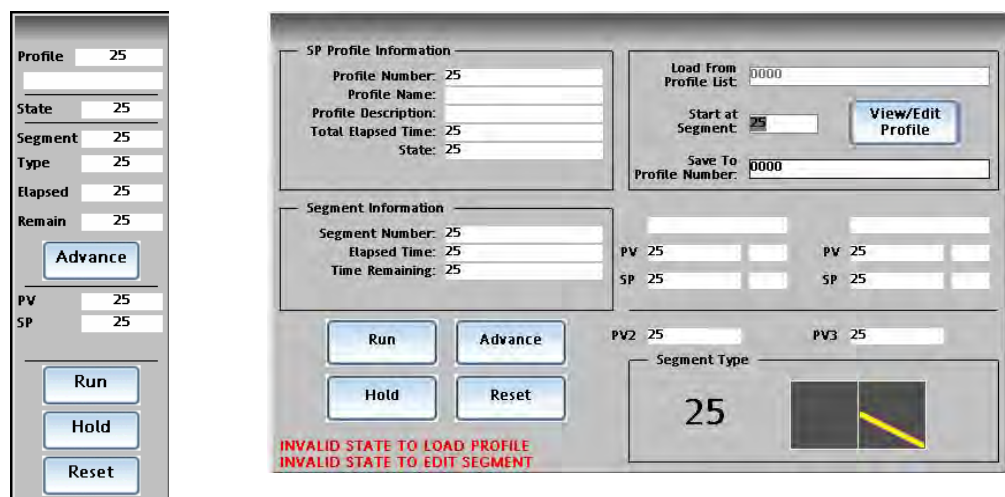
The procedure in the PID example may be used for all the Widget types defined for the 900 Control Station.

Pushbutton Widgets

The HC900 Controller Pushbutton function block has four outputs and may use an analog signal or digital signal as a feedback source. The widgets used with this block control a single output and therefore require four widgets to control all four outputs. The type of feedback used also determines the type of widget needed as the AnalogPushButton widget is used when an analog feedback value is specified in the controller and a DigitalPushButton widget is used when a digital feedback signal is specified in the controller.

Setpoint Programmer

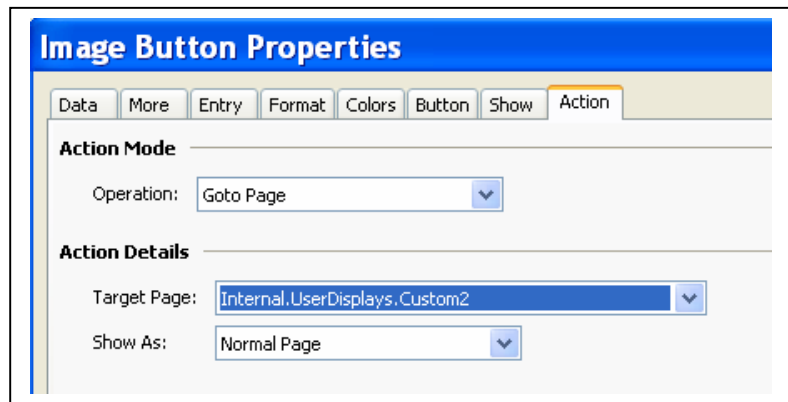
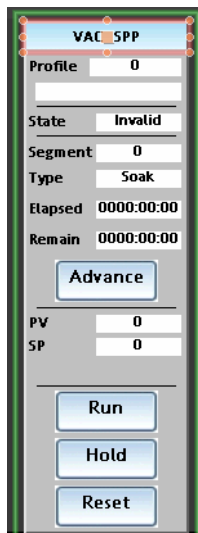
The Setpoint programmer function block has two widgets that may be used, an overview widget that may be combined with PID loops on a display and a Setpoint Programmer Operate widget that consumes the entire display area and supports profile loading and editing. See below:



Setpoint Programmer

Note the Setpoint Programmer widget has a gray tag field, no associated zoom widgets. To change to tag field of the setpoint programmer widget to access the operate display, create a display with the setpoint programmer widget and bind the widget to its associated programmer function block.

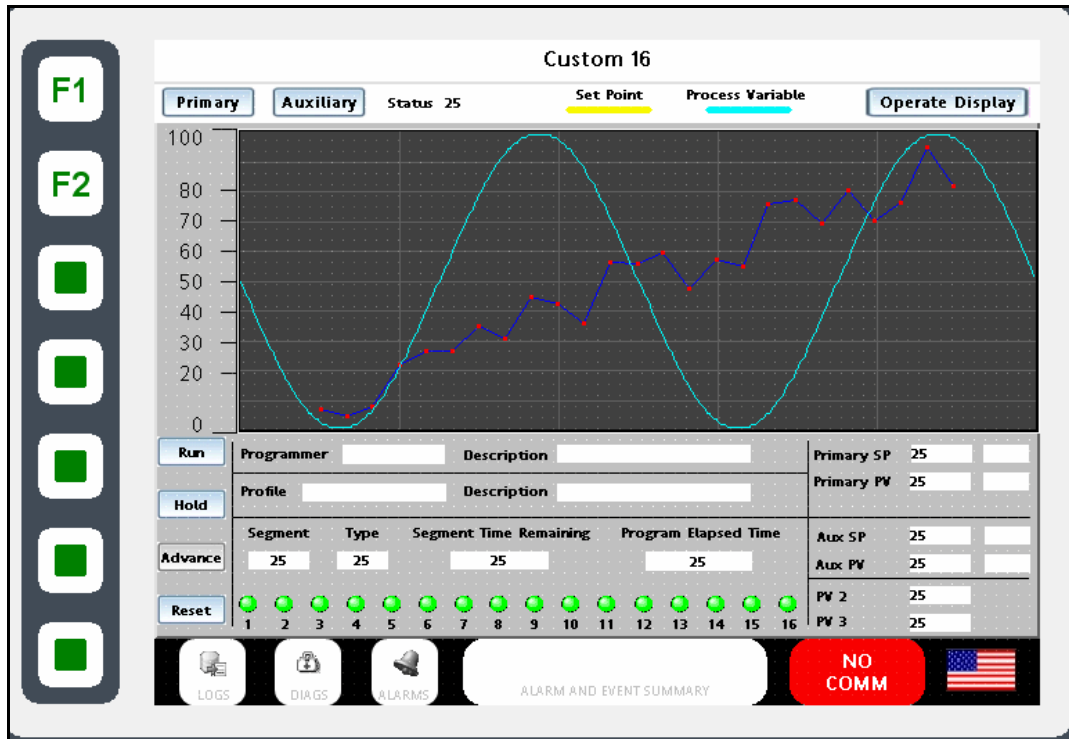
Create a second display with the Setpoint Programmer Operate widget and bind this widget to the same setpoint programmer function block. Return to the Setpoint Programmer Widget and double click on the gray rectangle containing the function block tag name, being certain that only the gray rectangle is selected (red square around the perimeter of the tag name). Delete the gray rectangle. A blue rectangle with gradient and tag name should appear. Select the blue rectangle and double click to access its Properties, select the Action tab and select the setpoint programmer operate display as the target page.



With this configuration, touching the tag name of the Setpoint Programmer object will call the Setpoint Programmer Operate display. Pressing the Back key on the Station will return to the display with the Setpoint Programmer object.

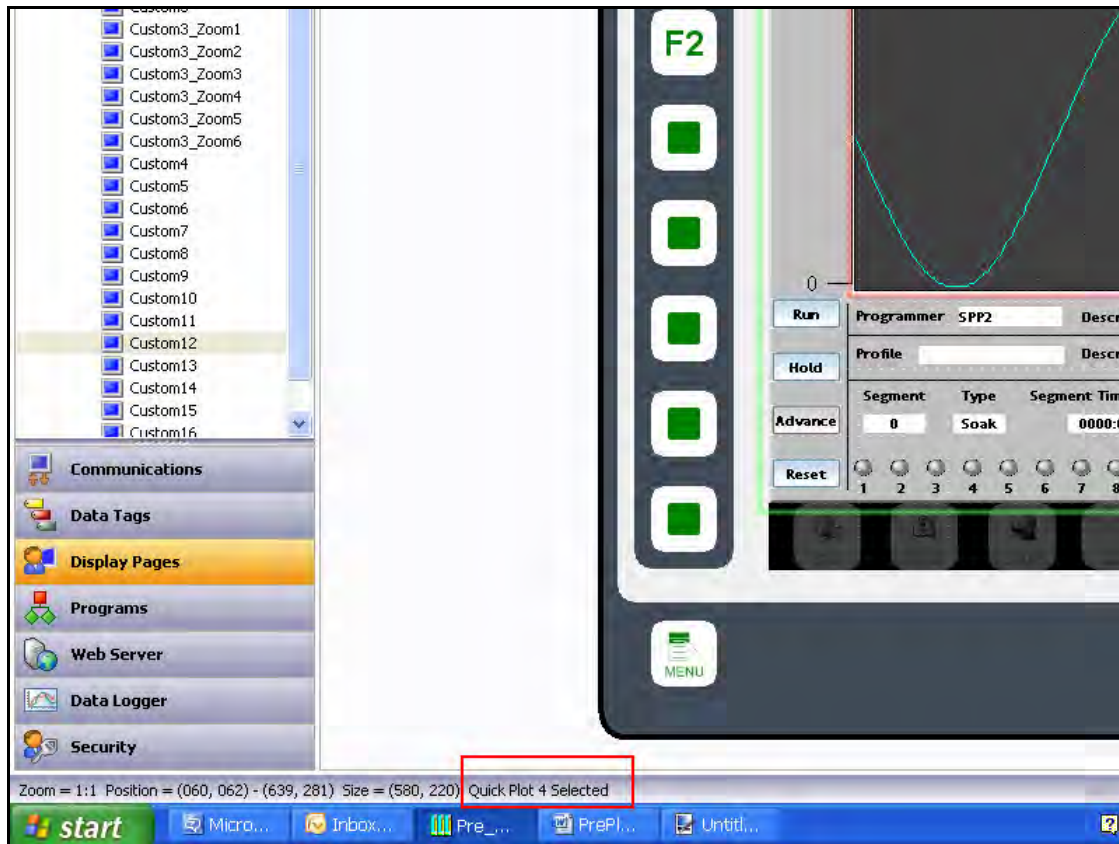
Configuring Setpoint Programmer Pre-Plot Display

1. From the Resource Pane, select the SPP_PrePlot Widget and drag it onto a User Display page. Bind the Widget to the desired Setpoint Programmer function block.



Note: The Setpoint Programmer function block of the HC900 controller does not have range limits for its primary and auxiliary setpoint output values. It relies on its associated PID loops to limit the setpoint values. As a result, binding the Pre-Plot graph to the Setpoint Programmer does not automatically set the chart limits that are needed to allow graphing these parameters. The following operations guide you through the process of completing the range limit entries for the Setpoint Programmer Pre-Plot display.

2. Click on the PrePlot Graph to select Quick Plot 4 as indicated in the bottom status pane below.



3. The PrePlot Graph is comprised of the following layered primitive objects as shown in the table below:

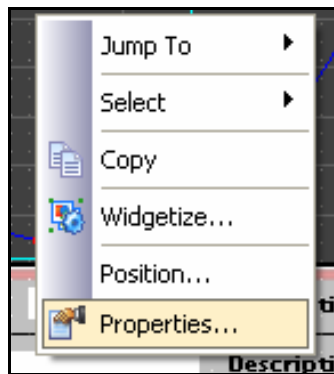
- Scatter Graph 1 is used to draw the PrePlot profile of the Auxiliary Setpoint output
- Quick Plot 1 is used to plot the Auxiliary Setpoint output value
- Quick Plot 2 is used to plot the Auxiliary PV4 input value
- Scatter Graph 2 is used to draw the PrePlot profile of the Primary Setpoint output
- Quick Plot 3 is used to plot the Primary Setpoint output value
- Quick Plot 4 is used to plot the Primary PV1 input value

Right click on the PrePlot Graph and click on Select->Scatter Graph 1.

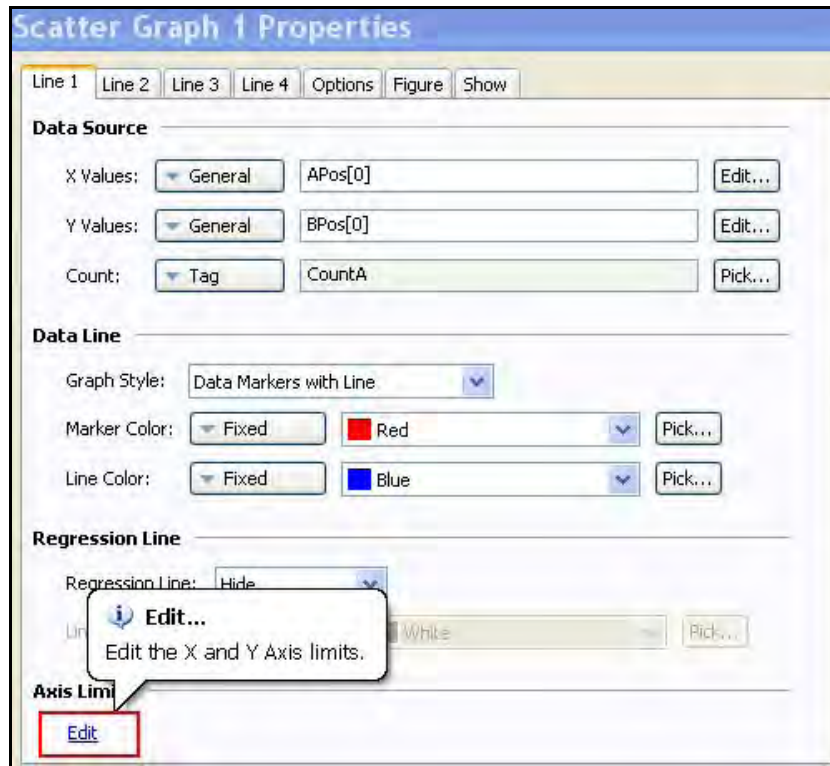
Graphic Layer	Function
Panel 1	Base panel for graph object
Scatter Graph 1	Auxiliary SP Pre-plot
Quick Plot 1	Auxiliary SP Value
Quick Plot 2	Auxiliary PV Value
Scatter Graph 2	Primary SP Pre-plot
Quick Plot 3	Primary SP Value
Quick Plot 4	Primary PV Value

Note: After selecting Scatter Graph 1 the pop-up windows will close and the display will return to the normal view. Your selection however has set the action of the Right Mouse button to call the properties of Scatter Graph 1 layer when activated. See step 4.

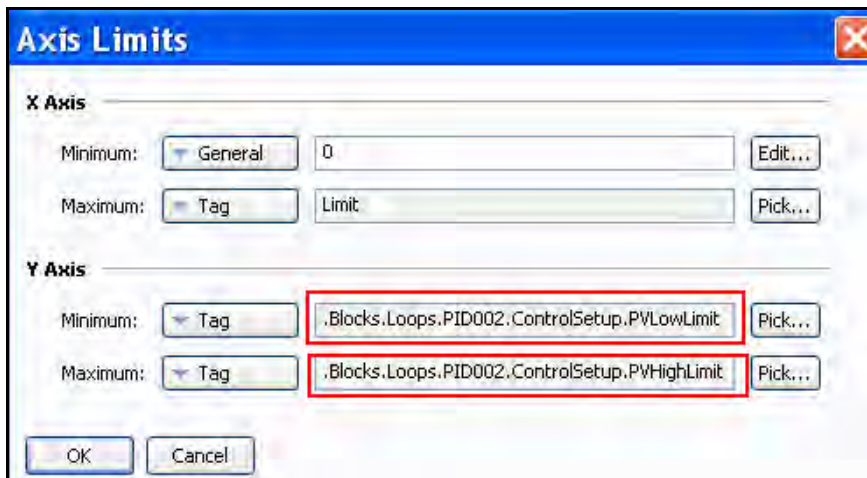
- Right click on Scatter Graph 1, and select Properties.



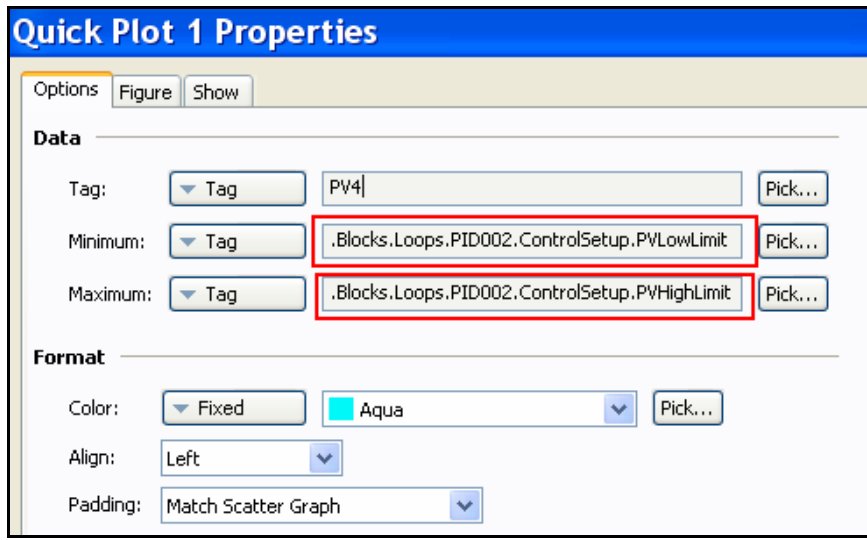
- As shown below, under Line 1-> Axis Limits click on Edit.



- Under Y Axis, for Minimum: and Maximum: select the PVLowLimit and PVHighLimit Data Tags of the PID block that supplies the PV4 input of the SetPoint Programmer block.



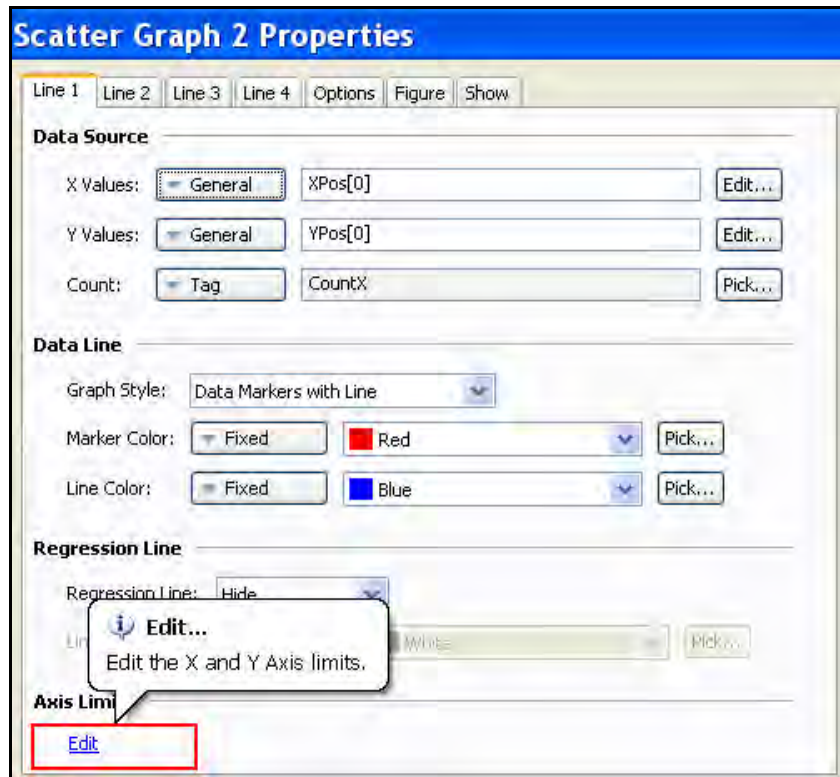
- Right click on the PrePlot Graph and click on Select->Quick Plot 1. Right click on Quick Plot 1, and select Properties. As shown below, under Options->Data, for Minimum: and Maximum: select the PVLowLimit and PVHighLimit Data Tags of the PID block that supplies the PV4 input of the SetPoint Programmer block.



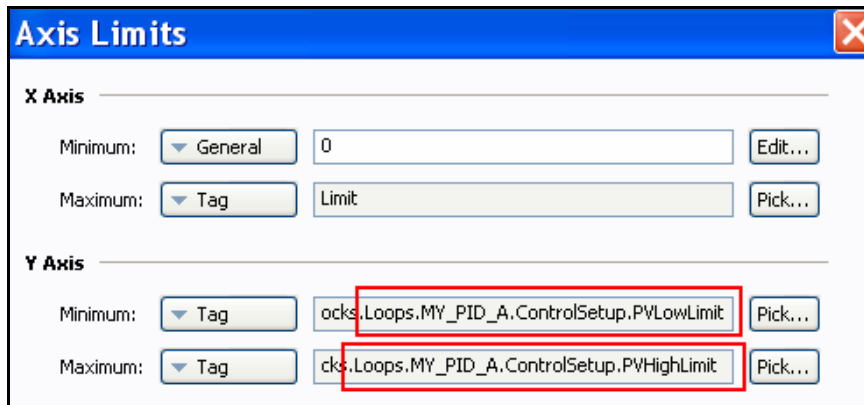
8. Right click on the PrePlot Graph and click on Select->Quick Plot 2. Right click on Quick Plot 2, and select Properties. As shown below, under Options->Data, for Minimum: and Maximum: select the PVLowLimit and PVHighLimit Data Tags of the PID block that supplies the PV4 input of the SetPoint Programmer block.



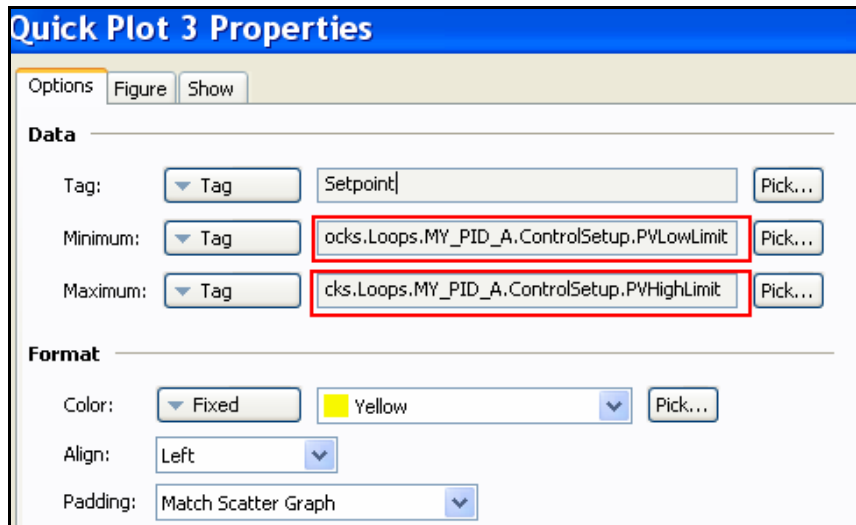
9. Right click on the PrePlot Graph and click on Select->Scatter Graph 2. Right click on Scatter Graph 2, and select Properties. As shown below, under Line 1->Axis Limits click on Edit.



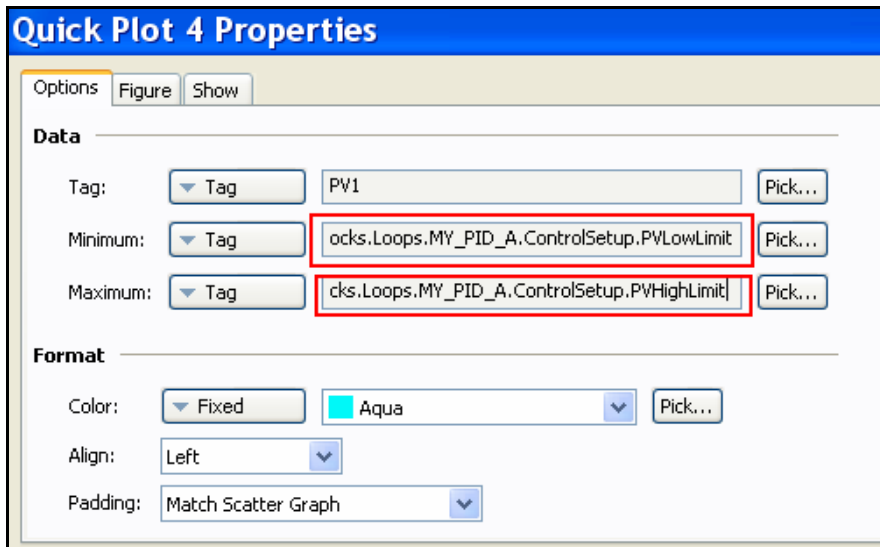
- Under Y Axis, for Minimum: and Maximum: select the PVLowLimit and PVHighLimit Data Tags of the PID block that supplies the PV1 input of the SetPoint Programmer block.



- Right click on the PrePlot Graph and click on Select->Quick Plot 3. Right click on Quick Plot 3, and select Properties. As shown below, under Options->Data, for Minimum: and Maximum: select the PVLowLimit and PVHighLimit Data Tags of the PID block that supplies the PV1 input of the SetPoint Programmer block.

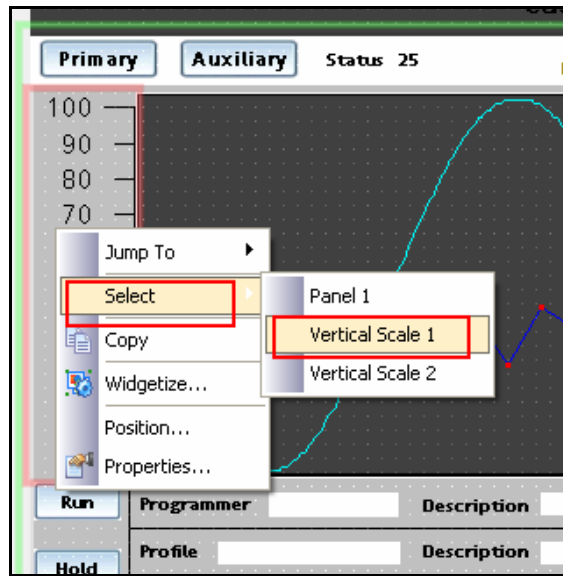


- Right click on the PrePlot Graph and click on Select->Quick Plot 4. Right click on Quick Plot 4, and select Properties. As shown below, under Options->Data, for Minimum: and Maximum: select the PVLowLimit and PVHighLimit Data Tags of the PID block that supplies the PV1 input of the SetPoint Programmer block.

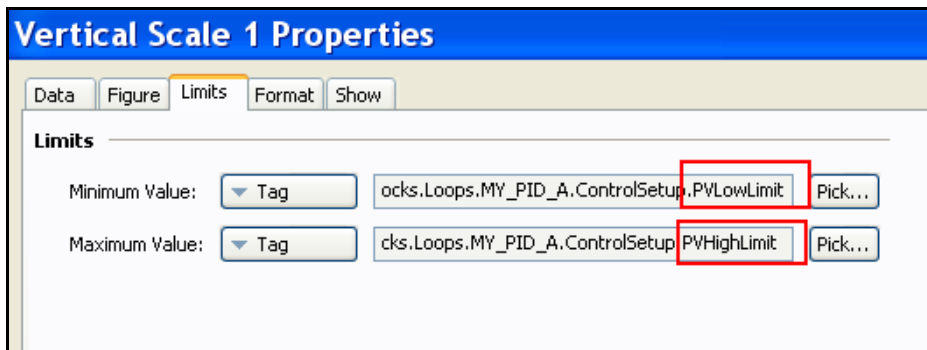


- The Vertical Scale is comprised of the following layered primitive objects:
 - Vertical Scale 1 is used to show the high/low limits and intermediate values of Auxiliary PV4
 - Vertical Scale 2 is used to show the high/low limits and intermediate values of Primary PV1

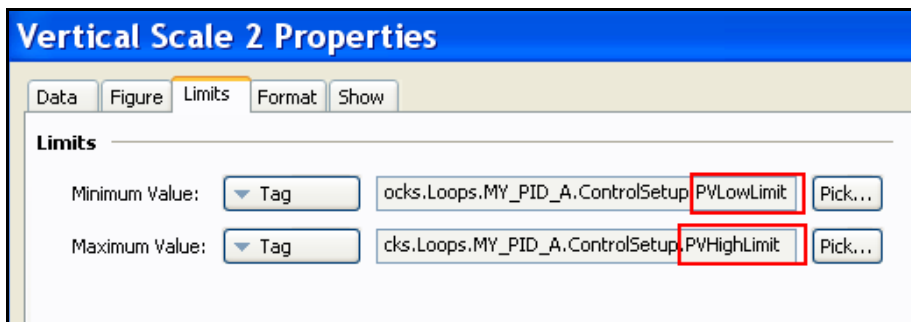
Right click on the Vertical Scale 2 and click on Select->Vertical Scale 1.



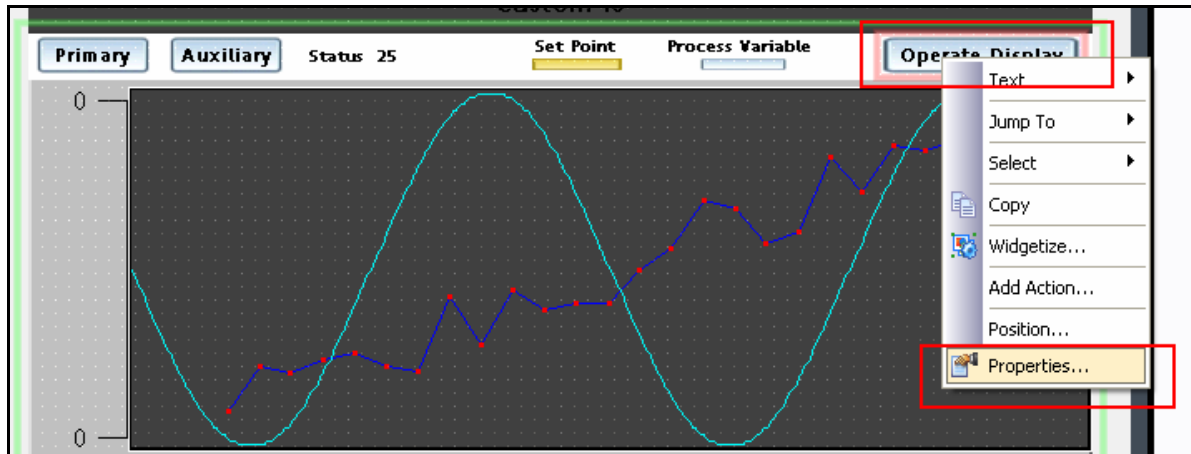
- Right click on Vertical Scale 1, and select Properties. As shown below, under the Limits tab, for Minimum Value: and Maximum Value: Select the PVLowLimit and PVHighLimit Data Tags of the PID block that supplies the PV4 input of the SetPoint Programmer block.



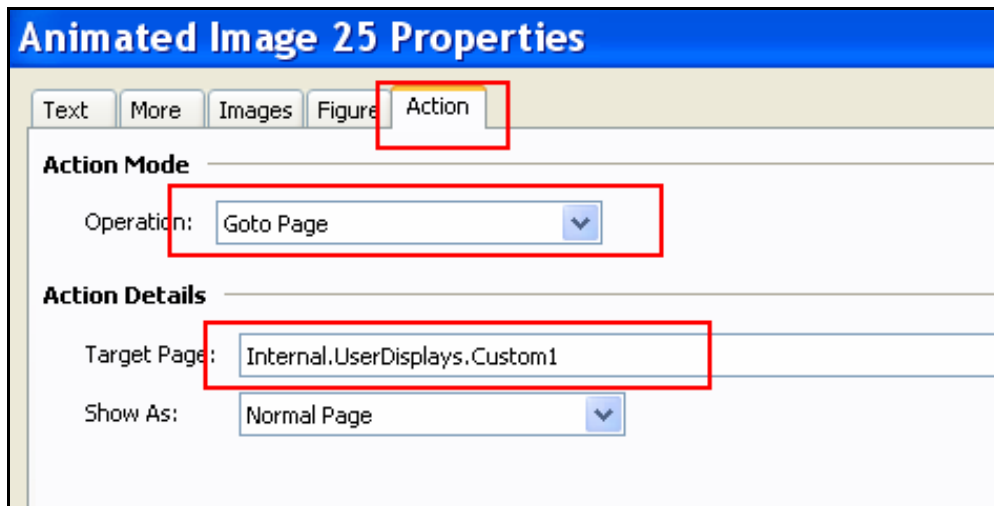
- Right click on Vertical Scale 2, and select Properties. As shown below, under the Limits tab, for Minimum Value: and Maximum Value: select the PVLowLimit and PVHighLimit Data Tags of the PID block that supplies the PV1 input of the SetPoint Programmer block.



- The Operate Display Button can be programmed to navigate to the associated SPP Operate Display. (Note: Before performing the next operation you should have configured a Setpoint Programmer Operate display that will be called from the Operate Display button.) Click on the Operate Display Button and click on Properties.



- Under the Action tab set Action Mode->Operation: to Goto Page. Set Action Details->Target Page: to the Display Page containing the associated SPP Operate Display (e.g. Internal.UserDisplays.Custom1).



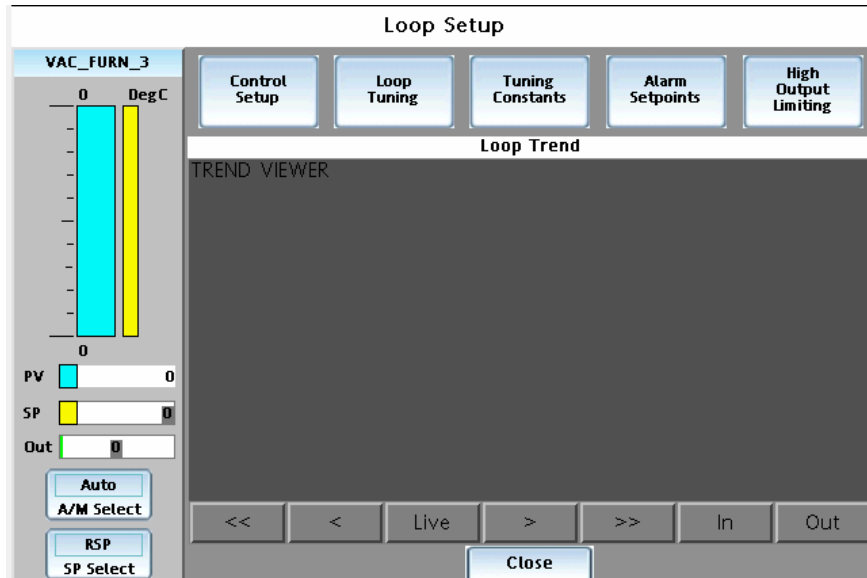
Zoom Widgets

When viewing the various widgets it should be noted that some of the widgets use a blue rectangle with gradient to hold the function block tag name while other widgets use a gray rectangle without gradient. The blue rectangle with gradient indicates the tag name field is also a button field, while the gray rectangles have no associated actions.

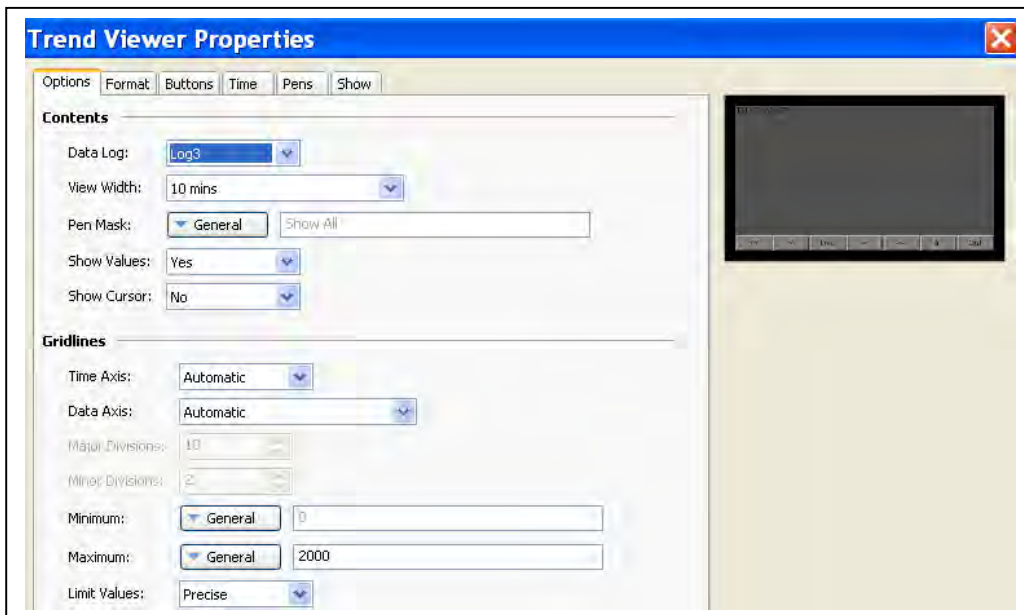
When a widget binding to a function block is implemented, widgets that have a blue gradient tag/button field will also have Zoom Widget displays automatically assigned to the Tag Button. In operation, pressing the blue tag/button rectangle on a widget will call up Zoom Widget displays to provide more detail on the associated function block.

PID Tuning Trend Zoom Widget

The first Zoom Widget for a PID widget includes a trend object that may be used to view the results of tuning parameter changes when tuning the control loop. See example below.



To enable the trend object, a data log must be setup that contains the process variable and the setpoint value of the associated control loop. See section [Data Logging](#) for procedures to configure a data log. Once a log file has been setup, select the Navigation Pane, Display Pages and access the first zoom widget from the group of 6 per loop (zoom 1, zoom7, etc) for the desired loop by clicking on its name in the display list. The display should appear in the Edit Pane. If more than one PID widget is used on a display, multiple sets of Zoom Widget displays (6 per loop) will exist in the Navigation Pane. When you have selected first zoom widget display for the loop, verify the proper zoom widget has been selected by verifying the tag name in the loop operate pane. Once the proper zoom widget is selected, left mouse click the gray trend area to select the object (red square around its perimeter). Once selected, double click on the small red square in the center of the object to access its properties, see below.



Assign the log file with the process variable and setpoint for the loop in the Data Log entry box. Assign the view width for the display and adjust any remaining properties as desired. Select OK for the entries to close the Trend Viewer Properties dialog.

Using Symbols

Symbols are graphic objects picturing equipment, icons, schematics, signs, and other items commonly found in industry. Assortments of symbols are provided and can be accessed from the Resource Pane. They are segmented by industry category. Many symbols are available in multiple colors and action controls are limited to either show (make visible, value = 1) or not show (make invisible, value = 0) on the display as controlled by integer values.



Once a symbol is selected and dropped on a display its size may be adjusted as required. Double clicking on the symbol provides access to its properties where its orientation may be adjusted. If replacing one symbol with another of a different color on the display, make a copy of the symbol after all size and orientation adjustments are complete, click on the copy to access its properties and in its image window, drag the object of the desired color into the window, all size and orientation attributes will be retained.

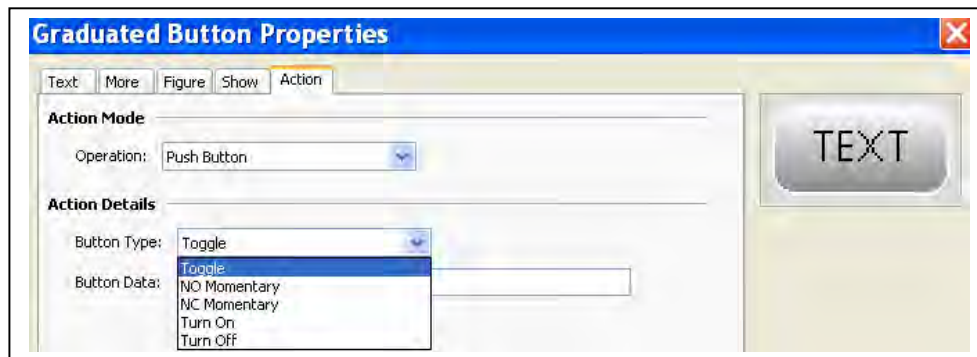
Using Images

The preferred method of placing graphic images (jpg, bitmaps, metafiles) onto a display is to use the Image primitive and call the image from a file on your PC. Your image files should be saved in either the Images folder or in a sub-folder of your designation within the Images folder on your PC. The Images folder is created during Station Designer installation in the following location: D:\Documents and Settings\All Users\Application Data\Honeywell\Station Designer\1.0\Images

See section [Image Primitive](#) for more information on using Images.

Assigning Actions and F1, F2

Many of the Primitive objects and symbols include an Action tab to allow assigning a touch action for the object. Actions may include changing a value or state of a variable in a controller, select a new display or other user defined action. To add actions to symbols, right click on the symbol and select Add Action from the drop-down menu.



In addition to Primitives, the F1 and F2 keys on the panel may be configured to take action. To configure the F1 and F2 keys, click on the keys while on the Display Pages tab of the Navigation Pane and set the desired action.

See section [Adding Actions to Keys](#) for more detail on Actions.

Data Logging

The Logging Process

The data logger operates using two separate processes. The first samples each data point at the rate specified by the properties of each log, and places the data in a buffer within the RAM of the 900 Control Station. The second process executes every two minutes, and writes the data from memory to the Flash memory card (a Flash memory card must be mounted and formatted within the 900 Control Station for proper logging to occur).

The logger process provides several advantages:

- Writes to the Flash memory card are guaranteed to begin only on a two-minute boundary - 2, 4 or 6 minutes, etc. past the hour. Therefore, if necessary, the card can be removed and replaced with a new card without data corruption (as long as the new card is installed before four minutes have elapsed), no data will be lost.
- Writes to the Flash memory achieve a much higher level of performance, by avoiding the need to continually update the card's file system data structures for every single sample. For logs configured to sample at very high data rates, the bandwidth of a typical Flash memory card would not allow data to be written reliably in the absence of such a buffering process.

Since data is not committed to Flash memory for up to two minutes, up to this amount of log data may be lost when the 900 Control Station is powered-down. If it is powered-down while a write is in progress, the Flash memory card may be corrupted. To ensure that such corruption is not permanent, a journaling system is used, which caches writes to additional non-volatile memory within the 900 Control Station. If the device detects that a write was interrupted during power-down, the write will be repeated when power is reapplied, thereby reversing any corruption and repairing the Flash memory card.

If you want to remove a Flash memory card from a 900 Control Station performing data logging, you must observe the procedure described above with respect to the activity LED, and only remove power when the activity has ceased. If you are not sure if the 900 Control Station was powered-down correctly, reapply power, allow a Flash memory write sequence to complete, and power down according to the correct procedure. The card can then be removed safely.

Log File Storage

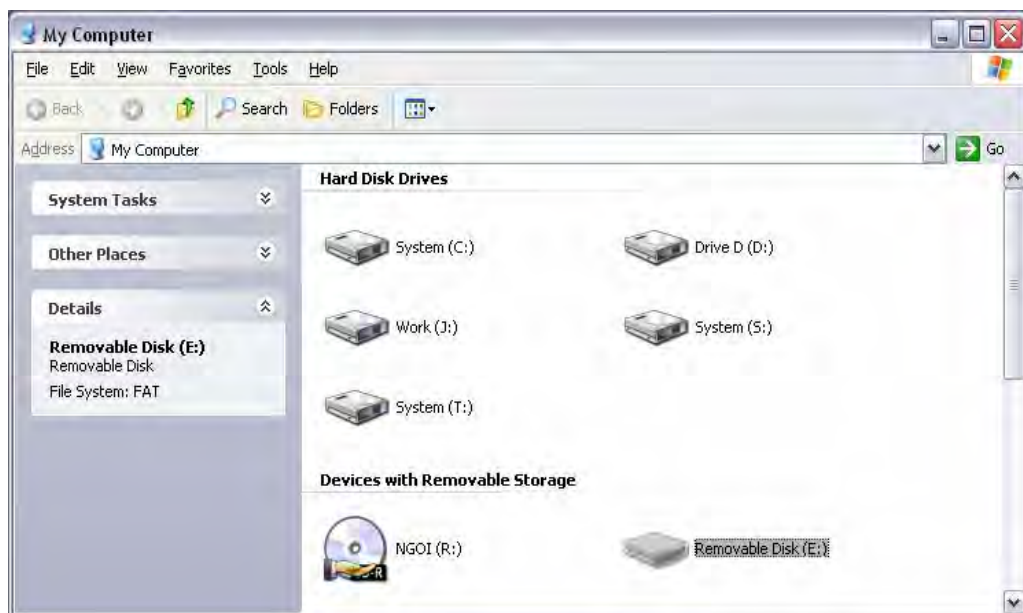
Data logs store their data in a series of files on the Flash memory card. These files are placed in the subdirectory specified in the log's properties, with this directory being stored under a root directory entry called LOGS.

The Log files are named after the time and date at which the log is scheduled to begin. If each file contains an hour or more of information, the files will be named YYMMDDhh.CSV, where YY represents the year of the file, MM represents the month, DD represents the date, and hh represents the hour. If each file contains less than one hour of information, the files will instead be named MMDDhhmm.CSV, with the initial six characters as described above, and the trailing mm representing the minute at which the log began. These rules ensure that each log file has a unique name, dependant on the time at which it was created.

The length of each file depends on the *Update Rate* and *Each File Holds* properties. For example, with an update rate of 5 seconds and a number of samples of 360, each file will hold $(5 \times 360) / 60 = 30$ minutes of data, and therefore, use the MMDDhhmm.CSV filename format. A new file will be created every 30 minutes, either on the hour or at half-past the hour.

Mounting the Flash memory

If you are connected to a suitable device via the USB port, you can instruct Station Designer to mount the 900 control Station Flash memory card as a drive within Windows Explorer. You can use this functionality to save files to the card or to read information from the Data Logger. The drive is mounted and dismounted by sending commands using the Mount Flash and Dismount Flash options on the Link menu. Once a command has been sent, the device will be reset, and Windows will refresh the appropriate Explorer windows.



Note that caution is required when mounting the Flash memory card:

- When the card is mounted, the 900 Control Station will periodically inform the PC if data on the card has been modified. This means that both the PC and the 900 Control Station will suffer a minor performance hit if the card is mounted during data logging operations for longer than necessary.
- If you write to the Flash memory card from your PC, the 900 Control Station will not be able to access the card until Windows releases its lock on the card. This may take several seconds, and will restrict data logging operations during that time, and prevent access to custom web pages. Station Designer will use the 900 Control Station's RAM to ensure that no data is lost, but if too many writes are performed such that the card is kept locked for four minutes or more, data may be discarded.
- You should never attempt to use Windows to format a Flash memory card that you have mounted via Station Designer, whether it be via Explorer or from the command prompt. Windows does not correctly lock the card during format operations, and the format may thus be unreliable and lead to subsequent data loss. See below for details of how to format a card in a reliable manner.

Formatting the Flash Memory Flash

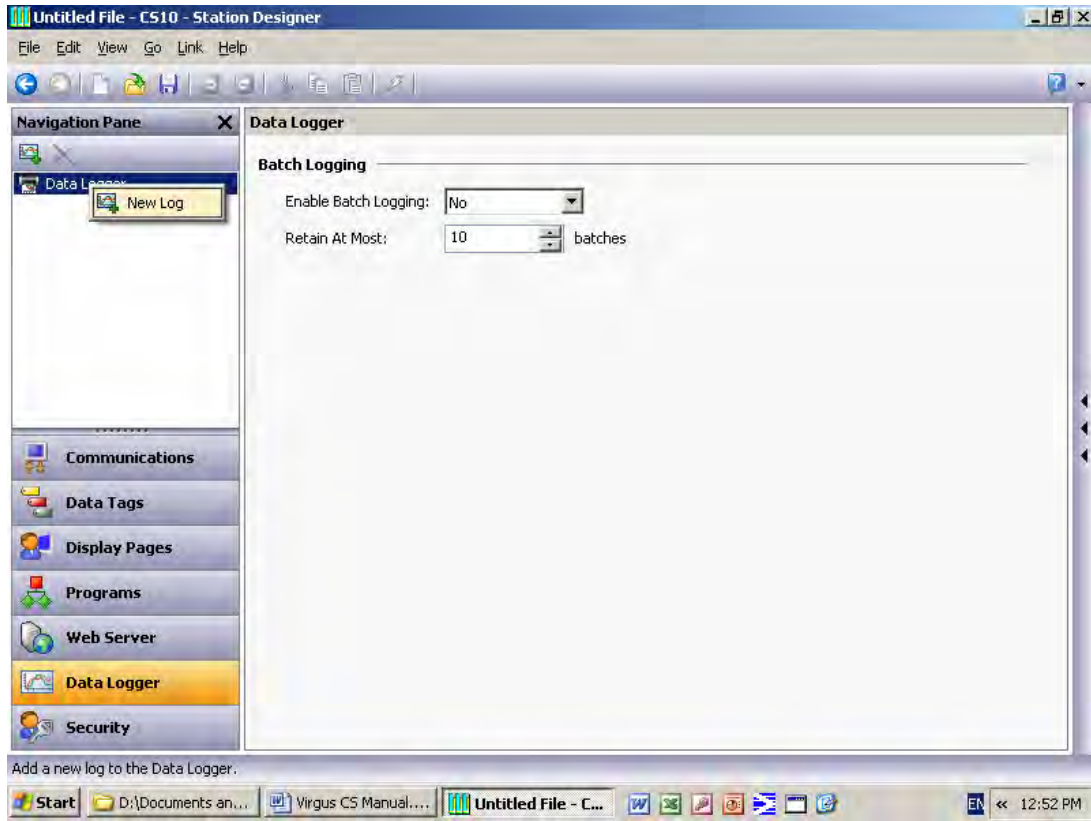
The preferred method of formatting a card is via the Format Flash command on the Link menu. Selecting this command will explain that the formatting process will destroy all the data stored on the Flash memory card and offer you a chance to cancel the operation. If you elect to continue, the 900 Control Station will be instructed to format the card. Note that this process may take several minutes for a large card. Slow formats on 900 Control Stations, which are performing data logging, may result in gaps in the recorded data. An alternative, less recommended method of formatting a card, is via a dedicated Flash memory drive connected to your PC. If you use this method, be sure to instruct Windows to format the card using FAT16. For very small or very large cards, Windows will most likely choose the wrong format by default. Note that some versions of Windows Explorer will not allow you to override the default format, forcing you to use the command line version `FORMAT` instead.

Log Setup

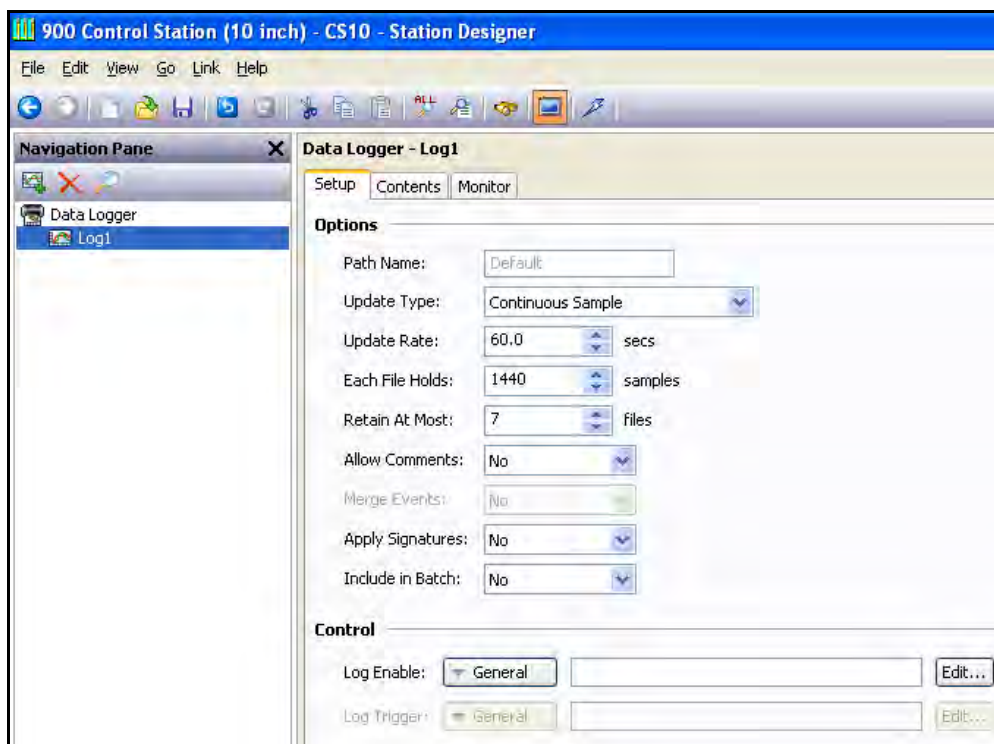
The data logger is used to record selected HC900 Controller tag values to the 900 Control Station Flash memory card. Data is stored in industry-standard comma-separated variable (CSV) format files, and can be easily imported into applications such as Excel.

To configure data logging, select the Data Logger category near the bottom of the Navigation Pane. A Data Logger window opens enabling access to global settings to enable or disable Batch Logging. The default selection to Enable Batch Logging is set to "No". If Batch Logging is enabled, all data files that are configured for batch logging will be saved to a directory named after the current batch. This allows all log files related to a particular Batch to be accessed and manipulated as a group.

To create a data log file, select Data Logger in the top portion of the Navigation Pane (note that the Data Logger category must be selected near the bottom of the Navigation Pane) and right click. A window pops up allowing selection of New Log.



Selection of New Log opens up a window that is titled Data Logger – Log1. Further selection of Data Logger and right click allows creation of additional log files (i.e.: Log2, Log3, and so on).



- The *Path Name* property allows you to modify the directory in which the log will be saved. As default, the log is saved in a directory named after the log's own name (i.e.: Log1).
- The *Update Type* property is used to indicate the type in which the log files are updated. It can either be continuous type or triggered by snapshot type. Depending on the type of update the log files are created.
- The *Update Rate* property is used to identify the sample rate of the data items to be logged. Although a decimal place can be entered, sampling is only accurate to 200ms. The fastest sample rate is one second, but note that this fast rate will produce very large amounts of data. All tags in the log file will be sampled at the same rate.
- The *Each File Holds* property is used to indicate how many samples will be included in each log file. When this quantity of samples has been recorded, a new log file will be created using a different name. Typically, this value is set that each log file contains a reasonable amount of data. For example, you may want to set a configuration to have a new log file created every day.

- The *Retain At Most* property is used to indicate how many log files will be kept on the Flash memory card before the oldest file is deleted. This property should be set to allow whatever is consuming the logged information to extract the data from the 900 Control Station before the information is deleted.
- The *Allow Comments* property is used to enable or disable the addition of comments to the data log via the `LogComment ()` function. Refer to Appendix A for details of how this function can be used.
- The *Merge Events* property is used to enable or disable merging of comments with logged tags. With Merge Events enabled, events and alarms associated with logged or monitored tags and signals are included in the log. With it disabled, they are not.
- The *Apply Signatures* property is used to control the addition of cryptographic signatures to the log. See below for more information on these signatures and how they can be used to ensure the log data integrity is maintained.
- The *Include in Batch* property is used to include or exclude this log from the batch logging system. See below for information on how batch logging operates.
- The *Log Enable* property is used to allow or inhibit logging. If the entered expression is true, logging will be enabled. If the expression is false, logging will be disabled. If no expression is entered, logging will be enabled by default.
- The *Log Trigger* property is used to trigger data snapshot. An expression which generates a false-to-true transition will cause a data snapshot to be taken for logs configured in Trigger mode.

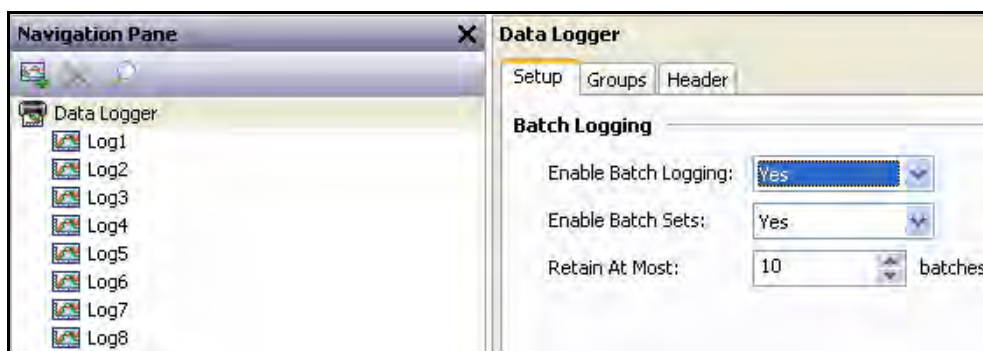
Concurrent Batch

Concurrent batch allows the operator at the 900 Control Station to start and stop multiple batch processes in the HC900 controller without having to wait for one batch process to finish before starting another batch process. While these multiple batch processes are running concurrently in the HC900 controller, their status is being tracked by the 900 Control Station and their data is being logged to the Compact Flash card in the 900 Control Station for later analysis.

Setting up Data Logger Properties for Concurrent Batch

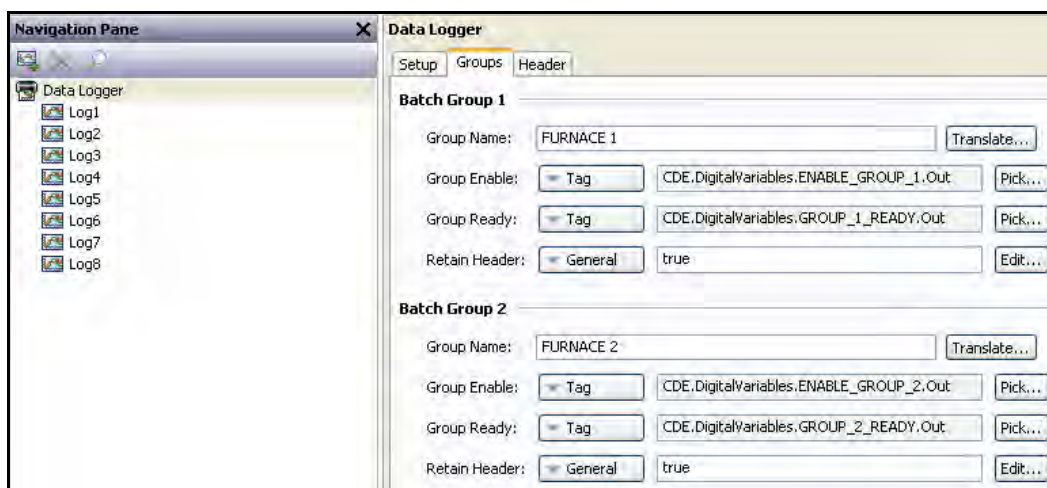
The Setup Tab

The engineer sets up the following properties on the Setup tab of the Data Logger to enable concurrent batch logging:



The Groups Tab

The batch processes are known as “batch groups” (or alternately “batch sets”) because they produce groups (or sets) of batches. The engineer configures these batch groups as follows on the Groups tab of the Data Logger. Up to eight batch groups can be configured.

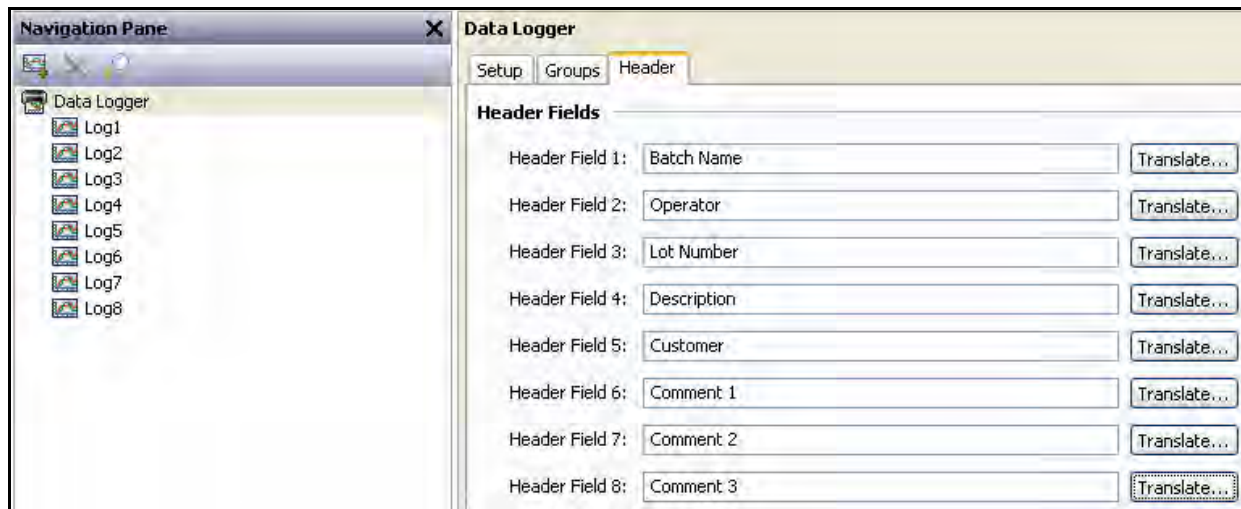


- Property Group Name defines the name of the batch group and is limited to 16 characters. An empty group name defines the number of batch groups. For example, if Batch Group 3 has an empty group name, then that implies that there are only two batch groups.
- Property Group Enable defines the Out tag of a digital signal or digital variable in the HC900 controller that the 900 Control Station monitors to determine when a batch starts or stops in a batch group and which controls the logging of the batch log file for that batch. (Rising edge starts the batch, falling edge stops the batch.)

- Property Group Ready defines the Out tag of a digital variable in the HC900 controller to which the 900 Control Station writes a 1 (ON) when the operator at the 900 Control Station has entered the header information for a batch that is about to run. The control strategy in the HC900 controller can use this digital variable as an interlock to not start the batch until its identification has been confirmed by the operator. Its use is optional.
- Property Retain Header defines whether the operator-entered values for the last batch header should be presented to the operator again when a new batch header is about to be entered for the next batch. Setting this value to true can save the operator typing time for similar batches. When this value is set to false, all header fields presented to the operator for the next batch will be set to empty.

The Header Tab

The Header tab defines the header fields used for all batch groups that are presented to the operator at the 900 Control Station for identifying a batch that is about to run. (Header fields are the same for all batch groups.) A header field is limited to 16 characters. An empty header field defines the number of header fields. For example, if Header Field 3 is empty, then that implies that there are only two header fields. Note that there must be at least one header field (the first header field) and that header field defines the batch name of the batch that is about to run. Note that because there can be 8 batches and there are 8 header fields, the user may think he is assigning a header for each batch group because the Groups tab was for setting each batch group.

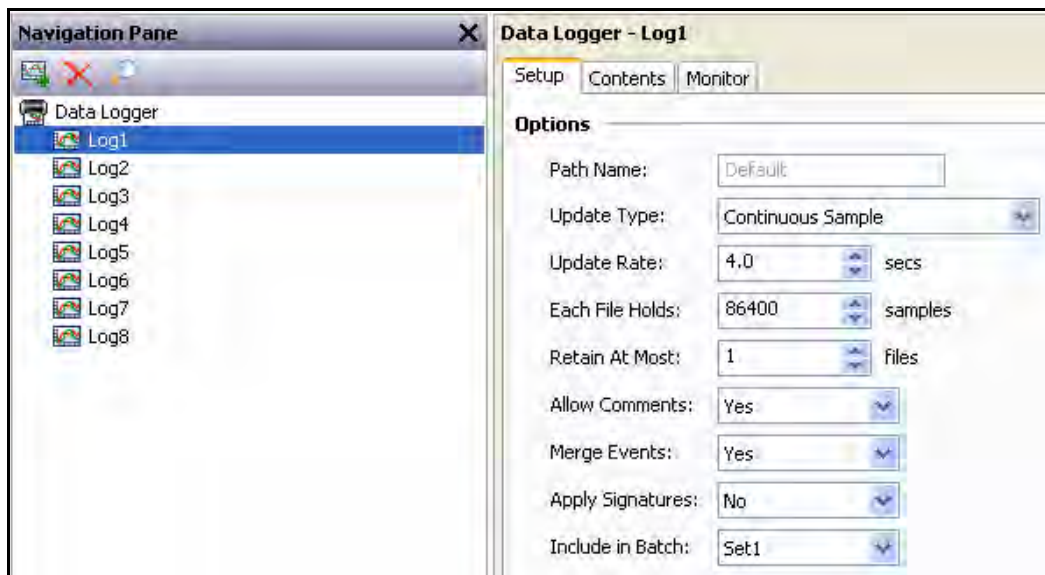


Setting up Data Log for Concurrent Batch

It is recommended that there be only one data log defined for a batch group that produces a single log file. In this way, all of the pertinent data captured for a batch run is contained in just a single file, with none of the disadvantages of managing multiple files. If each of the multiple batch processes requires the same data to be captured for it, (typical of processing multiple orders in the same batch run) then simply define one data log for a batch process and copy and paste it the necessary number of times, only changing the batch set (batch group) with which it is associated.

The Setup Tab

The following picture shows how to set up a data log for a batch group. Set the Update Rate property to your sampling rate requirement. Set the Each File Holds property to 86400 samples, the maximum number of samples (lines) in a batch log file. Set the Retain At Most property to 1 file so that only one file is produced for the batch run. Set the Allow Comments property to Yes if you want the operator to be able to enter comments into the batch log file. Set the Merge Events property to Yes if you wish to capture HC900 alarms and events in the batch log file that pertain to the batch run. Set the Apply Signatures property to Yes if you need to validate, say, for AMS 2750 compliance, that the batch log file has not been altered after it has been produced. Setting this property to Yes will result in a larger batch log file, which can then be validated by opening the log file in the wincheck.exe utility, which is located in the Station Designer installation directory. Set the Include in Batch property to the appropriate batch group (batch set).

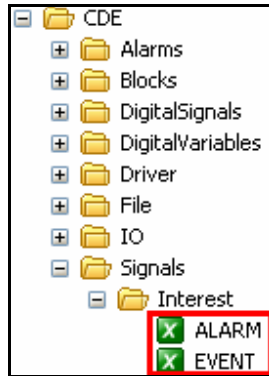


The Contents Tab

Drag and drop from the Data Tags tab in the Resource Pane all of the data tags that you wish to capture for the batch run.

The Monitor Tab

Drag and drop from the Data Tags tab in the Resource Pane all of the HC900 alarms and events that you wish to capture for the batch run. Note that you must choose the alarms and events from the CDE.Signals.Interest tag folder:



Batch Logging

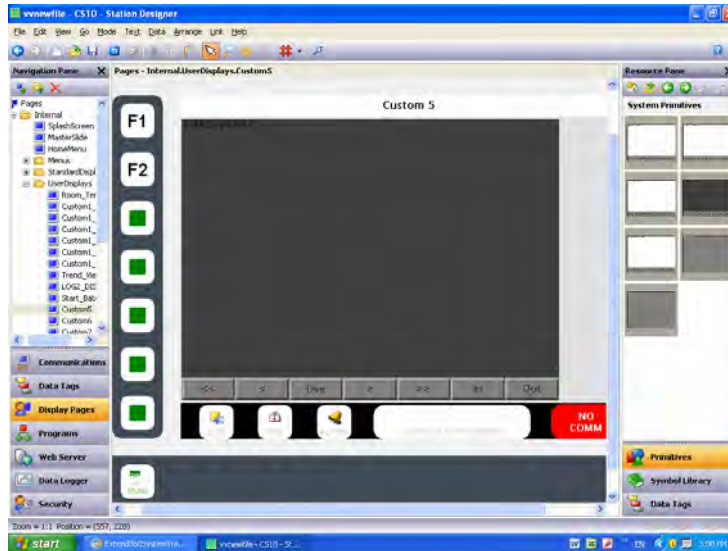
For normal data logging operation, the Data Logger will save the log files under the folder name specified for each log. Batch logging, on the other hand, also saves all logs that are so configured to a directory named after the current production batch (note that there will be 2 files within the Flash memory card containing tag data logs – one will be the continuous log file and the other file will only contain data between a start and stop of Batch logging). Batch logging allows all the logs related to a particular batch to be accessed and manipulated as a group. Only one Batch grouping of log files can be configured for Batch logging.

The start and stop of Batch logging is controlled via a number of functions. `NewBatch(name)` will create a folder called *name*, ending the current batch and starting a new one. Files recorded after this command will be saved under the new folder *name*. The `EndBatch()` function will stop the current batch, while `GetBatch()` will return the name of the batch that is currently active. For more information, please refer to Appendix A.

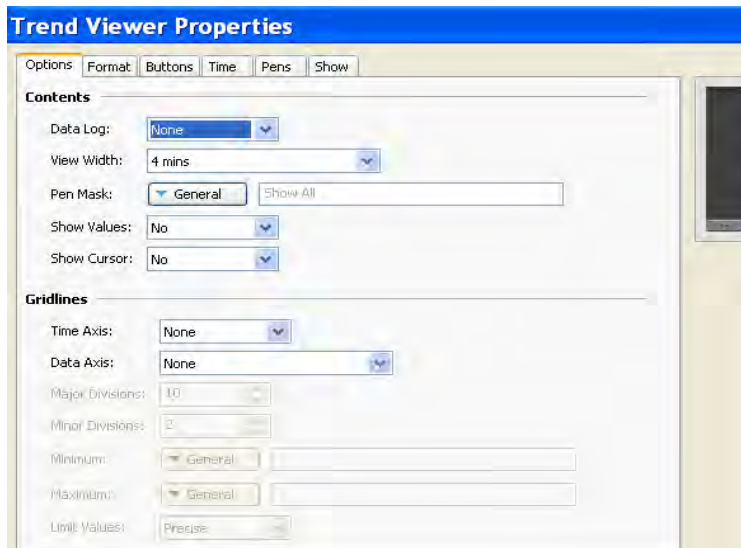
Setup Log Viewing Displays

After a Log file has been configured, and HC900 controller data tags have been dragged into the Log file Contents Log list box, User Displays can be created to display the logged data.

Select one of the freely available Internal User Displays from the Navigation Pane (note that the Display Pages category must be selected near the bottom of the Navigation Pane). Within the Resource Pane, select the Primitives category (bottom right side of screen) and then select System Primitives within the Resource Pane Categories listing. Select the Trend Viewer primitive and drag it to the custom User Display pane, sizing as necessary.



Select the Trend Viewer primitive within the User Display pane and double click on the center red square. The Trend Viewer Properties dialog box is displayed.



Within the Options tab of the Trend Viewer Properties box select the Data Log file you wish to display using the pull down box and select the View Width time of your trending display (this will be the default time width when this display screen is selected at the 900 Control Station). Within the Gridlines section of the Options tab select Automatic for Time Axis and Data Axis boxes, and enter the appropriate Minimum and Maximum data scale values of your displayed chart. All other configuration selections within the Properties box are self explanatory.

Accessing Log Files

There are multiple methods for accessing Log file data from the 900 Control Station:

- Data logs can be exported to a USB memory device that is connected to the 900 Control Station USB port by selecting; *Menu/Data Logging/Export Data Logs to USB*.
- Log files can be accessed over a TCP/IP connection, using either a web browser, such as Microsoft Internet Explorer, or by using the automated process implemented by the WebSync utility provided with the 900 Control Station.
- FTP Server allows remote clients to connect to the 900 Control Station and download the logs. Refer to the Using Services section for details.
- Sync Manager can be used to push the files to an FTP server on a periodic basis. Refer to the Using Services section for details.
- You can enable automatic copying of the log files to a USB memory device by configuring the Memory Stick option in the Communication category. Refer to the Using Communications chapter of this manual for more details.

Digital Signatures

Cryptographic signatures may be added to data, event and security logs, thereby allowing you to check a log file's integrity. The signatures will show if the log has been tampered with, or if data has been removed from the middle of the file. They will also allow you to be sure that a given log file came from the given 900 Control Station.

Enabling signatures adds an extra field to the CSV file to allow the storage of the required data. If you examine such a file, you will see that every few lines of the file has a large amount of data stored in this additional field. This data is the digital signature - a value mathematically derived from the data in the proceeding lines in a manner that makes it impossible to determine how to keep the signature valid if a change is made to the data.

Signatures can be verified using the SigCheck command-line utility provided with the Station Designer software. The utility will either confirm that the file is valid, or indicate the line at which the validation error occurs.

Alarms and Events

About alarms and events

900 Control Station alarms and events are elements of the Station and are separate from the HC900 controller database. Alarms and events programmed using Hybrid Control Designer for execution in the HC900 controller will not be included in the alarm/Event annunciation on the 900 Control Station displays.

Alarms and Events are assigned to tagged parameters in the Station. Alarms may be assigned to analog or digital tags, and may be level or edge triggered. Events must be edge triggered. A manual acknowledge selection is available for Level triggered alarms.

The Event Name entered will be the alarm/event description used on the Alarm/Event Summary displays.

Alarm and Event compare values may be a fixed number, an expression or another tagged value in the Station. An alarm or event will be generated when the tag parameter value satisfies the mode selection specified. See section [Numeric Tag Alarm Properties](#) and [Flag Tag Alarm Properties](#) for a description of alarm and event modes.

Deviation alarms and events use a setpoint value as the reference for their comparisons. When “Use Setpoint” is selected for the data properties of a tagged parameter, the values entered for compare values represent a deviation from the reference (setpoint) value. See section [Numeric Tag Alarm Properties](#) for additional information.

The Siren action for an alarm will cause the entire display to flash when a new alarm is detected until the alarm is acknowledged.

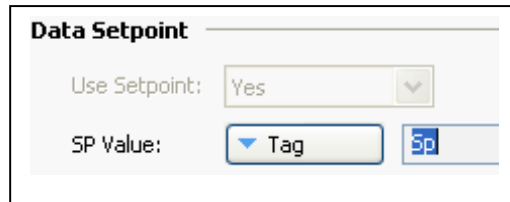
Alarm Examples:

The configuration below will generate an alarm labeled HIGH PV ALARM if the Out value of tag F2ZON1PV exceeds the absolute value of 1750, with a hysteresis value of 3, using Level detection and Manual acknowledge from the Station.

The screenshot shows the configuration window for a data tag. The title bar reads "Data Tags - CDE.AnalogSignals.F2ZON1PV.Out". Below the title bar are tabs for "Data", "Format", "Colors", "Alarms", "Triggers", and "Security". The "Alarms" tab is selected, and the configuration for "Alarm 1" is shown. The settings are as follows:

Event Mode:	Absolute High
Event Name:	HIGH PV ALARM
Value:	1750
Hysteresis:	3
Enable:	TRUE
Trigger:	Level Triggered Alarm
Delay:	0 ms
Accept:	Manual
Priority:	1
Siren:	No
Mail To:	No Recipient

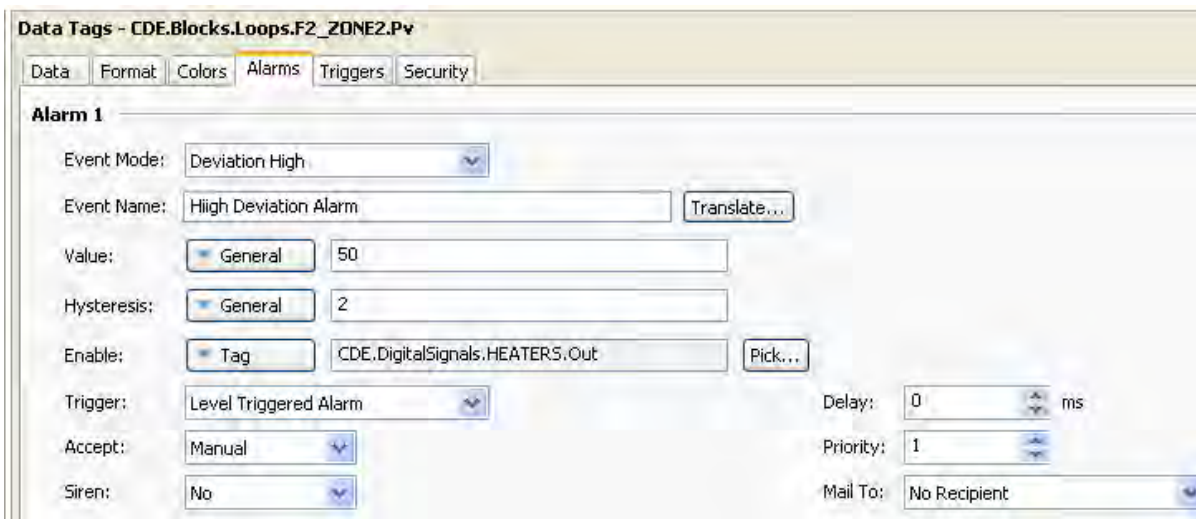
The configuration below will generate an alarm labeled HIGH DEVEATION ALARM if the PV value of PID loop F2_ZONE2 deviates from the Sp by more than 50 when the alarm is enabled by the Out value of DigitalSignal HEATERS. A Hysteresis value of 2 is used with level detection and manual acknowledge.



Data Setpoint

Use Setpoint: Yes

SP Value: Tag SP



Data Tags - CDE.Blocks.Loops.F2_ZONE2.Pv

Data Format Colors Alarms Triggers Security

Alarm 1

Event Mode: Deviation High

Event Name: High Deviation Alarm Translate...

Value: General 50

Hysteresis: General 2

Enable: Tag CDE.DigitalSignals.HEATERS.Out Pick...

Trigger: Level Triggered Alarm

Delay: 0 ms

Accept: Manual

Priority: 1

Siren: No

Mail To: No Recipient

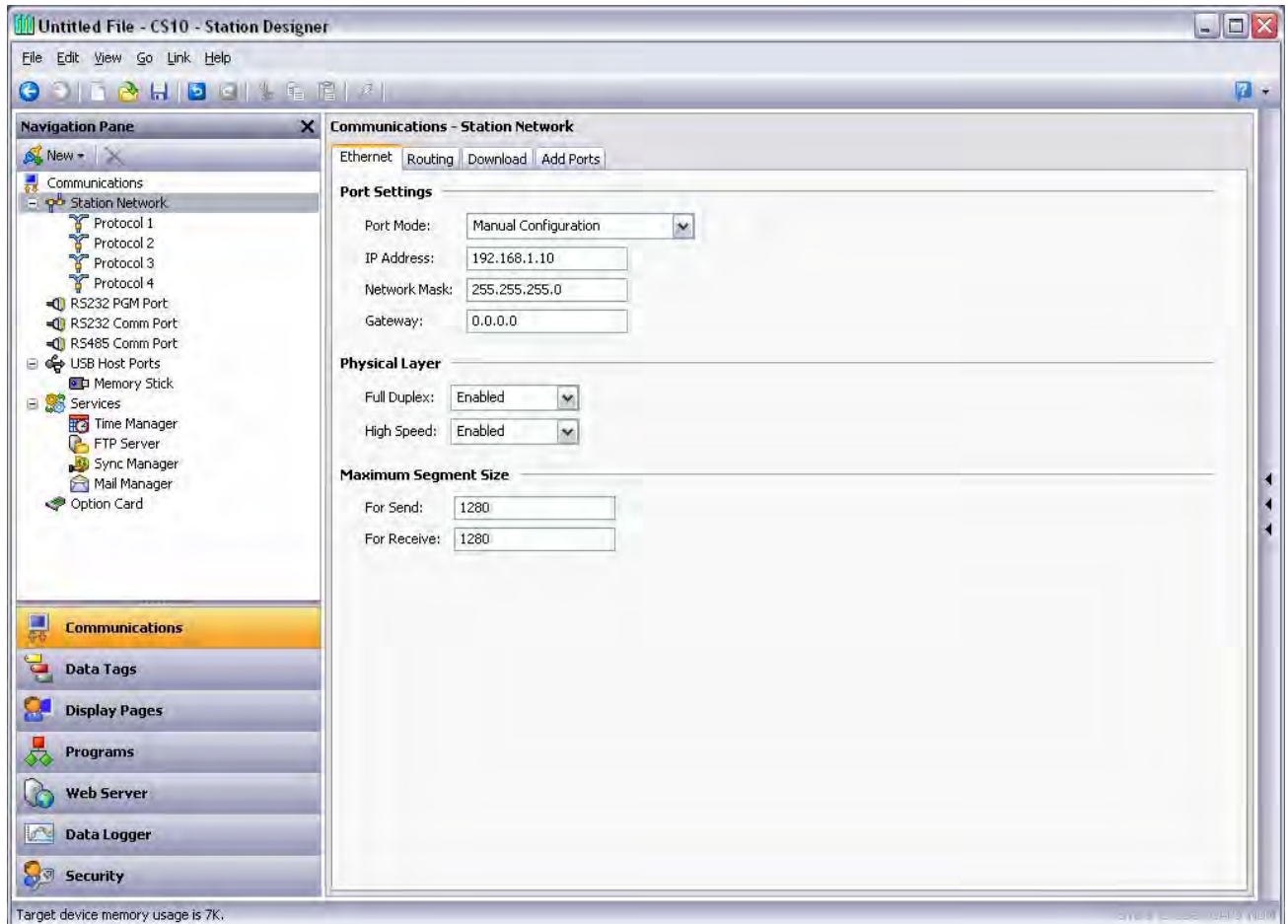
Using Internal Tags

To this point tags have been identified as parameters that exist in the database of a HC900 controller and are imported after the controller configuration is complete. Another type of tag used in the Station to initiate actions, retain user entered data or present unique text strings is the Internal tag. To add an internal tag to the Station's database, access the Data Tags tab in the Navigation Pane and follow the instructions provided in section [Working with Tags](#).

The 900 Control Station .sds file installs a number of tags in the Internal folder of the Navigation Pane to support the many controller status displays and pre-build functions of the Station. These internal tags should not be altered.

Using Communications

The first stage of creating a Station Designer database is to configure the communications ports of the 900 Control Station for use with the HC900 controller per the Getting Started section.



For additional communications, the Communications category lists the unit's available ports in the form of a tree structure. The example shown above has three primary serial ports. Target devices other than HC900 may also have one or two Ethernet ports capable of running several communications protocols simultaneously.

Serial Port Selection

When configuring one of the serial ports of the device for communications, note that some devices (and certain option cards) multiplex a single serial controller between multiple ports. This implies that if either port is used for a slave protocol, the other port is not available. If a token-passing protocol such as DH-485 is employed, the other port is similarly disabled. An error is displayed if you attempt to create a configuration that breaks these rules.

You can use the target device's programming port as an additional communication port and use the device's USB port for downloads. Where USB is not used, re-enable serial downloads by executing the `StopSystem()` command in response to some user action.

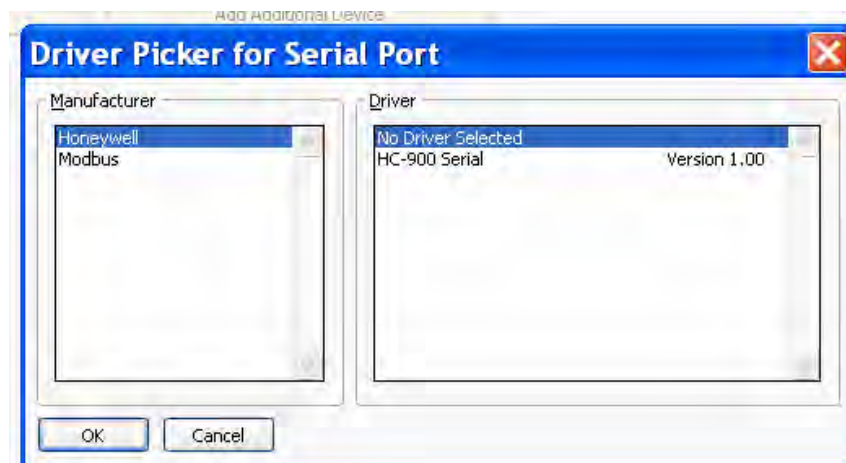
Selecting a Protocol

The 900 Control Station supports the following protocols:

- HC900 - use with HC900 Controllers (one controller per Station)
- HC900 Serial – use with HC900 controllers via RS485 (one controller per Station)
- Modbus – Master or slave to non-HC900 devices
- Modbus TCP – Ethernet to non-HC900 devices

To select a protocol for a particular port, click on that port's icon in the Navigation Pane, and press the Pick button next to the Driver field in the Editing Pane.

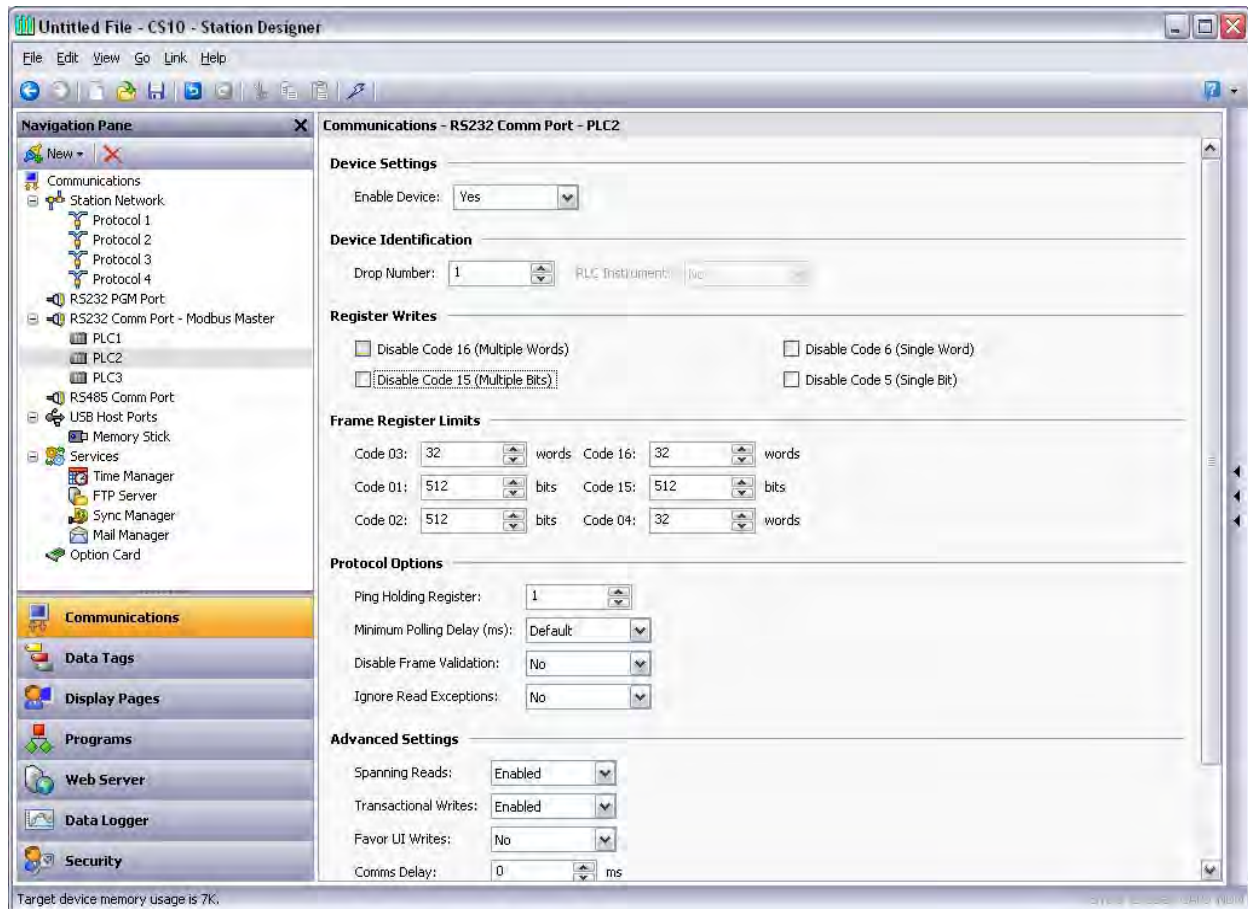
The following dialog box will appear...



Select the appropriate manufacturer and driver, and press the OK button to close the dialog box. The port will then be configured to use the appropriate protocol, and a single device icon will be created in the Navigation Pane. If you are configuring a serial port, the various Port Settings fields (Baud Rate, Data Bits, Stop Bits and Parity) will be set to default values appropriate to the protocol in question. You will need to check these settings to make sure that they correspond to the settings for the device to be addressed.

Working with Devices

As mentioned above, when a communications protocol is selected, a single device is created under the corresponding port icon. In the case of a master protocol, this represents the initial remote device to be addressed via the protocol. If the protocol supports access to more than one device, you can use the Add Additional Device button included in the Editing Pane to add further target devices. You may also use the New Comms Device command, accessed via the Navigation Pane toolbar. Each device is represented via an icon in the Navigation Pane, and, depending on the protocol, may have a number of properties to be configured...



In the example above, the Modbus Universal Master protocol has been selected, and two additional devices have been created, indicating that a total of three remote devices are to be accessed. The Editing Pane shows the properties for each device. The Enable Device property is present for all devices, while the balance of the fields are specific to the protocol that has been selected. Note that the devices are given default names by Station Designer when they are created. These names may be changed by selecting the appropriate icon in the Navigation Pane, pressing **F2** and then typing the new device name.

Advanced Settings

In addition to the device settings mentioned above, certain master devices will also offer a number of advanced settings that can be used to optimize communications behavior...

- The *Spanning Reads* option is used to specify whether Station Designer will optimize read operations by reading blocks of data, even if those blocks span registers that are not currently on the comms scan or referenced in the database. For example, with spanning reads enabled for a database that references registers D1, D2 and D4, a single comms command will be issued to read four registers from D1 onwards. Disabling spanning reads will result in two read operations, one for two registers from D1, and one for a single register from D4.
- The *Transactional Writes* options is used to specify whether a series of changes to a data value in Station Designer should result in a corresponding series of write operations, or whether only the last written value be transferred. Transactional writes make, for example, pushbutton replacement easier.
- The *Favor UI Writes* option is used to specify whether to give priority to write operations that directly result from user actions. This is useful when working with a database that performs a lot of background communications as a result of protocol conversion or programmatic activity.
- The *Comms Delay* option is used to specify a delay that will be inserted between any two comms transactions for this device. It is useful when working with remote devices that are unable to keep up with Station Designer's performance, or when a lower comms priority is to be given to a device.

Port And Device Usage

Right click an item to find all the connected devices to a particular port of that item. Select the Find Usage command. The required items are placed on the Global Search Results List, and can be accessed by pressing the **F4** OR **SHIFT+F4** key combinations. The list can be shown or hidden by pressing **F8**.

Network Configuration

The target device's IP network configuration is edited via the Network icon in the Navigation Pane. When the icon is selected, the Editing Pane will show a number of tabs, each of which allows a given set of properties to be configured.

Ethernet Settings

The first tab configures the target device's Ethernet port...

Cp/

Port Settings

The Port Mode field controls whether or not the port is enabled, and the method by which the port is to obtain its IP configuration. The DHCP mode selection is not supported when used with HC900 controllers.

For HC900 controller communications, select the Manual Configuration mode. The IP Address, Network Mask and Gateway fields must be manually filled out with the appropriate information. The default values provided for these fields will almost never be suitable for your application! Be sure to consult your network administrator when selecting appropriate values, and be sure to enter and download these values before connecting the target device to your network. If you do not do this, it is possible—although unlikely—that you may cause problems on your network.

IEEE 802.3 should not be selected with HC900 controllers.

Physical Layer

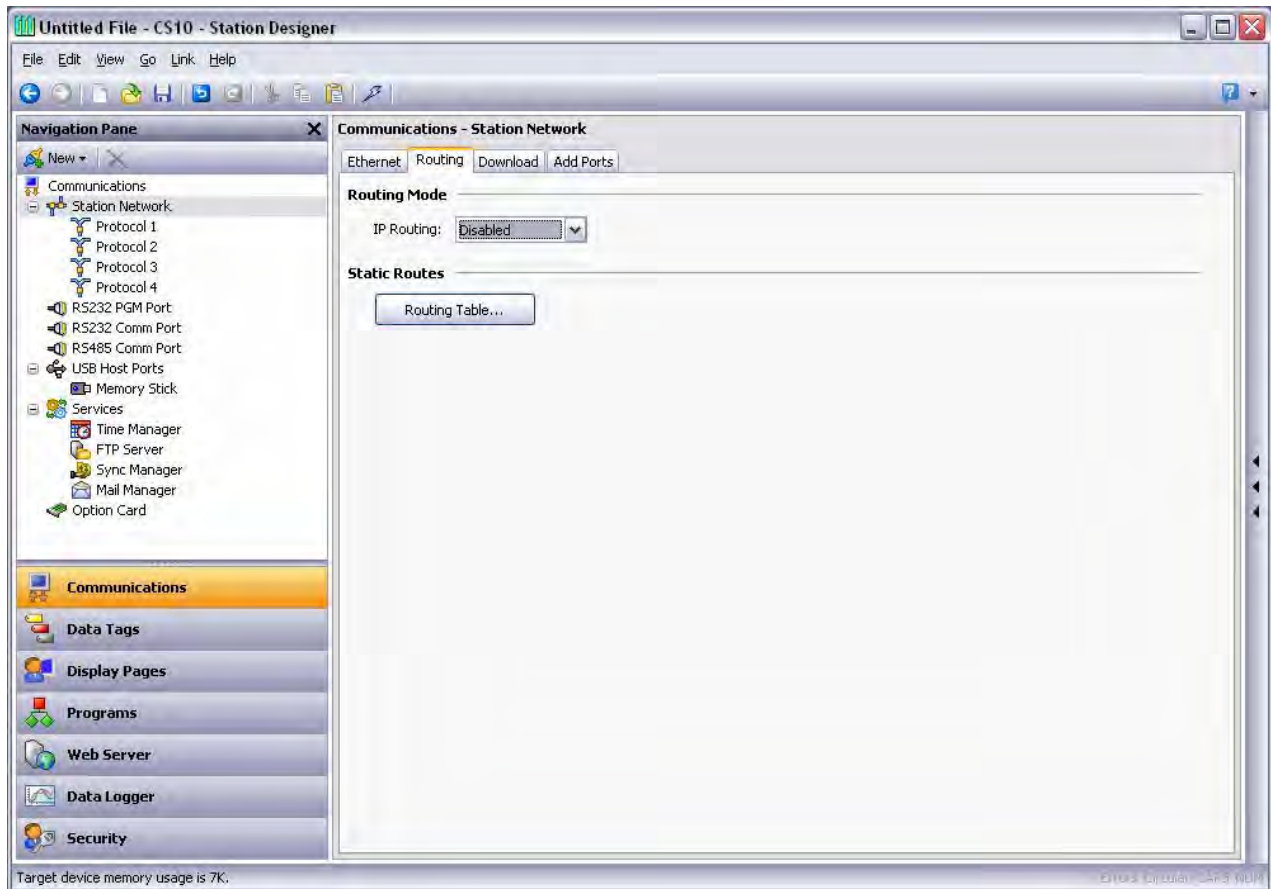
The Physical Layer options control the type of connection that the device will attempt to negotiate with the hub or switch to which it is connected. Generally, these options can be left in their default states, but if you have trouble establishing a reliable connection, especially when connecting directly to a PC without an intervening hub or switch, consider turning off both Full Duplex and High Speed operation to see if this solves the problem.

Maximum Segment Size

The Maximum Segment Size options control the MSS settings for TCP send and receive. You should not generally have to change these settings as the default values are suitable for virtually all applications and all networks.

Routing Settings

The second tab configures Ethernet routing options...

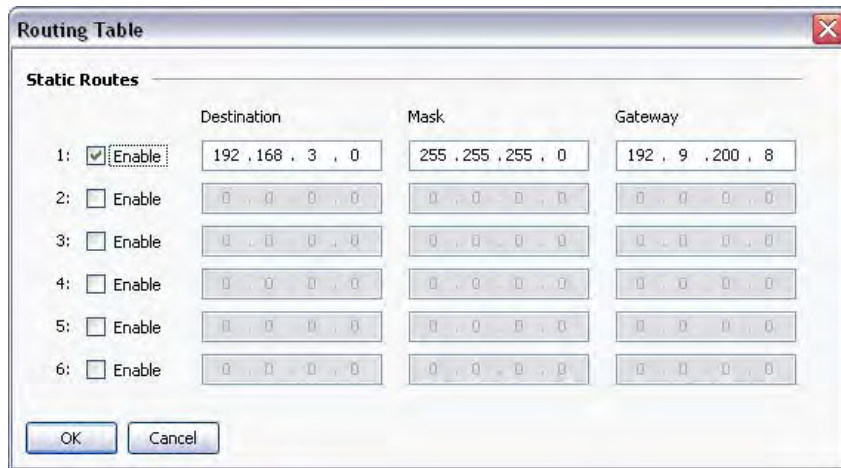


Routing Mode

The IP Routing option is used to enable or disable packet routing between interfaces. If this option is enabled, IP packets received on an Ethernet or modem port that are destined for devices connected to another port will be forwarded as required. Disabling this option will prevent such forwarding. The required setting will be dependent on your network topology.

Routing Table

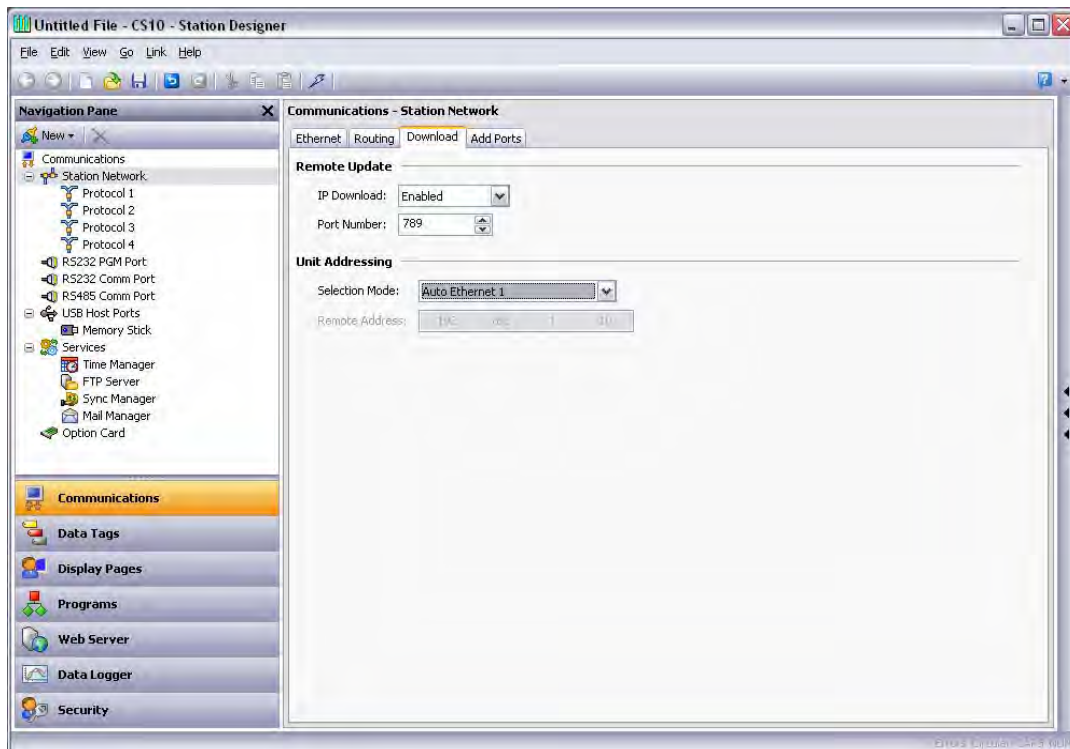
The routing table is used to define additional static routes for Station Designer's TCP/IP stack.



In the example above, a single route has been specified, telling Station Designer to forward any packets destined for IP addresses starting with 192.168.3 to the router located on the local network at address 192.9.200.8. Once again, the exact settings required will be dependent on the topology of the network to which the target device is connected.

Download Settings

The third tab is used to configure downloads to the target 900 Control Station over TCP/IP...



Remote Update

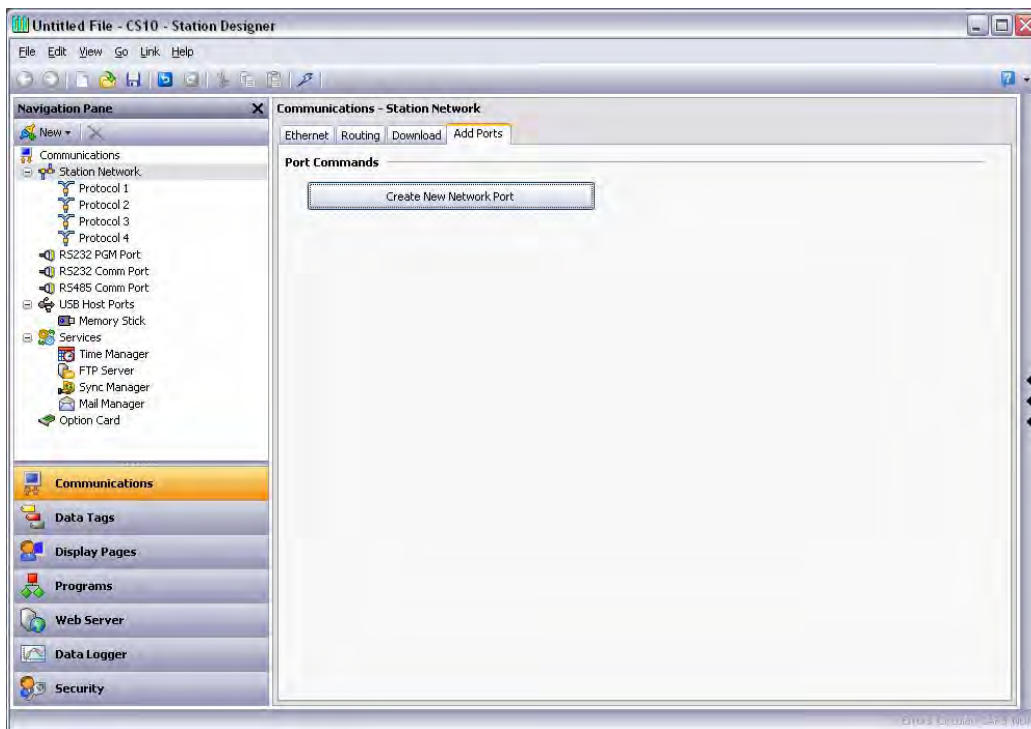
The IP Download option is used to enable or disable TCP/IP downloads, while the Port Number option is used to specify which TCP port should be used for such downloads. The default value of 789 should be used unless you have reason to use something else.

Unit Addressing

These settings are used to specify the IP address to be used by the Station Designer configuration software when the TCP download method is selected in the Link-Options dialog box. Auto mode will use the IP address configured for the selected Ethernet port. (the port must be manually configured.) Manual mode allows an IP address to be entered via the Remote Address field. Note that this information is saved as part of the database, allowing you to easily switch between units on the same network.

Adding Ports

The fourth tab can be used to add additional network protocols...



Pressing the Create New Network Port button will add a further network protocol, up to the maximum number of ports supported by the target device. A port can be deleted by selecting it in the Navigation Pane and by pressing **ALT+DEL** or by selecting the delete toolbar option.

Sharing Ports

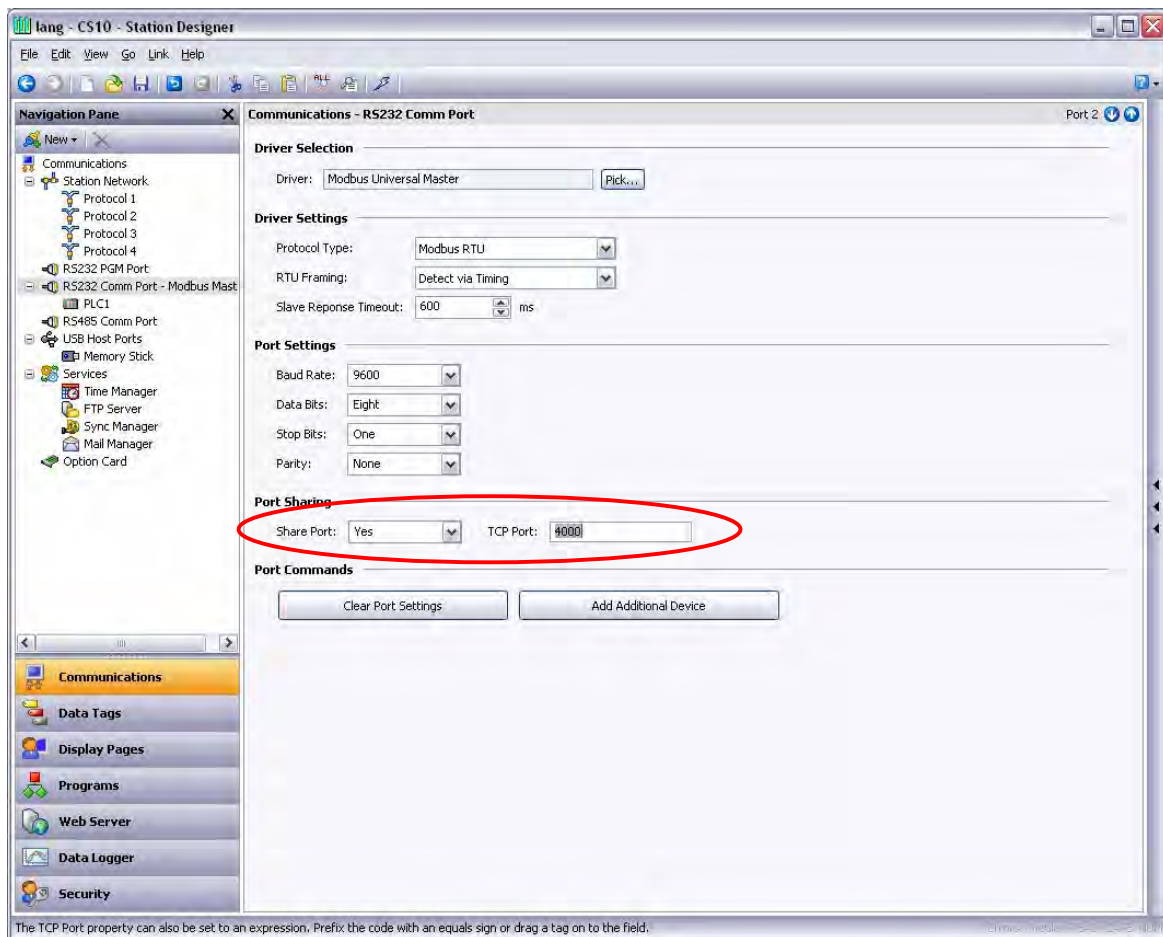
Station Designer provides a port sharing facility that allows physical or virtual serial connections to a communications device. By sharing the communications port to connect to the PLC, you can send data directly to the controller, either from another serial port or by a connection made over a TCP/IP link.

Enabling TCP/IP

Ensure that you enable the ethernet port before attempting to share ports even if you do not use the virtual serial port facility. The local sharing of ports is based upon the TCP/IP protocol, which is not available unless at least one network interface is enabled.

Sharing A Port

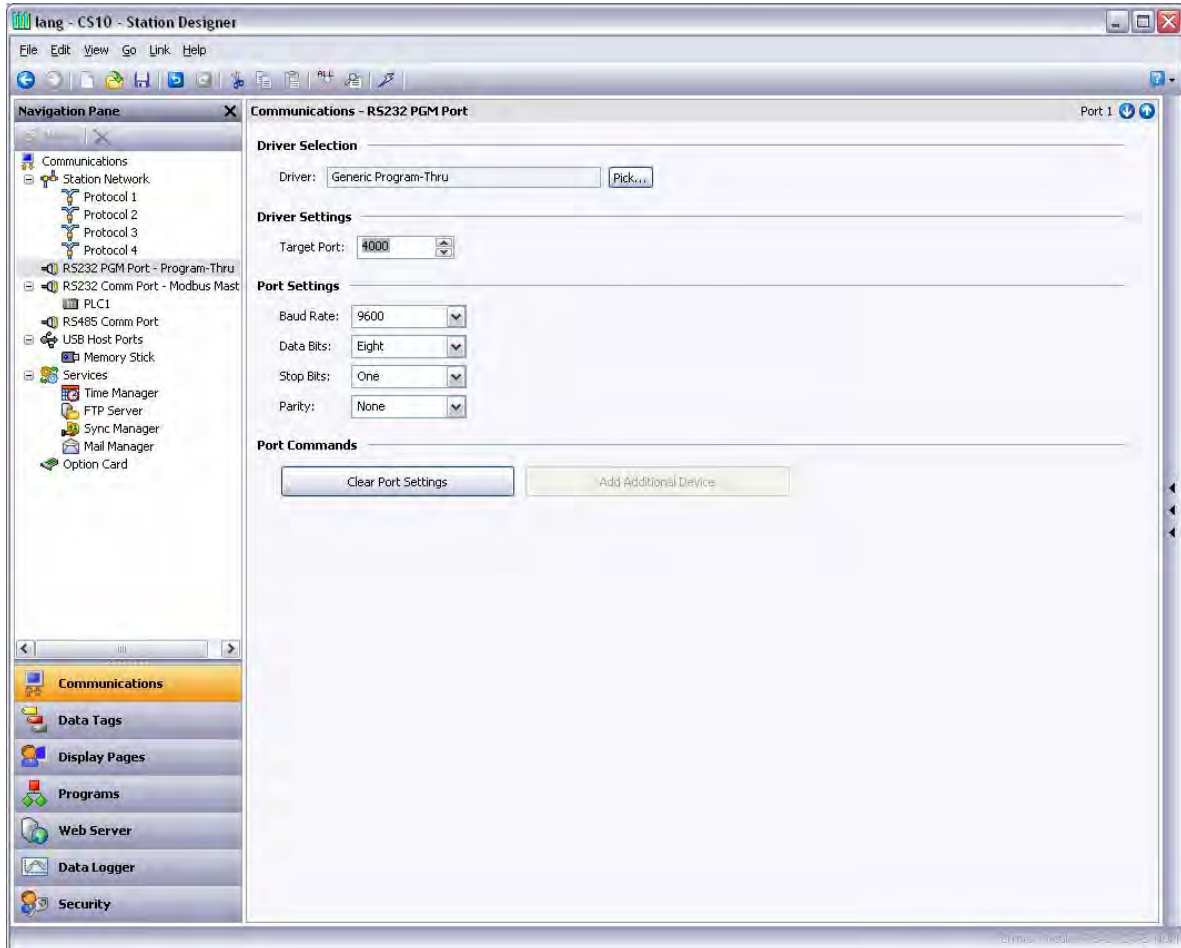
To share a port, select Yes in the Share Port property and enter a suitable TCP/IP port number to indicate how the virtual port should be addressed, as in the following figure.



If you leave the port setting at zero, a default number of 4000 plus the logical index of the port is used. Use any number that is not already used by another TCP/IP protocol. It is recommended to use port numbers between 4000 and 4099.

Connecting Via Another Port

If you want to use another port on the target device to route data to the shared port, select Generic Program-Thru driver for that port, and configure the driver with the shared TCP/IP port. In the following example, data is routed from the programming port to a PLC that is connected via the RS 232 comms port.



The Baud rate and other port settings for the two ports need not be identical as the Station Designer performs the conversion. In general, the transmitting device must not use a higher Baud rate than the receiving device. The Station Designer may not have enough memory to buffer the data while waiting for it to be retransmitted.

In the example for a shared port, connect a spare serial port on your PC to the programming port of target device, and configure the PLC's programming software to talk to this COM port.

Using Virtual Ports

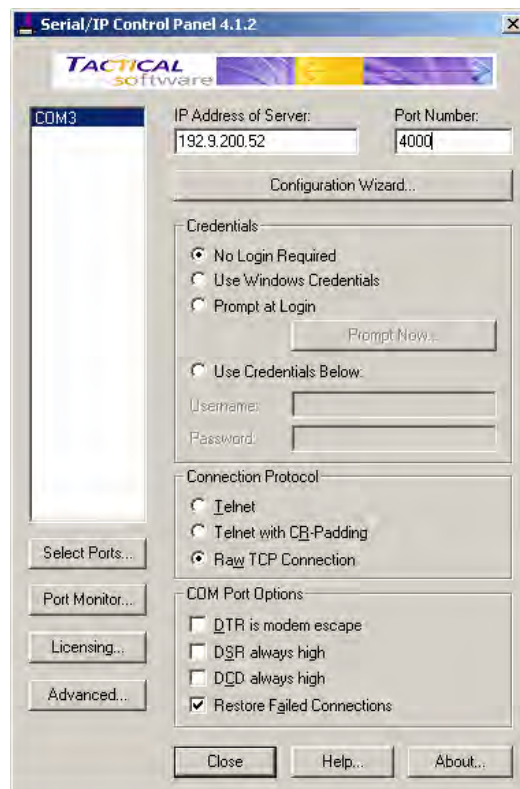
Station Designer supports the addition of virtual ports to the network configuration. Virtual ports can be configured in either active mode or passive mode. In the former case, Station Designer attempts to open a TCP/IP connection to a specified remote device, and in the latter, Station Designer connects to a specific TCP/IP port for incoming connections. Virtual ports are used to communicate with devices through remote serial servers.

Connecting Via Ethernet

You can create virtual ports on your PC using a third-party utility. The applications treats them as physical COM ports, but they send and receive data to a remote device over TCP/IP. This enables access to the serial ports of multiple devices without any additional cabling.

Tactical Software's Serial/IP is thus the only package that we are able to support, and the following information assumes that you are using this package.

To create a virtual serial port, open Serial/IP's configuration screen, and select the name of the COM port you wish to define. This will typically be the first free COM port after those allocated to the physical ports and modems installed in your PC. Next, enter the IP address of the device, and enter the TCP/IP port number that you allocated when sharing the port. The example below is configured as required by the previous samples in this document. Finally, ensure Raw TCP Connection is selected, and close the Serial/IP dialog.



You can configure any Windows-based software to use the virtual COM port for data exchange between the PC software and the remote PLC..

You can configure multiple virtual ports if you have licenses for Serial/IP and download to each device from a single PC using its respective programming package.

Pure Virtual Ports

A spare serial port on a device can be used as a remote serial server to access a remote device, that is not otherwise referenced in the database. To do this, configure the port in the usual way, selecting the Virtual Serial Port driver for that port. Then, share the port, exposing it via TCP/IP. The Virtual Serial Port driver does not perform any communication of its own, but allows the device to be shared for remote access.

Limitations

Some PLC programming packages may not work with virtually or physically shared ports.

Protocol Selection

Once the network has been configured, you can select the protocols that you wish to use for communications. Several protocols may be used at once, and many of these protocols will support multiple remote devices. This means that you have several options when deciding how to mix protocols and devices to achieve the results you want.

For example, suppose you want to connect to two remote slave devices using Modbus over TCP/IP. Your first option is to use two network protocols, configuring both as Modbus masters with a single device attached to each. For most protocols, this will produce higher performance, as it will allow simultaneous communications with the two devices. It will, however, consume two of the available protocols, limiting your ability to connect via additional protocols in complex applications.

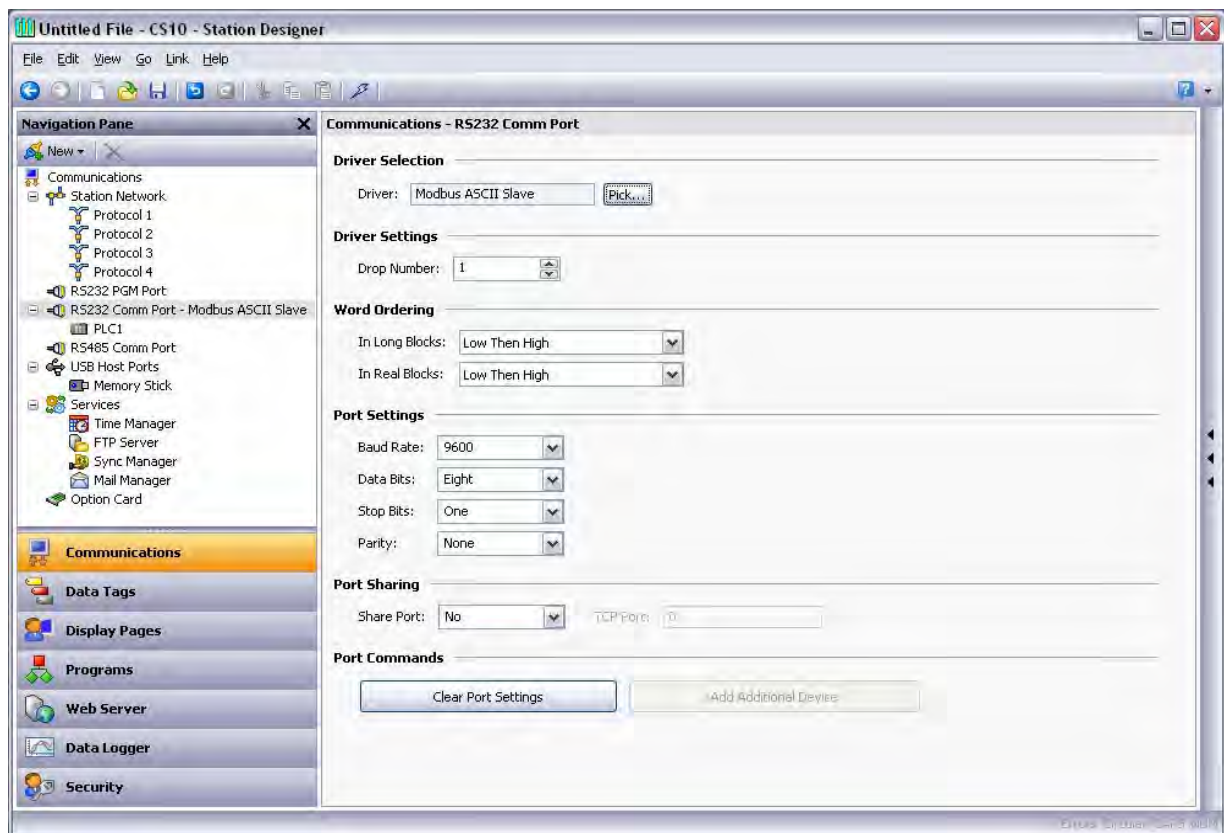
Your second option is therefore to use a single protocol configured as a Modbus TCP/IP Master, but to add a further device so that both slaves are accessed via the same driver. This will typically produce slightly reduced performance, as the Station will poll each device in turn, rather than talking to both devices at the same time. It will, however, conserve network protocols, allowing more complex applications without running out of resources.

Slave Protocols

For master protocols (i.e. those where the 900 Control Station initiates communication) there is no further configuration required under the Communications category. For slave protocols (i.e. those where the Station receives and responds to remote requests), the process is slightly more complex, as you must also indicate what data you wish to expose for remote access.

Selecting the Protocol

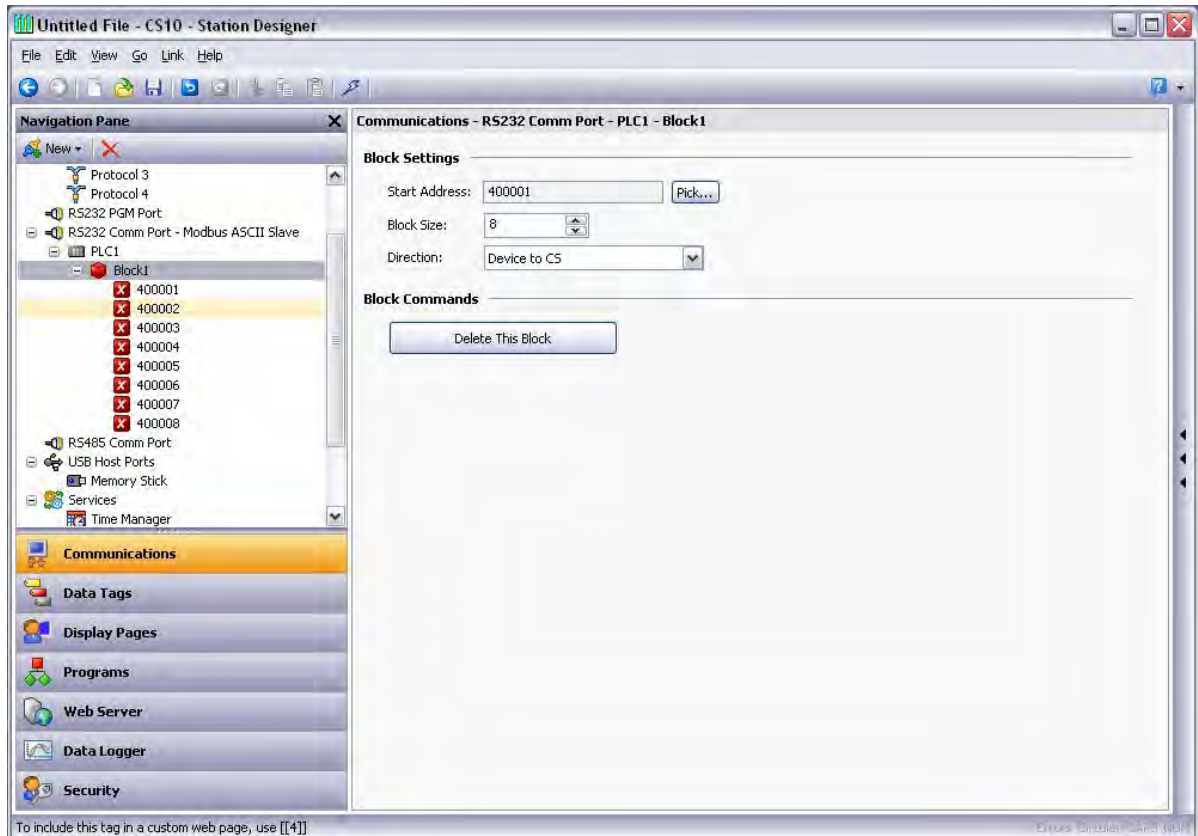
As with master protocols, the first stage is to select the protocol for the communications port that you wish to use. The example below shows the Station's RS-232 port configured for operation with the Modbus ASCII Slave protocol.



Note that a single device has been automatically created for the protocol. In the case of master protocols, this represents the remote device that the Station will access. In this case, though, the device represents the Modbus slave that the hardware will itself embody. This means that only a single device is required, and that things such as the Station number to which the hardware will respond are normally configured via the port settings rather than those of the Station.

Adding Gateway Blocks

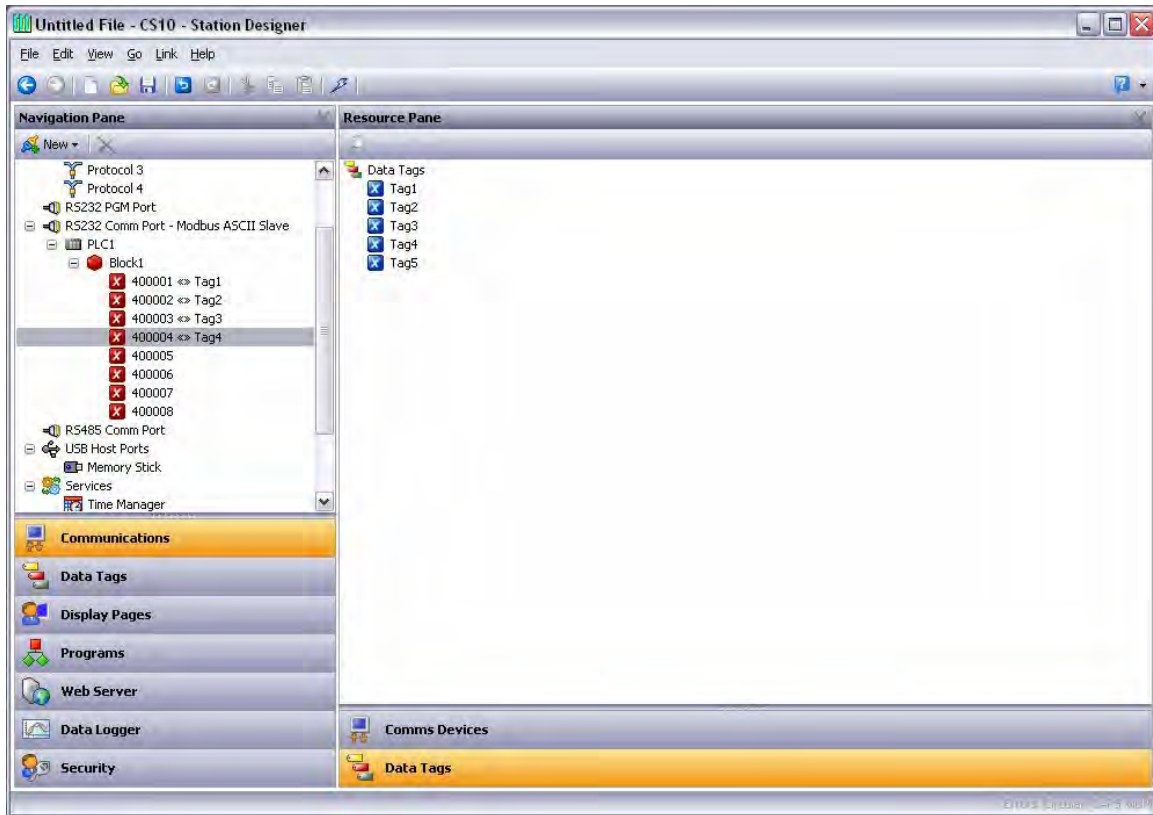
Having configured the protocol, you must now decide what range of addresses you want the slave protocol to expose. In this example, we want to use Modbus registers 40001 through 40008 to allow read and write access to certain data items in our database. We begin by selecting the device icon in the Navigation Pane, and clicking the Add Gateway Block button in the Editing Pane. An icon representing the block will appear under the device...



In the example above, we have configured the Start Address to 40001 to indicate that this is where we want the block to begin. We have also configured the Block Size to eight so as to allocate one Modbus register for each tag we want to expose. We have configured the Direction as Device to CS, to indicate that we want remote devices to be able to read and write data items exposed via this block. Finally, we have left the Tag Data property at its default setting of Use Scaled Values, indicating that we want any scaling to be applied to tag data before that data is transferred to the gateway block.

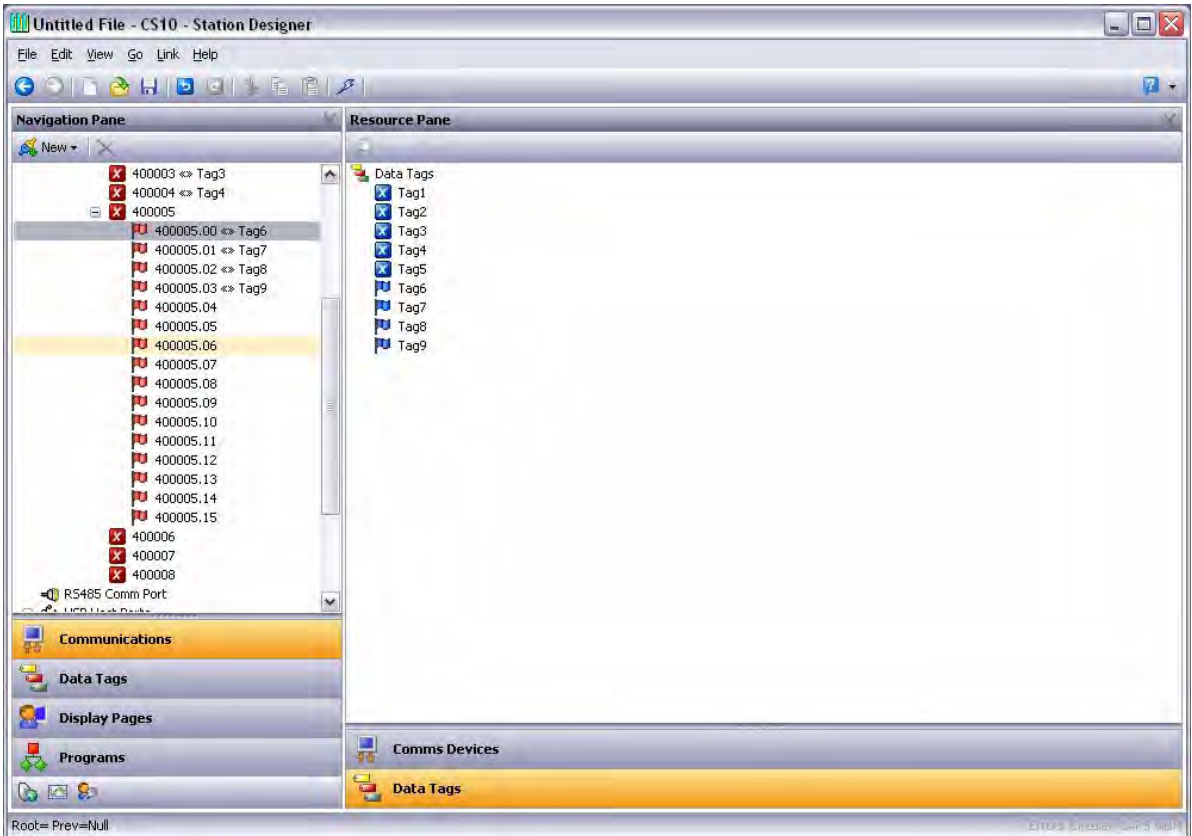
Adding Items to a Block

Once the block has been created and its size defined, entries appear in the Navigation Pane to represent each of the registers that the block exposes to remote access. When one of these entries is selected, an expanded Resource Pane appears and provides access to available data items. These items comprise both tags from within your database, and data registers from any master communications devices that you have configured...



To indicate that you want a particular register within your gateway block to correspond to a particular data item, simply drag that item from the Resource Pane to the Navigation Pane, dropping it on the appropriate gateway block entry. The example above shows how the first four registers in the block have been mapped to tags called Tag1 through Tag4, indicating that accesses to 40001 through 40004 should be mapped to the respective variables.

Accessing Individual Bits

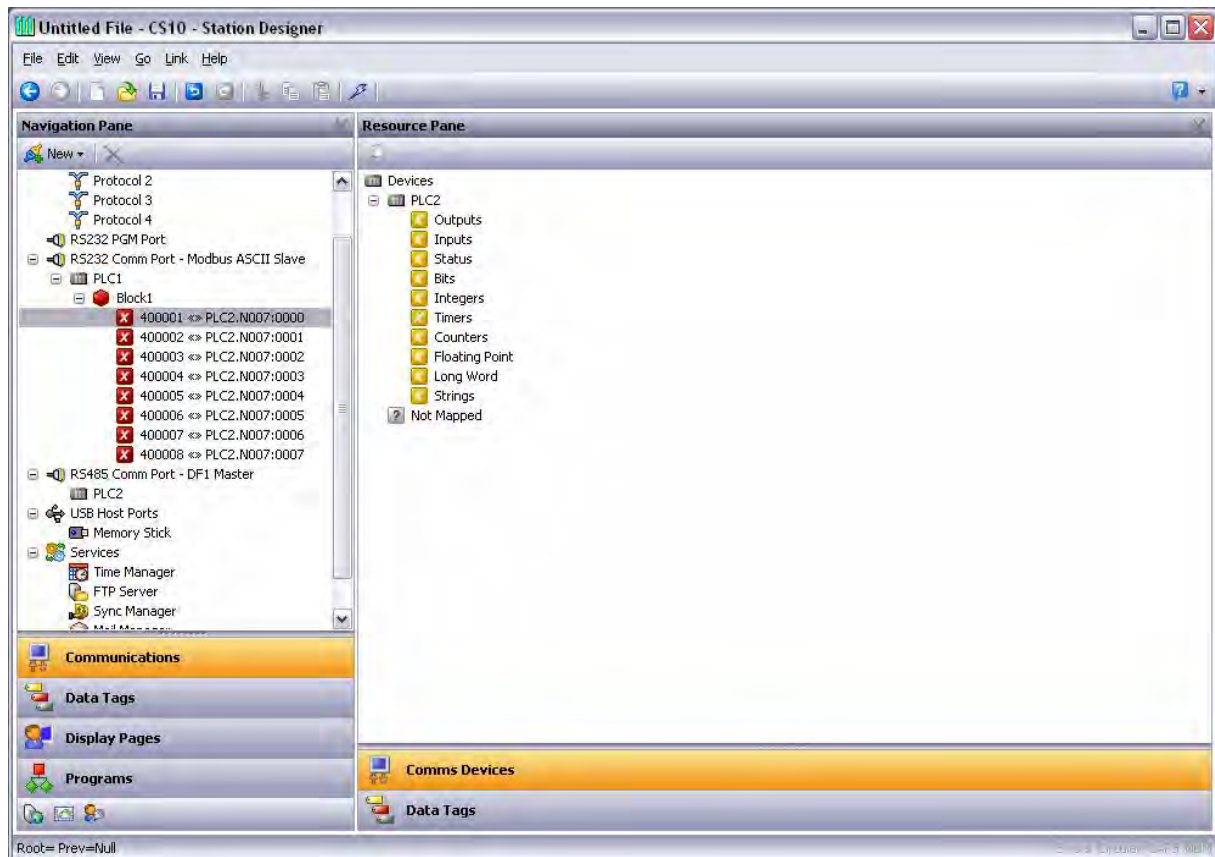


If your application requires it, you can expand individual elements within a Gateway Block to their constituent bits, and map a different data item to each bit. To do this, right-click on the element in question, and select **Expand Bits** from the resulting menu. The Navigation Pane will be updated to show the individual bits that make up the register, and these can be mapped using the drag-and-drop process described above.

Protocol Conversion

In addition to exposing internal data tags via slave protocols, Gateway Blocks can also be used to expose data that is obtained from other remote devices, or to move data between two such master devices. This unique protocol conversion feature allows much tighter integration between elements of your control system, even when using simple, low-cost devices.

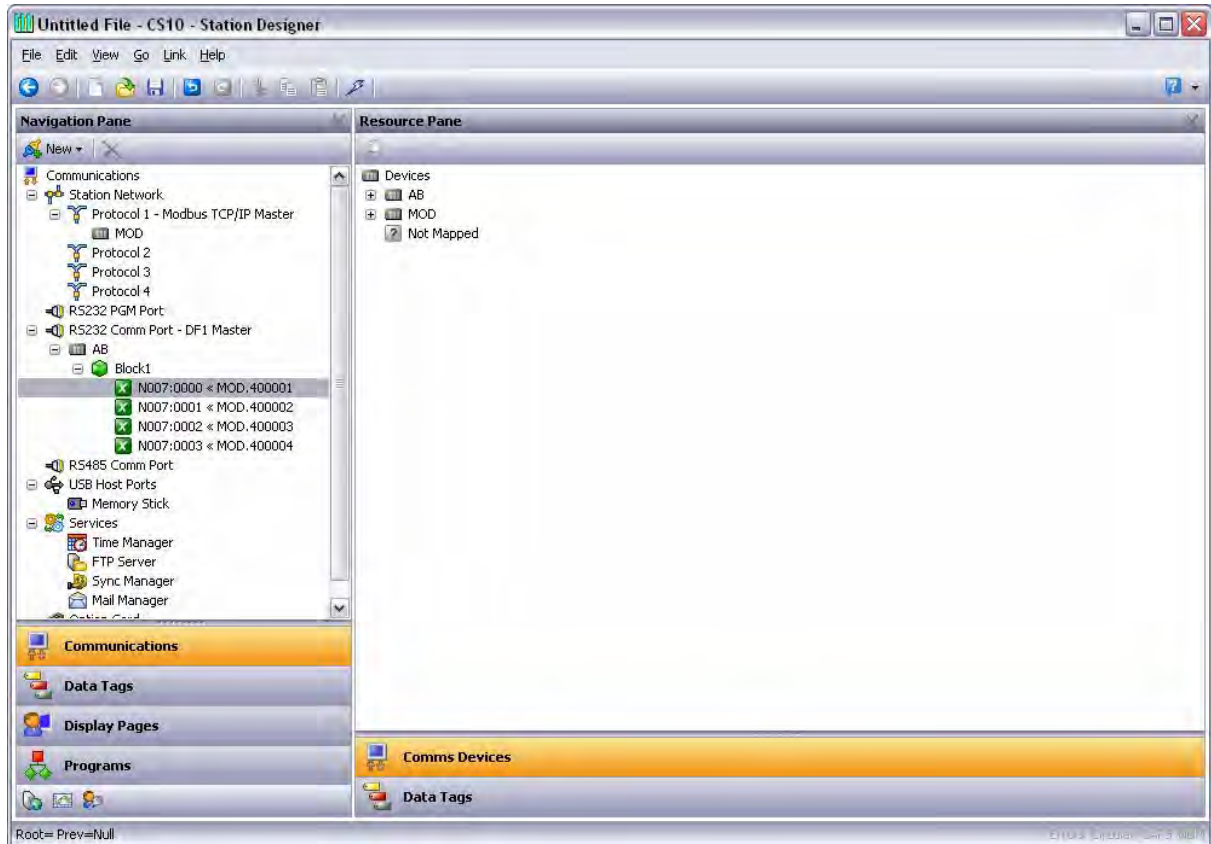
Master and Slave



Exposing data from other devices over a slave protocol is simply an extension of the mapping process described above, except this time, instead of dragging a tag from the Resource Pane, you should select the Comms Devices category, expand the appropriate master device, and drag across the icon that represents the registers that you want to expose. You will then be asked for a start address in the master device, and the number of registers to map, and the mappings will be created as shown.

In this example, registers N7:0 through N7:7 in a third party PLC controller have been exposed for access via Modbus TCP/IP as registers 40001 through 40008. Station Designer will automatically ensure that these data items are read from the third party PLC so as to fulfill Modbus requests, and will automatically convert writes to the Modbus registers into writes to the PLC. This mechanism allows even simple PLCs to be connected on an Ethernet network.

Master and Master



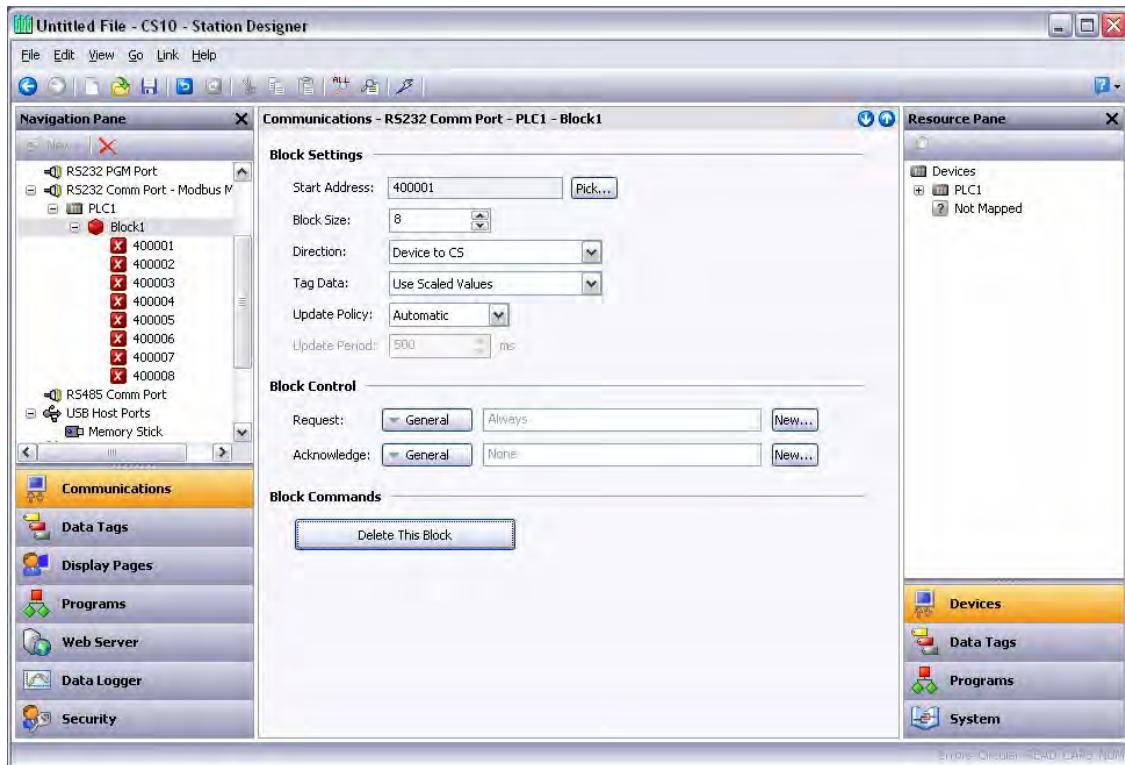
To move data between two master devices, simply select one of the devices, and create a Gateway Block for that device. You can then add references to the other device's registers just as you would when exposing data on a slave protocol. Again, Station Designer will automatically read or write the data as required, transparently moving data between the devices. The example above shows how to move data from a Modbus device into third party PLC.

Which Way Around?

One question that may occur to you is whether you should create the Gateway Block within a Modbus device. The first thing to note is that there is no need to create more than a single block to perform transfers in a single direction. If you create a block in the device to read from MOD, and a block in MOD to write to the device, you'll simply perform the transfer twice and slow everything down! The second observation is that the decision as to which device should own the Gateway Block is essentially arbitrary. In general, you should create your blocks to minimize the number of blocks in the database. This means that if the registers in the device lay within a single range, but the registers in the Modbus device are scattered all over the PLC, the Gateway Block should be created within the Modbus PLC to remove the need to create multiple blocks to access the different ranges of the Modbus address space.

Controlling Master Blocks

Gateway blocks within master devices have the following additional properties.



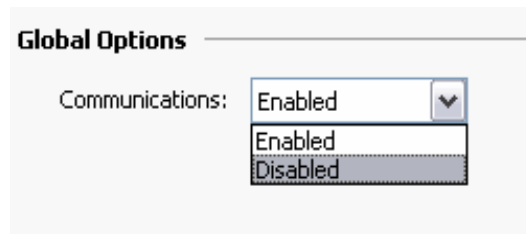
- As with slave blocks, the Tag Data property selects how data tags are mapped to and from the block. A tag data can be subject to various stages of transformation. This property selects where in the transformation process the gateway block obtains and inject its data.
- The Update Policy property is used to define how the block updates. The default setting of Automatic causes read blocks to update continuously, and write blocks to transfer only those values that have changed. A setting of Continuous causes all blocks to update continuously. A setting of Timed causes all blocks to update at the rate defined by the Update Period property, with the entire contents of a write block being written each time.
- The Request and Acknowledge properties are used to control the timing of block updates via tags or other data items. If the Acknowledge property is left empty, Request acts as an enable field, with a zero value disabling the block and a non-zero value allowing it to operate. If the Acknowledge is defined, the Request and Acknowledge operate as a standard two-wire handshake, with the block updating once on each rising edge of the Request, and the Acknowledge being set after the transaction completes.

Data Transformation

You may also use Gateway Blocks to perform math operations that your device might not otherwise be able to handle. For example, you may want to read a register from the device, scale it, take the square root, and write it back to another register of the device. To accomplish this, refer to the section on Data Tags, and create a mapped tag to represent the input value that will be read from the device. Then, create a tag to represent the output value, setting the expression so as to perform the required math. You can then create a Gateway Block targeted at the required output register, and drag the formula across to instruct the Station to write the derived value back to the device.

Disabling Communications

Station Designer provides the option to disable all driver-based communications by means of a property contained in the top-level item of the Communication category...



Disabling communications can be useful during development when you do not have the remote devices available at your current location. When operating in disabled mode, Station Designer initially sets all tags equal to their simulated values, and then allows them to be changed just as if they were being written to the associated devices. If you find your communications has stopped for no reason, make sure you do not have this setting set to disabled!

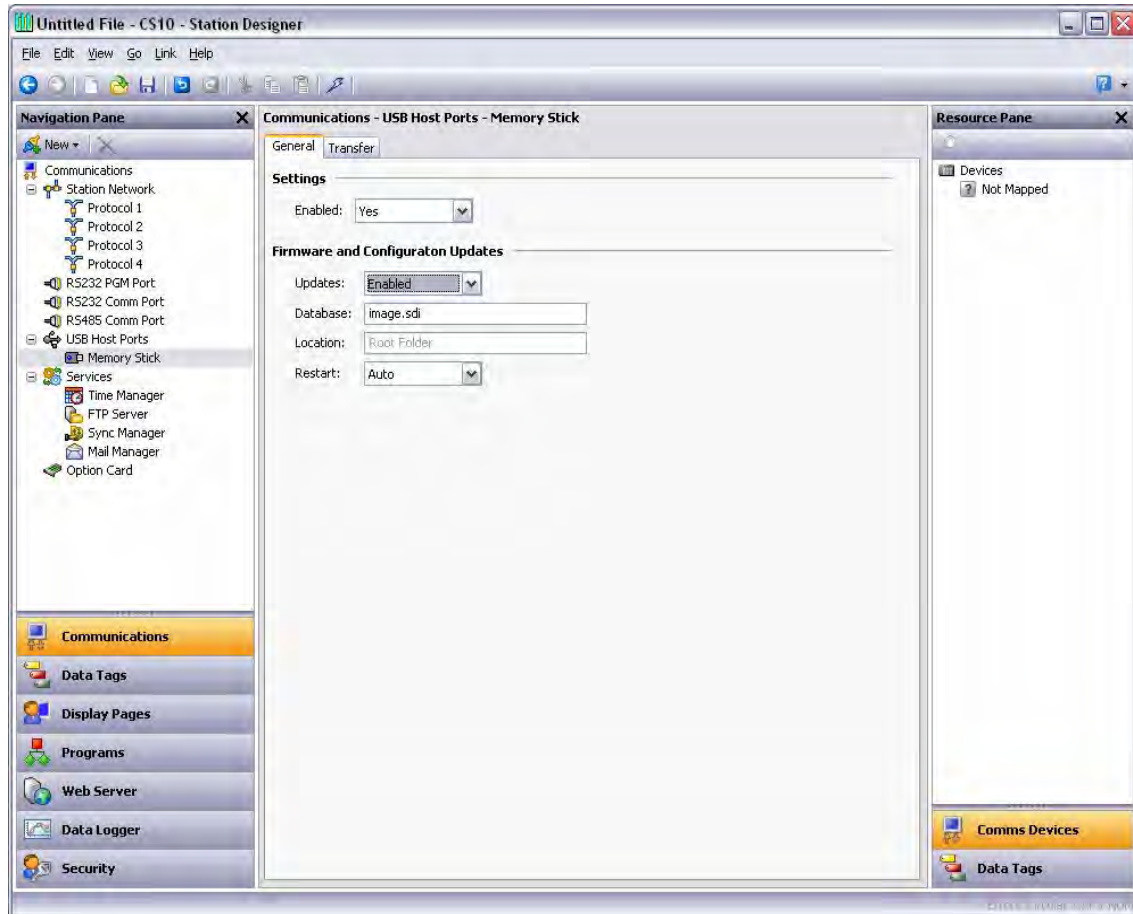
Using The USB Host

For the USB host port, the corresponding icon in the Communications category can be used to configure the devices that it will support. The current version of the 900 Control Station supports a USB memory device, which can be configured using the Memory Stick icon and a keyboard/barcode reader, which can be configured using the keyboard icon.

Memory Stick Support

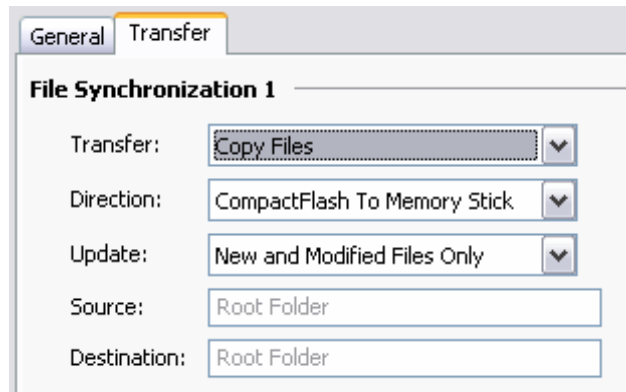
The USB memory devices are configured using the Memory Stick icon.

General Properties



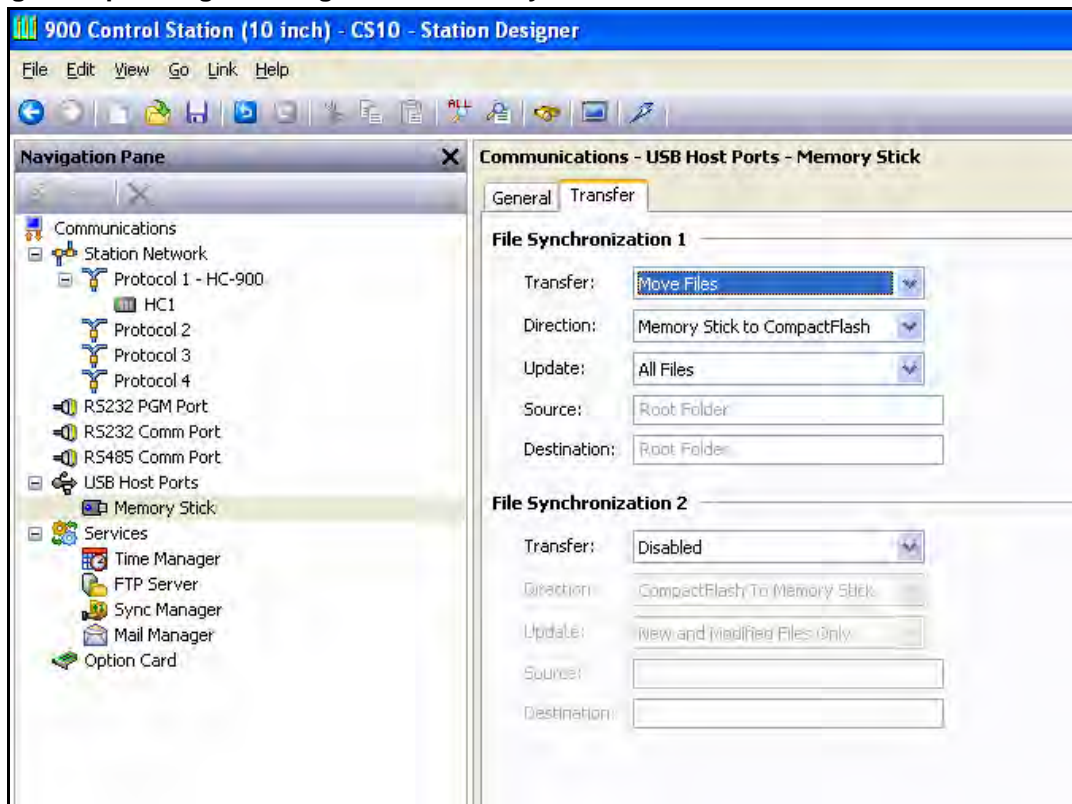
- The *Enable* property is used to globally disable or enable memory stick support.
- The *Updates* property is used to configure the automatic transfer of new firmware and database to the root directory of the Flash memory card.
- The *Database* property is used to define the name of the database image to be copied to the `image.sdi` file on the Flash memory card. This setting allows several files to be placed on a single stick, with each Station copying the file that is appropriate to its own application.
- The *Location* property is used to specify the location on the memory stick where the database image file specified above can be located.
- The *Restart* property is used to indicate whether an automatic restart should be performed once the file has been copied. Enabling this property allows the information from the database image to be immediately loaded by Station Designer.

Transfer Properties



- The *Transfer* property for each synchronization group is used to define the function that the group should perform. Information may either be copied or moved, and the operation may either be applied simply to the files in the specified folder, or additionally to sub-folders and their contents on a recursive basis.
- The *Direction* property is used to specify the direction of the transfer.
- The *Update* property is used to indicate whether files that appear to be already present on the target device should be copied in any case, or whether only new and modified files should be transferred. The 900 Control Station uses the file's time-stamp and size to decide whether the file should be processed.
- The *Source* and *Destination* properties are used to indicate the folders on the source and target devices where the files should be located.

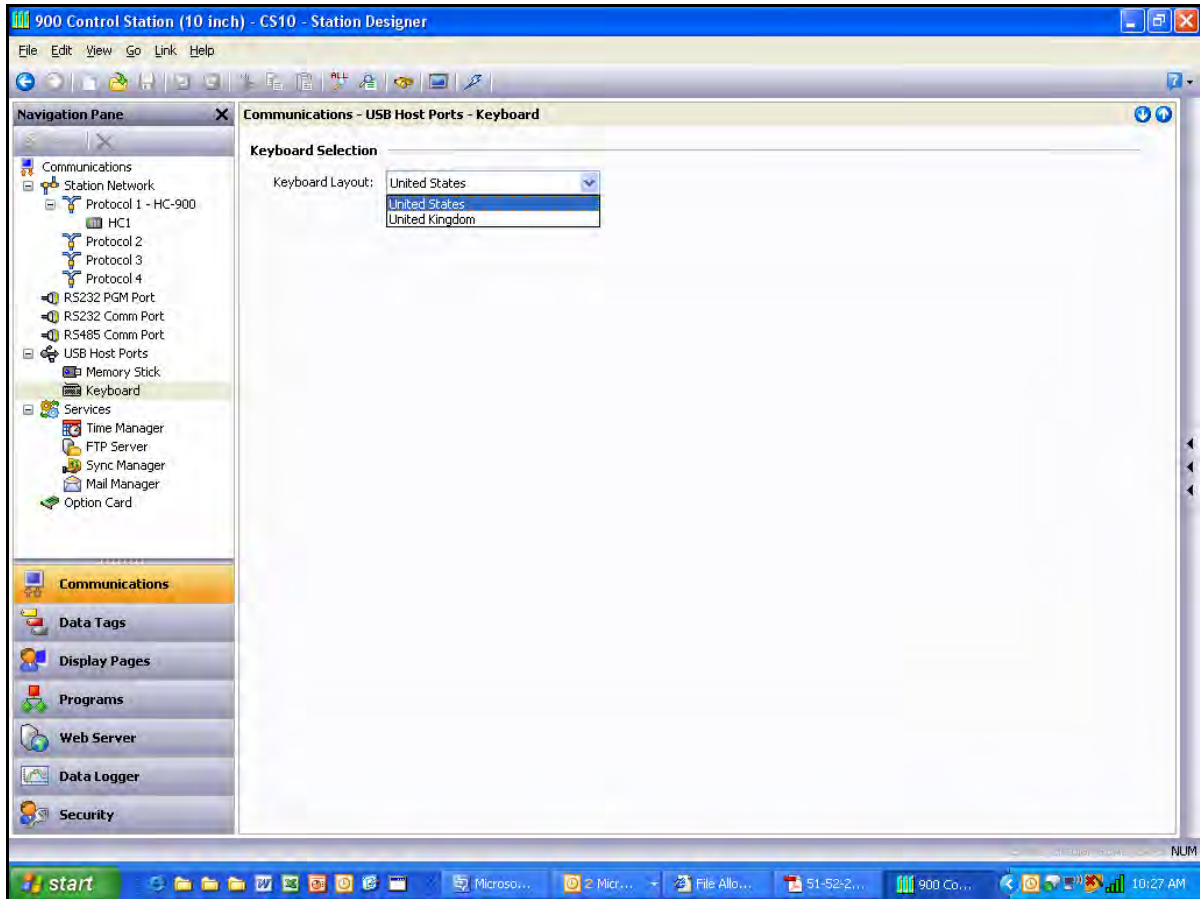
Settings for uploading .sdi image from a memory stick



1. Enable the memory stick support from the General tab.
2. On the Transfer tab select a function to be performed.
3. Specify the Direction of Transfer as Memory Stick to CompactFlash.
4. Specify the type of Update. You can choose to update either all the files or only the new and modified files.
5. Select Root folder as Source and Destination.
6. Connect USB containing the exported image file to Control Station to transfer image.sdi file from USB to Compact Flash. This image gets loaded from Compact Flash to Control Station on subsequent power up of the OI.

Keyboard Support

Keyboards and barcode readers are configured using the keyboard icon.



Keyboards and barcode readers that emulate a USB Human Interface Device Keyboard class are supported by Station Designer and the 900 Control Station. Keyboard layouts for the United States and the United Kingdom are supported and the selection applies to both keyboards and barcode readers. There is no unique selection for barcode readers.

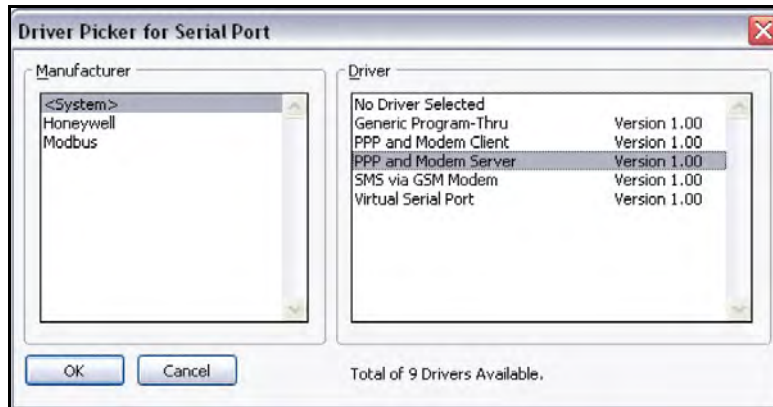
Using Modems

This chapter explains how to configure the Station Designer to work with modems and, or direct serial connections to computers running the Windows operating system.

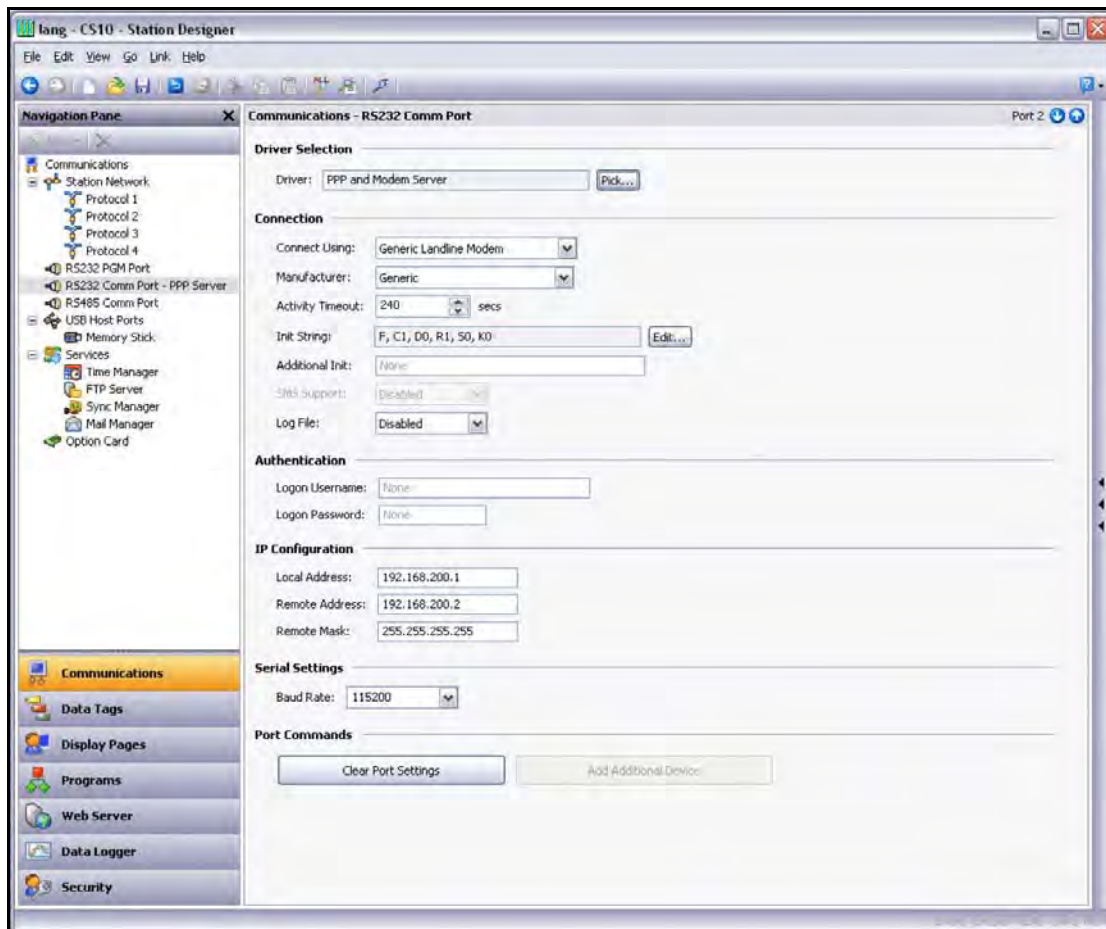
Note that the Station Designer's modem support is entirely based on the Point-To-Point Protocol (PPP). PPP is more akin to an Ethernet connection, allowing an unlimited number of logical connections to exist on a single physical link. A single PPP connection can thus allow simultaneous access to the panel's TCP/IP download facility, its web server, its shared serial ports, and to any TCP/IP protocols that have been defined.

Adding a Dial-In Connection

To add a dial-in connection to your database, select the Communications category and navigate to the serial port via which the connection will be made. Click on the Pick button of Driver property, and select the PPP and Modem Server driver from the System section.



The Editing Pane shows the modem configuration.



The modem has the following configuration options.

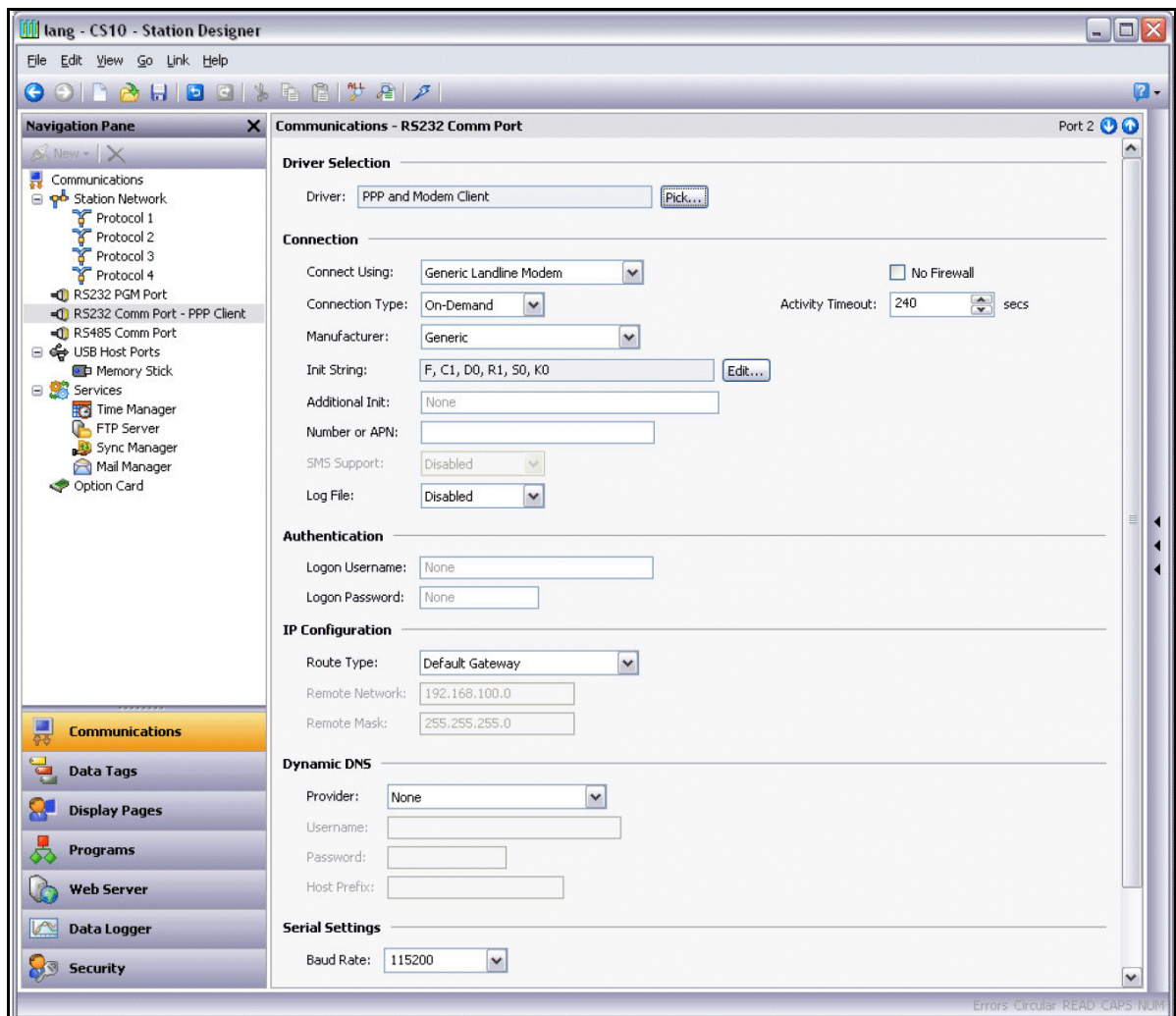
- The Connect Using property is used to select the physical device to be used to make the connection. The devices supported are direct serial connections to computers running the Microsoft Windows operating system, generic landline modems which implement the Hayes command set, and GSM modem implementing the industry standard GSM commands. For dial-in connections, the GSM devices must be configured in Circuit Switched Data mode.
- The Manufacturer property is used to select the manufacturer or models for which specific configurations have been developed and stored within the Station Designer. Leaving this setting at Generic allows you to customize settings related to initialization strings. For details on modem specific settings, contact your local Honeywell representative.
- The Activity Timeout property is used to define the duration after which the connection is terminated if the Control Station does not send packets on the PPP link. A compatible connecting device is used for dial-in connections to avoid filtering out optional packets. This ensures that the link is not active for long periods. Even if you want a permanent connection, enter a timeout to enable the detection of dead links. This implies that the permanent connections may also drop on occasions, but are immediately reestablished.
- The Init String property is automatically configured by entering the required setting in the Manufacturer property. During initialization, the Init String property is used to enable/disable some commands.
- The Additional Init string is used with non-direct links, and provides a series of AT commands to initialize the modem. The initial AT prefix is not required. Multiple commands may be combined by placing them sequentially. The exact string required for your modem depends on its internal software. Contact Honeywell Technical Support for assistance on modem related configuration and be sure to have exact make and model information available.
- The SMS Support property is used to enable Short Message Service messaging when using a GSM modem. In order for SMS messaging to operate, enable SMS Transport in the Mail Manager.
- The Logon Username and Logon Password properties are used to define the credentials to be used to connect to a device. The username is not case sensitive, but the password is case-sensitive. The PPP implementation expects its peer to use CHAP authentication to avoid transmitting or receiving plaintext password, but reverts to using PAP if the remote client does not support CHAP.
- The Local Address property is used to define the IP address of the local end of the connection. This serves as the IP address of the Control Station for this link. Ensure that this is not the same as the IP address of the Control Station's Ethernet port, as every physical IP interface must have a distinct IP address.
- The Remote Address property is used to define the IP address to be allocated to the remote end of the connection. It is used along with the Remote Mask property to determine the packets that would be routed to this connection. For most applications, a mask of 255.255.255.255 is used, thereby instructing the Station Designer to use this interface to transmit only those packets directly

bound for the remote client. On the other hand, a mask of 0.0.0.0, allows all packets that do not specifically match another interface to be forwarded to the remote client, for forwarding to the intended host. Intermediate masks may be used to control packets to be sent.

Adding a Dial-Out Connection

Dial-out connections are added in the same way as adding a dial-in connection, except that the PPP and Modem Client driver must be selected for the required port.

The configuration options for this modem are shown below...



The modem has the following distinct properties as compared to dial-in connections...

- The Connect Using property is the same as for dial-in connections, with the additional support for GPRS connections via a GSM modem. GPRS connections differ from CSD connections and are charged on the basis of the amount of data transferred rather than the duration of the connection.

Also, GPRS connections achieve much higher speeds and can be configured as permanent connection, unless there is a need to provide downtime to allow SMS messages to be transferred.

- The No Firewall property is used to turn off the firewall protection, normally enabled for dial-out connections. This protection prevents incoming connections from being made to this interface. It also prevents the Control Station from sending diagnostic packets containing information about the system that may be used by an attacker to keep a connection active in the absence of actual data transfer. If you connect to the Internet using this connection, do not turn off the firewall. The firewall should be disabled only for connections to corporate networks or to other controlled environments.
- The Connection Type property is used to indicate the type of connection as permanent or on-demand. An on-demand connection type implies that the connection is established automatically on request for transfer data to hosts that are reachable via this interface. If you select an on demand connection, specify the timeout to terminate the link if no packets are transmitted by the Control Station.
- The Logon Username and Logon Password properties are used to define the credentials to be used to connect to a device. The username is not case sensitive, but the password is case-sensitive. The PPP implementation expects its peer to use CHAP authentication to avoid transmitting or receiving plaintext password, but reverts to using PAP if the remote client does not support CHAP.
- The Route Type property is used to define the data to be transferred via this interface. For on demand connections, this defines when the connection is activated. If Default Gateway is selected, packets that do not match the address and network mask of the Ethernet connection are sent to this interface. In this mode, the Ethernet port must have a gateway setting of 0.0.0.0, or it takes all the packets and leave none are left to activate the modem. If Specific Network is selected, provide the address and network mask that defines the network to which packets are to be routed.

Adding an SMS Connection

SMS connections are required to enable text messaging when dial-in and dial-out PPP connections are not established. While configuring the SMS connection, select the SMS via GSM Modem device for the selected port.

The properties of this driver are a subset of those provided for dial-in connections. SMS support is always enabled with this driver, but for SMS messaging to operate, enable the SMS Transport within the Mail Manager.

SMS Message Processing

When SMS messaging is enabled, the GSM modem checks for new incoming or outgoing messages every five seconds. Incoming messages are forwarded to the mail manager, which are forwarded to other users as per the configuration. Permanent connections are not recommended when working with SMS because it is not possible to check for messages when the modem is connected to a CSD or GPRS session. If more than one GSM modem is configured, all the modems receive messages, but only the last modem is used for sending the messages.

Checking the Modem Status

The `GetInterfaceStatus()` function is used to debug modem connections. This function takes a single argument, which is the numeric index of the required interface. Interface zero is the internal loopback interface followed by enabled Ethernet interfaces and the PPP interfaces. In a system using a single Ethernet port, for example, the first PPP interface will have an index of 1.

The function returns a string, which can be interpreted according to the following table...

STATUS	MEANING
CLOSED	The interface has not yet been initialized. This state occurs for a short time during system start-up.
INIT	The modem is being initialized. If the connection remains in this state, there are probably errors in the init strings being sent to the modem.
IDLE	The link is idle. GSM modems will return a number at the end of the string to indicate signal strength. The next table explains how to interpret these values.
SMS	The modem is sending SMS messages, or polling the modem to see if new SMS messages are available. If SMS messaging is enabled for a modem, you will see this state appear briefly every five seconds.
CONNECTING	The modem is establishing a connection. This state typically appears only for client connections, and indicates that a call is being placed.
LISTENING	The modem is waiting for a call. This state appears only for server connections. Note that GSM modems will also return an IDLE state while waiting for a call in order to show signal strength.

STATUS	MEANING
ANSWER	The modem is answering a call and trying to negotiate the Baud rate for the connection. This state appears only for server connections. If the connection is established, the modem enters the CONNECTED state.
CONNECTED	The modem has established a connection. This state persist for only a short time, as the LCP negotiation process will begin after a small delay.
NEG LCP	The connection is negotiating LCP options. This process decides on a set of link protocol settings that are acceptable to both the client and the server.
AUTH	The connection is performing the authentication process to ensure that the appropriate user credentials are used.
NEG IPCP	The connection is negotiating IPCP options. This process decides on a set of network protocol settings that are acceptable to both the client and the server.
UP	The connection is active and IP data can be exchanged.
HANGING UP	The modem is disconnecting. This state will exist for only a short time before the modem returns to IDLE.

The signal strength values returned by GSM modems have the following meaning...

VALUE	SIGNAL STRENGTH
0	-113dBm or less.
1	-111dBm.
2-30	-109dBm to -52dBm in 2dBm steps.
31	-51dBm or greater.
99	Signal strength cannot be determined.

Cell phones typically interpret these values as follows when displaying signal strength...

VALUE	STRENGTH	NUMBER OF BARS
5 or less.	-103dBm or less.	One
6 thru 9.	-101dBm thru -95dBm	Two
10 thru 14.	-93dBm thru -85dBm	Three
15 or greater.	-83dBm or greater.	Four

Troubleshooting Modem Communication

The various modem drivers provide a Log File property to log exchange with the modem to a file on the CompactFlash card. This file is used for debugging during initial modem setup or when attempting to find the appropriate configuration options. Be sure to disable this feature once the correct modem configuration sequence has been established.

Using Services

In addition to the core communication functions, the Communications category also allows various services to be configured. These services appear in the Navigation Pane under the Services icon, and each is described below.

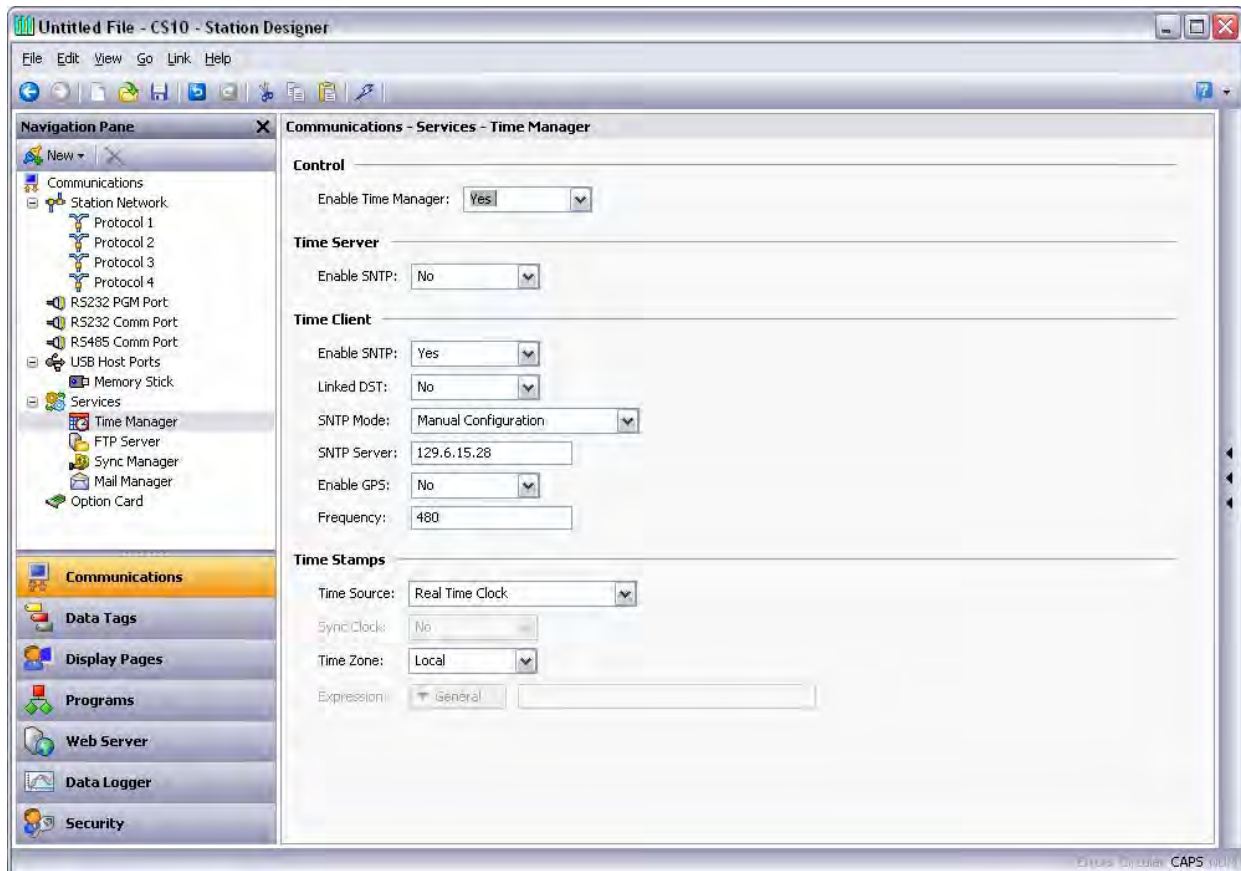
Using Time Management

Time management is not required when communicating with HC900 controllers as the controller is the system time manager.

Station Designer contains facilities to allow you to synchronize the time and date within the Station with a variety of sources. The Time Manager can also maintain information about the Station's time-zone, and whether daylight saving time is currently enabled. In fact, having accurate time-zone information available is vital to proper synchronization, as the various synchronization methods are all designed to work with Universal Coordinated Time, also known as UTC or Greenwich Mean Time. Station Designer can act both as a client and a server, either requesting the time or providing the time to other Station Designer-based devices. Note that the server implementation does not currently support third party clients.

Configuring the Service

The Time Manager is configured via the associated icon in the Navigation Pane...



The *Enable Time Manager* property is used to control access to the other facilities. If it is not checked, Station Designer will operate in the local time zone only and will have no knowledge of time-zones or other time management information.

Time Server

Appropriately configuring the Enable SNTP property of the Time Server section will instruct Station Designer to act as an SNTP server. This will allow other Station Designer devices to synchronize their own clocks to the clock of this unit. Note that Station Designer's implementation of SNTP is not fully RFC compliant, and is not supported as a source of synchronization for third-party clients.

Time Client

Selecting Yes in the Enable SNTP property of the Time Client section will instruct Station Designer to run its SNTP client. Station Designer will then attempt to synchronize its clock with another Station Designer-based device, or to another network-accessible SNTP time source such as a computer running Windows XP. The time client has the following additional properties...

- The *Linked DST* property is used to instruct the SNTP client to attempt to read the current Daylight Savings Time setting from the SNTP server. As this facility is not a standard part of the SNTP protocol, it will only operate if another Station Designer device is specified as the server. The facility is useful, in that it allows the Daylight Savings Time adjustment to be made via a single device on the factory network, with the other devices then following the central setting.
- The *SNTP Mode* and *SNTP Server* properties are used to configure the IP address of the Simple Network Time Service server. If Configured via DHCP is selected, at least one Ethernet port must be configured to use DHCP, and the server must be configured to designate a server via option 42.
- The *Enable GPS* property is used to instruct the time client to use a GPS unit connected via NMEA-0183 as an alternative method of obtaining the current time. The unit may be connected to any serial port using the appropriate driver.
- The *Frequency* property is used to specify how often Station Designer should attempt to synchronize its time by the methods enabled above. Station Designer will always attempt to sync twenty seconds after power-up, and will then sync as specified by this property. If a given attempt to sync fails, the unit will retry every 30 seconds until it is successful in finding a suitable time source.

Time Stamps

Station Designer can record a variety of log files on the target device's Flash memory card, and each log entry has a time stamp. By default, the time stamp comes from the local real time clock and is in the local time zone. The behavior can be changed via the following properties...

- The *Time Source* property is used to indicate from where the time stamps should be obtained. The default setting obtains the time from the unit's own real time clock, while the alternative allows the use of an expression to define the current time. This expression is typically a reference to a data item in a connected device, allowing that device's clock to be used for data logging. The expression must be entered in the *Expression* property.
- The *Sync Clock* property is used to indicate whether the local real time clock should be synced to the alternative time source specified above. If this option is enabled, the local clock will be synchronized on startup and periodically thereafter, and will be used as a time stamp source if the alternative source is not available due to comms problems.
- The *Time Zone* property is used to indicate the time zone to be used for time stamps. It is only applicable when the local real time clock is configured as the source for time stamps. Selecting Local will use the local time zone; selecting UTC will use Universal Coordinated Time instead. This latter setting produces log files which are more easily portable across time-zones, and which do not suffer from discontinuities when switching in and out of Daylight Savings Time.

Choosing an SNTP Server

When configuring the SNTP client, you have several options when selecting a server.

If you have a Windows- or Unix-based time server as part of your network infrastructure, you should ultimately synchronize to this source to ensure enterprise-wide synchronization. If you have several Station Designer devices on the same network, though, you will find it better to nominate one of these as the master device for the purpose of setting Daylight Savings Time, and then have that device alone synchronize to the enterprise time source. You can then configure the other devices to synchronize to the master device, and enable the Linked DST facility to propagate the Daylight Savings Time setting around your factory.

If you have no enterprise time source available, you may choose to nominate a single Station Designer device as the point where an operator will set the time, and then have other devices synchronize to that source. Alternatively, if your installation provides TCP/IP access to the Internet via either Ethernet or a modem connection, you may configure the SNTP client to synchronize to a public time server. An example of this would be 192.6.15.28, which is the current IP address of a public time server provided by NIST.

A list of other servers can be found at...

<http://support.microsoft.com/kb/262680>

Note that since Station Designer uses an IP address and not a host name to reference the SNTP server, it will lose connection with any server that is relocated to a new network address. While such relocations are very rare, they are beyond your control and that of Honeywell. The use of an enterprise time source which accesses its own source via DNS is thus considered preferable!

Time-Zone Configuration

As mentioned above, a Station Designer device must have knowledge of the current time-zone if it is to use advanced time management. This information can be provided in two ways. The easiest method is to use the Send Time command on the Link menu of the Station Designer configuration software. In addition to setting the clock, this command also sends the PC's current time zone and the status of Daylight Savings Time. Station Designer will store this data in non-volatile memory, and use it from that point forward. Obviously, you should be sure that the PC contains valid time and date information before sending it to the unit!

The alternative method is to use the system variables `TimeZone` and `UseDST`. The former holds the number of hours by which the local time zone differs from UTC, and may be either negative or positive. For example, a setting of `-5` corresponds to Eastern Standard Time in the United States.

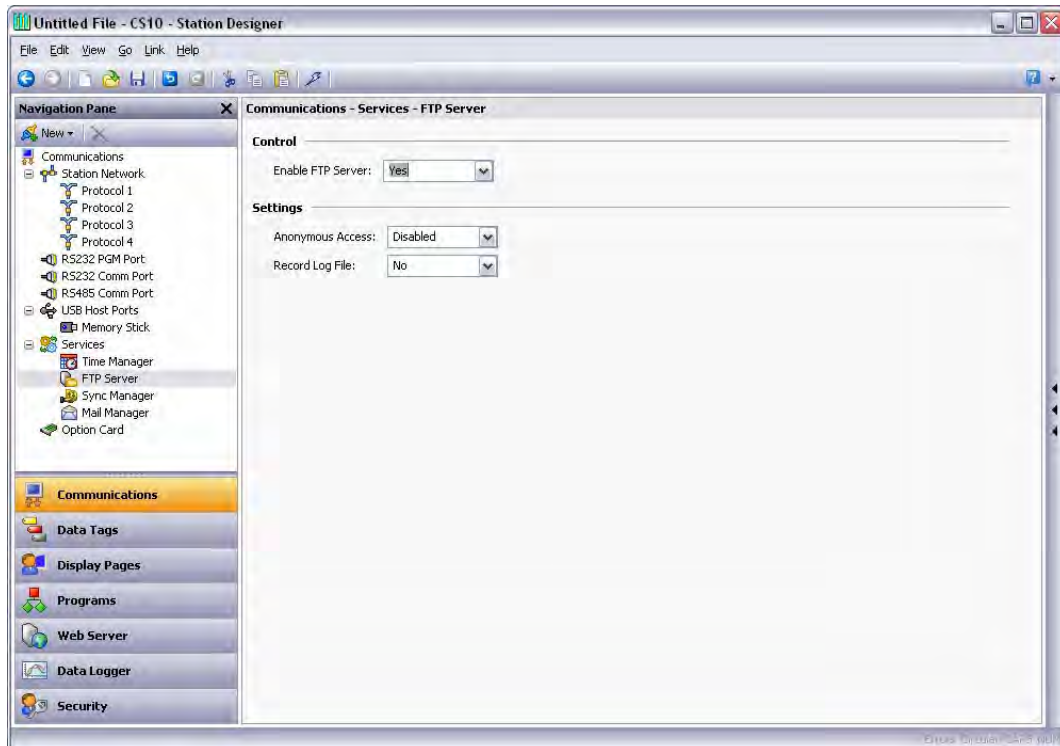
The latter contains either 0 or 1, depending on whether Daylight Savings Time is active. Editing either of these variables via the user interface will result in the unit's clock changing to take account of the new settings. For example, enabling Daylight Savings Time will move the clock forward one hour, while disabling it will move it back. A typical database will only need to expose `UseDST` for editing by the user, and even this may not be necessary if the Linked DST facility described above is in use.

Using the FTP Server

Station Designer's FTP server provides a method to exchange files between a Station and a remote computer running an FTP client application. The 900 Control Station will act as a server, waiting for client applications to connect and download or upload files.

Configuring the Service

The FTP Server is configured via the associated icon in the Navigation Pane...



The following properties can be configured...

- The *Anonymous Access* property defines the rights—if any—granted to a user accessing the server using anonymous FTP. A setting of Disabled will prevent anonymous access. A setting of Read-Only will allow the user to download files from the Flash memory card, but will prevent uploads. A setting of Read-Write will allow both uploads and downloads.
- Enable the *Record Log File* to keep a log of all FTP interactions in the root directory of the Flash memory card. This file can be useful when debugging FTP operations, but it will tend to degrade performance slightly.

FTP Security

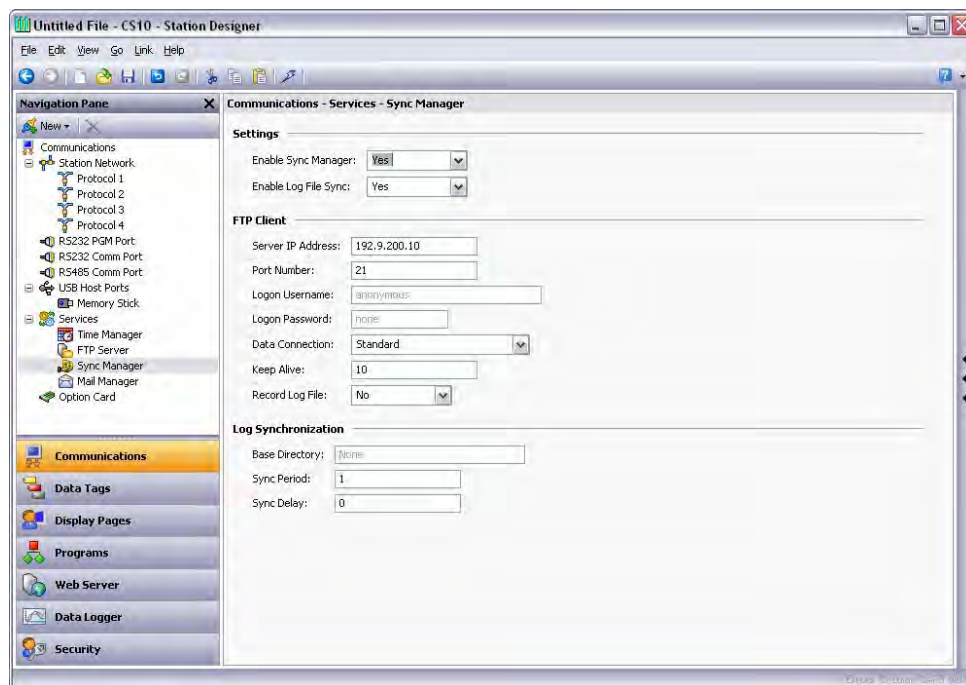
As the FTP Server can provide full access to the Flash memory card, it is high recommended that you use the Security Manager to define specific username and password combinations and to grant those users the appropriate access rights. In general, you should avoid granting anonymous access, and you should especially avoid allowing anonymous writes.

Using File Synchronization

The Synchronization Manager can be used to exchange files between a 900 Control Station and an FTP server. This facility can be used to synchronize log files with a server computer, either automatically or on-demand, thereby providing an alternative to accessing the log file via the web server, and allowing for unattended transfer of files from many Stations to a central point. (Note that although it is called the Synchronization Manager, this service is actually based upon a general-purpose FTP client that can also be used to perform other FTP transfers, whether or not log files are being synchronized.)

Configuring the Service

The Synchronization Manager is configured via the associated icon in the Navigation Pane...



FTP Client

The following properties relate to the FTP client...

- The *Enable Sync Manager* property is used to enable the FTP client. The client may be enabled without actually enabling synchronization, allowing it to be used for manual file transfer via the `FtpFilePut()` and `FtpFileGet()` functions.
- The *Enable Log File Sync* property is used to enable actual synchronization. See the next section for details of the other settings related to this feature.
- The *Server IP address* property is used to indicate the IP address of the server.
- The *Port Number* property is used to indicate the TCP port to which the FTP client service will attempt to connect. The default value is suitable for most applications, as most servers will listen on port 21.

- The *Logon Username* and *Logon Password* are the credentials that are submitted to the server when the connection is established. Both are typically case sensitive, although that depends on the server implementation. For anonymous login, leave the Username at its default value, and either leave the password blank, or enter your email address as a courtesy to the server provided.
- The *Data Connection* provides a choice between standard and PASV mode. You can enable the PASV mode to have the FTP client initiate all data connections rather than waiting for incoming connections from the server. This mode is sometimes required when working behind non-FTP aware firewalls or when operating via certain forms of network address translation. Typically, it is also used when working over a GPRS modem connection.
- The *Keep Alive* time is the period for which the FTP connection should be kept alive in case further transfers are required. A value of zero will close the connection as soon as the current transfer has been completed. Non-zero values make for more efficient operation when transferring multiple files.
- The *Record Log File* property can be used to keep a log of all FTP interactions in the root directory of the Flash memory card. This file can be useful when debugging FTP operations, but it will tend to degrade performance slightly.

Log Synchronization

The following properties relate specifically to log file synchronization...

- The *Base Directory* property defines the directory on the server where the log files will be placed. This directory is relative to the FTP server's folder space, not to the underlying directory structure of the server's own filing system. You will typically specify a different base directory for each Station Designer device that is synchronizing to a given server.
- The *Sync Period* property is used to specify how often the FTP client will connect to the server and transfer its files. It is measured in hours, and is always based from midnight, such that selecting a value of three will result in transfers at midnight, 3:00 am, 6:00 am and so on.
- The *Sync Delay* property is used to define an offset in minutes from the standard time at which file transfers will occur. This property can be used to allow multiple terminals to talk to one server without all the file transfers occurring at once, and thereby overloading the target's capabilities.

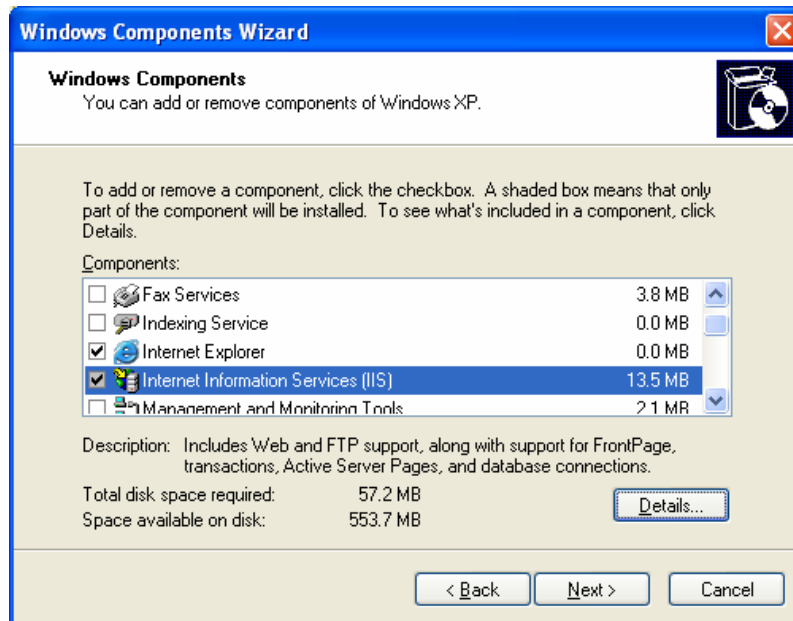
Log Synchronization in the PC

This procedure describes configuring an FTP Server on a PC with Windows XP Professional®. (*Windows Vista® has similar setup parameters*)

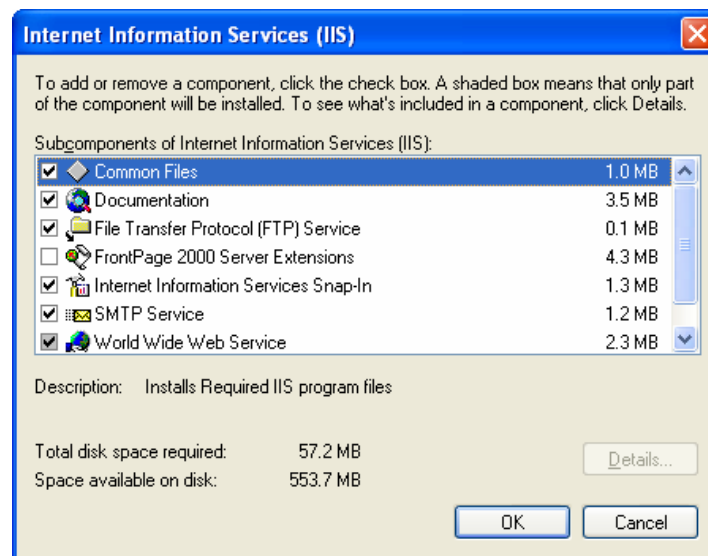
(Note: Operation of this feature is incompatible with most Firewall security.)

1. Click on "Start, Settings, Control Panel".
2. Click on "Add/Remove Programs".
3. Click on "Add/Remove Windows Components".
4. This will open the "Windows Components Wizard".

5. Under Components: click the check box for “Install Internet Information Services (IIS)”.

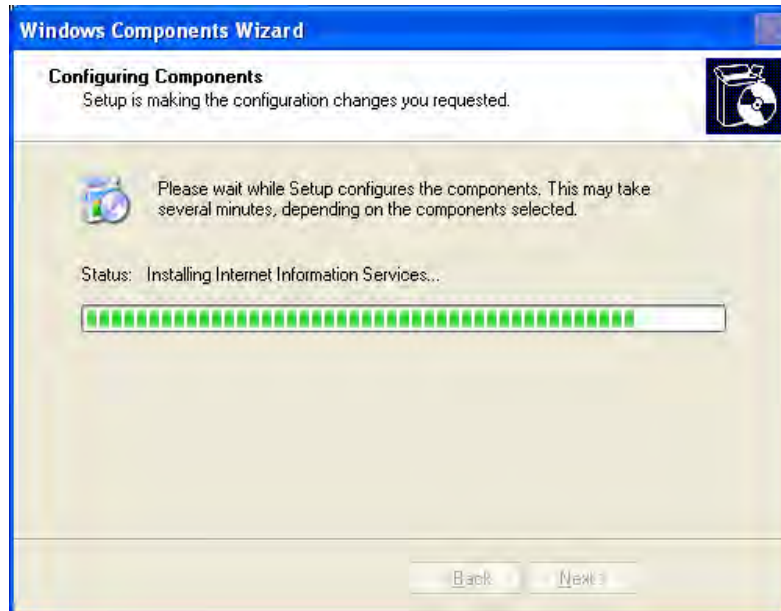


6. Click on Details... to see the subcomponents of IIS.



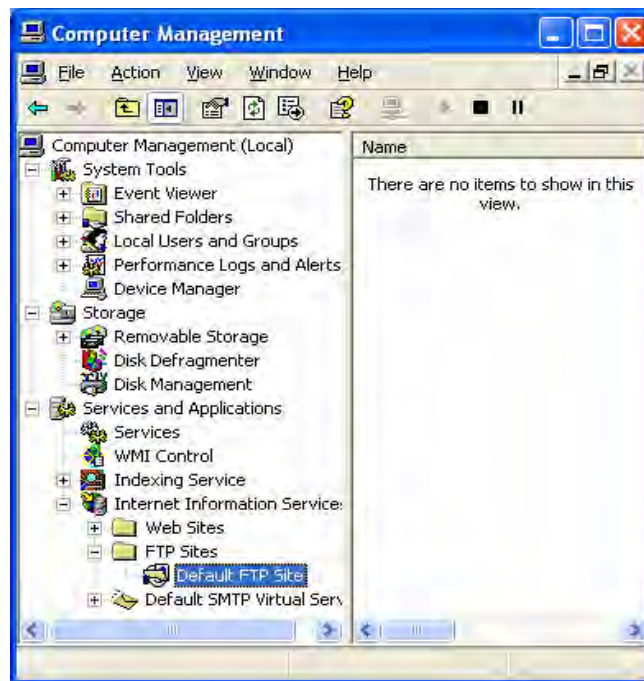
7. Click the check boxes for “Common Files, File Transfer Protocol (FTP) Service”, and “Internet Information Services Snap-in”.

8. Click on OK, and then Next. The Windows Components Wizard will then proceed to install Internet Information Services (IIS).

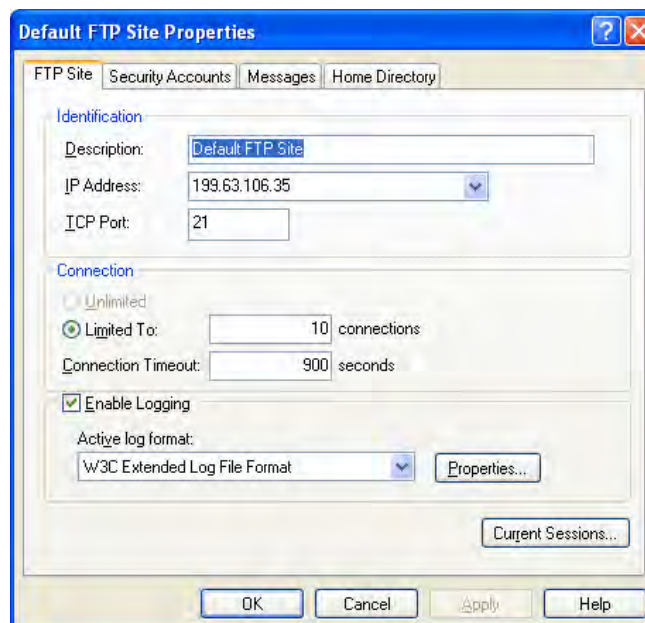


9. When the installation is completed click: Finish.
10. When the Setup is completed, close the "Add or Remove Programs" window.
11. On "Desktop", right click on "My Computer", and then click on "Manage".
12. This will open the Computer Management window.
13. Under Services and Applications click on "Services".
14. Then click on "Windows Firewall/ Internet Connection Sharing (ICS)".
15. Click on "Stop" the service.
16. Under Service and Applications expand the folder "Internet Information Services"
17. Under Internet Information Services expand the folder "FTP Sites".

18. Right click on “Default FTP Site” and click on “Properties”.



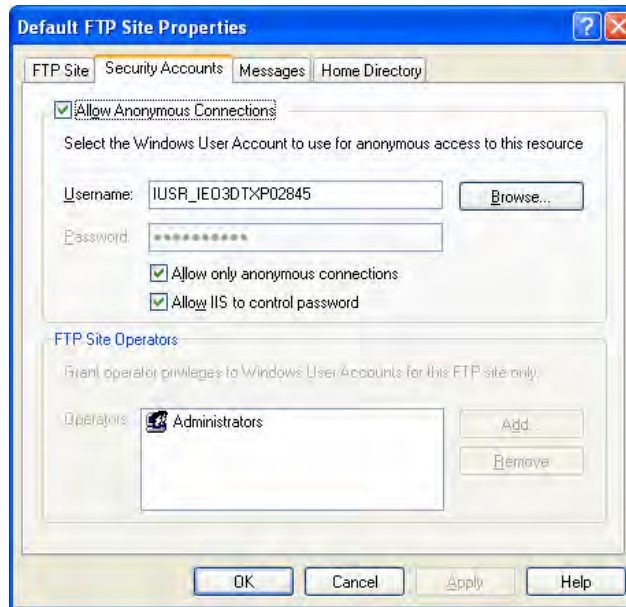
19. Under the “FTP Site” tab, enter the “IP address” of your PC.



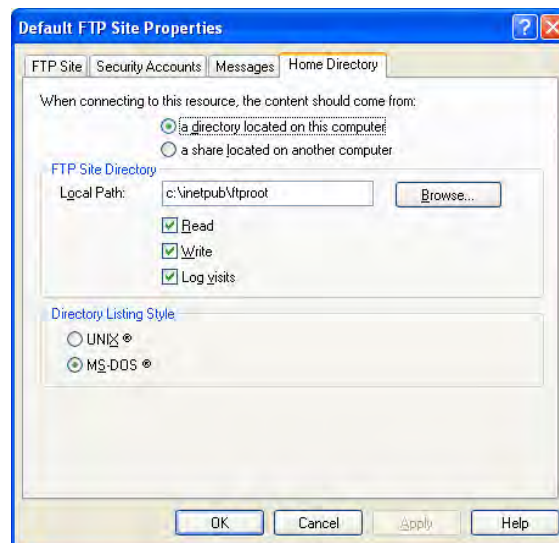
20. Under the Security Accounts tab, check the following:

“Allow only anonymous connections”, and

“Allow IIS to control password”.



21. Under the “Home Directory” tab, check “Read, Write and Log visits”.



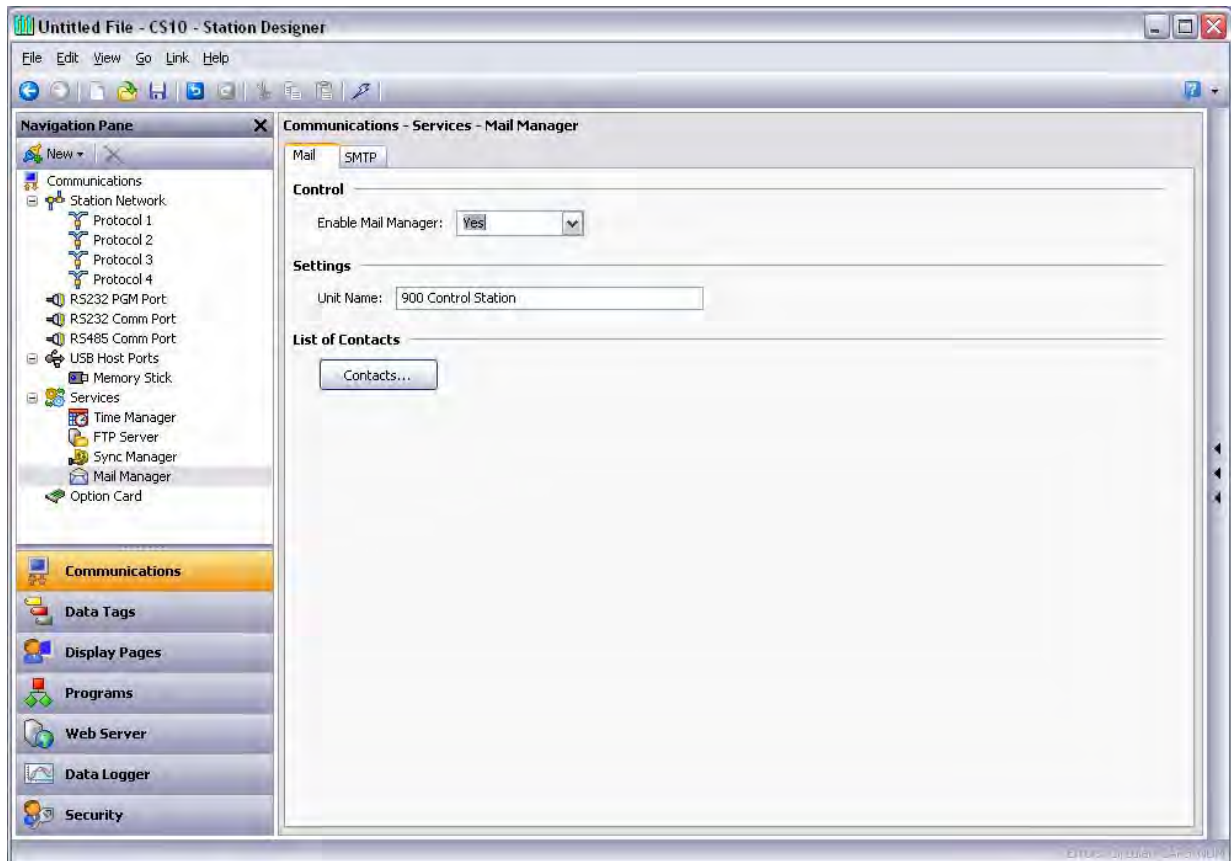
22. Click “Apply and OK”.

23. Close the Computer Management window.

24. The FTP Server default directory where files transferred from an Station FTP Client will be placed in '**c:\inetpub\ftproot**'

Using Electronic Mail

Station Designer can be configured to send email messages when alarm conditions are present, or when notifications need to be provided of other events within the system. The mail transports and the email address book are configured via the Mail Manager.



The properties on the Mail tab are used to enable or disable the mail manager, and to provide a name for the device on which Station Designer is running. This name will be used within email messages to identify the originator of the message. Applications will typically use the name of the machine to which the device is attached, or the name of the site that it is monitoring.

Adding Contacts

The Contacts button can be used to access Station Designer's address book...

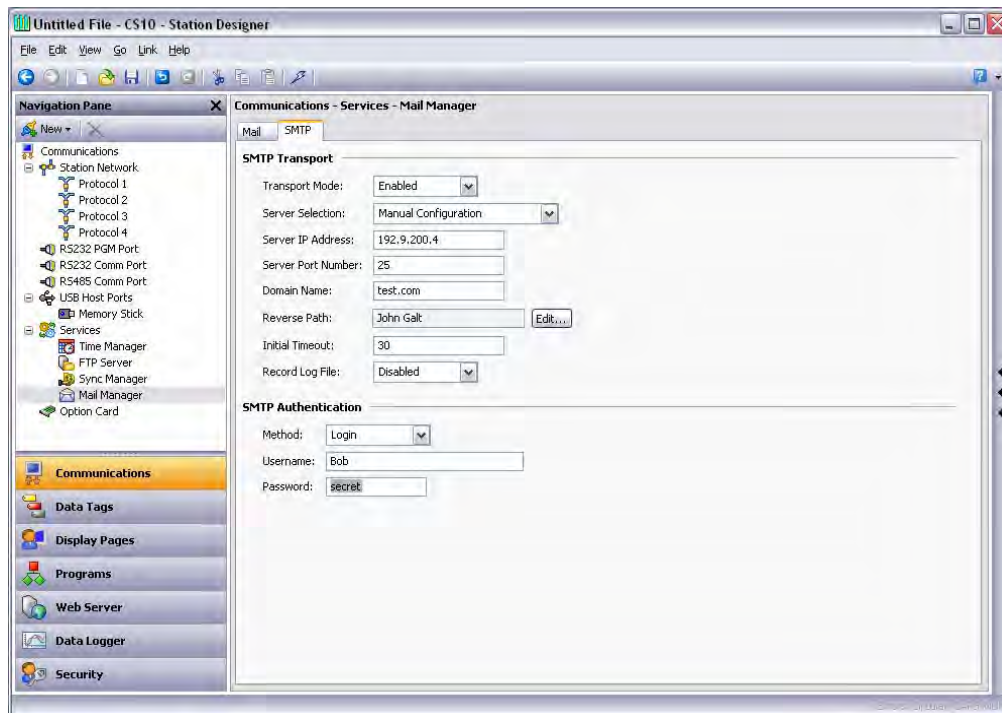


Each entry allows a Display Name and an Address to be entered. The address should be in a format suitable for the required transport. For example, SMTP names should be in the usual name@domain format. Multiple email addresses can be entered by separating them by semicolons, allowing simple mailing lists to be created.

Configuring SMTP

The SMTP tab is used to configure the Simple Mail Transport Protocol. This is the standard protocol used to send email over the Internet or over other TCP/IP networks. SMTP addresses follow the familiar name@domain standard.

The configuration options for the SMTP transport are shown below...




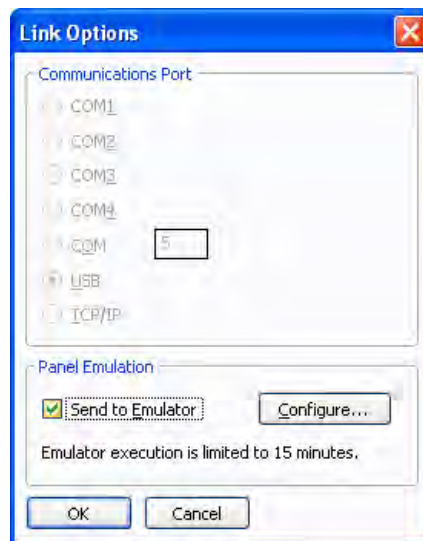
- The *Transport Mode* property is used to enable or disable the transport. Note that the mail manager must be enabled via the Mail tab before the SMTP transport can be enabled. Note also that at least one transport must be enabled if the mail manager is to be able to deliver messages.
- The *Server Selection* property is used to define how the transport will locate an SMTP server. If Manual Selection is used, the *Server IP Address* property should be used to manual designate a server. If Configured via DHCP is selected, at least one Ethernet port must be configured to use DHCP, and the server must be configured to designate an SMTP server via option 69.
- The *Server IP Address* property is used to designate an SMTP server when manual server selection is enabled. The server must be configured to accept mail from the panel, and to relay messages if required by the application.
- The *Server Port Number* property is used to define the TCP port number that will be used for SMTP sessions. The default value is 25. This value will be suitable for most applications, and will only need to be adjusted if the SMTP server has been reconfigured to use another port.
- The *Domain Name* property is used to specify the domain name that will be passed to the SMTP server in the HELO or EHLO command. The vast majority of SMTP servers ignore this string. In the unlikely event that your SMTP server attempts to do a DNS lookup to confirm the identity of its client, you may need to enter something appropriate to your DNS configuration.
- The *Reverse Path* property is used to specify the email address that will be supplied as the originator of the messages sent by the target device. The property comprises a display name, and an email address. Since Station Designer is not capable of receiving messages, the email address will often be set to something that will return an “undeliverable” message if a reply is sent.
- The *Initial Timeout* property is used to specify how many seconds the mail client will wait for the SMTP server to send its welcome banner. Some Microsoft servers attempt to negotiate Microsoft-specific authentication with mail clients, thereby delaying the point at which the banner appears. You may want to extend this time period to 2 minutes or more when working with such servers.
- The *Record Log File* property can be enabled to keep a log of all SMTP interactions in the root directory of the Flash memory card. This file can be useful when debugging SMTP operations, but enabling it all the time will tend to degrade performance slightly.

Using Emulator

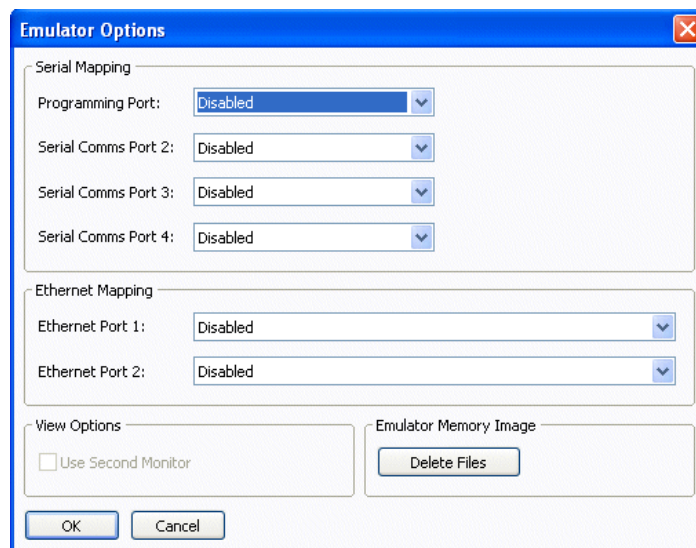
Station Designer can be configured to display the Control Station screen along with the actual data from the HC900 controller on your computer.


Complete the following procedure for enabling panel emulation:

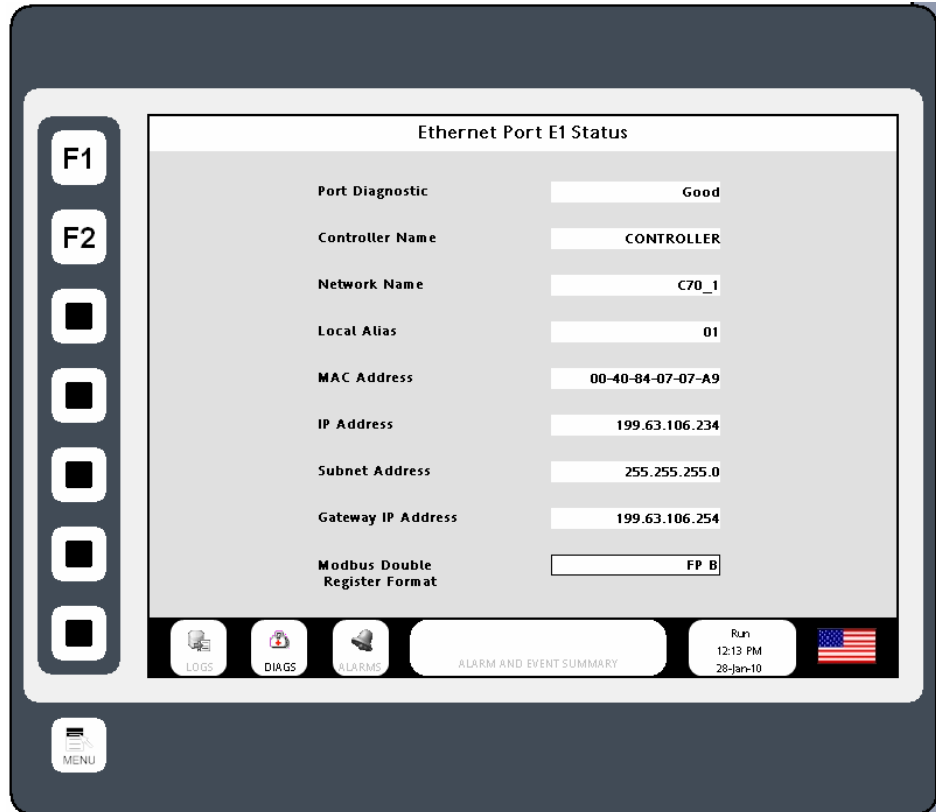
1. Go to **Links > Options**. The **Link Options** dialog box appears.
2. Check the **Send to Emulator** check box to enable panel emulation. Alternatively, click the  icon to enable the panel emulator.



- Click **Configure**. The **Emulator Options** dialog box appears. Map the communication port of your PC that will be used to communicate with the HC900 controller into the appropriate dialog box, typically one of the Ethernet ports.



3. Click the Update icon  to download the current .sds configuration file into the PC emulator function. Following the download the emulator feature will be launched and the PC display will emulate the 900 Control Station operation.



4. The Control Station screen appears on your computer. You can view all the screens and perform various operations on the controller. For example, Cold Start, Change Controller Code, Write to Flash, Change any Protocol, and so on.

Working with Tags

Once you have configured the communications options for your database, the next step is to define the data items that you want to display or otherwise manipulate. This is done by selecting the Data Tags category in the Navigation Pane. Tags can be created, deleted and otherwise manipulated using the standard operations referred to earlier in this manual.

All About Tags

Data Tags are named entities that represent data items.

Data Sources

Tags may get their data from three possible sources...

- A tag may be *mapped* to one or more registers in a HC900 controller or remote device, in which case Station Designer will automatically read the corresponding data source when the tag is referenced or displayed.
- A tag may be *internal*, in which case it represents one or more data elements within the 900 Control Station. Internal tags can be marked as retentive, in which case they will keep their values through a power-cycle, or non-retentive, in which case they will be reset to zero on power-up.
- A tag may be an *expression*, in which case it represents a calculation based upon other data items, optionally using mathematical operators and one or more of Station Designer's internal or user-defined functions. Expression tags are used to calculate derived values for internal processing or for transfer to remote devices.

Types of Tags

Station Designer supports three main types of tags...

- *Numeric Tags* represent integer or floating point values.
- *Flag Tags* represent an on-or-off value.
- *String Tags* represent strings of Unicode characters.

Each of the three main tag types can represent a single value or an array of values. An array is a collection of items with similar properties that are grouped together and accessed via an index value. Mapped arrays correspond to multiple registers in the HC900 Controller or device.

A fourth type of tag is the *Basic Tag*. This is a simplified version of a tag that can only represent strings or numeric expressions. It lacks many of the powerful features of the standard tags. It is typically used to encode simple data items like constants.

Tag Attributes

Tags within Station Designer are rich objects that define various common properties...

- A tag's *label* is a translatable, human-readable string used to automatically label data fields referring to this data item. It is also used by the Web Server and the Data Logger to label associated data items.
- A tag's *description* is a non-translatable string used to provide an annotation as to the tag's purpose. It is not normally viewed by the user of the Station, but can be displayed for diagnostic purposes.
- A tag's *format* is a collection of settings that define the method by which the tag is to be converted into text. The format may be left as General, in which case Station Designer will use default formatting rules, or may be set to one of many formatting types. For example, a numeric value may be displayed in scientific format, or may be used to select a number of different text strings.
- A tag's *color* is a collection of settings that define how the tag's text is to be displayed or what colors are to be used to represent the state of the tag. Again, a number of different color selectors exist, allowing a tag to change its appearance based upon a variety of conditions. Foreground and background colors are defined in pairs, and can be accessed individually by display primitives.
- A tag's *security descriptor* defines the access rules to be used when changing the tag, and whether or not those changes are to be logged.

Basic tags lack format, color and security information. In addition, numeric and flag tags define alarms and triggers, respectively allowing alarms to be fired or actions to be taken by the occurrence of certain conditions.

Advantages of Tags

You may wonder why you would want to use tags since Station Designer allows you to place a PLC register directly on a display page. You can configure a simple database without ever creating any tags. The basic answers are as follows...

- Tags allow you to name data items, so you know which data item within the HC900 or device you are referring to. Further, if the data in the device moves or if you decide to switch to an entirely different family of devices, you can simply re-map the tags, and avoid having to make any other changes to your database.
- Tags allow you to avoid re-entering the same information again and again. When you create a tag, you specify how the tag is to be displayed. In the case of a numeric tag, this means you tell Station Designer how many decimal places are to be used, and what units, if any, are to be appended to the value. When you place a tag on a display page, Station Designer knows how to format it without you having to do anything further. Similarly, if you decide to change the formatting, and perhaps switch from one set of units to another, you can do this in one place, without having to edit each display page in turn.
- Tags are used as one basic method for color animation. The various colors that are defined for a tag can be used to specify the way in which other animation primitives will be displayed. While there are other methods, tags provide a simple way of changing the color of display primitives.
- Tags are the key to implementing slave protocols. Station Designer treats these protocols as mechanisms for exposing data items within the Station. This allows the same data to be accessed via

multiple ports, so that, for example, a machine setting could be changed by both a local SCADA package, and a similar package working over Ethernet from a remote site. Without tags, there would be nothing to expose, and this mechanism could not be implemented!

- Tags are used within Station Designer to implement many advanced features. If you want to use functionality such as alarms, triggers, data logging or the web server, you will have to use tags. The formatting data from the tag definition is typically required by all these features, so tags are mandatory for their operation.

In other words, tags will automate many tasks during programming, saving you time. Even if you decide not to use tags, many of the subsequent chapters of this manual refer to concepts discussed in this chapter. You should thus read it thoroughly before proceeding.

Editing Properties

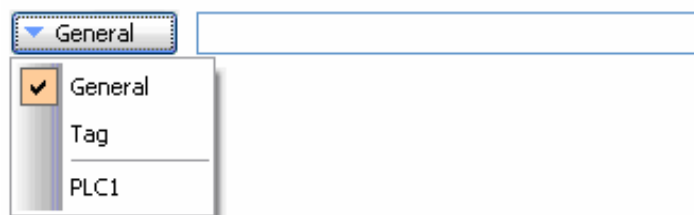
Most properties are edited in ways that are self-evident to anyone who has used a Windows operating system. For example, you may be required to enter a numeric value, or to select an item from a drop-down list. Certain types of property, though, provide more complex editing options, and these are described below.

Expression Properties

Expression properties are capable of being set to...

- A constant value.
- The contents of a data tag.
- The contents of a register in a remote communications device.
- A combination of such items linked together using various math operators.

In its default state, the arrowed button immediately after the label of the property shows that the field is in General mode, and the edit box to the right of the button may show a grayed-out string that indicates the default behavior of the property. An example of an empty expression property without a default value is shown below...



If you are familiar with Station Designer's expression syntax—a complete description of which can be found in the Writing Expressions chapter—you can edit the property by typing an expression directly into the edit box.

To select a tag from the Resource Pane, there are four options. First, you can ensure that the target field is select and then double-click the required tag. Second, you can just drag the tag from the Resource Pane and drop it on the target field. Third, you can select Tag from the drop-down menu activated by the arrowed button and be reminded by a dialog box that you could just have dragged the target to the field in the first place! Finally, you can just do it the old fashioned way and type the name of the tag into the expression property.

To select a register from a comms device, select a device from the drop-down menu. A dialog box will be displayed, allowing you to choose a register within that remote communications device. The various communications devices, including the HC900 (HC1), are listed at the end of the menu in the order in which they were created.

Translatable Strings

Station Designer databases are designed to support multi-lingual operation, whereby any string that will be presented to the user of the operator panel is capable of being displayed in one of many different languages. To allow you to define these translations, properties that contain such strings have a button labeled Translate to their right-hand side.



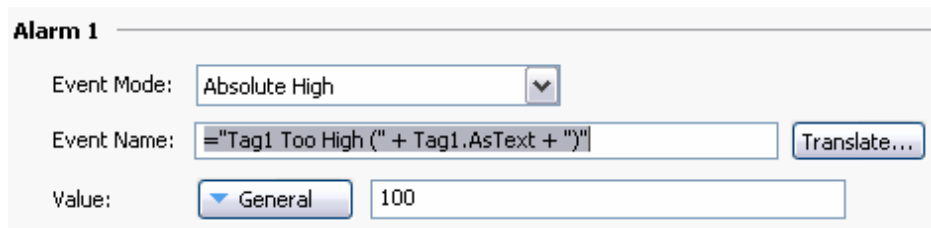
To enter the translations, click the button and the following dialog box will appear...



The languages listed in the dialog are defined at the database level. Refer to the chapter on Localization for information on selection of a language, operation of the Auto-Translate function, and how to switch the language at runtime.

If you do not enter text for a particular language, and that language is subsequently selected by the operator, Station Designer will use the default language in its place. To select a new language, use the `SetLanguage()` function as described in Appendix A. Refer to the Creating Display Pages chapter for information on how to allow a user to invoke this function.

Translatable strings are also capable of being defined to be equal to expressions, thereby allowing them to change at runtime. For example, while an alarm name would typically be set during configuration, a database designer might want the alarm to contain the value of the tag that triggered the alarm. Expressions can be entered by prefixing them with an equals sign, just as one would do when editing a spreadsheet, as shown in the example below...



Alarm 1

Event Mode: Absolute High

Event Name: =\"Tag1 Too High (\" + Tag1.AsText + \")\" Translate...

Value: General 100

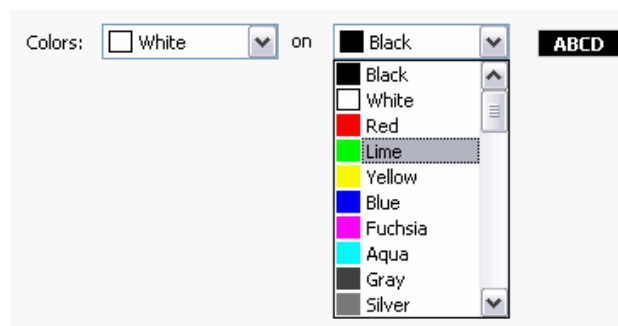
Note the use of the `AsText` property of the tag to allow its value to be accessed as a string according to its format setting. Refer to the Writing Expressions chapter for more details.

Two-Way Properties

Properties such as translatable strings that are capable of being set to a constant value or an expression are called two-way properties. As well as accepting expressions prefixed with an equals sign, they can be set to tag values by simply dragging the appropriate tag from the Resource Pane and dropping it on the field.

Color Properties

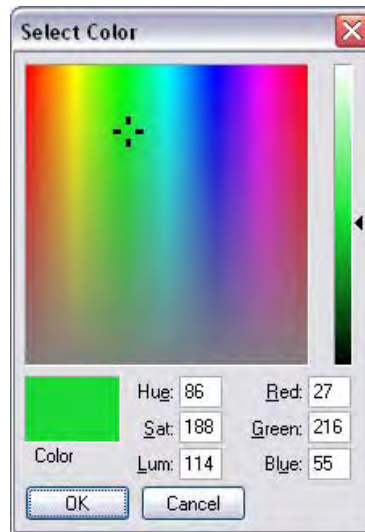
Color properties within tags represent a pair of colors, these being the foreground and a background color that may be used when displaying the tag's state in textual form. The example below shows a color pair being edited.



The drop-down list contains the following colors...

- The sixteen standard VGA colors.
- The sixteen custom colors defined by the user.
- Fourteen shades of gray that fall between black and white.

The More option at the bottom of the list can be used to invoke the color selection dialog...



This dialog offers several ways of defining a color. You can pick from the palette, pick from the “rainbow” window, or enter the explicit HSL or RGB parameters. The dialog also allows custom colors to be added to the palette. These will appear whenever the dialog is invoked, and will also appear in the drop-down list described above.

Log Properties

When you first enter the Data Tags category of the Navigation Pane, you will notice a number of properties relating to event logging. These properties control if and how events generated by tags or by their alarms will be saved to Flash memory. They are analogous to the properties defined by data logs, and you are thus referred to the Using the Data Logger chapter later in this manual for more information on how they can be used.

Creating Tags

Data tags are created and otherwise manipulated via the Navigation Pane. You will notice that you can create folders to organize your tags, and that the New button in the toolbar contains a drop-down arrow to allow you to select the type of tag to be inserted. The left-hand side of the New button will create a tag of the same type as the last one you created, making it easier to create multiple tags without using the drop-down list.



Duplicating Tags

The Smart Duplicate command on the Edit menu is used to create a copy of an existing tag, incrementing its data source to refer to the next data element.

The definition of “next” depends on the exact type of the data element. The Station Designer can select the next register in a comms device, the next member of an array, or the next tag in a sequence. For example, using Smart Duplicate on a 16-bit tag mapped to Modbus register 40001 produces a tag mapped to 40002, while using it on a tag mapped to Array[2] produces a tag mapped to Array[3].

This facility makes it much easier to create sets of tags referring to sequential data items.

Editing Multiple Tags

You can edit the properties of several tags at once. The Station Designer allows you to edit a tag and set the properties of other tags, similar to the initially edited tag. There are two methods to edit tag properties, based on the same mechanism.

Using Copy From

The Copy From command is used to copy selected properties of a given tag to one or more tags in the Navigation List. To use the command, select the target tags, and then right-click to access the context menu. (Note that the Navigation List for tags supports multiple selections using the SHIFT and CTRL key combinations.) Select the Copy From commands, and the cursor changes to allow you to select the tag from which the copy operation should be performed. Depending on the command selected, one or more properties from the source tag is applied to the target tags.

Using Paste Special

The Paste Special command can be used to achieve the same result, but using a different method that allows properties to be copied between databases and or between multiple instances of the Station Designer. Select the source tag and click the Copy command to place it on the Clipboard. Select the target tags in the Navigation List. Right-click the selected item to access the context menu, and select the Paste Special command. The following dialog box appears...

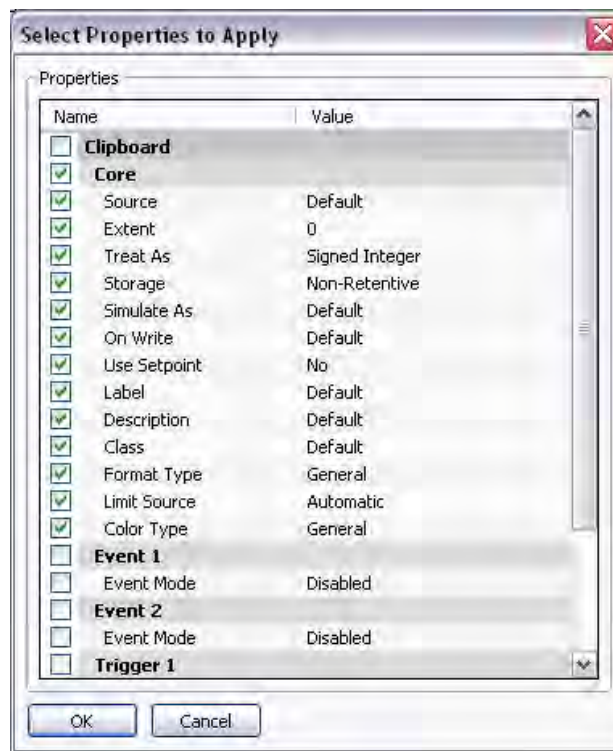


The selected properties from the source tag are applied to the target tags.

Property Selection

The methods mentioned above allow you to define the properties to be copied.

- The *Mapping* copies the Source property. It copies all the properties that control the tag's communications options, such as the Extent, Access, and all the other properties that are contained in the Data Source section.
- The *Scaling* option is used to copy the Scale To property and the associated scaling limits.
- The *Format* option is used to copy the Format Type, and the associated Format object.
- The *Coloring* option is used to copy the Coloring Type, and the associated Coloring object.
- The *Alarms* option is used to copy all the properties of Alarm 1 and Alarm 2.
- The *Triggers* option is used to copy all the properties of Trigger 1 and Trigger 2.
- The *Security* option is used to copy all the properties from the tag's Security page.
- The *Selective* option is used to select the properties to copy.



The list contains a hierarchical presentation of all the properties defined by the source tag. The properties are organized according to the layout used when editing the tag, and display the value assigned to each. The properties can be selected or cleared using the associated checkboxes. Only the selected properties are applied, providing you with low-level control of what gets copied from one tag to another.

Importing And Exporting

To gain access to the feature of exporting and importing data tags in the database, select the Data Tags item in the Navigation List. Tags may be exported to either Unicode text file, or ANSI comma separate variable files, with both capable of being edited in Microsoft Excel. The export file is divided into sections based upon tag type, format type, and coloring type. Each section contains a number of columns.

Note that certain communications drivers have the ability to import, for example, a PLC configuration file and create data tags that correspond to the PLC registers. This facility is accessed via the device configuration page using the Make Data Tags command.

Finding Tag Usage

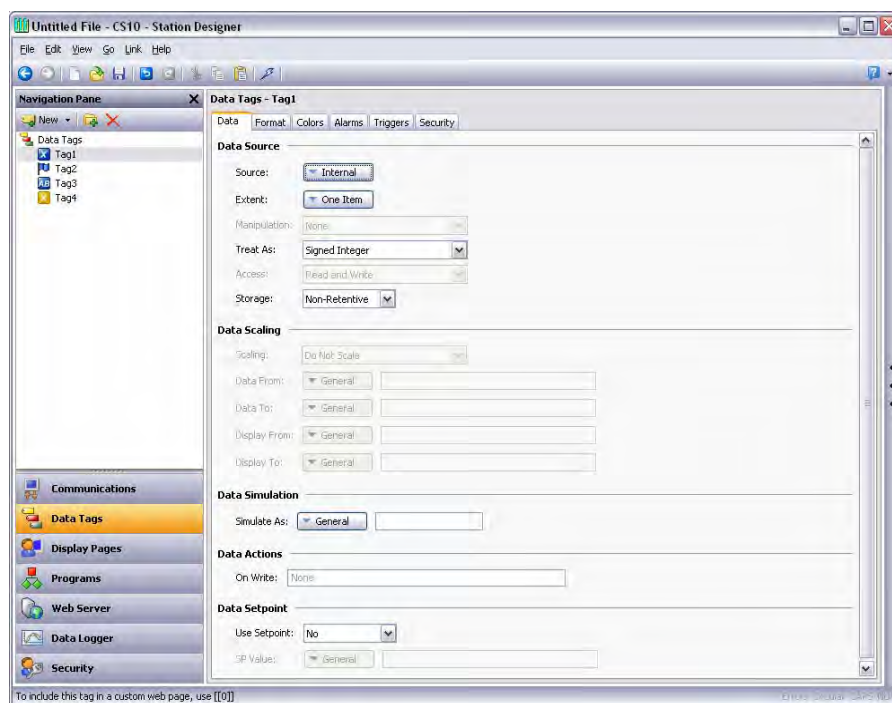
You can find all the items that refer to a given tag. To find the tag, right-click the item in the Navigation Pane and select the Find Usage command. The resulting items are listed under Global Search Results list, and can be accessed by pressing the F4 or SHIFT+F4 key combinations on the keyboard. The list can be shown or hidden by pressing F8.

Numeric Tags

A numeric tag represents one or more integer or floating point values. Station Designer performs all internal calculations using either 32-bit signed integers or single-precision floating point, so all data will be converted to one of these forms before processing. Mapped numeric tags support a number of transformations that occur between the raw data and the data that will be used by Station Designer. The exact process is defined in detail later in this chapter.

Data Properties

A numeric tag has the following properties on its Data tab...



Data Source

- The *Source* property is used to define where the tag gets its data. The default setting results in an internal tag, but the drop-down list may be used to select a general expression, another data tag or an item from a remote device.
- The *Extent* property is used choose between a single element tag or an array. If you select an array, you must enter the required number of elements. Arrays are not permitted for tags whose source is an expression. For mapped items, the number of registers to be read from the remote device depends upon the data type defined for the address. For example, an array of two elements that was mapped to a register of type Word as Long will result in four registers being accessed, with two words being needed for each long value. A similar array mapped to a data type of Word as Word will only need two registers.
- The *Manipulation* property is used to define the first-stage transformation that is applied as comms data is being transferred into a mapped tag. The following options may be available, depending on the exact data type being used...

MANIPULATION	DESCRIPTION
None	The data will not be changed.
Invert Bits	Each bit in the data will have its state inverted.
Reverse Bits	The most significant bit in the data will be swapped with the least significant bit, with intermediate bits being treated in a similar fashion.
Reverse Bytes	The most significant byte in the data will be swapped with the least significant byte and so on. Only available for data items of 16 bits or more in size.
Reverse Words	The most significant word in the data will be swapped with the least significant word. Only available for data items of exactly 32 bits in size.
BCD to Binary	Each four bit group in the data will be interpreted as a single decimal digit. Selecting this option will force the data to an unsigned integer.

- The *Treat As* property for internal tags is used to define the tag's data type. For mapped tags, it is used to define how the manipulated data is to be interpreted by Station Designer. The property will be set to a sensible default when the tag is mapped, but can be changed. Note that for mapped tags, the Treat As property does not have the final say on the actual data type of the tag, as the scaling properties may be used to convert the data further. The following options may be available, depending on the exact data type of the comms data...

TREAT AS	DESCRIPTION
Signed Integer	The data will be treated as a 32-bit signed value, with smaller data values being sign-extended. For example, a 16-bit value of 0x8000 will be converted to 0xFFFF8000.
Unsigned Integer	The data will be treated as a 32-bit signed value, with smaller data items being zero-extended. For example, a 32-bit value of 0x8000 will be converted to 0x00008000.

TREAT AS	DESCRIPTION
	Only available for data items of less than 32-bits in size.
Default Integer	The data will be either zero-extended or sign-extended according to the preference of the communications driver from which the data is obtained. Only available for data items of less than 32 bits in size.
Floating Point	The data will be treated as a 32-bit single-precision floating point value. Only available for data items of 32-bits in size.

- The *Access* property is used for mapped tags to define what kind of communications operations are to be permitted. Internal tags are always set to read and write access, and expression tags are always read-only.
- The *Read Mode* property is used only for array tags. It defines the elements to be read when the array is referenced. The following settings can be used...

READ MODE	DESCRIPTION
Entire Array	All the elements in the array will be read whenever the array is referenced, and access will be blocked until the read operation has completed. This will ensure that data is available, but will produce the slowest performance.
Manual Mode	The array will not be read until a call is made to the <i>ReadData</i> function to force a one-time manual update.
On Demand	Array elements will be read as they are referenced. This produces the quickest performance, but stale data may be returned when an element is first accessed.
N Either Side	On Demand operation will be used, but N registers either side of the referenced register will be read as well, thereby making adjacent data available more quickly.

- The *Storage* property is used to indicate whether the tag will be retained through a power-cycle of the target device. This is typically used for internal tags, but mapped write-only tags may also have their values retained.

Data Scaling

- The *Scaling* property is used for mapped tags to define a final scaling step to be performed on the data. Data may either be scaled to integer or to floating point, irrespective how Station Designer is treating the manipulated comms data. For example, an integer value may be scaled to a floating point value, in which case Station Designer will consider the tag to be floating point. Likewise, a floating point value might be converted back to an integer, perhaps without even changing its magnitude.
- The *Data From* and *Data To* properties are used to define the domain of the transformation that occurs on read and the range of the transformation that occurs on a write. The values must match the data type specified in *Treat As*, such that only data that is being treated as floating point can have non-integral values entered in these fields. On read, values beyond these limits are still accepted, and will be scaled to corresponding values beyond the *Display* limits. In other words, no clipping of the value is performed.

- The *Display From* and *Display To* properties are used to define the range of the transformation that occurs on read and the domain of the transformation that occurs on a write. The values must match the data type specified in *Scale To*, such that only data that is being scaled to floating point can have non-integral values entered in these fields. On write, values beyond these limits are still accepted, and will be scaled to corresponding values beyond the Data limits. In other words, no clipping of the value is performed.

Data Simulation

- The *Simulate As* property is used to define the assumed value to be used for the tag when working in the page editor. Entering a sensible value allows a better representation of the page's likely appearance. This value is also used as the tag's default value by the target device if communication is globally disabled.

Data Actions

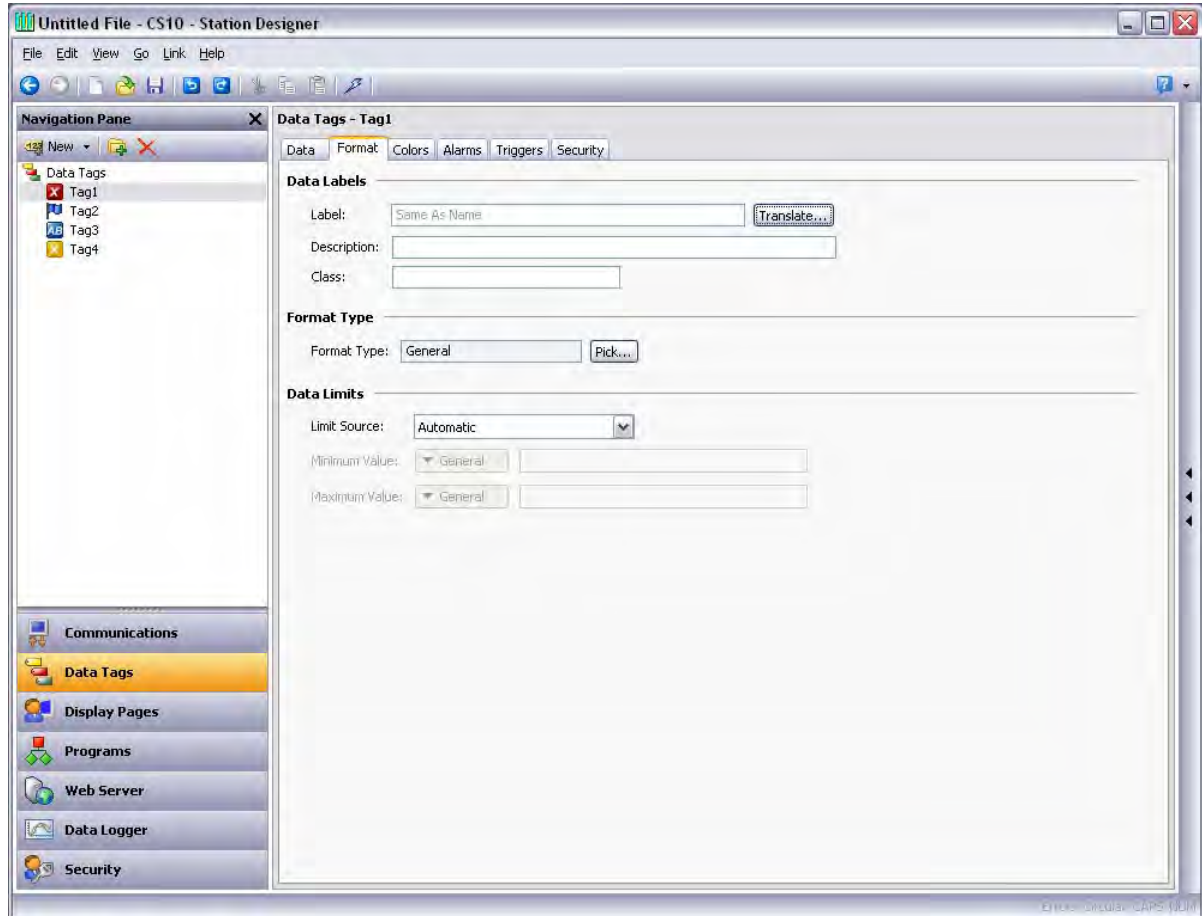
- The *On Write* property is used to define an action that is to be invoked when the tag is changed. The system variable *Data* will hold the new data value when the write occurs and when the action is executed. The use of On Write properties is covered later in this chapter.

Data Setpoint

- The *Use Setpoint* property is used to enable or disable a setpoint for this tag.
- The *SP Value* property is used to define an expression or another tag that this tag is nominally meant to follow. This setpoint can then be used in alarms or in primitives to implement various functions.

Format Properties

A numeric tag has the following properties on its Format tab...



Data Labels

- The *Label* property was discussed above under Tag Attributes.
- The *Description* property was discussed above under Tag Attributes.
- The *Class* property is reserved for future expansion.

Format Type

- The *Format Type* property is used to select the format for this tag. The various types of formats are discussed in detail in a following chapter, as are the other properties that might appear according to the format type that you have selected.

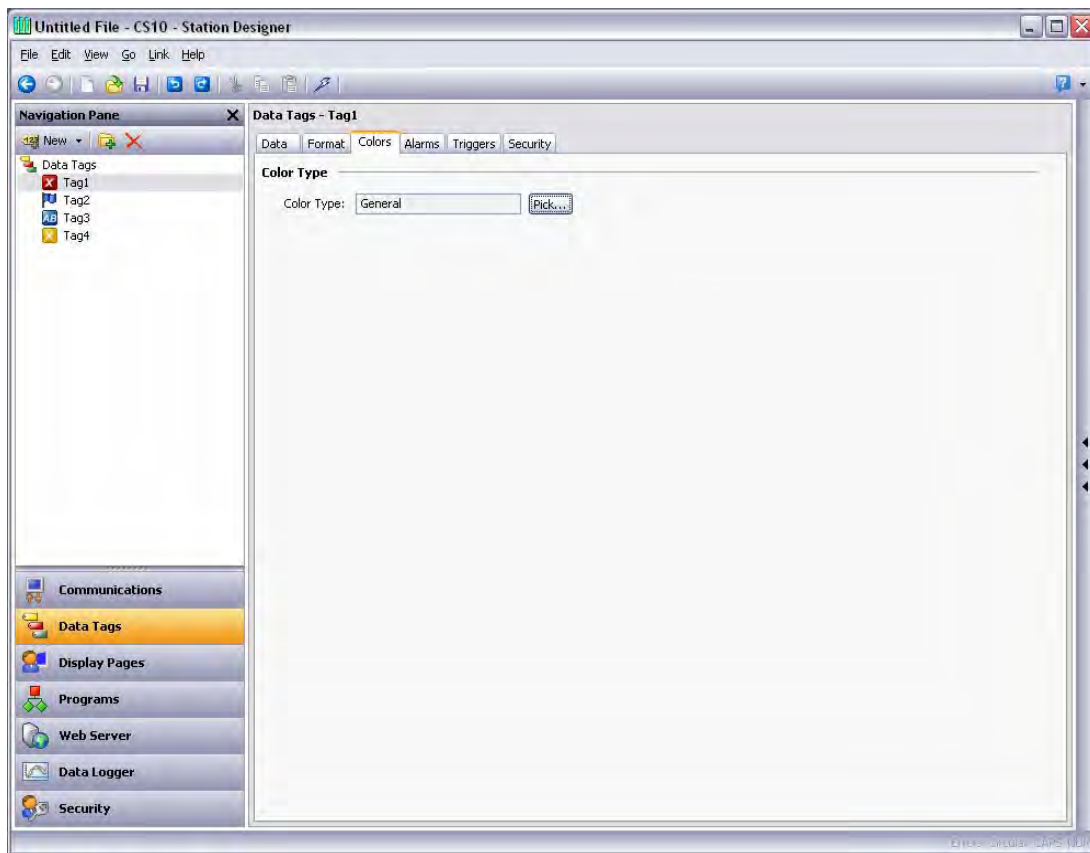
Data Limits

- The *Limit Source* property is used to define how the tag's data entry limits are defined. The default setting of Automatic results in the Display Range specified on the Data tab being used as a primary source, with the format object being used as a fall-back. If neither source can define a range, the maximum supported range for the tag's data type is used. A setting of From Format can be used to force the format object to be used, while a setting of User Defined can be used to allow manual entry of the limits.
- The *Minimum Value* and *Maximum Value* properties are used to manually define data entry limits when Limit Source is set to User Defined.

Note: User defined tag limits are honored when numeric values are entered through the operator interface display. They are not applied when the tag value is used in an expression or program.

Color Properties

A numeric tag has the following properties on its Colors tab...

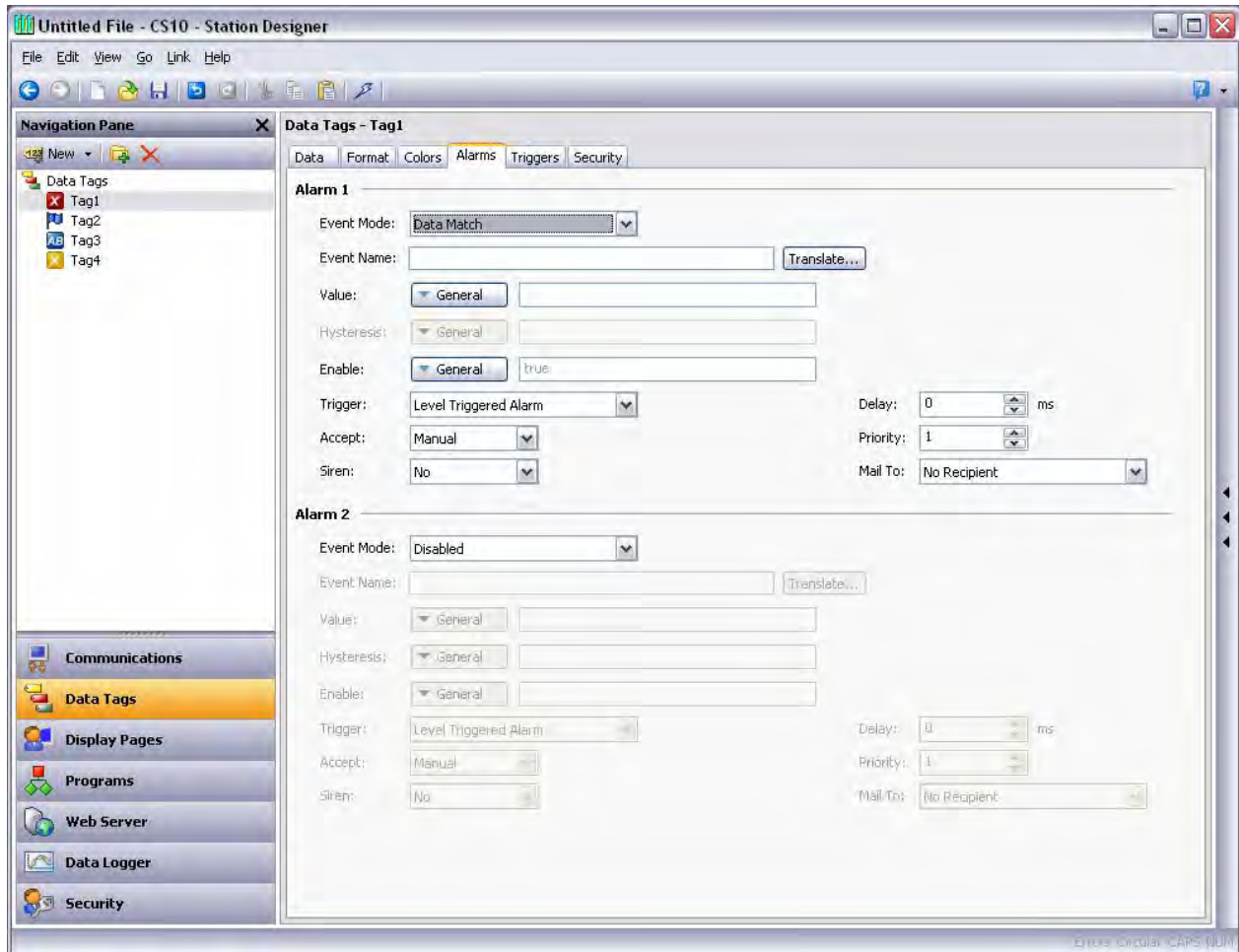


Color Type

- The *Color* property is used to define the color selector for this tag. The various types of selectors are discussed in detail in a following chapter, as are the other properties that might appear according to the option you have selected.

Alarm Properties

A numeric tag has the following properties on its Alarms tab...



For Each Alarm

- The *Event Mode* property is used to indicate the logic that will be used to decide whether the alarm should activate. The tables below list the available modes.

MODE	ALARM WILL ACTIVATE WHEN...
Data Match	The value of the tag is equal to the alarm's <i>Value</i> .
Data Mismatch	The value of tag is not equal to the alarm's <i>Value</i> .
Absolute High	The value of the tag exceeds the alarm's <i>Value</i> .
Absolute Low	The value of the tag falls below the alarm's <i>Value</i> .
Rise in Value	The value of the tag rises by the alarm's <i>Value</i> .
Fall in Value	The value of the tag falls by the alarm's <i>Value</i> .
Change in Value	The value of the tag changes by the alarm's <i>Value</i> .

The following modes are only available when a setpoint is defined...

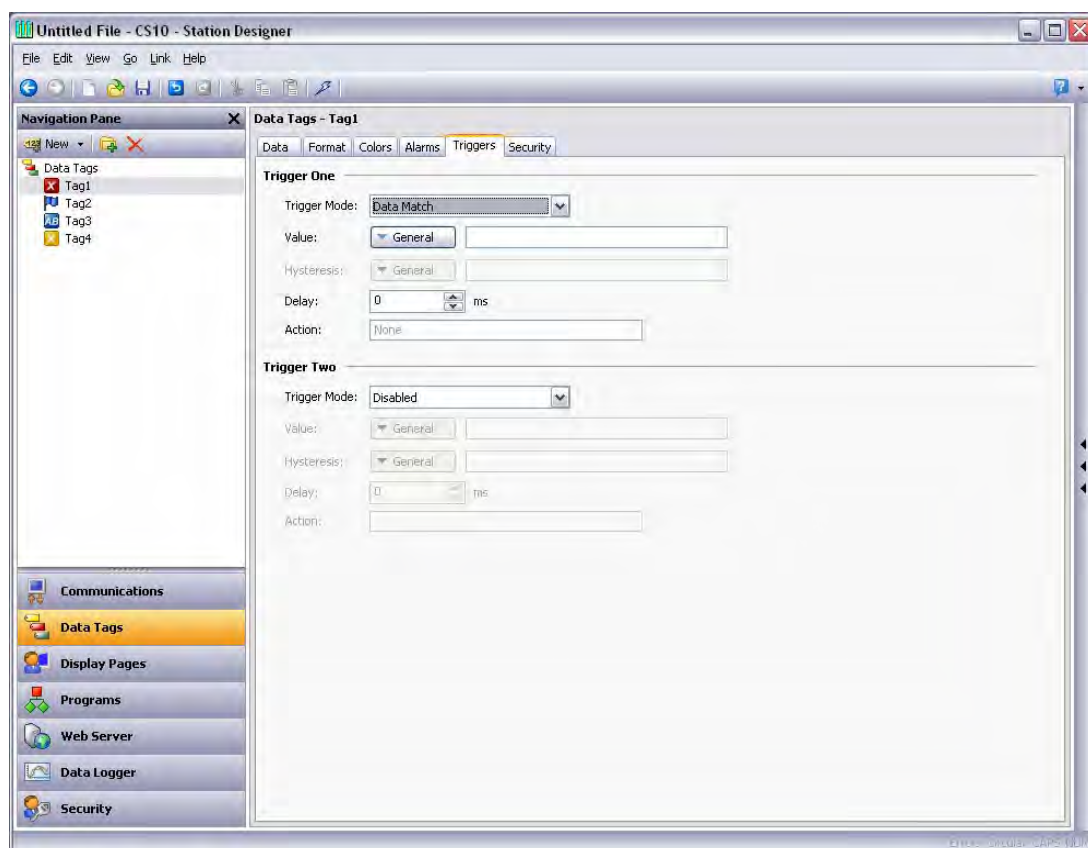
MODE	ALARM WILL ACTIVATE WHEN...
Deviation High	The value of the tag exceeds the tag's <i>Setpoint</i> by an amount equal to or greater than the alarm's <i>Value</i> .
Deviation Low	The value of the tag falls below the tag's <i>Setpoint</i> by an amount equal to or greater than the alarm's <i>Value</i> .
Out of Band	The tag moves outside a band, which is equal in width to twice the alarm's <i>Value</i> and is centered on the tag's <i>Setpoint</i> .
In Band	The tag moves inside a band, which is equal in width to twice the alarm's <i>Value</i> and is centered on the tag's <i>Setpoint</i> .

- The *Event Name* property is used to define the name that will be displayed in the alarm viewer or in the event log when referring to this event.
- The *Value* property is used to define either the absolute value at which the alarm will be activated, the deviation from the setpoint value or the change in value that must occur since the alarm last triggered. The exact interpretation depends on the event mode as described above.
- The *Hysteresis* property is used to prevent an alarm from oscillating between the on and off states when the process is near the alarm condition. For example, for an absolute high alarm, the alarm will become active when the tag exceeds the alarm's value, but will only deactivate when the tag falls below the value by an amount greater than or equal to the alarm's hysteresis. Remember that the property always acts to maintain an alarm once the alarm is activated, and not to modify the point at which the activation occurs.
- The *Enable* property is used to define an expression that enables or disables the alarm. A non-zero or empty value results in the alarm being enabled, while a zero value results in the alarm being disabled.
- The *Trigger* property is used to indicate whether the alarm should be edge or level triggered. In the former case, the alarm will trigger when the condition specified by the event mode first becomes true. In the latter case, the alarm will remain in the active state while the condition persists. This property can also be used to indicate that this alarm should be used as an event only. In this case, the alarm will be edge triggered, but will not result in an alarm condition. Rather, an event will be logged to internal memory and optionally to Flash memory.
- The *Delay* property is used to indicate how long the alarm condition must exist before the alarm will become active. In the case of an edge triggered alarm or event, this property also specifies the amount of time for which the alarm condition must no longer exist before subsequent re-activations will result in a further alarm being signaled. As an example, if an alarm is set to activate when a speed switch indicates that a motor is not running even when the motor has been requested to start, this property can be used to provide the motor with time to run-up before the alarm is activated.
- The *Accept* property is used to indicate whether the user will be required to explicitly accept an alarm before it will no longer be displayed. Edge triggered alarms must always be manually accepted.

- The *Priority* property is used to control the order in which alarms are displayed by Station Designer's alarm viewer. The lower the numerical value of the priority field, the nearer to the top the alarm will be displayed.
- The *Siren* property is used to indicate whether or not the activation of this alarm should also activate the target device's sounder. While the sounder is active, the panel's display will also flash to better draw attention to the alarm condition.
- The *Mail To* property is used to specify the email address book entry to which a message should be sent when this alarm is activated. Refer to the Using Services chapter for information on configuring email.
- The *On Accept*, *On Active* and *On Clear* properties are used to specify actions to be executed when the specified change of state occurs. Note all actions will be available, depending on the alarm's trigger mode and accept type.

Trigger Properties

A numeric tag has the following properties on its Trigger tab...



For Each Trigger

- The *Trigger Mode* property is as described for the Alarms tab.
- The *Value* and *Hysteresis* properties are as described for the Alarms tab.

- The *Delay* property is as described for the Alarms tab.
- The *Action* property is used to indicate what action should be performed when the trigger is activated. Refer to the Writing Actions chapter for a description of the syntax used to define the various actions that are available.

Security Properties

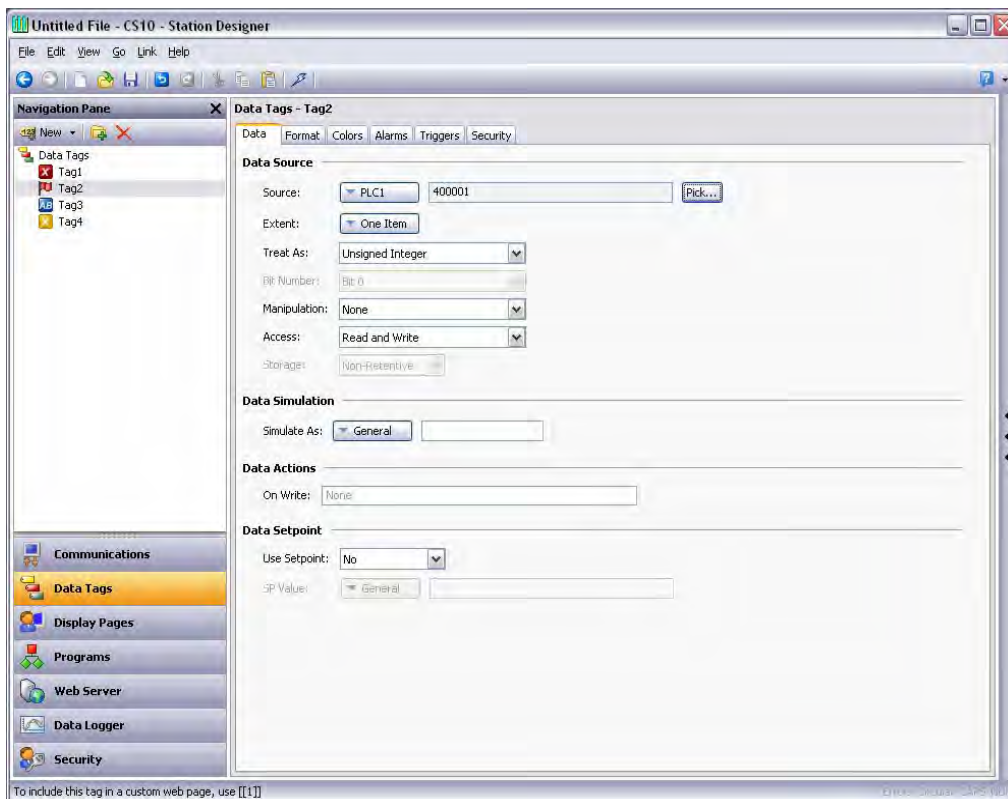
Refer to the Using Security chapter for details of security descriptors.

Flag Tags

A flag tag represents one or more on-or-off values and is considered to have an internal data type of integer, no matter what the type of the underlying data. Mapped flag tags allow simple transformations between the raw data and the data that will be used by Station Designer.

Data Properties

A flag tag has the following properties on its Data tab...



Data Source

- The *Source* property is used to define where the tag gets its data. The default setting results in an internal tag, but the drop-down list may be used to select a general expression, another data tag or an item from a remote device.

- The *Extent* property is used to choose between a single element tag or an array. If you select an array, you must enter the required number of elements. Arrays are not permitted for tags whose source is an expression. For mapped tags, the exact number of registers to be read from the remote devices depends upon the type of the registers to which the tag is mapped and the Treat As setting.
- The *Treat As* property is used for mapped tags to define how the on-or-off value is to be derived from the raw comms data and *vice versa*. The following settings may be available, depending on the underlying data type...

TREAT AS	RESULT
Unsigned Integer	The tag will be true if the data is non-zero, or false if it is zero. A true value will be written as an integer value of 1, while a false value will be written as zero. For a mapped array, each array element corresponds to a single comms data element. This setting is available for any comms data of 8 bits or more in size.
Floating Point	The tag will be true if the value is non-zero, or false if it is zero. A true value will be written as a 32-bit floating point value of 1, while a false value will be written as zero. For a mapped array, each array element corresponds to a single comms data element. This setting is available for comms data of exactly 32 bits in size.
Bit Array Little Endian	A single bit is extracted from the data, under the premise that the first bit (Bit 0) is the least significant bit. For a single element, the Bit Number field selects the bit. For an array, each element is a single bit, such that the bits are in effect packed within the data items, so many fewer registers than array elements will typically be accessed.
Bit Array Big Endian	As above, except that the first bit (Bit 0) is assumed to be the most significant bit of the underlying data.

- The *Bit Number* property is used to extract a single bit from multi-bit data items for mapped non-array tags. The property is not used for other configurations.
- The *Manipulation* property is used to define the transformation that is applied to the tag state after the Treat As logic has been performed when reading data, or before the Treat As logic when writing data. The only option available is to invert the state of the tag. Not a lot else you can do with a single bit value!
- The *Access* property is used for mapped tags to define what kind of communications operations are to be permitted. Internal tags are always set to read and write access, and expression tags are always read-only.

- The *Read* property is used only for array tags. It defines the elements to be read when the array is referenced. The following settings can be used...

READ MODE	DESCRIPTION
Entire Array	All the elements in the array will be read whenever the array is referenced, and access will be blocked until the read operation has completed. This will ensure that data is available, but will produce the slowest performance.
Manual Mode	The array will not be read until a call is made to the ReadData function to force a one-time manual update.
On Demand	Array elements will be read as they are referenced. This produces the quickest performance, but stale data may be returned when an element is first accessed.
N Either Side	On Demand operation will be used, but N registers either side of the referenced register will be read as well, thereby making adjacent data available more quickly.

- The *Storage* property is used to indicate whether the tag will be retained through a power-cycle of the target device. This is typically used for internal tags, but mapped write-only tags may also have their values retained.

Data Simulation

- The *Simulate As* property is used to define the assumed value to be used for the tag when working in the page editor. Entering a sensible value allows a better representation of the page's likely appearance. This value is also used as the tag's default value by the target device if communication is globally disabled.

Data Actions

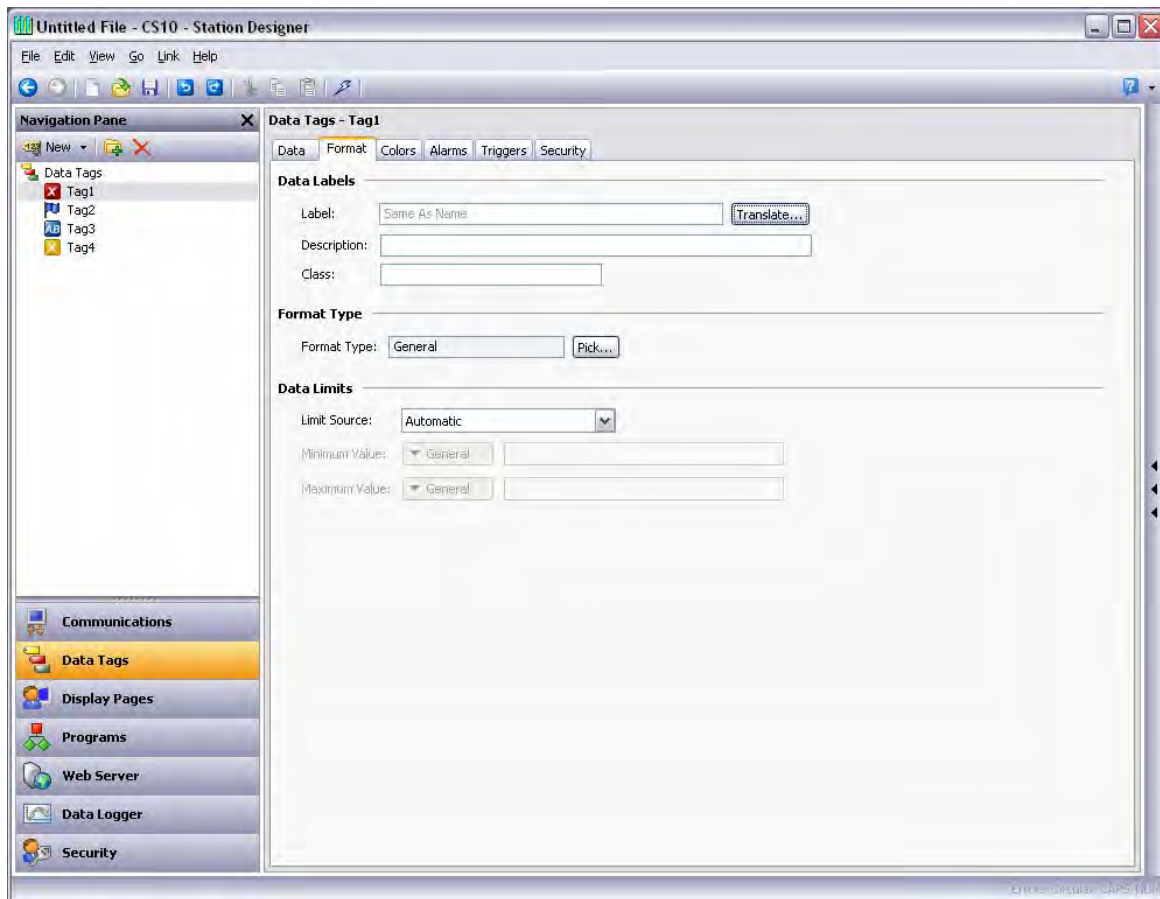
- The *On Write* property is used to define an action that is to be invoked when the tag is changed. The system variable *Data* will hold the new data value when the write occurs and when the action is executed. The use of On Write properties is covered later in this chapter.

Data Setpoint

- The *Use Setpoint* property is used to enable or disable a setpoint for this tag.
- The *SP Value* property is used to define an expression or another tag that this tag is nominally meant to follow. This setpoint can then be used in alarms or in primitives to implement various functions.

Format Properties

A flag tag has the following properties on its Format tab...



Data Labels

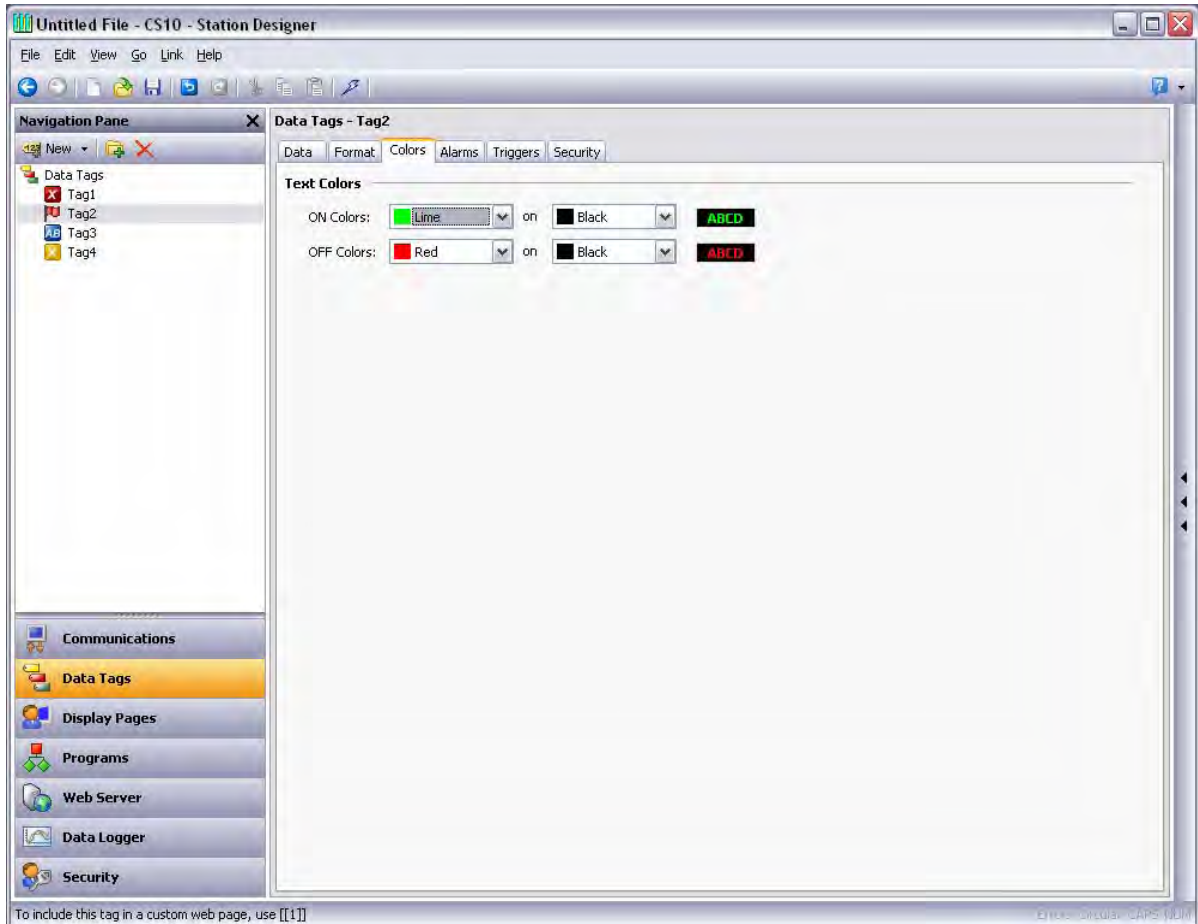
- The *Label* property was discussed above under Tag Attributes.
- The *Description* property was discussed above under Tag Attributes.
- The *Class* property is reserved for future expansion.

Format Type

- The Format Type property selects the format for this tag. A Two State format is used by default, but a Linked format may be substituted instead. The various types of formats are discussed in detail in a following chapter, as are the other properties that might appear according to the format type that you have selected.

Color Properties

A numeric tag has the following properties on its Colors tab...

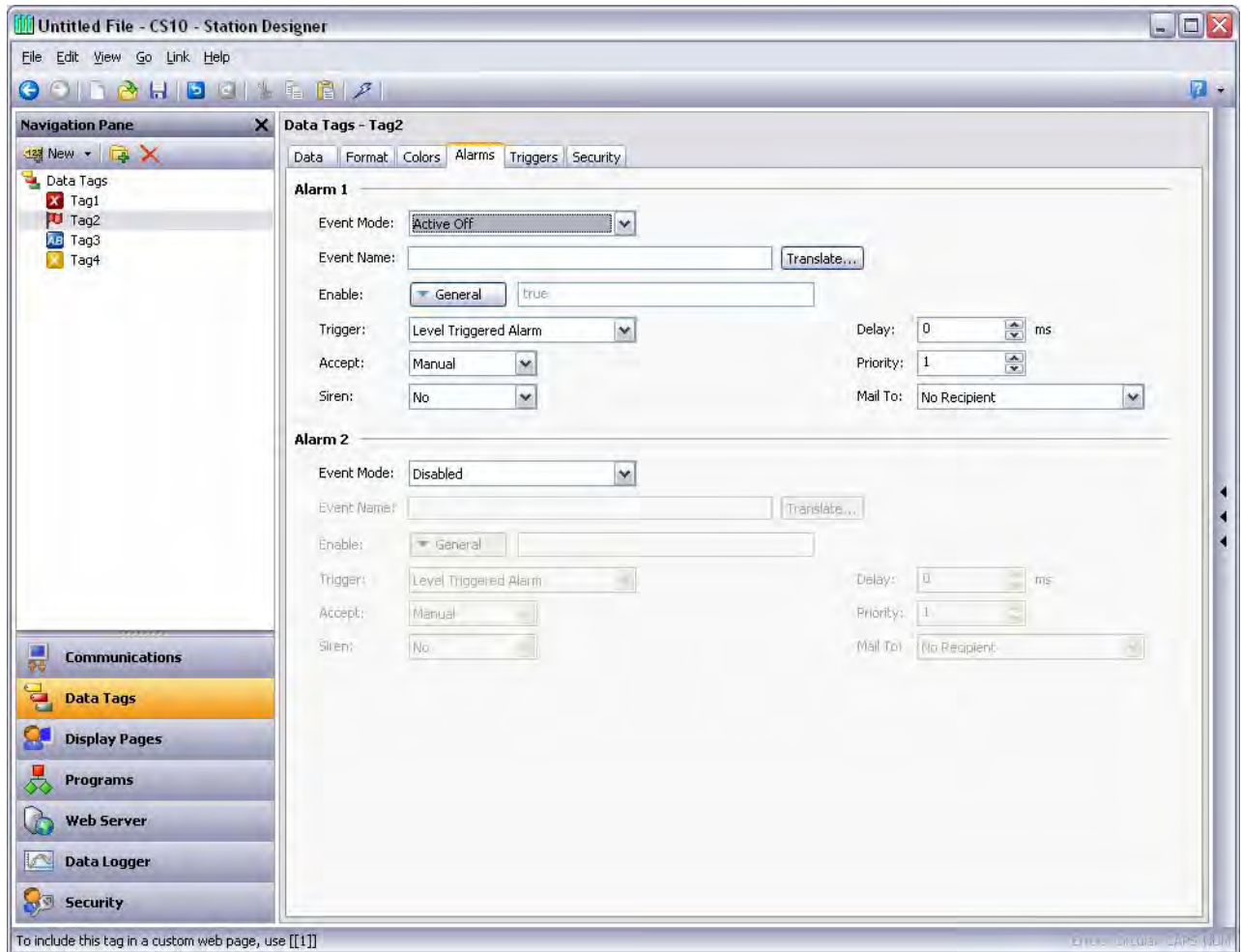


Color Type

- The *Color* property defines the coloring for this tag. A Two State coloring is selected by default, but a General, Linked or Fixed coloring may be substituted. The various colorings are discussed in detail in a later chapter, as are the other properties that might appear according to the option you have selected.

Alarm Properties

A flag tag has the following properties on its Alarms tab...



For Each Alarm

- The *Event Mode* property is used to indicate the logic that will be used to decide whether the alarm should activate. The tables below list the available modes.

MODE	ALARM WILL ACTIVATE WHEN...
Active On	The tag is true.
Active Off	The tag is false.
Change of State	The tag changed.

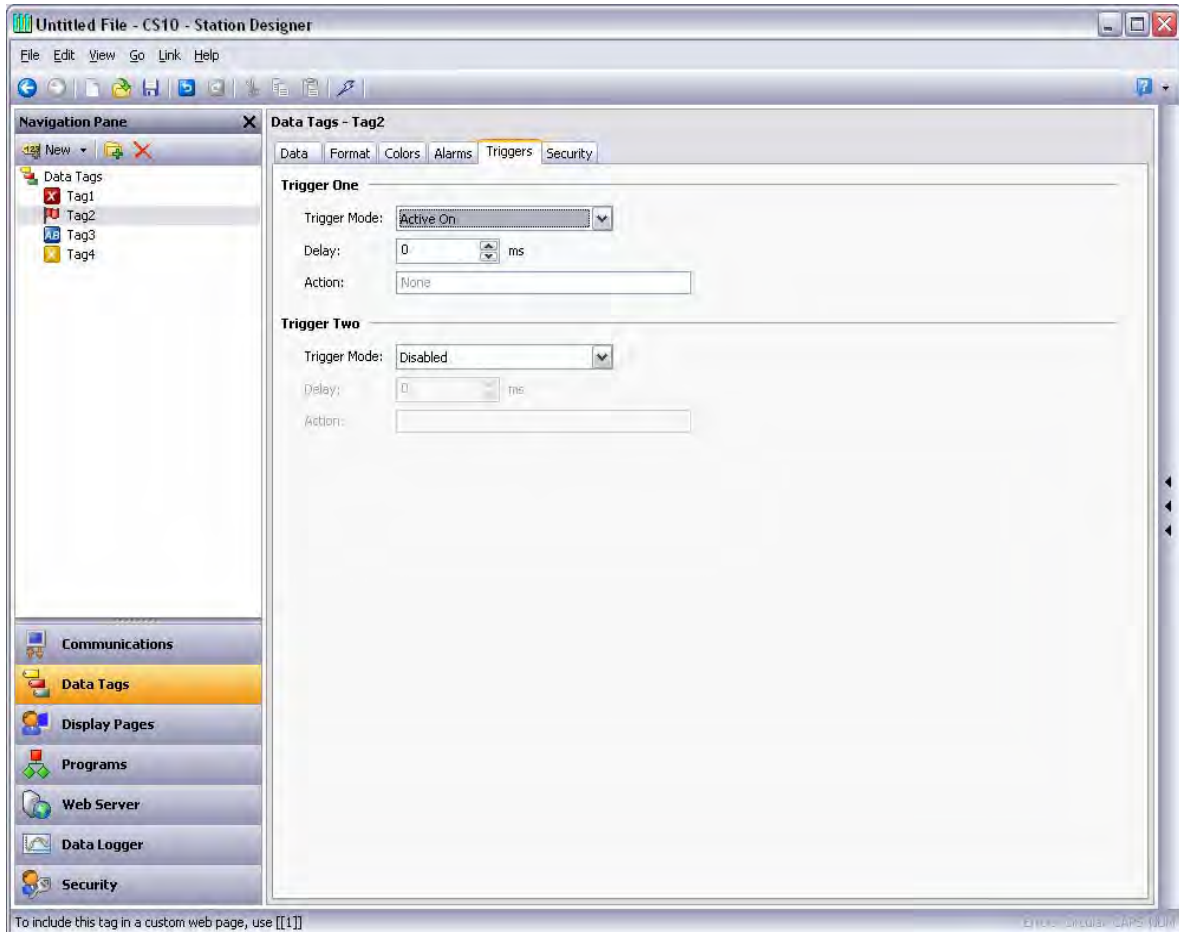
The following modes are only available when a setpoint is defined...

MODE	ALARM WILL ACTIVATE WHEN...
Not Equal to SP	The tag does not equal its setpoint.
Off When SP On	The tag does not respond to an ON setpoint.
On When SP Off	The tag does not respond to an OFF setpoint.
Equal to SP	The tag equals its setpoint.

- The *Event Name* property is used to define the name that will be displayed in the alarm viewer or in the event log as appropriate. Station Designer will suggest a default name based upon the tag's label, and the event mode that has been selected.
- The *Enable* property is used to define an expression that enables or disables the alarm. A non-zero or empty value results in the alarm being enabled, while a zero values results in the alarm being disabled.
- The *Trigger* property is used to indicate whether the alarm should be edge or level triggered. In the former case, the alarm will trigger when the condition specified by the event mode first becomes true. In the latter case, the alarm will remain in the active state while the condition persists. This property can also be used to indicate that this alarm should be used as an event only. In this case, the alarm will be edge triggered, but will not result in an alarm condition. Rather, an event will be logged to internal memory and optionally to Flash memory.
- The *Delay* property is used to indicate how long the alarm condition must exist before the alarm will become active. In the case of an edge triggered alarm or event, this property also specifies the amount of time for which the alarm condition must no longer exist before subsequent re-activations will result in a further alarm being signaled. As an example, if an alarm is set to activate when a speed switch indicates that a motor is not running even when the motor has been requested to start, this property can be used to provide the motor with time to run-up before the alarm is activated.
- The *Accept* property is used to indicate whether the user will be required to explicitly accept an alarm before it will no longer be displayed. Edge triggered alarms must always be manually accepted.
- The *Priority* property is used to control the order in which alarms are displayed by Station Designer's alarm viewer. The lower the numerical value of the priority field, the nearer to the top the alarm will be displayed.
- The *Siren* property is used to indicate whether or not the activation of this alarm should also activate the target device's sounder. While the sounder is active, the panel's display will also flash to better draw attention to the alarm condition.
- The *Mail To* property is used to specify the email address book entry to which a message should be sent when this alarm is activated. Refer to the using Services chapter for information on configuring email.
- The *On Accept*, *On Active* and *On Clear* properties are used to specify actions to be executed when the specified change of state occurs. Note all actions will be available, depending on the alarm's trigger mode and accept type.

Trigger Properties

A flag tag has the following properties on its Trigger tab...



For Each Trigger

- The *Trigger Mode* property is as described for the Alarms tab.
- The *Delay* property is as described for the Alarms tab.
- The *Action* property is used to indicate what action should be performed when the trigger is activated. Refer to the Writing Actions chapter for a description of the syntax used to define the various actions that are available.

Security Properties

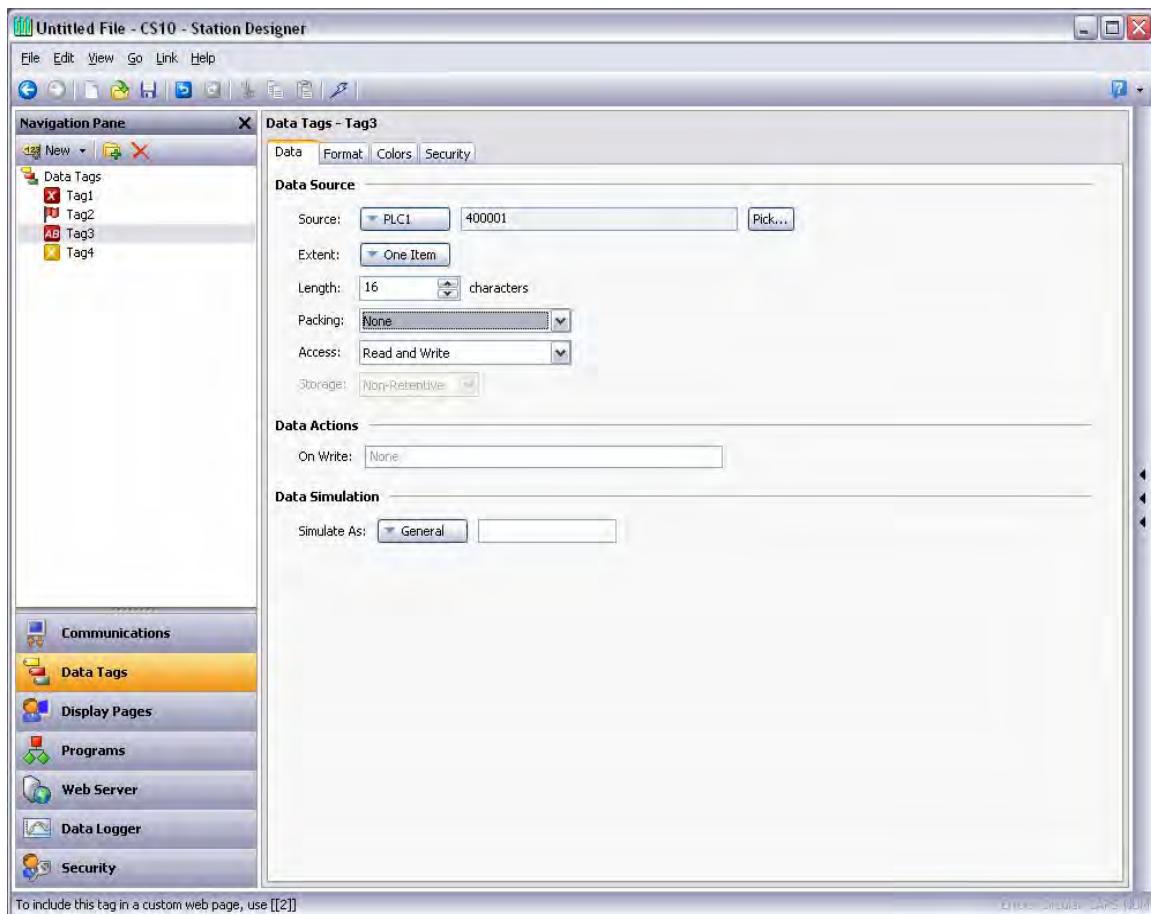
Refer to the Using Security chapter for details on security descriptors.

String Tags

A string tag represents one or more strings of Unicode characters. While Station Designer works entirely in Unicode, it can read and write strings from 8-bit sources, too. Mapped string tags support various encodings, allowing one or more characters to be extracted from one register.

Data Properties

A string tag has the following properties on its Data tab...



Data Source

- The *Source* property is used to define where the tag gets its data. The default setting results in an internal tag, but the drop-down list may be used to select a general expression, another data tag or an item from a remote device.
- The *Extent* property is used to choose between a single element tag or an array. If you select an array, you must enter the required number of elements. Arrays are not permitted for tags whose source is an expression. For mapped tags, the exact number of registers to be read from the remote devices depends upon the type of the registers to which the tag is mapped, the length and the Packing setting.

- The *Length* property defines the length of the string. Non-retentive internal strings do not have to have a length defined, as they can store a string of any reasonable length.
- The *Packing* property is used for mapped tags to define how the Unicode string value is to be derived from the raw comms data and *vice versa*. The following settings may be available, depending on the underlying data type...

PACKING	RESULT
None	Each comms data item is used to source a single character for the string. 8-bit values will be treated as ASCII, while 16-bit and larger values will be treated as UNICODE.
ASCII Big Endian	Each 8-bit unit in the data item is used to source a single ASCII character, with the most significant 8 bits being used for the first character. Only available for data items of 16-bits or greater in size.
ASCII Little Endian	Each 8-bit unit in the data item is used to source a single ASCII character, with the least significant 8 bits being used for the first character. Only available for data items of 16-bits or greater in size.
Unicode Big Endian	Each 16-bit unit in the data item is used to source a single Unicode character, with the most significant 16 bits being used for the first character. Only available for data items of 32-bits in size.
Unicode Little Endian	Each 16-bit unit in the data item is used to source a single Unicode character, with the least significant 16 bits being used for the first character. Only available for data items of 32-bits in size.
Hex String Little Endian	Each 4-bit unit in the data item is used to source a single hex character in the range '0'-'9' and 'A'-'F', with the least significant 4 bits being used first. Writes to strings with this packing method are not supported.
Hex String Big Endian	Each 4-bit unit in the data item is used to source a single hex character in the range '0'-'9' and 'A'-'F', with the most significant 4 bits being used first. Writes to strings with this packing method are not supported.

- The *Access* property is used for mapped tags to define what kind of communications operations are to be permitted. Internal tags are always set to read and write access, and expression tags are always read-only.

- The *Read* property is used only for array tags. It defines the elements to be read when the array is referenced. The following settings can be used...

READ MODE	DESCRIPTION
Entire Array	All the elements in the array will be read whenever the array is referenced, and access will be blocked until the read operation has completed. This will ensure that data is available, but will produce the slowest performance.
Manual Mode	The array will not be read until a call is made to the ReadData function to force a one-time manual update.
On Demand	Array elements will be read as they are referenced. This produces the quickest performance, but stale data may be returned when an element is first accessed.
N Either Side	On Demand operation will be used, but N registers either side of the referenced register will be read as well, thereby making adjacent data available more quickly.

- The *Storage* property is used to indicate whether the tag will be retained through a power-cycle of the target device. This is typically used for internal tags, but mapped write-only tags may also have their values retained.

Data Simulation

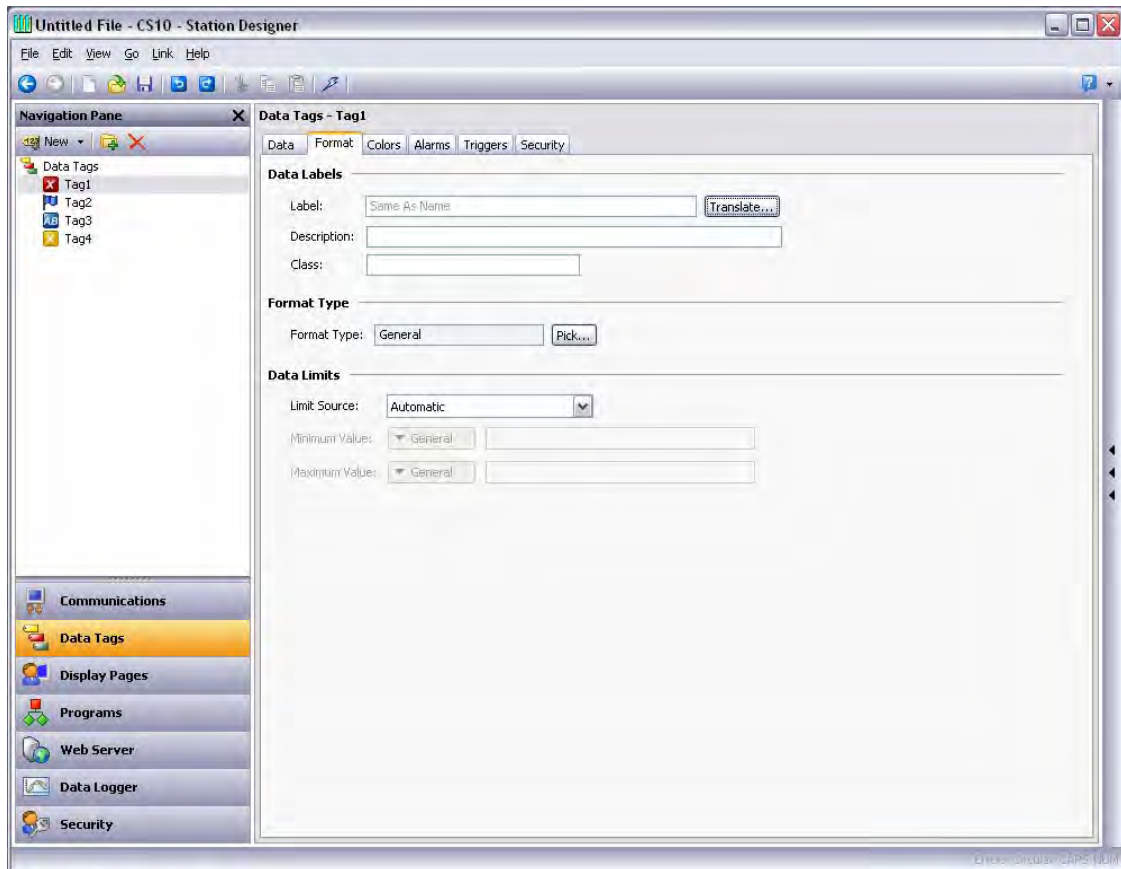
- The *Simulate As* property is used to define the assumed value to be used for the tag when working in the page editor. Entering a sensible value allows a better representation of the page's likely appearance. This value is also used as the tag's default value by the target device if communication is globally disabled.

Data Actions

- The *On Write* property is used to define an action that is to be invoked when the tag is changed. The system variable *Data* will hold the new data value when the write occurs and when the action is executed. The use of On Write properties is covered later in this chapter.

Format Properties

A string tag has the following properties on its Format tab...



Data Labels

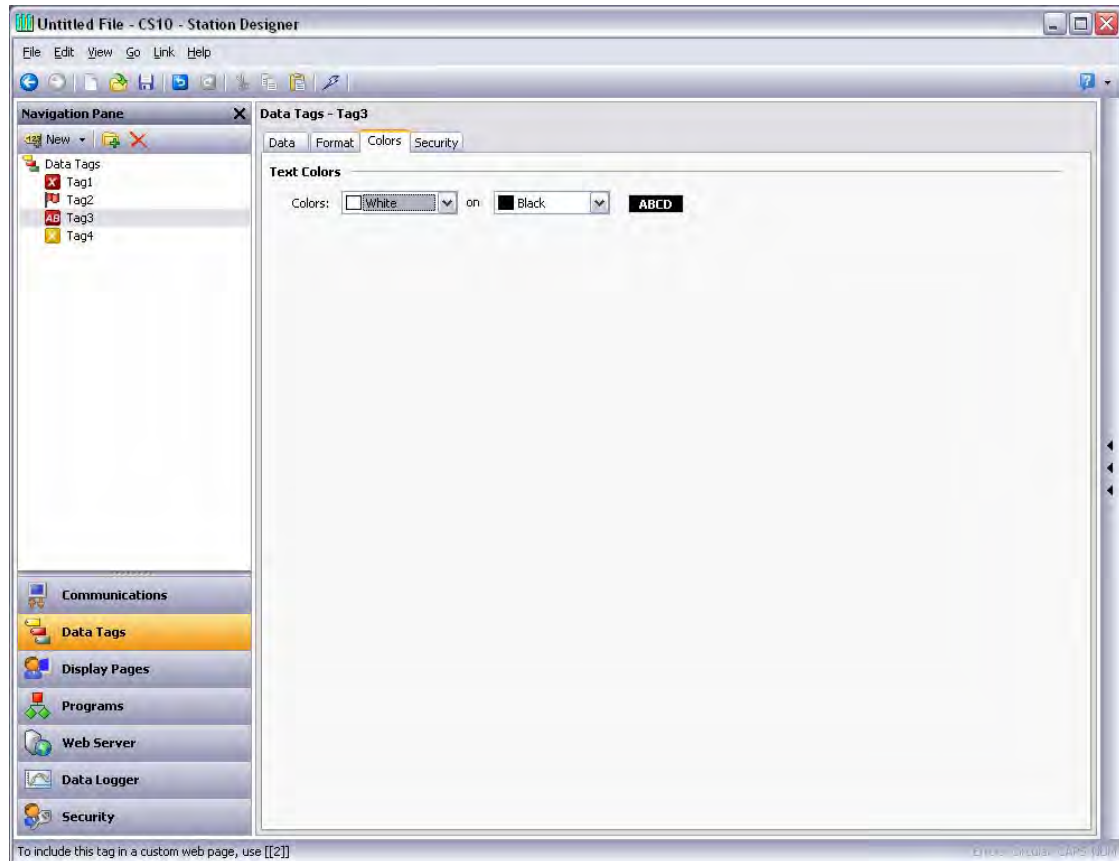
- The *Label* property was discussed above under Tag Attributes.
- The *Description* property was discussed above under Tag Attributes.
- The *Class* property is reserved for future expansion.

Format Type

- The *Format* property selects the format for this tag. A String format is used by default, but a General or Linked format may be substituted. The various types of formats are discussed in detail in a following chapter, as are the other properties that might appear according to the format type that you have selected.

Color Properties

A string tag has the following properties on its Colors tab...



Text Colors

- The *Colors* property is part of the Fixed color selector that is always used for flag tags. They define the foreground and background color pair that can optionally be used to represent the tag. No other color types are supported.

Color Type

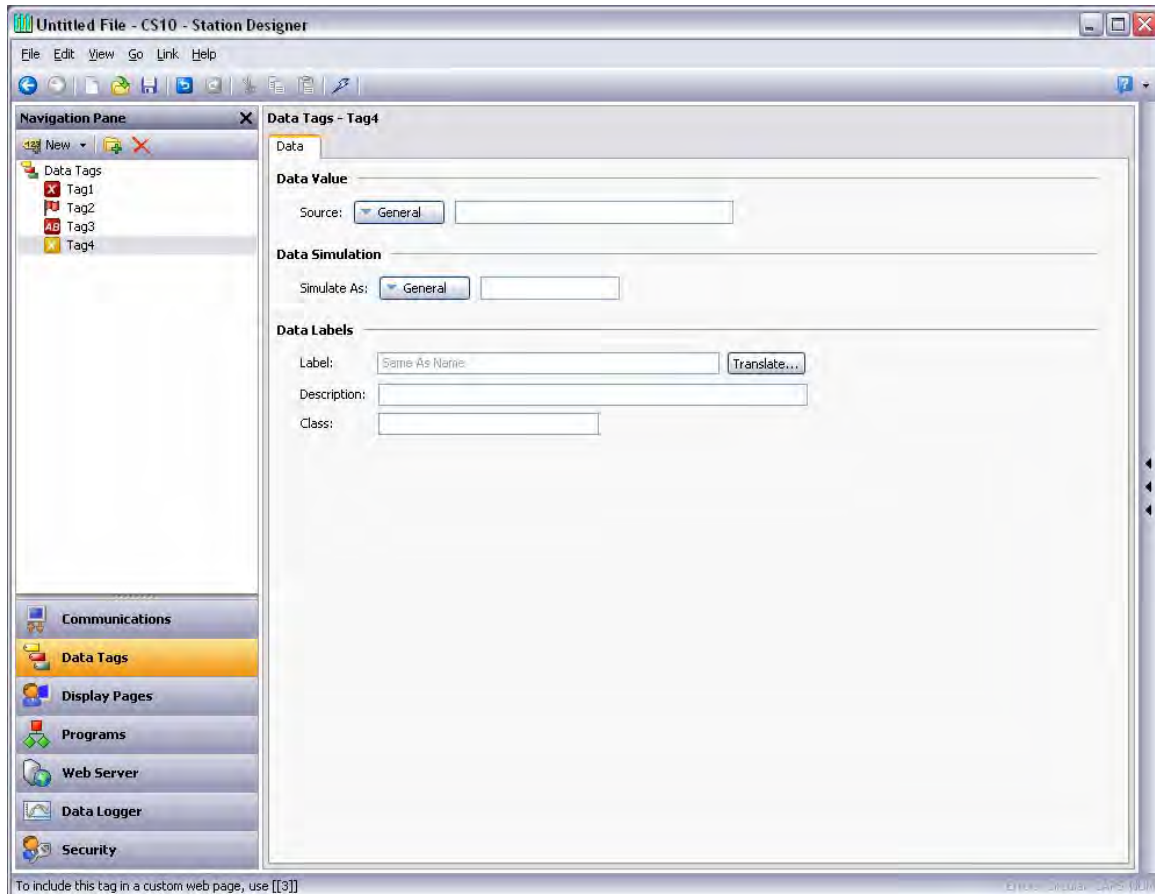
- The *Color* property defines the coloring for this tag. A Fixed coloring is selected by default, but a General or Linked coloring may be substituted. The various colorings are discussed in detail in a later chapter, as are the other properties that might appear according to the option you have selected.

Security Properties

Refer to the Using Security chapter for details on security descriptors.

Basic Tags

Basic tags are used to represent constants or expressions...



Data Value

- The *Data Value* property is used to define the value of the tag. It must be an expression. The tag itself will adopt the data type of the expression that is used.

Data Simulation

- The *Simulate As* property is used to define a value to be used as the default for the tag when editing display pages. Entering a sensible value allows a better representation of the page's likely appearance. This value is also used as the tag's default value by the target device if communication is globally disabled.

Data Labels

- The *Label* property was discussed above under Tag Attributes.
- The *Description* property was discussed above under Tag Attributes.
- The *Class* property is reserved for future expansion.

Advanced Topics

Array Properties

Many of the properties of array tags can be made variable based upon the exact element of the array being referenced. To achieve this, a system property called *i* is set to the element index during the evaluation of those properties. For example, the Label property could be set to ="Element " + AsText(i+1) to label the array elements Element 1, Element 2 etc.

This feature can be used with the following properties...

- The tag's label.
- The tag's scaling values.
- The tag's setpoint.
- The tag's limits.
- The tag's On Write property.
- The tag's event labels.
- The tag's event and trigger values and hysteresis settings.
- The tag's trigger actions.

Note that triggers and events are evaluated separately for each element of the array for which they are configured, allowing several events or triggers to be created at once. The only limitation to this feature is that alarms and events only operate for the first 256 elements of the array. Triggers operate for all elements, regardless of the size of the array.

Tag Data Flow

As you will have noticed, numeric tags in particular have a number of data transformations that occur between the comms data and the value actually used by Station Designer. These can be configured to handle just about any sort of data in any way you like, but the exact way in which they operate for numeric tags deserves further attention.

Numeric Tag Read Process

When data is read from a device such as the HC900, the following steps occur...

- The comms driver is asked to read a value based on the address setting that has been defined for the source of the tag. Based on the type of the address, the driver may combine more than one register to create the data bit. For example, reading a single Word as Long value will result in two registers being read and combined by the driver using its knowledge of the device's word ordering.
- The comms data is then modified according to the Manipulation property for the tag in question. These processes perform bit or byte level changes to the data, typically to account for driver incompatibilities or other situations where the data is not in the form that the comms driver normally expects to encounter.
- The manipulated data is then interpreted in conjunction with the tag's Treat As property, being viewed as a 32-bit integer or a 32-bit single-precision floating-point value as appropriate. Data items smaller than 32 bits will be either zero- or sign-extended based per the configuration. If no scaling is defined, the result of this step defines the final value and data type of the tag.
- If scaling is defined, the interpreted data is then scaled according to the domain and range defined for the tag. The result of the scaling may be of a different type from the interpreted data, such that a floating point value may be scaled to an integer or *vice versa*. Assuming scaling is defined, the result of this step then defines the final value and data type of the tag.

Numeric Tag Write Process

When data is written to a device, the following steps occur...

- If scaling is defined, the domain and range are reversed, converting the data back to an unscaled value whose data type is defined by the Treat As property.
- If the unscaled data is larger than the comms data, the high-order bits are removed, producing a stripped version of the data suitable for the next step.
- The stripped data is then modified according to the Manipulation property, reversing the transformation applied above, producing comms data.
- The comms driver then takes the comms data, and writes it to one or more registers in the target device according to the type of the address.

Using On Write

A tag's On Write property contains an action which is executed when a change is made to the tag. While the action is being executed, a system property called `Data` is set to the new value, allowing the new data to be examined. There are three typical uses for this feature...

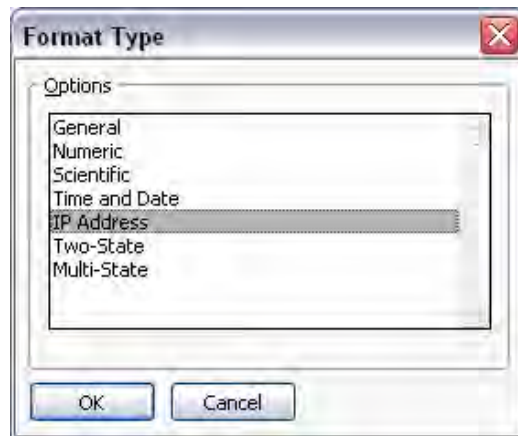
- Regular read-and-write tags can have an On Write property defined to allow some action to be taken on demand. For example, a database may need to store the value of a tag in two formats, one being the original tag format and the other being a transformed version. While there are other ways of doing this, one method is to use the On Write property to catch the write, and then run a program to calculate and store the transformed version.
- Read-only tags can be made writable by defining an On Write property. While this seems odd, imagine, for example, that a PID loop has a read-only property to indicate its current output power, and a read-write property to define the manual output power. You could define display fields to allow data entry to the output power when in manual mode, and catch them using the On Write property, thereby writing the values to the manual output power.
- Complex transformations can be implemented by defining an expression tag to perform the forward transformation and an On Write action to perform the inverse. For example, a tag could be set to `Sqrt ([40001])` to take the square root of a value in a Modbus PLC. Since this is an expression tag, it is by definition read-only, but writes can be allowed by defining an On Write equal to `[40001] = Data*Data`, thereby reversing the square root calculation.

Using Data Formats

Numeric tags can have one of various data formats selected, while flag and string tags have their formats fixed to Two-State and General, respectively. Each format type will take a data value and convert it to or from a text string.

Format Types

The following formats are supported...



- *General* format provides simple formatting of values, converting numeric values to signed decimal values, and passing on strings without further processing. The general format has no configuration properties, and is the default format for string tags. It is also implicitly used by basic tags.
- *Linked* format uses the data format of another tag to format the tag that you are configuring. It is useful for creating format templates and then applying them to many tags in the same database. This can avoid repetition, and make it easier to adjust settings such as units or decimal point counts.
- *Numeric* format takes a floating point or integer value and converts it to a string, using a specific number base and selecting the required number of digits before and after the decimal point. It can also add a prefix string and a units string to the value, and handle signed or unsigned values.
- *Scientific* format takes a floating point or integer value and converts it to exponential format, selecting the required number of digits after the decimal point. It can also add a prefix string and a units string to the value.
- *Time and Date* format takes an integer value and treats it as a number of seconds elapsed since 1st January 1997. It can display the result as a date value, a time value or both, or treat the value as elapsed time that can contain more than 24 in its hours value. Date formatting and time formatting options are supported to allow for various international standards.
- *IP Address* format takes an integer value and displays it as four decimal bytes separated by periods. This allows a 32-bit number to be displayed as an IP address without further configuration.
- *Two-State* format takes a numeric value and displays one of two strings based on whether the value is zero or non-zero. This is the permanently defined format type for flag tags.

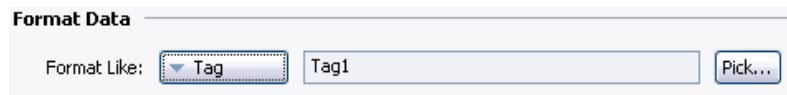
- *Multi-State* format takes a numeric value and compares it against a table containing values and strings. Either the string associated with a matching data value is displayed, or the format can be configured to display the last string with a value not higher than that string's associated data.
- *String* format takes a string value and either restricts its length during input, or applies a template that indicates what type of character can be entered at which point in the string. This allows, for example, a string to be formatted as United States telephone number, with the parentheses and dashes being inserted upon display without the need to store them in the string data.

General Format

General format has no properties.

Linked Format

Linked format has the following properties...



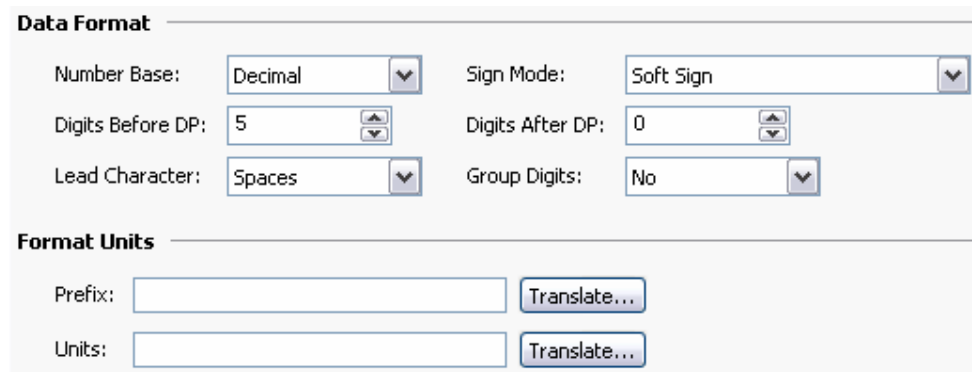
Format Data

Format Like:

- The *Format* property is used to select a tag from which the formatting information for this tag is to be obtained. For correct operation, a tag of the correct data type should be used, such that, for example, a string tag's format should be based upon another string tag. Failure to observe this requirement will result in a fall-back to the default formatting rules.

Numeric Format

Numeric format has the following properties...



Data Format

Number Base: Sign Mode:

Digits Before DP: Digits After DP:

Lead Character: Group Digits:

Format Units

Prefix:

Units:

Data Format

- The *Number Base* property is used to define the radix of the displayed value. The Passcode setting works in decimal but masks the digits using an asterisk. Many of the other options will be disabled when a non-decimal mode is used.

- The *Sign Mode* property is used to define how the data is treated, and how the sign is displayed. A value of Unsigned will display the value as a 32-bit unsigned number, thereby allowing such values to be displayed and entered, even though Station Designer cannot perform any math on values that will not fit in a 32-bit signed representation. A value of Soft Sign will display a leading minus sign for negative numbers and a space for positive numbers, while a value of Hard Sign will display a leading plus sign rather than the space.
- The *Digits Before DP* property defines the number of digits to be shown before the decimal point. For values without decimals, this is the total number of digits to be shown and therefore controls the size of the data field.
- The *Digits After DP* property defines the number of digits to be shown after the decimal point. For integer values, the decimal point is inserted into the integer representation, such that 1234 would be displayed and entered as 12.34 if this property were set to two. A value of zero suppresses the decimal point.
- The *Lead Character* property defines how values with leading zeroes are formatted. Leading zeroes may either be retained, replaced with spaces or removed completely. Removing them can sometimes cause values on a display to show unpleasant jitter as they change their number of digits, particularly if the value is centered within a field.
- The *Group Digits* property enables the insertion of comma separators every three digits for decimal numbers, with analogous behavior for other number bases.

Format Units

- The *Prefix* property defines a string to be displayed before the numeric value.
- The *Units* property defines a string to be displayed after the numeric value.

Scientific Format

Scientific format has the following properties...

The screenshot shows a configuration window for the Scientific Format. It is divided into two sections: "Data Format" and "Format Units".

Data Format

- Mantissa Sign Mode: Soft Sign (dropdown menu)
- Exponent Sign Mode: Hard Sign (dropdown menu)
- Digits After DP: 5 (spin box)

Format Units

- Prefix: [text input field] [Translate... button]
- Units: [text input field] [Translate... button]

Data Format

- The *Mantissa Sign Mode* property is used to define how the sign is displayed on the mantissa. A value of Soft Sign will display a leading minus sign for negative numbers and a space for positive numbers, while a value of Hard Sign will display a leading plus sign rather than the space.
- The *Exponent Sign Mode* property is used to define how the sign is displayed on the exponent. A value of Soft Sign will display a leading minus sign for negative values and nothing for positive values, while a value of Hard Sign will display a leading plus sign for positive values instead.
- The *Digits After DP* property defines the number of digits to be shown after the decimal point. By definition, there is always one digit before the decimal in scientific format. A value of zero suppresses the decimal point.

Format Units

- The *Prefix* property defines a string to be displayed before the numeric value.
- The *Units* property defines a string to be displayed after the numeric value.

Time and Date Format

Time and Date format has the following properties...

The screenshot shows a configuration dialog box for Time and Date Format. It is divided into three sections: Format Mode, Time Format, and Date Format. In the Format Mode section, the 'Field Contents' dropdown is set to 'Time Then Date'. The Time Format section includes a 'Time Format' dropdown set to '12 Hour (Civil)', a 'Show Seconds' dropdown set to 'No', and input fields for 'AM Suffix' (set to 'AM') and 'PM Suffix' (set to 'PM'), each with a 'Translate...' button. The Date Format section includes a 'Date Format' dropdown set to 'Locale Default', a 'Show Year' dropdown set to 'As 2 Digits', and a 'Show Month' dropdown set to 'As Digits'.

Format Mode

- The *Format Mode* property is used to indicate whether the field should display the time, the date or both. In the last case, this property also indicates in which order the two elements should be shown. Options are also provided to allow a time value to be treated as an elapsed period of time, rather than a time that is paired with a date. For example, a value of 25.5 hours will display as 25:30 in an elapsed mode. In a conventional time mode, it will display 00:30, as the system will assume a time early in the morning on 2nd January 1997.

Time Format

- The *Time Format* property is used to indicate whether 12-hour (civil) or 24-hour (military) time format should be used. As with other properties, leaving this set to Locale Default will allow Station Designer to pick a suitable format according to the language selected within the operator panel.
- The *Time Separator* property is used to select the character that will be placed between the elements of the time display. The default value will be based upon the current language selection, but can be overridden as required.
- The *AM Suffix* and *PM Suffix* properties are used with 12-hour mode to indicate the text to be appended to the time field in the morning and afternoon as appropriate. If you leave the property undefined, Station Designer will use a default.
- The *Show Seconds* property is used to indicate whether the time field should include the seconds, or whether it should just comprise hours and minutes.

Date Format

- The *Date Format* property is used to indicate the order in which the various date elements (i.e. date, month and year) should be displayed.
- The *Date Separator* property is used to select the character that will be placed between the elements of the date display. The default value will be based upon the current language selection, but can be overridden as required.
- The *Show Year* property is used to indicate whether the date field should include the year, and if so, how many digits should be shown for that element.
- The *Show Month* property is used to indicate whether the month should be displayed as digits (i.e. 01 through 12) or as its short name (i.e. Jan though Dec).

IP Address Format

IP Address format has no properties.

Two-State Format

Two-State format has the following properties...



Data Format

ON State: [Translate...](#)

OFF State: [Translate...](#)

- The *ON State* property defines the text to be shown if the value is non-zero.
- The *OFF State* property defines the text to be shown if the value is zero.

The Multi-State Format

The Multi-State format has the following properties...

Format Control		
States:	<input type="text" value="4"/>	<input type="button" value="Edit..."/>
Limit:	<input type="button" value="General"/> <input type="text" value="none"/>	
Default:	<input type="text" value="ERROR"/>	<input type="button" value="Translate..."/>
Match Type:	<input type="button" value="Discrete"/>	

Format States		
	Data	Text
1:	<input type="text" value="1"/>	<input type="text" value="ONE"/> <input type="button" value="Translate..."/>
2:	<input type="text" value="2"/>	<input type="text" value="TWO"/> <input type="button" value="Translate..."/>
3:	<input type="text" value="3"/>	<input type="text" value="THREE"/> <input type="button" value="Translate..."/>
4:	<input type="text" value="4"/>	<input type="text" value="FOUR"/> <input type="button" value="Translate..."/>

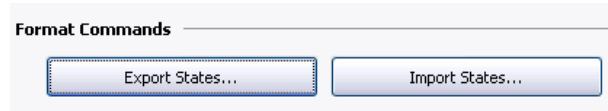
Format Control

- The *States* property defines how many states the multi-state format will contain, up to a maximum of 500 entries. The window displaying the format will update to show the required number of Data and Text properties.
- The *Limit* property defines how many states will be used when matching data against this format. It can be dynamically adjusted, while the absolute number of states is statically defined. This property is useful when the state fields are populated at runtime, as it allows unused fields to be skipped during the data entry process.
- The *Default* property is used to define a string to be displayed if the data cannot be matched against the defined states. If no value is provided, the numeric representation of the unmatched state will be displayed in parentheses.
- The *Match Type* property defines how the data is compared against the various states. If Discrete is selected, the tag data must match a given state's data value in order for that state to be used. If Ranged is selected, Station Designer assumes that the state data values are in increasing numerical order, and will use a state value if the tag data is less than or equal to that state's data value but greater than the prior state's data value. During data entry, ranged format objects assign values equal to the individual states' actual data values.

Format States

- The *Data* and *Text* properties define the data value and display text for each state in this format. States with empty text fields are disabled and are ignored.

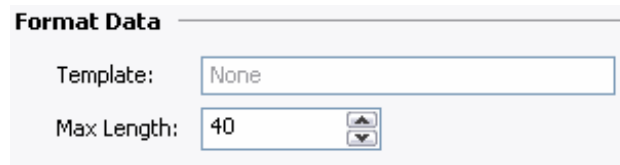
Format Commands



The Multi-state format object provides buttons to allow the various states and the associated properties for exporting or importing from Unicode text files. These files are edited in Microsoft Excel.

String Format

The String Format has the following properties...



- The *Template* property is used to enter an optional “picture” of what the string should look like. A template comprises a number of special formatting characters that indicate what type of character is acceptable at that position. The following formatting characters are supported...

Character In Template	Permitted Characters				
	A-Z	a-z	0-9	Space	Misc
A	Yes	-	-	-	-
a	Yes	Yes	-	-	-
S	Yes	-	-	Yes	-
s	Yes	Yes	-	Yes	-
N	Yes	-	Yes	-	-
n	Yes	Yes	Yes	-	-
M	Yes	-	Yes	Yes	-
m	Yes	Yes	Yes	Yes	-
O	-	-	Yes	-	-
X	Yes	Yes	Yes	Yes	Yes

The additional characters referred to by the “Misc” column are...

,.;+ -=! ? % / \$

Any characters that are not formatting characters are interpreted as literals and displayed without their having to be present in the underlying data. For example, a template of “(000) 000-0000” will allow entry of US standard telephone numbers without the user having to enter the punctuation, and without those characters having to be stored for each string.

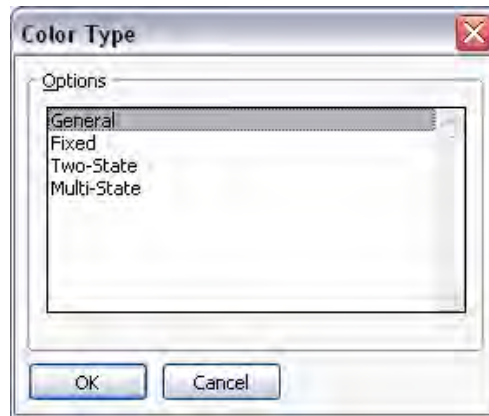
- The *Max Length* property may be used as an alternative to the Template property to allow free-form entry to a maximum number of characters. Note that the format length and the underlying data length are independent values, but that the former should not typically be larger than the latter.

Using Color Selectors

Numeric tags can have one of various color selectors selected, while flag and string tags have their colors fixed to Two-State and General, respectively. Each color selector will take a data value and convert to a foreground and background color pair.

Color Selector Types

The following color selectors are supported...



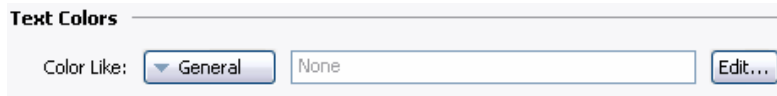
- The *General* color selector always returns white on black.
- The *Linked* format uses the coloring of another tag to format the tag that you are configuring. It is useful for creating templates and then applying them to many tags in the same database. This can avoid repetition, and make it easier to adjust your color settings from a single location.
- The *Fixed* color selector always returns a fixed pair of colors.
- The *Two-State* color selector takes a numeric value and picks one of two color pairs based on whether the value is zero or non-zero. This is the permanently defined color selector for flag tags.
- The *Multi-State* color selector takes a numeric value and compares it against a table containing data values and color pairs. Either a color pair associated with a matching data value is selected, or the selector can be configured to use the last color pair with an associated data value not higher than the data.

General Colors

The General color selector has no properties.

Linked Coloring

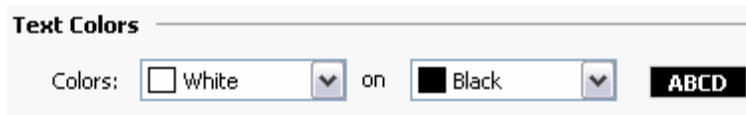
Linked coloring has the following properties...



- The *Color* property is used to select a tag from which the coloring information for this tag is to be obtained. For correct operation, a tag of the correct data type should be used, such that, for example, a numeric tag's coloring should be based upon another numeric tag. Failure to observe this requirement will result in a fall-back to the default formatting rules.

Fixed Colors

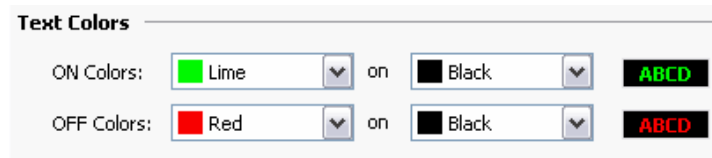
The Fixed color selector has the following properties...



- The *Colors* property is used to define the colors to be used all the time.

Two-State Colors

The Two-State color selector has the following properties...



- The *ON Colors* property defines the colors to be used when the tag is non-zero.
- The *OFF Colors* property defines the colors to be used when the tag is zero.

Multi-State Colors

The Multi-State color selector has the following properties...

Color Control

States:

Default Colors: on **ABCD**

Match Type:

Color States

	Data	Colors	
1:	<input type="text" value="1"/>	<input type="text" value="White"/> on <input type="text" value="Black"/>	ABCD
2:	<input type="text" value="2"/>	<input type="text" value="Red"/> on <input type="text" value="Black"/>	ABCD
3:	<input type="text" value="3"/>	<input type="text" value="Olive"/> on <input type="text" value="Black"/>	ABCD
4:	<input type="text" value="4"/>	<input type="text" value="Lime"/> on <input type="text" value="Black"/>	ABCD

Format Control

- The *States* property defines how many states the multi-state selector will contain, up to a maximum of 500 entries. The window displaying the selector will update to show the required number of Data and Text properties.
- The *Default Colors* property is used to define the colors to be used if the data cannot be matched against the defined states.
- The *Match Type* property defines how the data is compared against the various states. If Discrete is selected, the tag data must match a given state's data value in order for that state to be used. If Ranged is selected, Station Designer assumes that the state data values are in increasing numerical order and will use a state value if the tag data is less than or equal to that state's data value but greater than the prior state's data value.

Format States

- The *Data* and *Colors* properties define the data and color values for each state.

Color Commands

Color Commands

The Multi-state format object enables the export and import of various states and associated properties from Unicode text files. These files are edited in Microsoft Excel. It also enables the Data fields of coloring to be synchronized with the Data fields of a Multi-State format object that is configured for the same tag. This avoids entering the same values twice.

Creating Display Pages

Selecting the Display Pages category in the Navigation Pane gives access to the Station Designer graphics editor. This editor is designed to allow the quick and efficient creation of attractive displays, while also providing the maximum flexibility.

Editor Basics

The graphics editor is shown below in its initial state...



The Editing Pane shows a representation of the 900 Control Station, including both the keys and the display area itself. At the lowest zoom level, the entire panel will be shown, even if this means allocating less than one pixel on your PC's display for each pixel on the display of the Station. In this situation, pages can still be viewed and most editing can be performed, but accuracy will be somewhat reduced. A warning message to that effect is displayed.

Working with Pages

Manipulation of display pages via the Navigation List is supported, and operates as for any other item in a Station Designer database. Display pages can be copied between databases when two instances of Station Designer are open by simply selecting them in one database's Navigation Pane and dragging them to the corresponding category in the target database. This makes it very easy to build new databases by combining previously used page designs.

Changing the Zoom Level

Zooming in and out is most easily performed using the mouse wheel. If you do not have such a mouse, you can use the editor's zoom mode by selecting the magnifying glass from the toolbar. In this mode, left-clicks will zoom in, and either right-clicks or left-clicks with **CTRL** held down will zoom out. You may also use the zoom commands on the View menu.

The first zoom step will take you from the full-panel view to a 1:1 display, centering the target device's display in your editing window. Thereafter, zooming is performed to keep the data under your mouse pointer in view, thereby making it easier to choose which area of the display you wish to examine in more detail.

Editing Page Properties

Right-clicking in the Editing Pane, away from any primitives, activates the context menu. This allows selection of the Properties commands to the edit display page's properties...

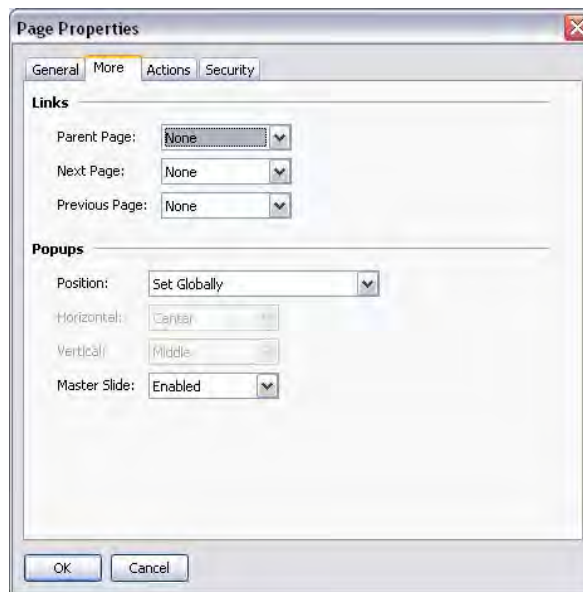
General Properties



- The *Label* and *Description* properties are used to define general purpose translatable strings that can be accessed elsewhere using Station Designer's property-extraction syntax. See the chapter on Writing Expressions for more details.
- The *Master Slide* property allows the selection of another page that will be used as a background for the current page. This allows common user interface elements such as clocks, alarm status indicators and so on to be drawn on a single page and then included on several other pages.
- The *Fill Color* property defines the background color of the page, assuming that a master slide has not been used. You should avoid animating the background color, as changes will require the hardware to redraw of all items on the page, with a potential impact on performance.
- The *Update Rate* property is used to define the page's update rate. The overdrive setting should not be used in normal circumstances. The default setting is currently equivalent to the standard setting.
- The *Timeout* properties are used to define timeout behavior. If a period of time equal to *Period* passes without user activity, the *On Timeout* action will be executed. Refer to the Writing Actions chapter for details of the possible actions.

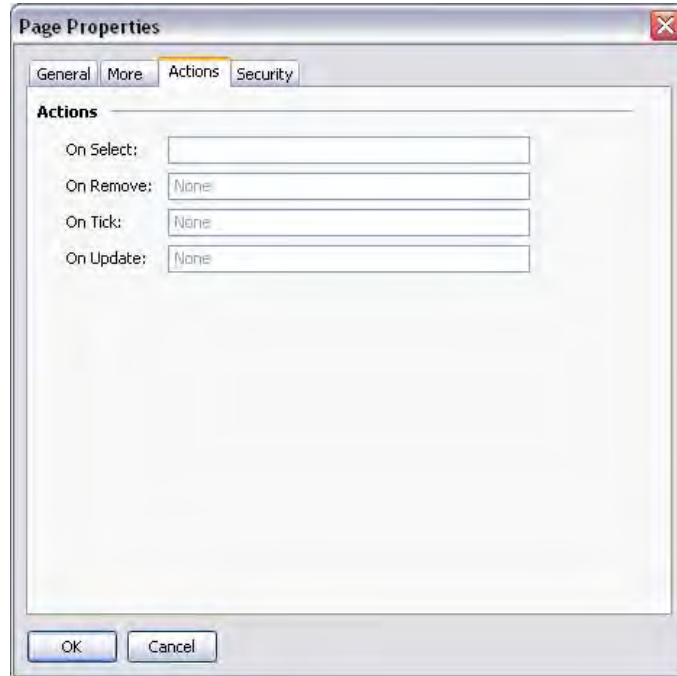
- The *Clear GotoPrevious Buffer* property indicates that the history buffer maintained by `GotoPrevious()` and `GotoNext()` should be cleared when this page is selected. You would typically set this property on the main menu page of your database, removing the ability to go back beyond that point.

More Properties



- The *Links* property group allows a number of pages to be selected by standard actions on a display page. The *Parent Page* property defines a page to be selected if the timeout occurs and no action is defined. The *Next Page* property defines a page to be selected if input navigation is enabled and the focus is moved beyond the last field on the page. The *Previous Page* property defines a page to be selected if the focus is similarly moved beyond the first field.
- The *Position* property allows the globally defined position of popup windows to be overridden for this page. If local settings are enabled, the *Horizontal* and *Vertical* properties are used to specify the position.
- The *Master Slide* property is used to indicate whether the master slide should be kept active while a popup is displayed. The default setting of enabled allows buttons on the master slide to function, even though buttons on the actual page will be disabled while a popup is present. This can be useful if you want global navigation options on the master slide to always be available.

Action Properties



- The *On Select* property defines an action to be run when the page is displayed.
- The *On Remove* property defines an action to be run when the page is deselected.
- The *On Tick* property defines an action to be run once per second.
- The *On Update* property defines an action to be run on each display update.

Security Properties

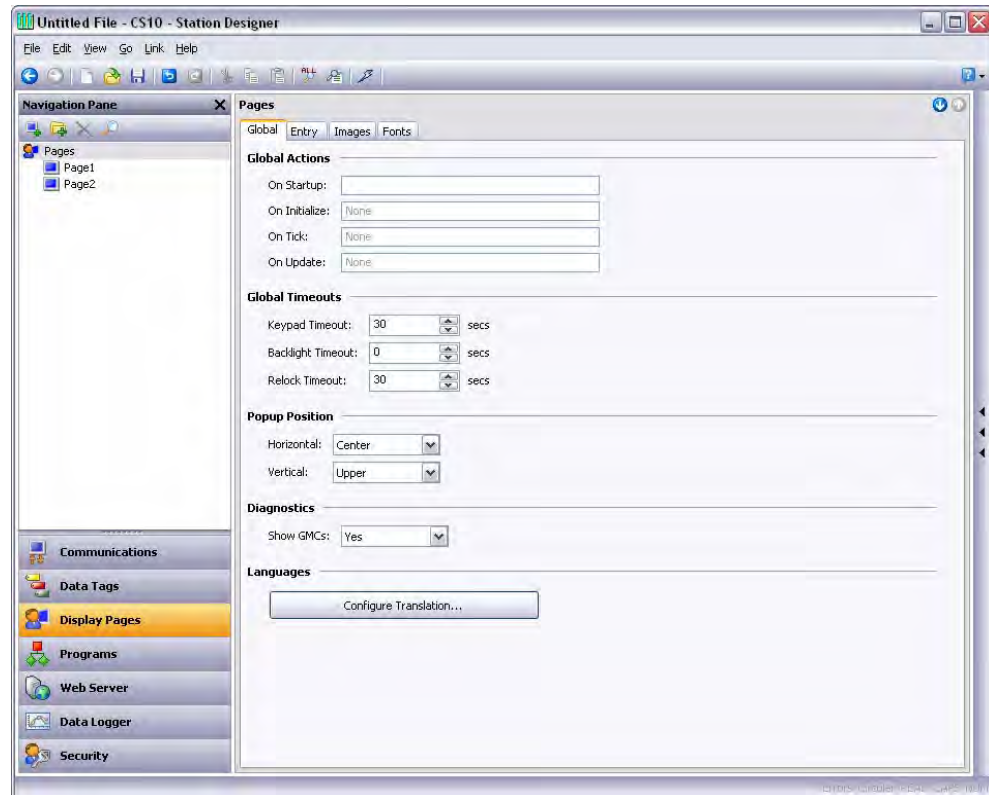
Refer to the Using Security chapter for details on security descriptors.

User Interface Settings

To access the user interface settings, select the root item in the Navigation List.

Global Properties

The Global tab contains various general settings that apply across the database.



Global Actions

- The On Startup property defines an action that runs when the system starts.
- The On Initialize property defines an action that runs slightly later.
- The On Tick property defines an action that runs once every second.
- The On Update property defines an action that runs on each display update.

Global Timeouts

- The Keypad Timeout property defines the duration after which data entry operations are cancelled without user action and the associated popup keypad removed from the display.
- The Backlight Timeout property defines duration without user action after which the display backlight is turned off to conserve power and display life. The default value of zero disables this feature.
- The Relock Timeout property defines the duration after which any action protected by the Locked or Hard Locked methods relocks automatically, such that the user has to unlock them again for use.

Popup Position

- The Horizontal and Vertical properties define the default position for popup display pages and keypads. You can override this at the page level by using the page's properties to specify new values.

Diagnostics

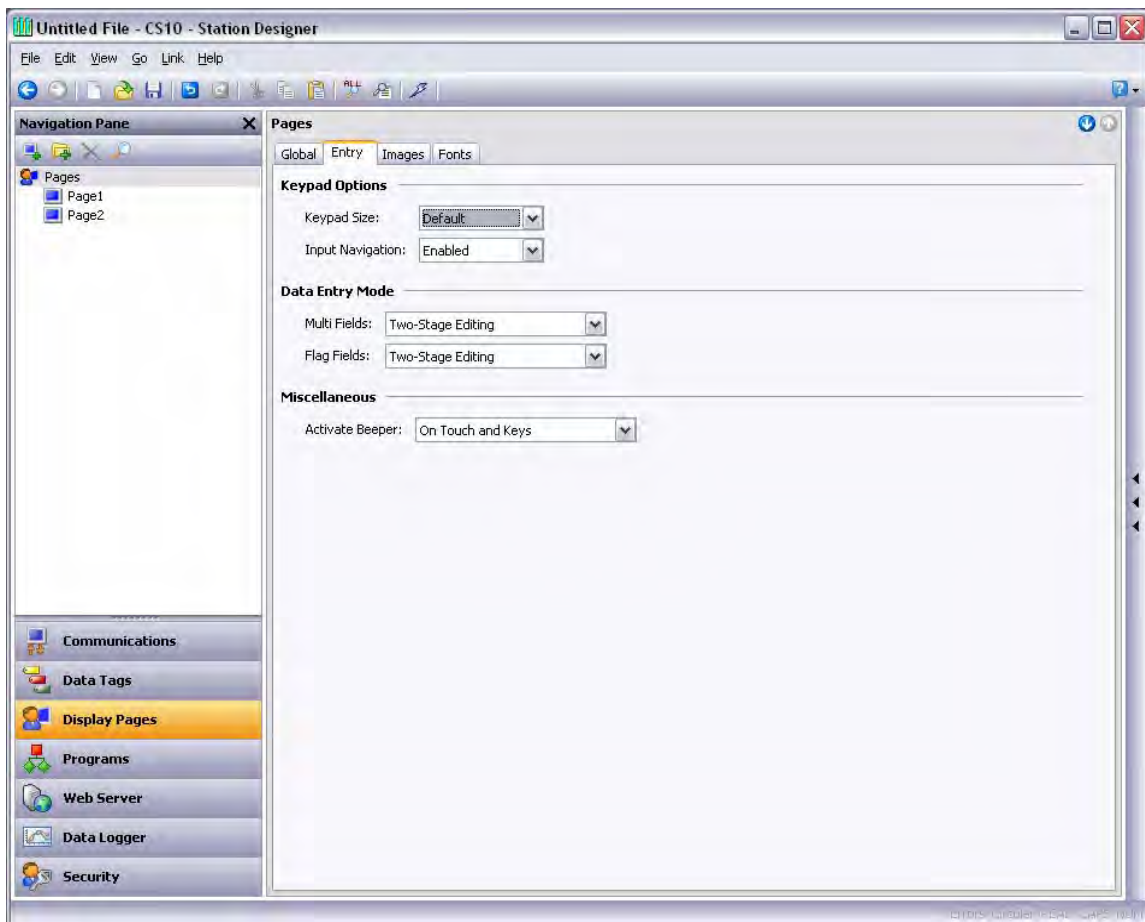
- The Show GMCs property is used to enable or disable the display of certain diagnostic information after a runtime system fault. The information is useful in correcting software problems.

Languages

- The Configure Translation feature is used to configure the languages used within the system. Refer to the chapter on Localization for more information.

Entry Properties

The Entry tab contains global settings that apply to data entry.



Keypad Options

- The Keypad Size property is used to select the size of the data entry keypad. The various settings progressively increase the size of the keypad. The setting Maximum makes the keypad to take up most of the screen for use in situations when operators are wearing unwieldy gloves.
- The Input Navigation property is used to show or hide the NEXT and PREVIOUS keys in the various popup keypads. These keys can be used to move between entry fields without deactivating the keypad.

Data Entry Mode

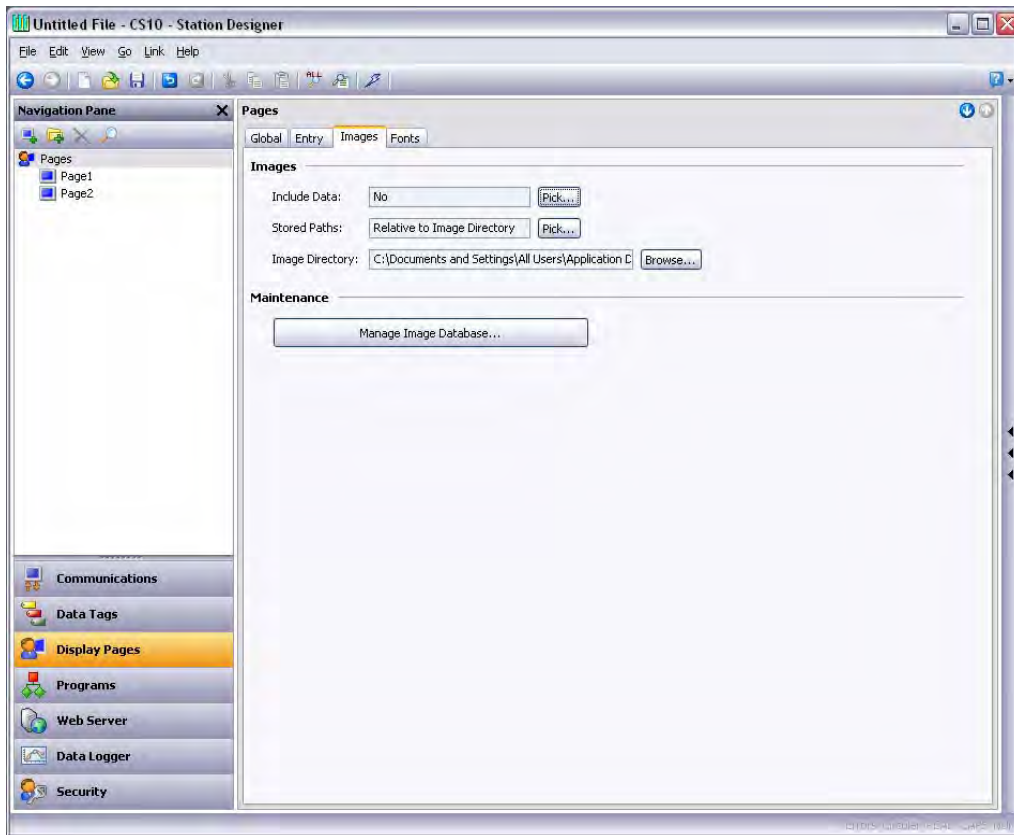
- The Multi Data Entry property is used to control the data entry mode used for multi-state format objects. If Two-stage editing option is selected then the ENTER key must be pressed to save changes. The single-stage editing writes the new data to the associated data item as soon as RAISE or LOWER is used to make a change. The Single-stage entry is faster, but may result in the writing of intermediate values when changing a multi-state setting.
- The Flag Data Entry property is used to control the data entry mode used for two-state format objects. It operates in the same way as the property above.

Miscellaneous

- The Activate Beeper property is used to turn the target device's beeper on or off. The beeper provides to the activation status of the keyboard and touch screen.

Images Properties

The Images tab is used to manage images within the database.



Images

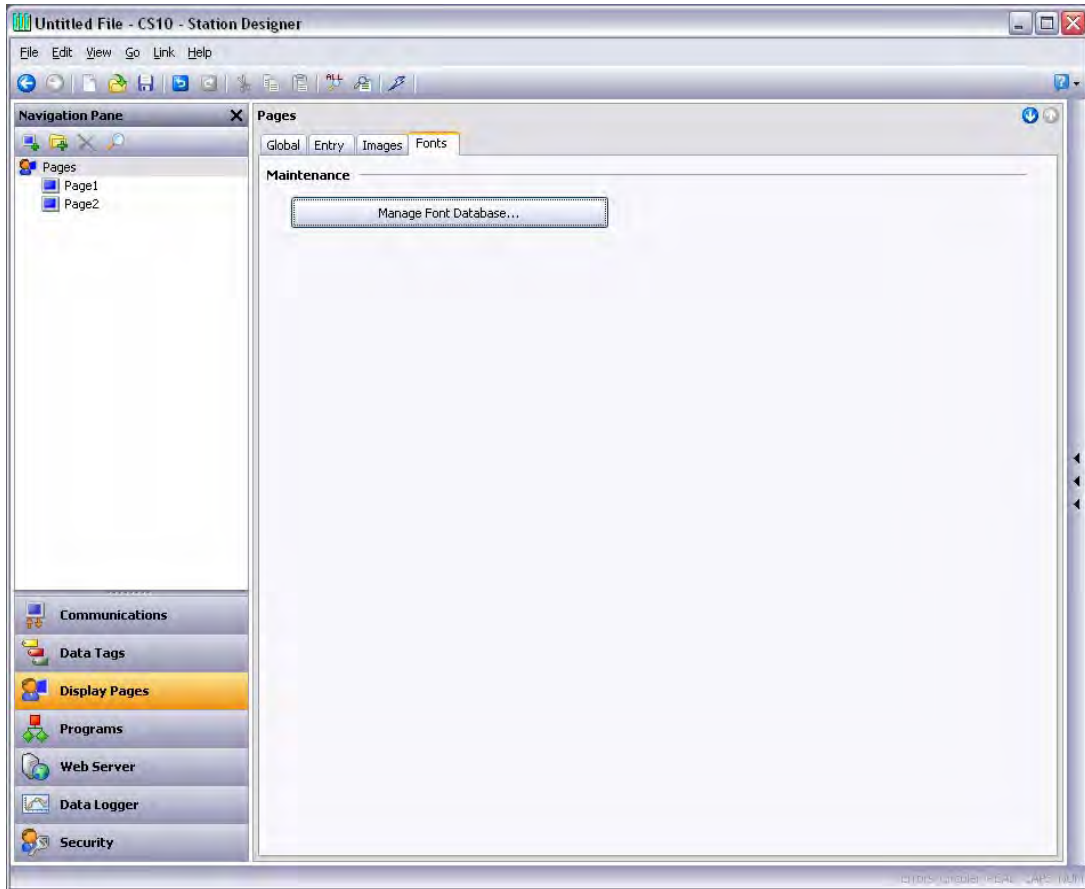
- The Include Data property indicates whether external images dragged into a display page should be stored as pointers to the source location, or whether the actual image data should be included in the database file. Including image data typically makes the database very large, and may make it impossible to use the Support Upload feature without filling the memory of the target device.
- The Stored Paths property defines how image links are stored. Absolute mode stores the full path, including the drive letter. The two relative modes store and interpret image paths relative to either the database or the Station Designer image directory, allowing database and image files to be moved between machines.
- The Image Directory property defines the image path referenced above.

Maintenance

- The Manage Image Database button is used to invoke the Image Manager in order to view and manipulate the images used in the database. See the following section for more information on this feature.

Fonts Properties

The Fonts tab is used to manage fonts within the database...



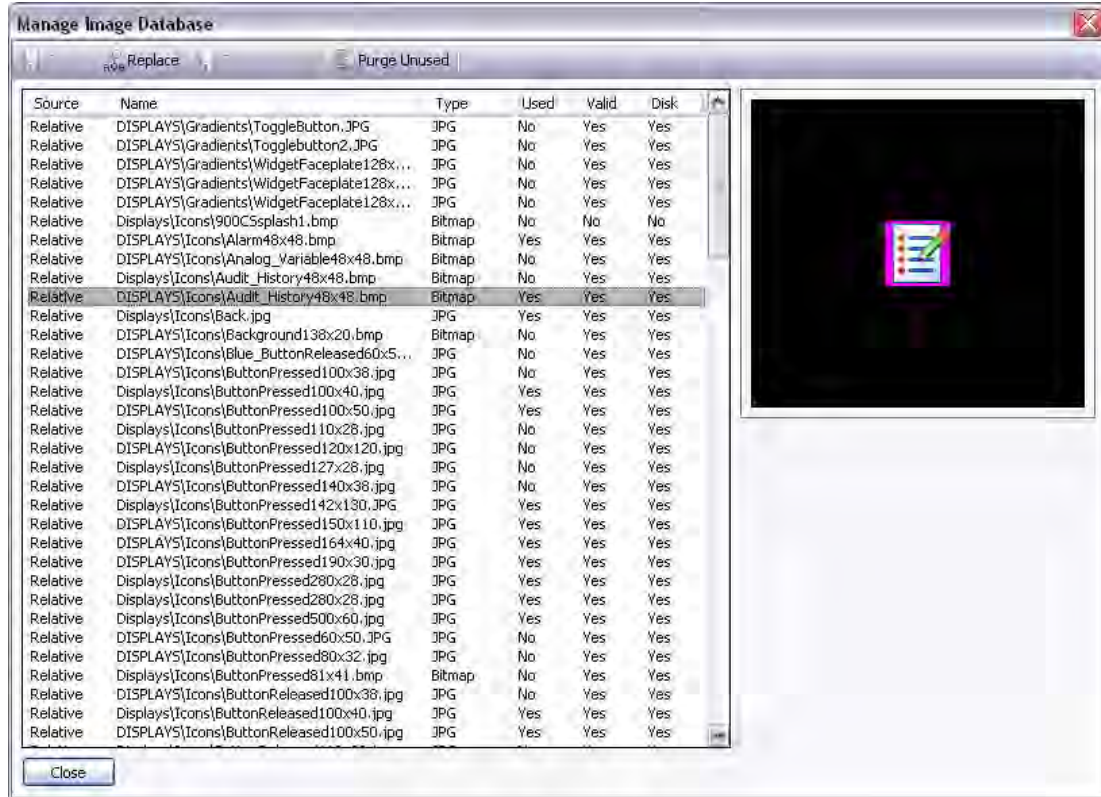
Maintenance

- The Manage Font Database button is used to invoke the Font Manager in order to view and manipulate the fonts used in the database.

Managing Images

The Image Manager is invoked from the Images tab of the user interface settings. It contains a list of images referenced in the database, together with their properties. It allows you to view the images, and to perform certain changes to how the images are stored and used.

The following sample shows the Images Manager from a complex database...



The main list view shows the properties of the various images.

- The Source column indicates whether the image is being obtained from a file using either a fixed or a relative path, from the Symbol Library, or from internal data stored when an image was pasted or dragged from another source.
- The Name column shows the filename for images stored in files, and the relevant symbol information for images sourced from the Symbol Library.
- The Type column shows the file type of the image data.
- The Used column indicates whether the image is used in the database.
- The Valid column indicates whether valid image data is available. This column may be set to No if an image was being sourced from a disk file that is no longer available, and if the database is not configured to hold its own image data via the Include Data property described above.
- The Disk column indicates whether the image exists on disk. Images that were pasted or dragged directly into the editor may not ever have existed on disk, and images sourced from files but also stored within the database itself may now be missing if the file is no longer available.

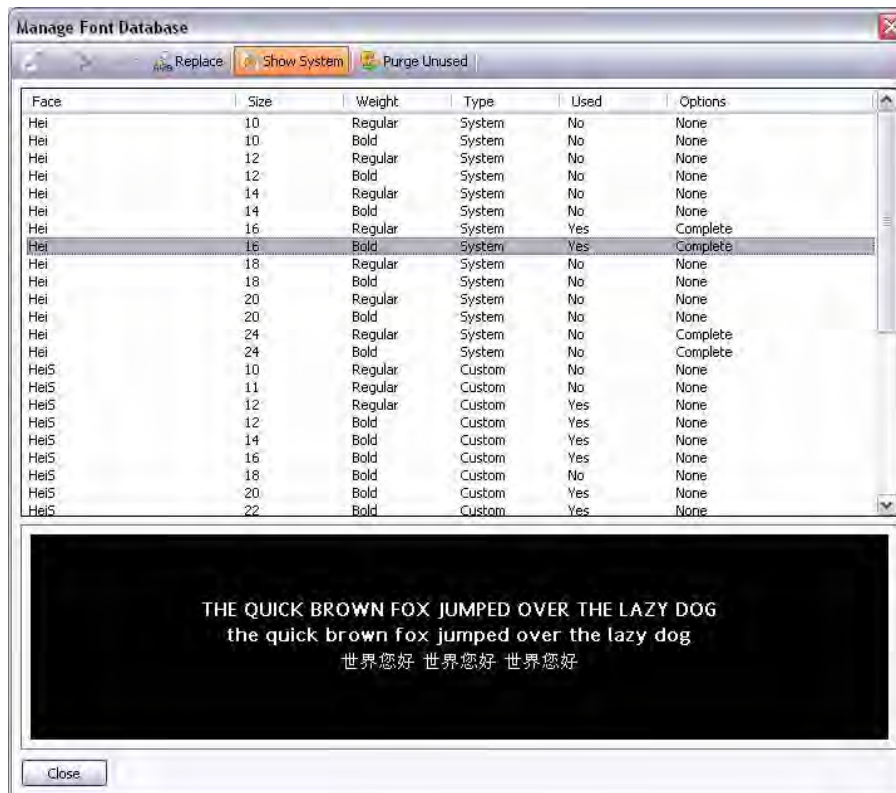
The toolbar at the top of the window allows various commands to be performed...

- The Export command saves an image that is available but not stored on disk to a file. If a filename has already been defined for the selected image, that name is used. In other cases, you are prompted to select a filename.
- The Replace command replaces a given image with another. All references to the image in the database are updated to reflect the change.
- The Export All command saves all images that are available but not stored on disk and that have filenames defined. It can be used to ensure that all images are stored in external files prior to turning off Include Data.
- The Purge Unused command is used to remove all images that are not used in the database, thereby saving disk space when saving the database to disk. Use of this command may also reduce memory usage in the target device.

Managing Fonts

The Font Manager is invoked from the Fonts tab of the user interface settings. It contains a list of all the fonts referenced in the database its properties. The window allows to view font, and perform certain changes on how the fonts are stored and used.

The following window shows the Font Manager from a complex database.



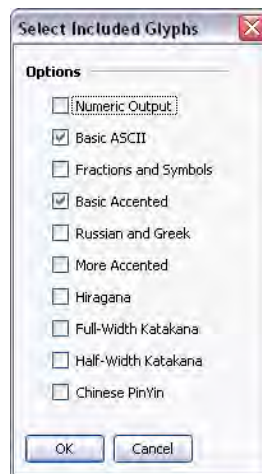
The main list view shows the properties of the various fonts.

- The Face property shows the name of the font.
- The Size property shows the height in pixels of the font.
- The Weight property indicates whether the font is bold or not.
- The Type property indicates whether the font is a system or custom font.
- The Used property indicates whether the font is used in the database.
- The Options property lists the options selected for the font.

The toolbar at the top of the window allows various commands to be performed...

- The Edit button allows the properties of custom fonts to be edited.
- The Delete button allows an unused font to be deleted. Once a font is deleted, it is not presented in the drop-down used for font selection, but may be recreated by using the associated Pick button.
- The Replace button allows a font to be replaced with another. All references to the font in the database are updated to reflect the change.
- The Show System button controls whether system fonts are shown in the list.
- The Purge Unused button removes all unused fonts from the database, thereby reducing the amount of memory used in the target device. As with a delete font, purged fonts are not presented in the drop-down list used for font selection, but may be recreated by using the associated Pick button.

Editing the properties of a custom font produces the following dialog box.



The various options allow specific sets of characters to be included in the font image that is created and downloaded to the target device. It restricts the characters to the ones that are needed for your application. Note that the Numeric Output option can be used alone to restrict the font to digits, decimal points and those other characters used to render conventional, scientific or hexadecimal numbers.

The Resource Pane

Display pages are typically built from items dragged from the Resource Pane. You can either slide out the Resource Pane by clicking the arrowed bar to the right-hand side of the window, or you can choose to lock the Resource Pane in place, perhaps maximizing your window to increase your available workspace. The Resource Pane has three categories...

Primitives



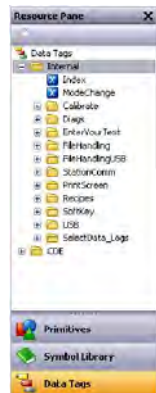
The Primitives category is used to access the key building blocks used to assemble display pages, and is shown to the left in its various states. You will notice that the top-level contains a number of sub-categories, each of which provides access to a number of primitives. Clicking on an icon displays a sub-category and its primitives. Clicking on a given primitive displays versions of that primitive in predefined colors. The icons in the toolbar can be used to move between sub-categories, to move up to a higher level or to change the number of primitives displayed per row. The primitives are described in the next chapter.

Symbol Library



The Symbol Library category operates in a manner that is very similar to the Primitives category, providing access to a number of sub-categories, each of which contains a number of predefined symbols. Clicking on a given symbol provides a number of pre-colored versions of that symbol, although this facility is used less often than it is with primitives. Take some time to explore the Symbol Library—it contains many thousands of possible images, and its correct use can produce more attractive and easy-to-use databases.

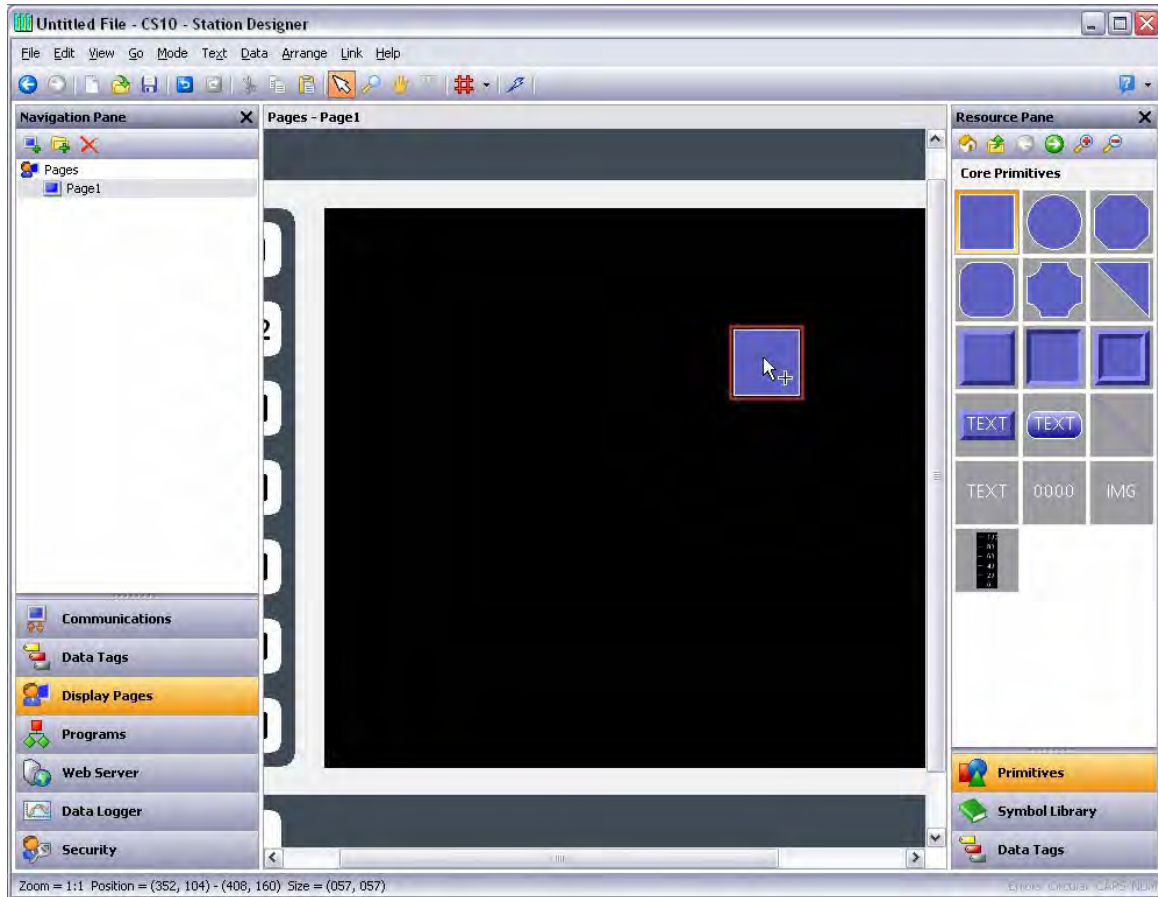
Data Tags



The Data Tags category contains a tree view of all the data tags in the current database. It is used both to drag tags directly on to a display page, and to provide access to tags while configuring the primitive properties. Dragging a tag onto a page will create a data box that is bound to that tag, with all formatting properties based on the properties defined by the tag itself. Select and drag multiple tags by using the SHIFT and CTRL keys. These facilities make it quicker and easier to add data to a page.

Adding Items to a Page

As mentioned above, the various items in the Resource Pane can be dragged onto the editor, thereby adding them to a display page. Suitable primitives will be created for tags and images. The example below shows how, after clicking on the Core Primitives selection in the Primitives category, a rectangle primitive can be dragged onto the page...



Working with Primitives

The following sections describe how to perform common operations on primitives.

Selecting Primitives

To select a display primitive, simply move your mouse pointer over the primitive in question, and perform a left-click. You will notice that while your pointer is hovering over a primitive, a bounding rectangle is drawn in blue to help show what will be selected. When the actual selection is performed, the rectangle will change to red, and handles will appear, so as to allow you to resize the primitive as required. If you find that the primitive you want to select is hidden below another primitive, press the Alt key to allow the selection to be made.

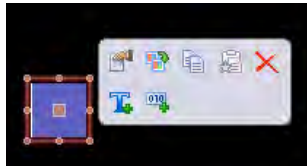
To select several primitives, either drag out a selection rectangle around the primitives you want to select, or select each primitive in turn, holding down the SHIFT key to indicate that you want each primitive to be added to the selection. If multiple primitives are selected, the red rectangle will surround all of the primitives, and the handles can then be used to resize the primitives as a group. The relative size and position of the primitives will be maintained, as long as Station Designer can do so without violating minimum size requirements.

Buried Primitives

If you find that the primitive you want to select is hidden below another primitive, press the CTRL key to allow the selection to be made. Alternatively, right-click to access the context menu, and choose the Select submenu. This will list the all primitives that are beneath the mouse pointer, ordering them from back to front. Each command will select the corresponding primitive, making it easy to ensure that you have selected the correct element.

Using the Quick Bar

The Quick Bar is a floating toolbar that appears to the top-right of the current selection.



The bar first appears faded and then becomes more solid as you move your mouse towards it. Moving away from it will hide the bar, after which it will not appear until the selection process is repeated, or the scroll-wheel button on the mouse is pressed. The Quick Bar allows easy access to a number of -used features thereby minimizing mouse movement. The bar can be enabled or disabled using a command on the View menu.

Moving Primitives Between Pages

Primitives can be dragged around a display page, but can also be copied from one page to another. To do this, select the primitive you wish to copy and drag it towards the Navigation Pane. If the pane is hidden, hover over the arrowed bar and the pane will slide into view. Hover over the target page, and that page will be selected. Now drag the primitive back into the editor and drop it on the new page. Holding down Ctrl will change the copy operation to a move, working in an opposite sense as when moving within a page.

Moving Primitives Between Databases

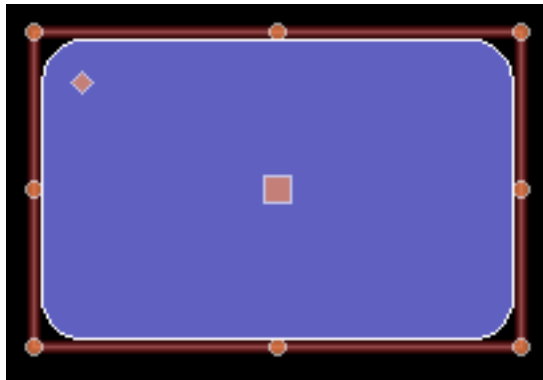
Dragging primitives between databases is just as easy. Simply select the items you wish to copy, and drag them to another copy of Station Designer that contains the new database. This will work with entire pages, groups of primitives or just a single item.

Changing the Size of Primitives

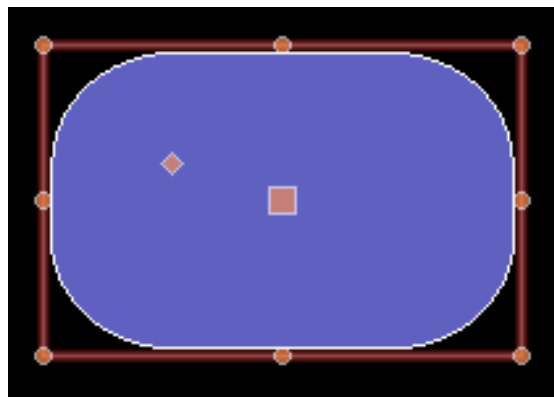
Resizing primitives is performed by grabbing one of the sizing handles and moving it in the required direction. The Ctrl key can be held down to restrict the sizing operation such that the primitive's width and height are equal. The Shift key can be held down to allow the sizing to operate from the "middle out" rather than from one edge.

Using Layout Handles

Certain primitives have internal handles that can be moved to change their layout. For example, the rounded rectangle shown below has a single layout handle in its top left-hand corner. The handle is marked with a diamond whenever the primitive is selected...



In this case, moving the handle changes the radius of the rectangle's corners...

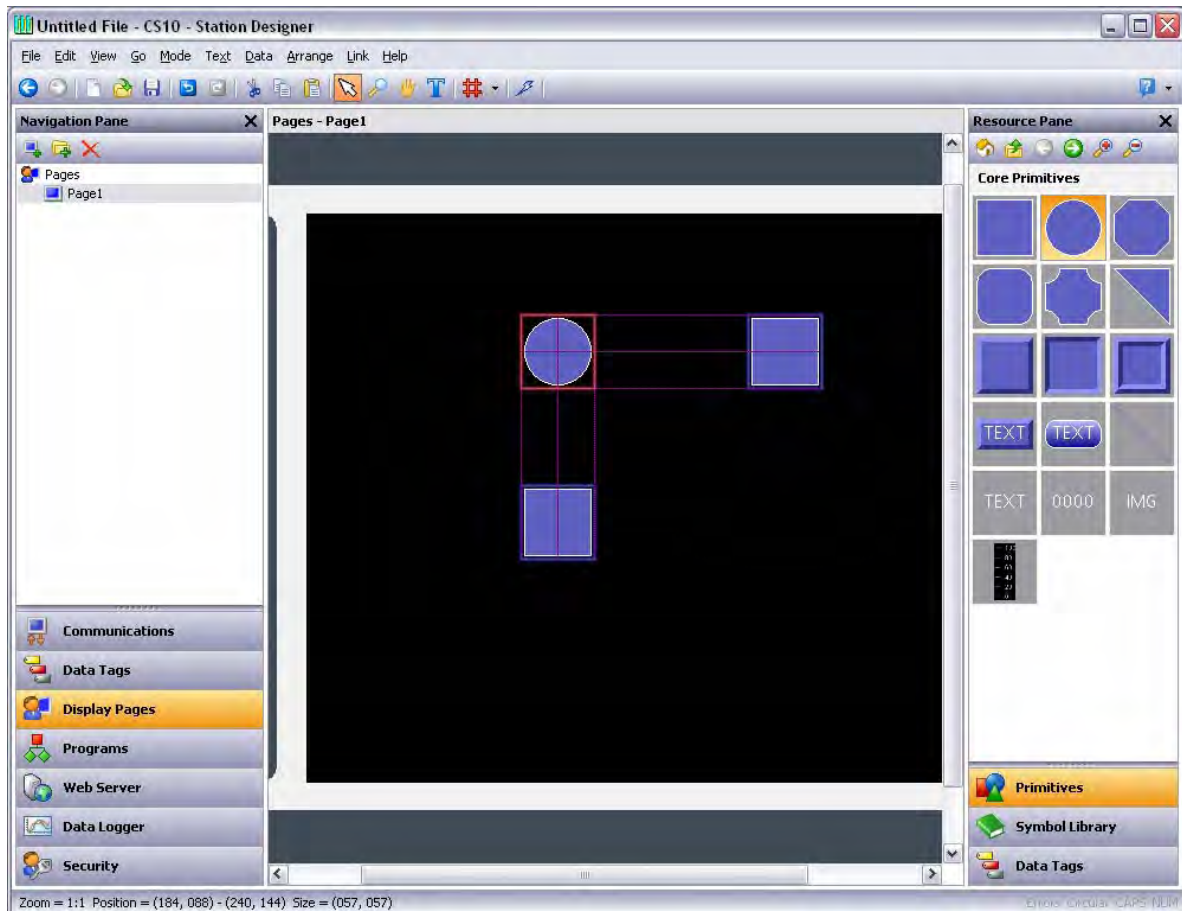


The function of each handle depends on the specific primitive, but is usually intuitive.

Smart Alignment

If you have the Smart Align features of the View menu enabled, Station Designer will provide you with guidelines during a move or size operation. These will help align a primitive with existing primitives, or with the center of the display. With a little practice, this feature can make it very easy to align primitives as they are created, without the need to go back and “tweak” your display pages to get the various figures into alignment.

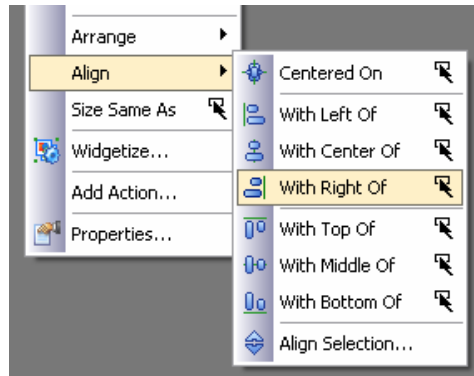
In the example shown below, a circle is being aligned with two squares...



Guidelines are present at both the edges of the figures, and at the center, showing that both the edges and the centers are aligned. The red rectangle is highlighting the primitive that is being manipulated, while the blue rectangles are highlighting the primitives to which the guidelines have been drawn.

Quick Alignment

Station Designer’s Quick Alignment features allow primitives to be aligned to other primitives without the need to bring up a dialog box. To use this feature, simply select the primitive you want to move, and right-click to bring up the context menu. Select the Align submenu, and then select one of the various “With...Of” options, marked with the rectangle-and-cursor symbol. The mouse pointer will change to indicate that you now need to click on the primitive to which you wish to align.



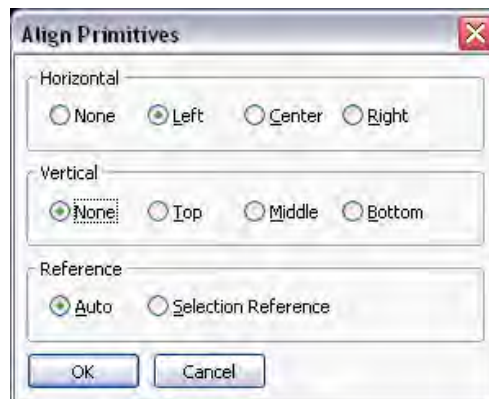
As soon as you click, the alignment will be performed.

Using the Grid

The Grid button on the toolbar can be used to control the behavior and the display of the alignment grid. Clicking on the left-hand side of the button will show or hide the grid. Clicking on the drop-down portion will allow the operations for which the grid is used to be configured. You may separately enable or disable the grid for creation, sizing and movement operations, or you may use the All or None options to enable or disable it globally. You may also control whether the grid is used when editing within groups.

Aligning Primitives

While the Smart Alignment and Quick Alignment options discussed above allow many alignment operations to be performed without further concern, there are times that you will want to use a more traditional approach. To do this, select a number of primitives, and use the Align Selection command on the Arrange menu to display the following dialog box...



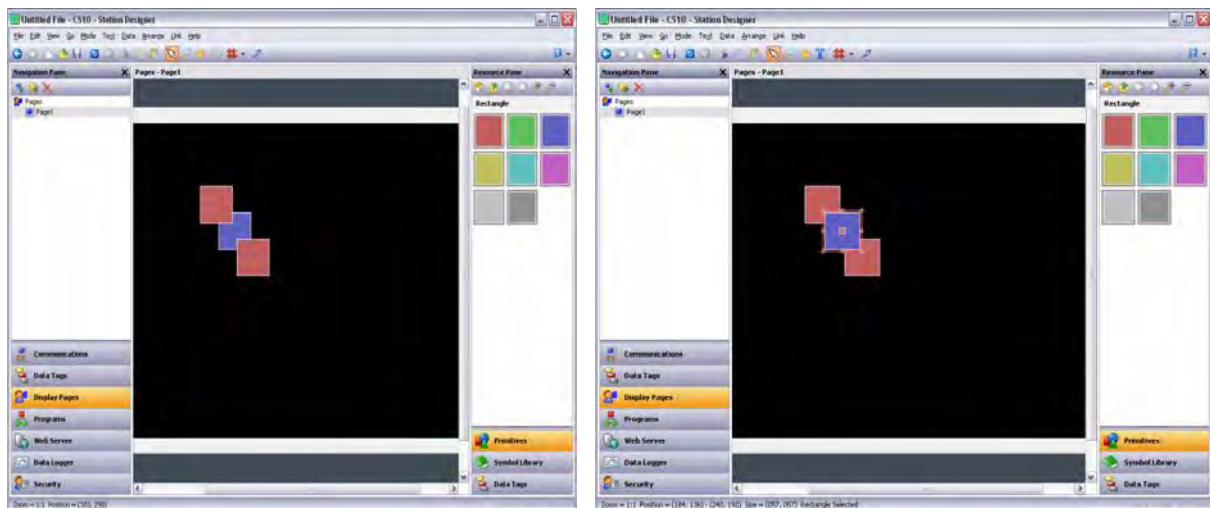
The Horizontal and Vertical settings can be used to indicate what type of alignment is to be performed, while the Reference setting is used to define which primitive is used as the reference for the alignment operation. In the example above, Auto mode will use the left-most primitive as a reference as we are performing a left alignment. Other alignment modes work in a similar way. The alternative mode uses the first selected item as a reference. This item can be identified by the larger square at its center.

Spacing Primitives

If you have a number of primitives that you wish to space equally on the page, you may use the Space Equally Vertical or Space Equally Horizontal commands on the Arrange menu. The commands work on the currently selected primitives, and attempt to reallocate the free space between the items to achieve equal spacing. The two outer primitives will be left in their current positions. Note that the command may fail if an inappropriate set of primitives are selected, and may not achieve perfect spacing if the available space is too limited.

Reordering Primitives

Primitives on a display page are stored in what is known as a z-order. This defines the sequence in which the primitives are drawn, and therefore whether or not a given primitive appears to be in front of or behind another primitive. In the first example below, the blue square is shown behind the red squares i.e. at the bottom of the z-order. In the second example, it has been moved to the front of the order, and appears in front of the other figures.



To move items in the z-order, select the items, and then use the commands on the Arrange menu. The Move Forward and Move Backward commands move the selection one step in the indicated direction, while the Move To Front and Move To Back commands move the selection to the indicated end of the z-order. Alternatively, if you have a mouse that is equipped with a wheel, the wheel can be used to move the selection by moving the wheel with the **CTRL** key held down. Scrolling up moves the selection to the back of the z-order; scrolling down moves the selection to the front.

Duplicating Primitives

To make a copy of the current primitive the CTRL+D key combination or the Smart Duplicate command on the Edit menu can be used. By adjusting the properties, it gets controlling data from the next data item. The definition of “next” depends on the exact type of data. The Station Designer can select the next register in a comms device, the next member of an array, or the next tag in a sequence. As an example, repeatedly using Smart Duplicate with a button mapped to Array[0] will produce a sequence of buttons mapped to Array[1], Array[2] and so on until the complete screen is filled.

Editing Multiple Primitives

To edit the properties of multiple primitives, edit one primitive, and then set the properties of multiple other primitives equal to those of the one that you first edited.

Using Copy From

To copy the selected properties of a given primitive, the Copy From command can be used. To use the command, select the required targets, and then right-click to access the associated context menu. Select one of the Copy From commands, and the cursor will change to allow you to select the primitive from which the copy operation should be performed. Depending on the command that was selected, one or more properties from the source will then be applied to the target primitives.

Using Paste Special

The Paste Special command can be used to achieve the same result, but using a different method that also allows properties to be copied between databases and between multiple instances of the Station Designer. First, select the source primitive and use the Copy command to put it on the Clipboard. Then, select the required target primitives, right-click the selection, and select the Paste Special command. The following dialog box will appear...



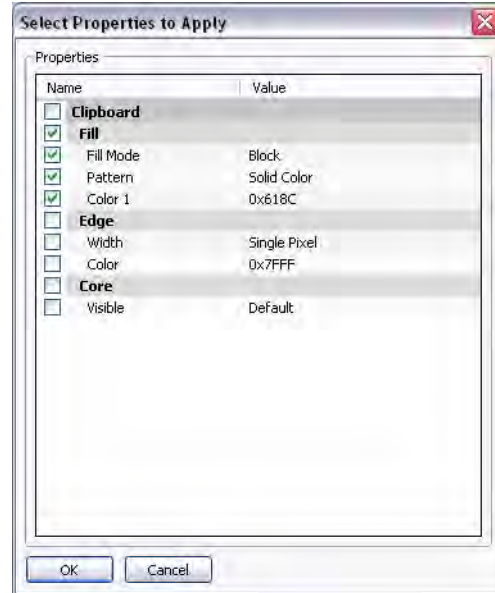
The selected properties from the source primitive will be applied to the target primitives.

Property Selections

The methods detailed above allow you to define the properties to be copied...

- The All Formatting option copies everything except text, data item or an action.
- The Text Formatting option copies the font, alignment and margins of text or data items.
- The Fills and Edges option copies the fill and edge attributes from the Figure tab.
- The Action option copies an action assigned to the primitive.

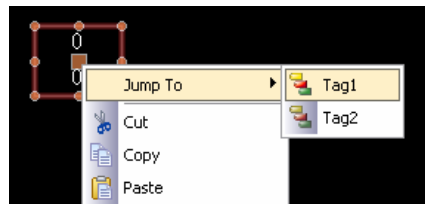
In addition, the Selective option can be used to select the properties to copy...



The list contains a hierarchical list of the properties defined by the source primitive, organizing them according to the layout used when editing the primitive, and showing the value assigned to each. Each property or group of properties can be selected or deselected using the associated checkboxes. The selected properties will be applied, thereby providing the low-level control for the copied items from one primitive to another.

Jumping to Other Items

If a primitive references tags, display pages or other items, a Jump submenu will appear on its context menu. Select this menu to view a list of referenced items. Select one of those items to jump directly to that section of the database. The example below shows a primitive that references two tags...



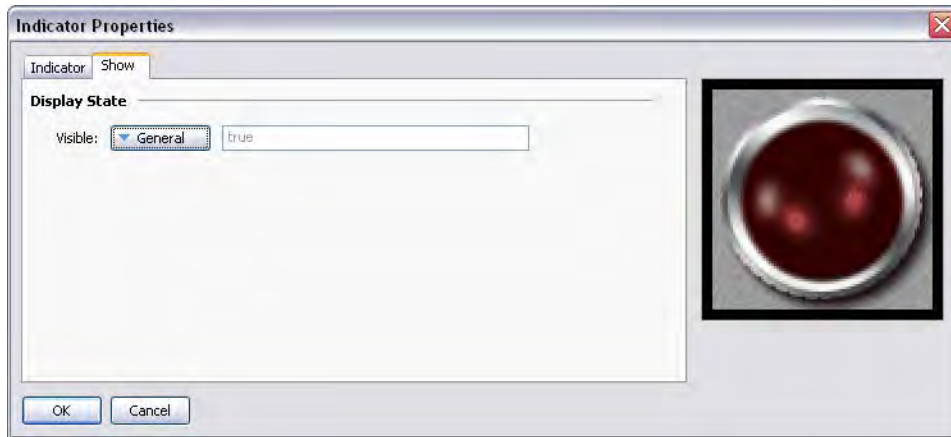
After you have made the changes you want to the tag, you can use the Back button on the toolbar or the **ALT+LEFT** key combination to return to the display page that you were editing. Note how the selection is preserved during navigation, making it easy to view or edit a referenced object and to then resume the display creation process.

Primitive Properties

The properties of a primitive can be edited by double-clicking on the primitive, or by using the Properties command on the primitive's context menu. You may also select the primitive and press the **ALT+ENTER** key combination. The property dialog for a primitive will contain various tabs, with some tabs only appearing when additional items—such as text, data or an action—have been added to the primitive. The properties dialog shows a live preview of the current primitive, allowing you to see the effect of changes before you commit them.

Showing or Hiding Primitives

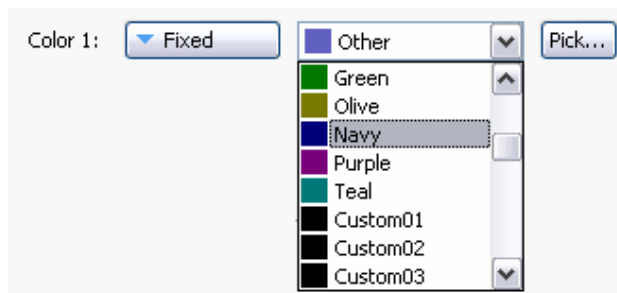
All primitives have a Show tab in their property dialog...



The *Visible* property can be set to an integer expression to show or hide the associated primitive at runtime. A value of zero will hide the primitive, while a non-zero value will allow it to be shown. All primitives are visible by default.

Defining Primitive Colors

Colors within primitives are edited using a field similar to that shown below...



You will note that the color property is presented by means of a drop-down menu button, a drop-down list and a Pick button. The drop-down menu is used to select the color mode, which can be any one of the following...

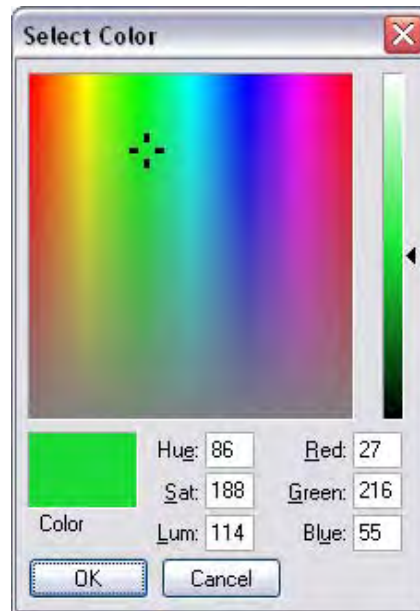
- In *Fixed* mode, the color does not change, and is selected from the drop-down list, or by invoking the color selection dialog by pressing the Pick button.
- In *Tag Text* mode, the color is animated to match the foreground color defined by a particular tag. The specific tag can be selected by pressing the Pick button.
- In *Tag Back* mode, the color is animated to match the background color defined by a particular tag. The specific tag can be selected by pressing the Pick button.
- In *Flashing* mode, the color is animated to alternate between two colors at a specific rate, with another color being displayed when flashing is disabled.
- In *2-State* mode, the color is animated to switch between two colors depending on the value of a tag or other data item.

- In 4-State mode, the color is animated to switch between four colors depending on the value of two tags or other data items.
- In Blended mode, the color is animated to transition smoothly from one color to another based upon the value of a tag or other data item relative to specified minimum and maximum values.
- In Expression mode, a numeric expression can be entered that will be used to determine the color to be displayed. See below for more details.

The drop-down menu contains the following colors...

- The sixteen standard VGA colors.
- Thirty-two shades of gray between black and white.
- Any other colors used in the database, up to a limit of twenty-four.

The More option at the bottom of the list is used to invoke the color selection dialog...



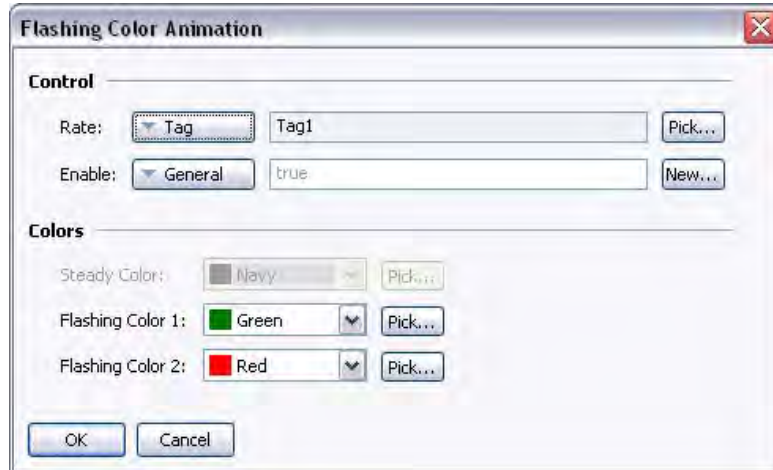
This dialog offers several ways of defining a color. You can pick from the palette, pick from the “rainbow” window, or enter the explicit HSL or RGB parameters. If the color selected has not previously been used in the database and is not one of the standard colors or grays, it will be added to the custom colors shown in the drop-down menu.

The drop-down list contains the following colors...

- The sixteen standard VGA colors.
- The sixteen custom colors defined by the user.
- Fourteen shades of gray that fall between black and white.

Defining Flashing Colors

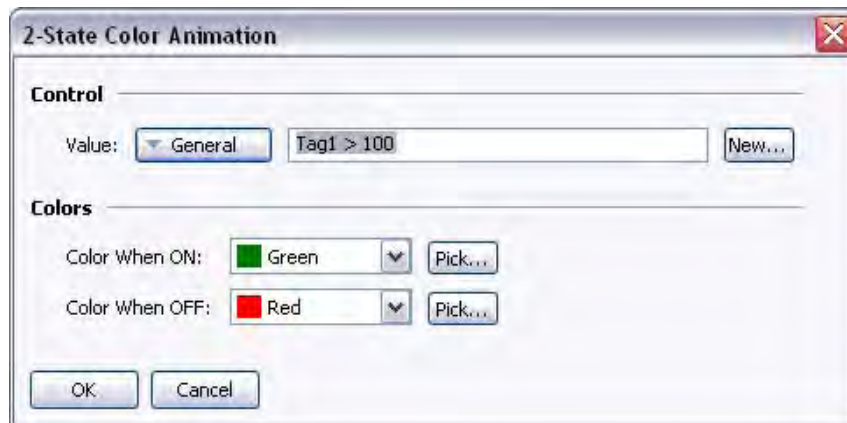
The Flashing colors are defined using the following dialog box...



- The Rate property defines the rate at which the flashing occurs. If the value is 1 then it produces a flashing rate of 1Hz, with each color being displayed for 500ms. It is not recommended to use rates in excess of 4Hz, as the target device’s display update rate may produce unpleasant “beating” effects.
- The Enable property defines an expression to enable or disabled flashing. The Steady Color will be displayed when flashing is disabled.
- The Color properties allow you to define the colors to be used

Defining 2-State Colors

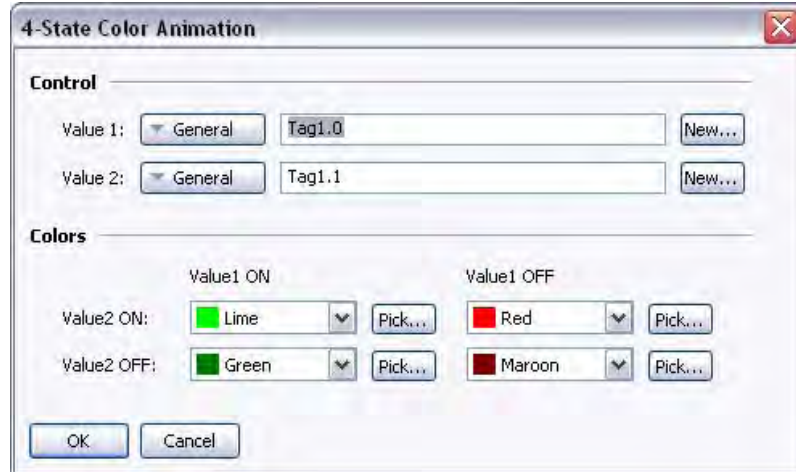
2-State colors are defined using the following dialog box...



- The Value property is used to select the color to be displayed.
- The Color property allows you to define the colors to be used.

Defining 4 – State Colors

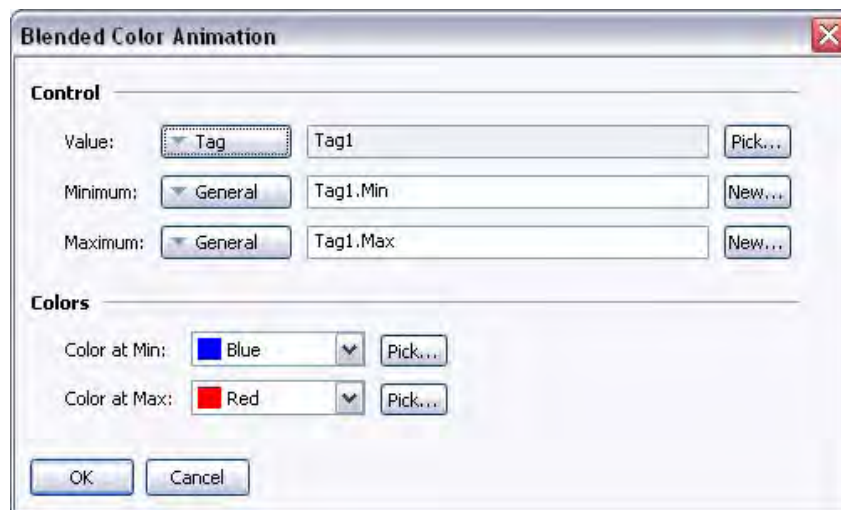
The 4-State colors are defined using the following dialog box...



- The Value properties are used to select the color to be displayed.
- The Color properties allow you to define the colors to be used.

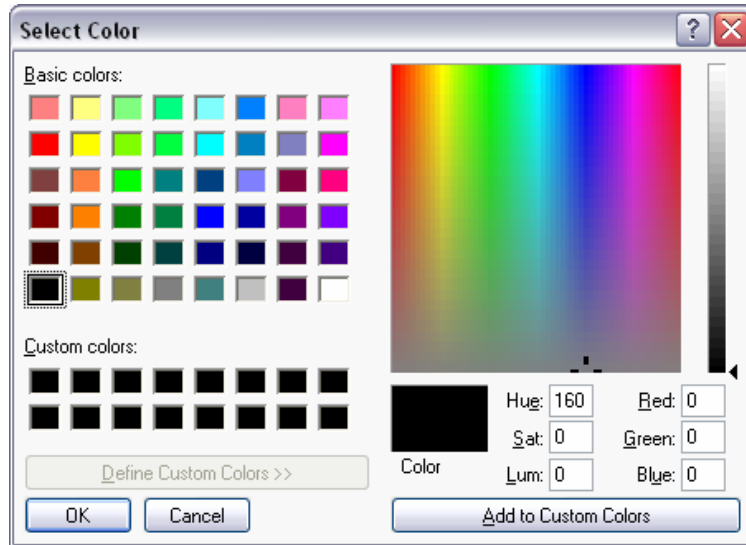
Defining Blended Colors

The Blended colors are defined using the following dialog box...



- The Value, Minimum and Maximum properties are used to define the color to be displayed. In the example shown, the color changes to blue when the tag is at or below its minimum value, and change to red when it is at or above its maximum value. The transition is smooth between blue to red as the tag changes between its limits.
- The Color properties allow you to define the colors to be used.

The More option at the bottom of the list can be used to invoke the color selection dialog...



This dialog offers several ways of defining a color. You can pick from the palette, pick from the “rainbow” window, or enter the explicit HSL or RGB parameters. The dialog also allows custom colors to be added to the palette. These will appear whenever the dialog is invoked, and will also appear in the drop-down list described above.

Defining Color Expressions

The color properties can be defined using the integer expressions in those circumstances where the standard color animation methods are not sufficient. These features are rarely used. The Station Designer works with 15-bit color values, with the lowest five bits representing red, the next five bits representing green and the upper five bits representing blue. The color values can be manipulated just as any other integer value.

Building Colors

The `ColGetRGB(r, g, b)` function can be used to create a color value from its red, green and blue components. Although Station Designer works in 15-bit colors, each component used by this function is scaled to range from 0 to 255. `ColGetRGB(128, 0, 64)` will return a purple-like color with a red value of 128, no green component and a blue value of 64.

Splitting Colors

The `ColGetRed(rgb)`, `ColGetGreen(rgb)` and `ColGetBlue(rgb)` functions can be used to access the individual color components of a color value. As above, although Station Designer works in 15-bit colors, the values returned by these functions are scaled to be between 0 and 255.

Choosing Colors

The `ColPick2()` function can be used to select between two colors based on the value of an expression. For example, the expression `ColPick2(Flag1, Col1, Col2)` will return `Col1` if `Flag1` is non-zero, or `Col2` if `Flag1` is zero. The first and second color arguments can be replaced by calls to the `ColGetRGB()` function if required.

Blending Colors

The `ColBlend()` function can be used to produce a color that is a user-defined blend of two other colors. For example, the expression `ColBlend(Data, 0, 100, Col1, Col2)` will return `Col1` if `Data` is 0 and `Col2` if `Data` is 100. Intermediate values will be appropriate mixtures of the two colors, allowing a smooth transition from one color to another. Once again, the color arguments can be replaced by calls to the `ColGetRGB()` function.

Responding to Touch

The `IsPressed` system variable is equal to true if the current primitive has been touched and false otherwise. It can be used with the color selection functions to animate a primitive according to its touch status. Note that primitives will not be enabled for touch unless they have an action defined or they support an inherent action.

Defining Tank Fills

Many geometric primitives support a so-called “tank fill” option whereby the figure is filled to a given level based upon the contents of a tag. This feature can be used to implement simple bar graphs, or to fill more complex shapes.

The example below shows a six-pointed star with a bottom-up tank fill set to 60%...



Tank fills are defined using a primitive’s Fill Behavior properties...

Fill Behavior

Fill Mode: ▾

Value: Tag1

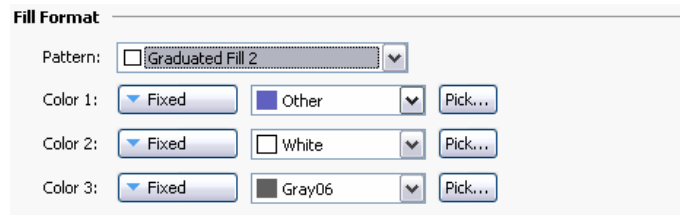
Minimum: Tag1.Min

Maximum: Tag1.Max

- The *Fill Mode* property is used to define whether a tank fill should be drawn, and from which direction the fill should occur. Fills can occur from any edge of the primitive, allowing complex animations to be created. Block mode results in the figure being filled with a single pattern, disabling tank fills.
- The *Value* property selects the value used to calculate the level of the fill. If a tag is entered, the Minimum and Maximum limits will automatically be set to the data entry limits of that tag using the tag property expression syntax. The Value property may be an integer or a floating-point value. The fill level calculations are always performed in floating point.
- The *Minimum* and *Maximum* values define the limits to be used when scaling the Value property to calculate the fill level.

Defining Fill Formats

A primitive's Fill Format properties define how the inside of the primitive will be filled...



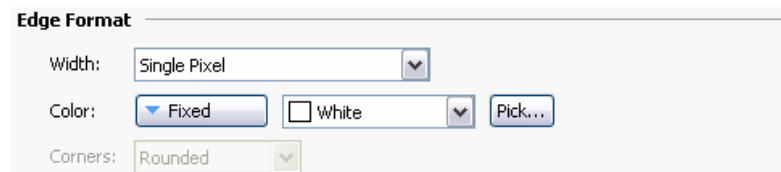
- The *Pattern* property is used to select between various fill patterns. The usual option is Solid Color, but a variety of dithered and hatched patterns may also be selected. A number of graduated fills are also available...

PATTERN	DESCRIPTION
Graduated Fill 1	Color 1 at the top and bottom of the primitive, changing vertically to Color 2 at the center.
Graduated Fill 2	Color 1 at the top of the primitive, changing vertically to Color 2 at the bottom.
Graduated Fill 3	Color 1 at the left and right of the primitive, changing horizontally to Color 2 at the middle.
Graduated Fill 4	Color 1 at the left of the primitive, changing horizontally to Color 2 at the right.

- The *Color 1* property defines the first color to be used for the fill.
- The *Color 2* property defines an optional second color to be used for the fill.
- The *Color 3* property is used to define the background color for a tank fill. It is not required if a block fill is being used. The property may not be present if the current primitive does not support tank fills.

Defining Edge Formats

A primitive's Edge Format properties define how the edge of the primitive will be drawn...



- The *Width* property is used to specify the thickness of the edge. The edge may be displayed by selecting a value of None. Station Designer currently supports only odd edge sizes, up to nine pixels in width.
- The *Color* property defines the color of the edge.
- The *Corners* property is only present for rectangles, and defines whether rounded or square corners should be used when drawing the edge. All other primitives use rounded corners by default.

Using Groups

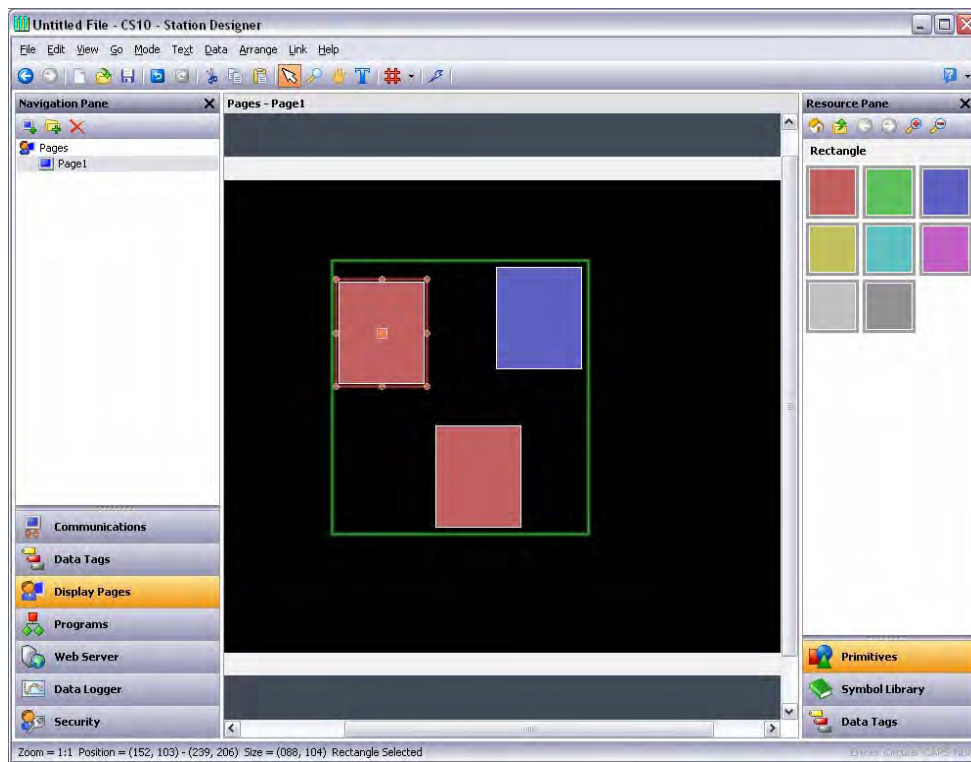
A group is a collection of primitives that is treated as a single object.

Making and Breaking Groups

If you have several primitives that you wish to treat in this way, you may select them as described above and then use the Group command on the Organize menu. You can perform the same operation by pressing the **CTRL+G** key combination. Once a group has been created, it can be moved, sized and copied just like a single object. A group can be broken into its component primitives by selecting it and using the Ungroup command, or the **CTRL+U** key combination. Note that groups can comprise both primitives and other groups, and that groups can be nested up to any reasonable limit.

Editing Within Groups

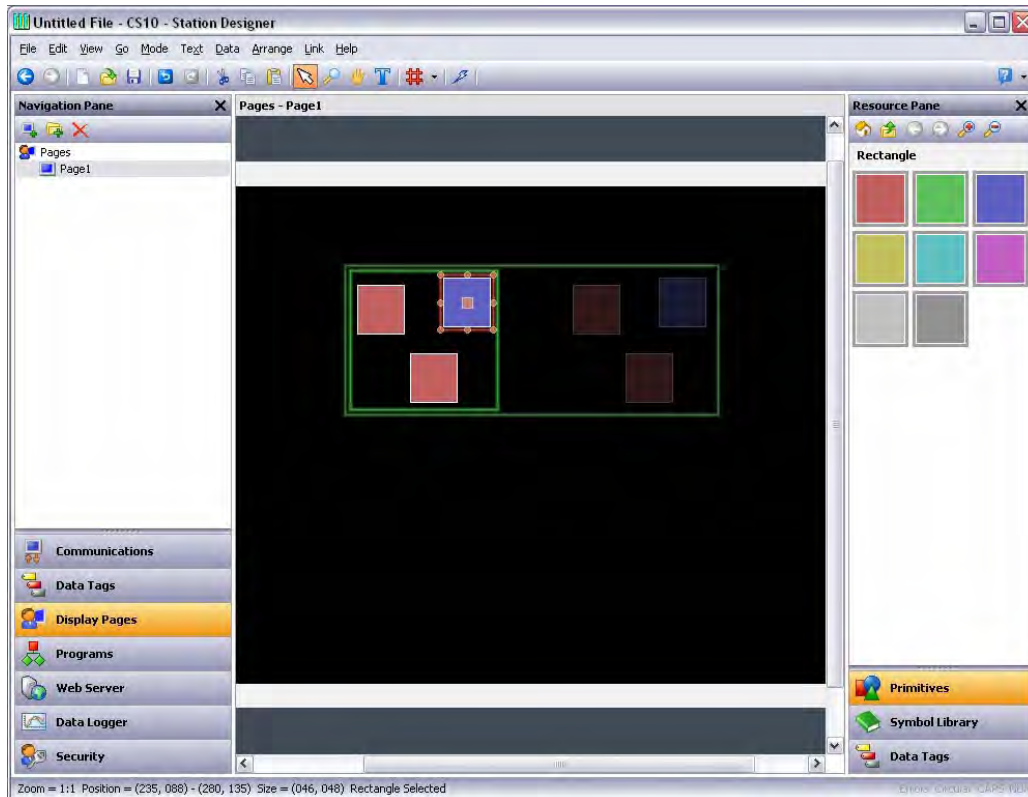
Once a group has been created, you might want to edit its contents without first breaking it apart. This is particularly useful when you have created nested groups, as the regrouping process would then be very difficult. To edit within a group, first select that group, and then click on a member of the group. (Avoid clicking on the central handle of the group object, as that is used to move or select the group as a whole.) Once the group member has been selected, Station Designer will switch into group editing mode, as shown below...



Note the green rectangle displayed around the group that is being edited. Editing within a group works just like editing within a page, except that items cannot be moved beyond the group boundaries. They can be copied, pasted, sized, and deleted. In fact, any of the usual operations can be performed. You can even drag new items from the Resource Pane and drop them into a group. To exit group-editing mode, click outside the group or press the **ESC** key.

Nested Group Editing

Station Designer also allows editing within groups that are themselves within groups...



To activate this feature, begin editing within the outer group, select the inner group and then click on a member of that inner group. Note in the example above how a series of fading rectangles are used to show the group hierarchy. Note also how items outside the current groups are shown in faded colors to make it easier to see where the group ends. When using the **ESC** key to exit nested group editing, each press of the key will move up one level.

Adding Movement to Primitives

Any primitive can be animated such that it moves dynamically within a bounding rectangle that you define. Primitives can be moved horizontally, vertically or in both dimensions, or they can be moved according to polar coordinates such that they orbit a point at a variable distance. In each case, each dimension is defined by a control value and a pair of limits.

To apply movement, select the required primitive or primitives, and choose one of the Add Movement commands from the Behavior menu. A red rectangle will appear around the primitives, representing the movement group in which the animation will take place. The group can be resized to change the extent of animation, but unlike a regular group, resizing a movement group does not change the size of the primitives themselves. The group contents can be edited just as with standard groups, using the techniques detailed above. When polar movement is being edited, an ellipse will show the path that the primitives will follow when the radius is set to 100%. Note that this will always be smaller than the group itself, as it represents the position of the center of the items that are being animated, and space must be left to ensure that they do not extend beyond the group boundary.

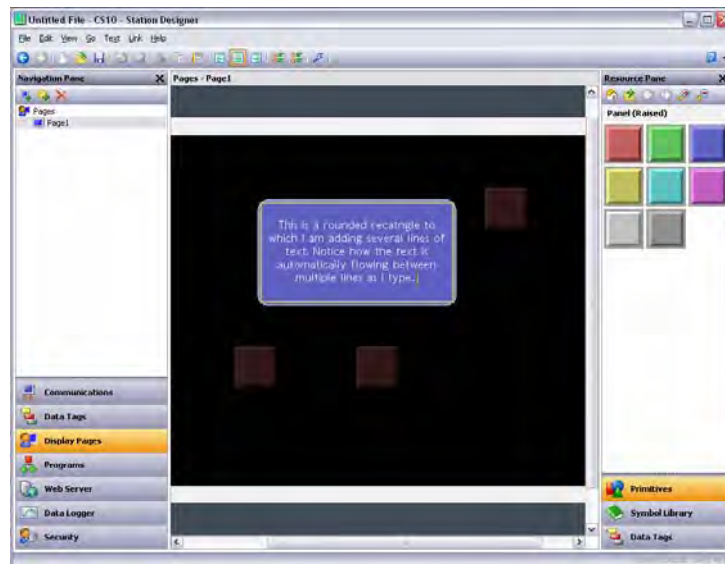
To define how the movement is controlled, open the properties of the movement group...



The example above shows the configuration of 2D movement. Polar movement is configured in a similar way. For each dimension of movement, the Position value defines where the contents of the group will be placed relative to its outline. The Minimum and Maximum values represent the limits of the control values. For 2D movement, the minimum settings resulting the group contents being in the top left corner.

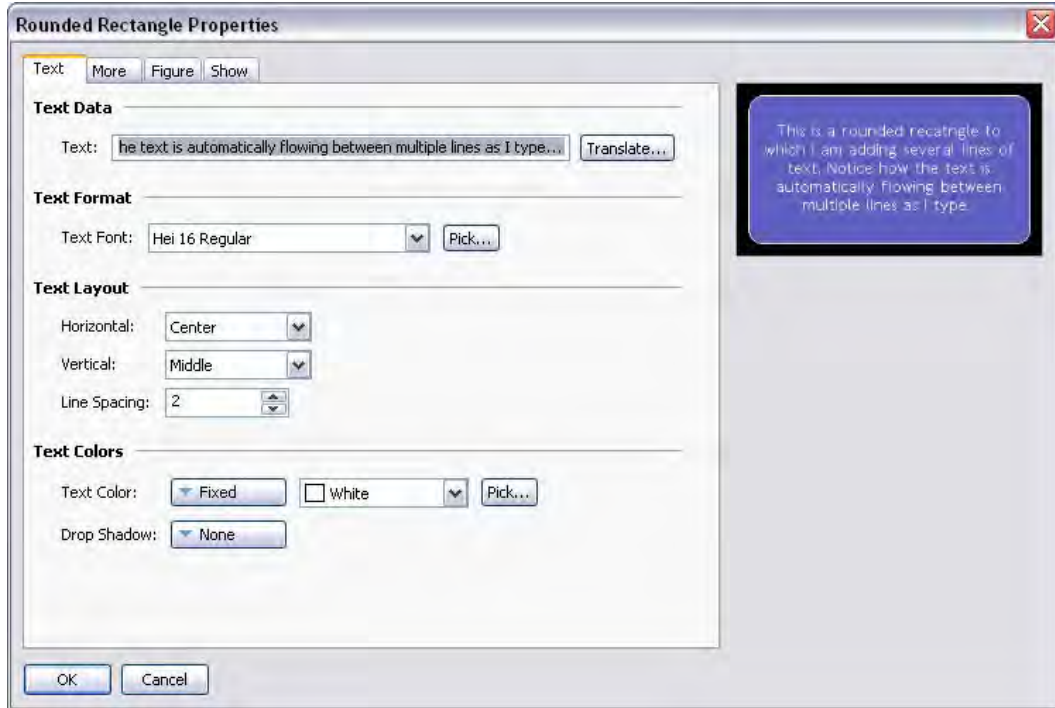
Adding Text to Primitives

Most primitives within Station Designer can support the addition of text. To add text to a primitive, simply select the primitive, press **F2** and begin typing. Alternatively, you can right-click the primitive and select the Add Text command from the resulting menu. The example below shows text being entered into a rounded rectangle...



Note first of all how the bounding rectangle for the primitive is shown in yellow, and how all the other primitives on the page are faded out. Note also how the text editor automatically splits the text across lines. Try resizing a primitive containing text, and you will see how Station Designer reflows the text to fit into the new shape.

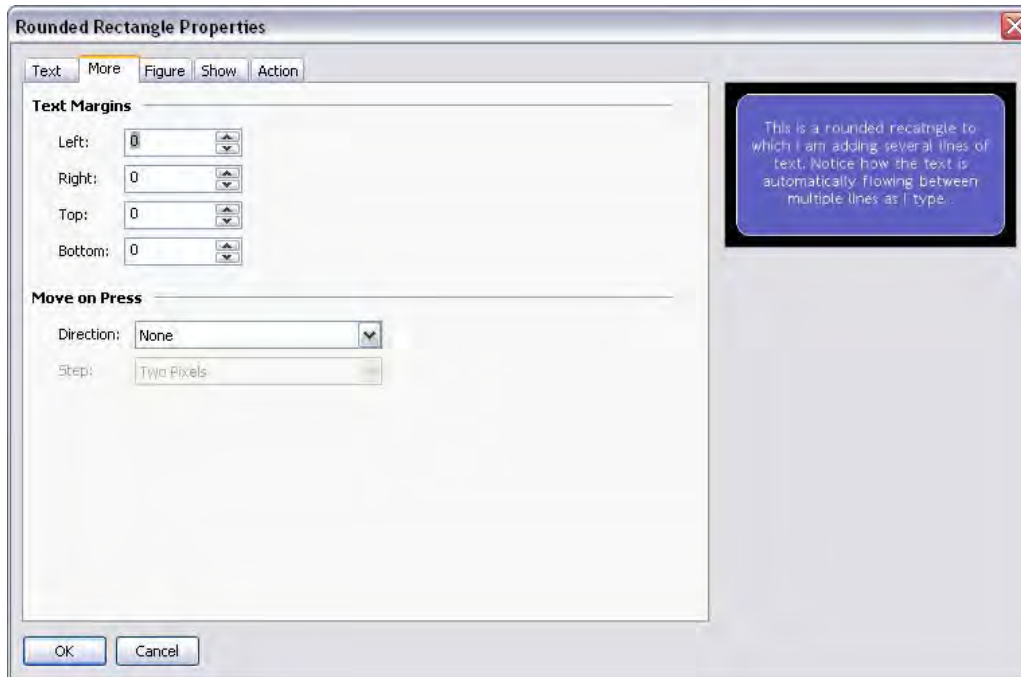
During text editing, the toolbar changes to provide commands to modify the text alignment, and to grow or shrink the spacing between lines. The more advanced text properties can be editing by either selecting Text Properties from a primitive's context menu, or by pressing **ALT+ENTER** while in text editing mode...



Text Properties

- The *Text* property contains the text to be displayed. Vertical bar characters are used to encode hard line breaks. Since this field is a translatable string, multilingual versions can be edited. This also implies that the property can be set to an expression, allowing its contents to change dynamically. Station Designer supports full dynamic reflow, allowing complex and attractive presentation options.
- The *Text Font* property allows the required font to be selected. Station Designer's new default font is Hei—a Unicode font that provides support for simplified Chinese and most other languages. The Pick button can be used to invoke the font selection dialog, allowing any font that is installed on your system to be rendered in a form that can be used by the target device. Note that it is your responsibility to ensure that you are licensed for this kind of font usage.
- The *Horizontal* property is used to define the horizontal alignment of the text.
- The *Vertical* property is used to define the vertical alignment of the text.
- The *Line Spacing* property is used to define additional line spacing in pixels.
- The *Text Color* property is used to select the color of the text.
- The *Drop Shadow* property is used enable an optional shadow to the right and to the bottom of the text itself. This effect is useful when trying to make text stand out from its background, especially if the background is an image that contains a combination of many colors.

More Properties



- The *Text Margin* properties are used to control the margin around the text relative to the text-bounding box provided by the primitive. They can be useful in achieving better visual centering when working with fonts that have a lot of space above or below their characters, either for diacriticals or descenders.
- The *Direction* property is used to define the direction in which the text will be moved when the associated primitive is pressed. It is only enabled when an action is assigned to the primitive, or when the primitive is something like a button that has an inherent action associated with it. This option is useful when creating custom buttons that should provide feedback when touched.
- The *Step* property indicates how far the text should move when the primitive is pressed. One to three pixels can be chosen, according to the effect desired.

Adding Data to Primitives

Primitives which support the addition of text also support the display of live data, and can optionally be configured for data entry. To add data to a primitive, right-click the primitive and select the Add Data command from the resulting menu. Alternatively, select the primitive and press the **CTRL+F2** key combination. The primitive's properties dialog will be displayed, with a number of additional tabs being available to define the required data item and its behavior.

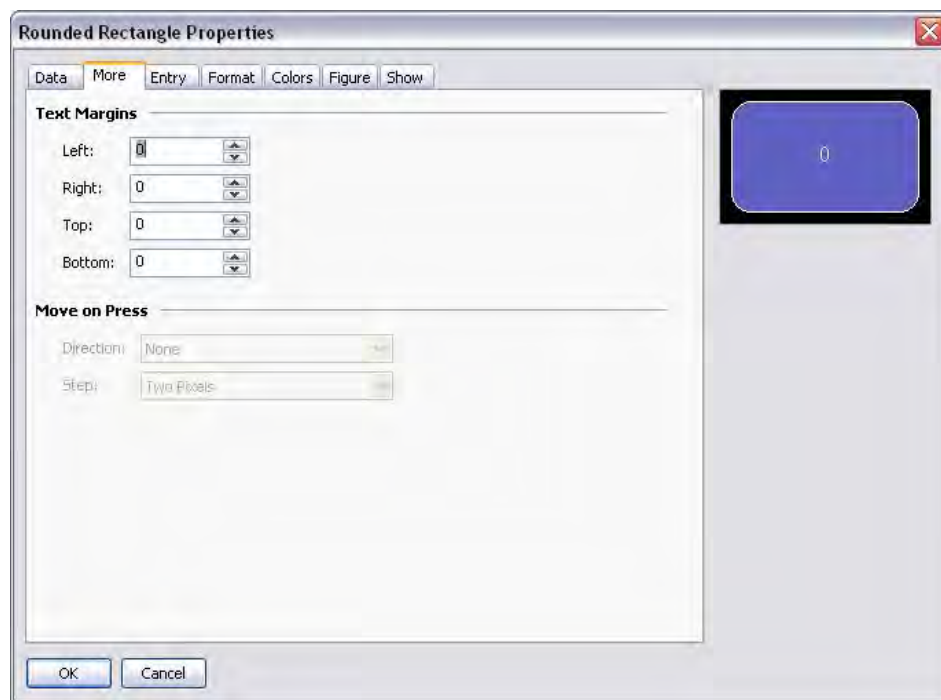
Data Properties



- The *Value* property is used to define the data value to be displayed.
- The *Contents* property is used to define whether the field should display the data value, the data value and its associated label, or just the label alone.
- The *Operation* property is used to define whether the field should just display the value or also provide data entry functionality. Data entry is obviously only available if the selected data value is writable.
- The *Get from Tag* properties are used to define whether certain properties of the data field are defined locally or are linked to the properties of the tag being displayed. The options are only available when a tag is specified in Value.

- The *Text Font* property allows the required font to be selected. Station Designer’s new default font is Hei—a Unicode font that provides support for simplified Chinese and most other languages. The Pick button can be used to invoke the font selection dialog, allowing any font that is installed on your system to be rendered in a form that can be used by the target device. Note that it is your responsibility to ensure that you are licensed for this kind of font usage.
- The *Horizontal* property is used to define the horizontal alignment of the text.
- The *Vertical* property is used to define the vertical alignment of the text.

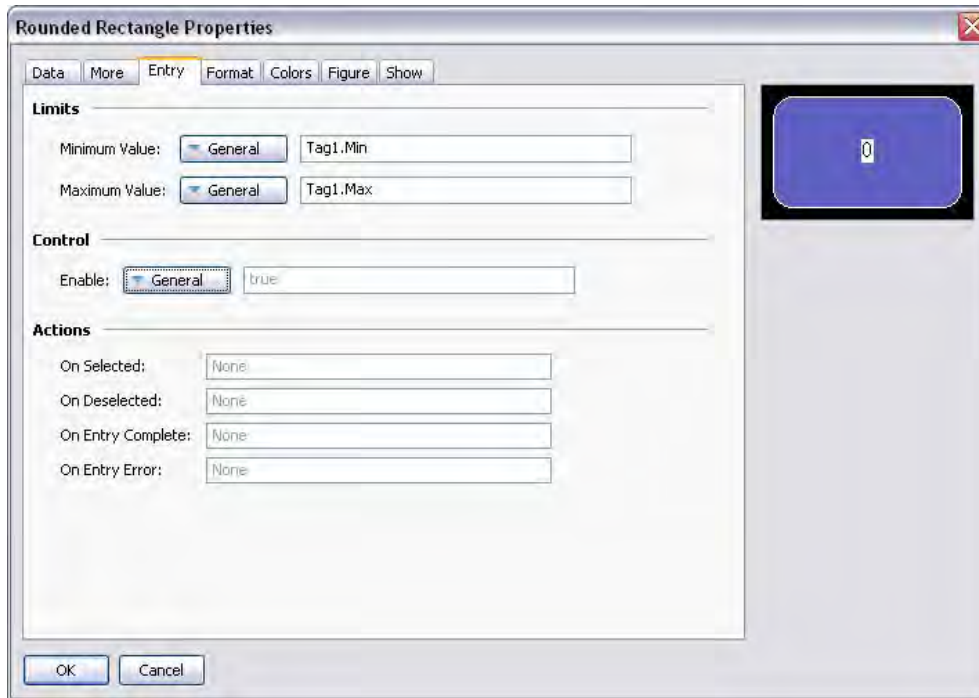
More Properties



- The *Text Margin* properties are used to control the margin around the text relative to the text-bounding box provided by the primitive. They can be useful in achieving better visual centering when working with fonts that have a lots of space above or below their characters, either for diacriticals or descenders.
- The *Direction* property is used to define the direction in which the text will be moved when the associated primitive is pressed. It is only enabled when an action is assigned to the primitive, or when the primitive is something like a button that has an inherent action associated with it. This option is useful when creating custom buttons that should provide feedback when touched.
- The *Step* property indicates how far the text should move when the primitive is pressed. One to three pixels can be chosen, according to the effect desired.

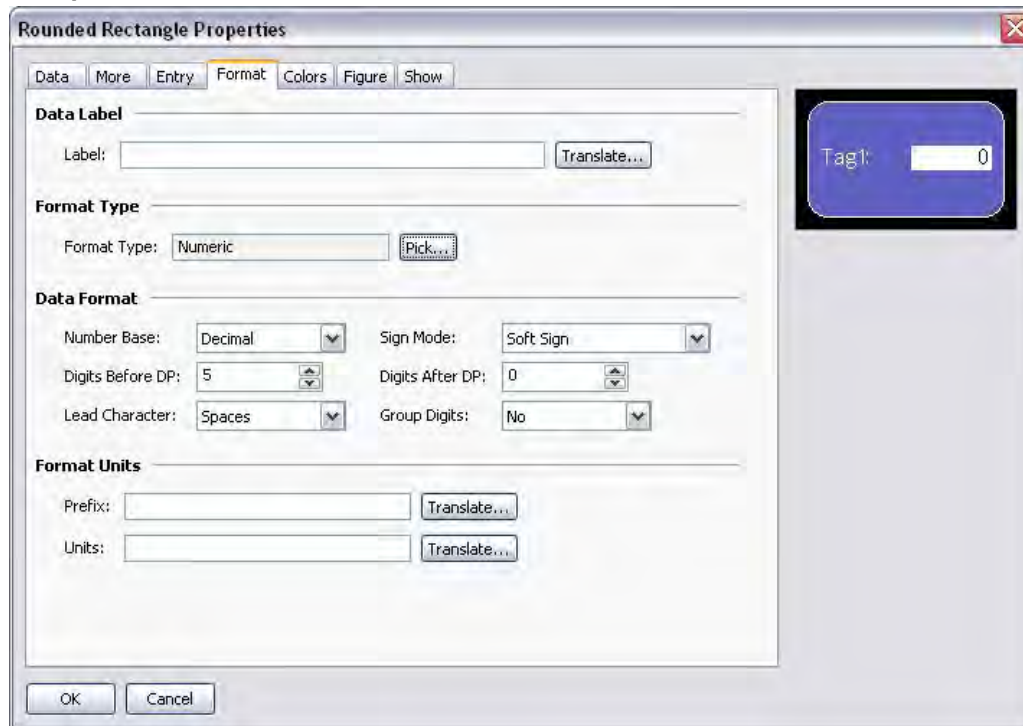
Entry Properties

These properties are only available when data entry is enabled...



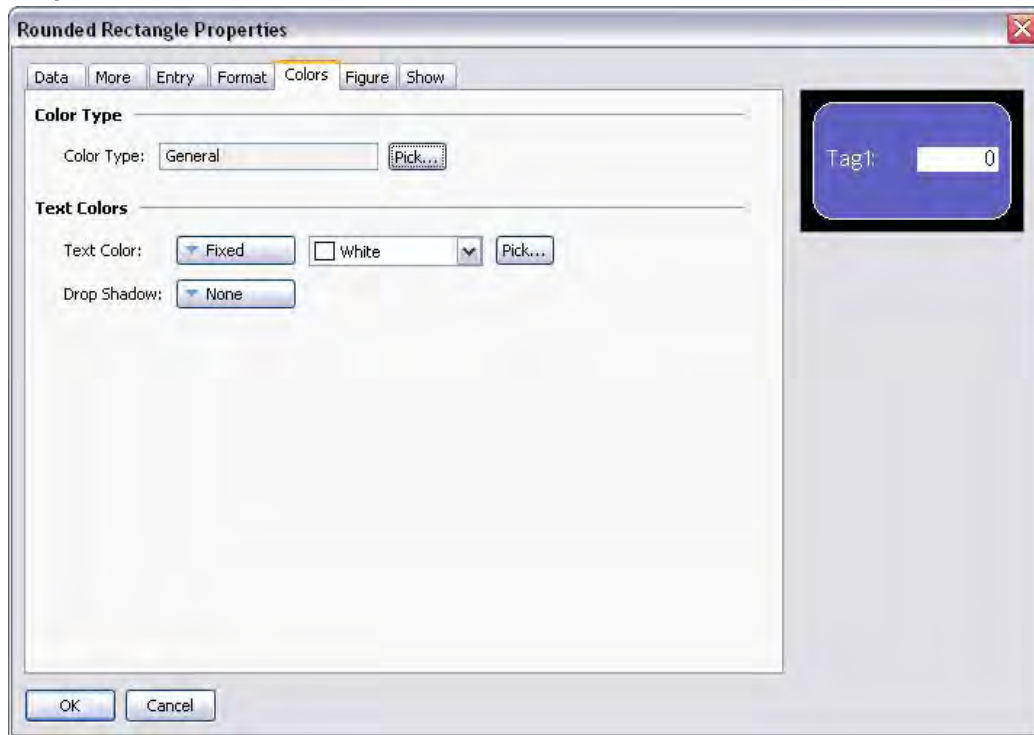
- The *Maximum Value* and *Minimum Values* properties are used to define the data entry limits. They will not be available if the field has been configured to get its data entry limits from the controlling tag. Not all format types honor these settings, particularly if their data limits are implicitly defined.
- The *Enable* property is used to provide an expression to enable or disable data entry. Disabled data entry fields will act just like display-only fields.
- The *On Selected* property is used to specify an action to be executed when the user presses on the data entry field, just before data entry begins.
- The *On Deselected* property is used to specify an action to be executed when data entry ends, either as a result of a value being written, a page change or the user pressing a button to cancel the entry process.
- The *On Entry Complete* property is used to specify an action to be executed when data entry is successfully completed.
- The *On Entry Error* property is used to specify an action to be executed when the user enters an invalid value.

Format Properties



- The *Label* property is used to define the label to be applied to this field. It may not be available if the label is not to be displayed, or if the field is configured to get its label from the controlling tag.
- The *Format Type* field is used to specify the format type to be used when displaying and optionally editing the data value. Again, the selection may not be available if the format is being obtained from the controlling tag.
- Other properties are specific to the data format that has been selected. Refer to the chapter on Using Data Formats for details of each format's properties.

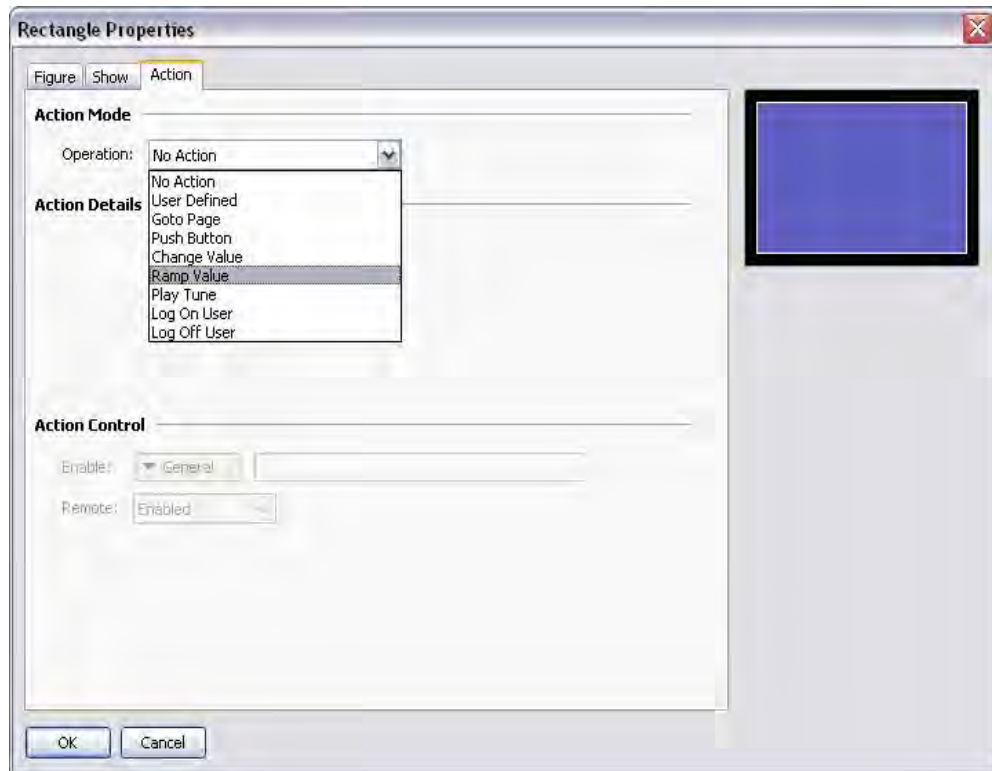
Color Properties



- The *Color* field is used to specify the color selector to be used when displaying the data value. The selection may not be available if the color selector is being obtained from the controlling tag.
- The *Text Color* property is used to override the color of the text if the General color selector is being used.
- The *Drop Shadow* property is used to enable an optional shadow to the right and to the bottom of the text itself. This effect is useful when trying to make text stand out from its background, especially if the background is an image that contains a combination of many colors. It is only available with the General color selector.
- Other properties are specific to the color selector that has been selected. Refer to the chapter on Using Color Selectors for details of each selector's properties.

Adding Actions to Primitives

Primitives that do not perform their own implicit action support the addition of customized actions to be performed when the operator presses or releases the touch-screen. An action can be added by selecting the Add Action command from the primitive's context menu, or by selecting the primitive and pressing the **CTRL+I** key combination. An Action tab will be added to the primitive's properties, and the properties dialog will appear...



Protecting Actions

The Protection property can be used to prevent an action from being invoked accidentally. This facility operates in addition to any protection provided by the Security System, and is invoked before the associated actions begin. The following protection modes are available.

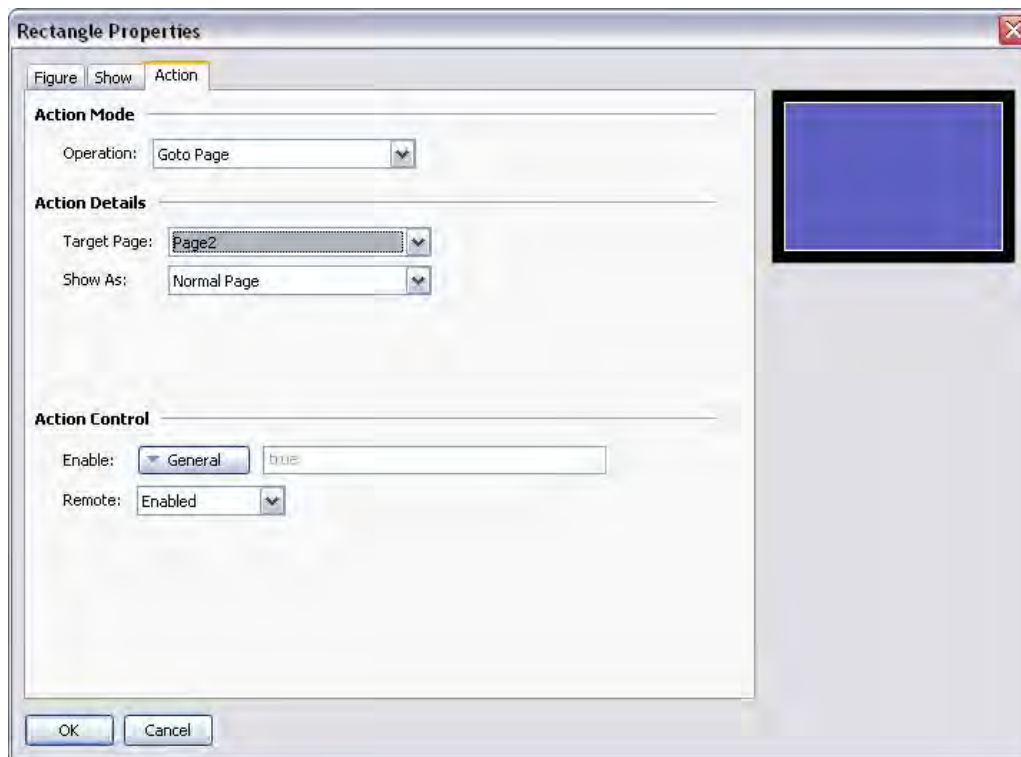
- The Confirmed mode displays a window to confirm the action. The action is performed immediately if the user indicates that the action should proceed.
- The Locked mode displays a popup stating that the action is locked. If the user indicates that the action should proceed, it is unlocked, and they must activate the action again for it to actually occur. Selecting another action will lock the previous action, as will waiting beyond the global timeout.
- The Hard Locked mode operates like the Locked mode, except that the action will relock once it is performed and must be unlocked each time.

Enabling Actions

If you want to make a particular action dependent on some condition being true, enter an expression for that condition in the *Enable* field. This expression may reference a flag tag directly, or may use any of the comparison or logical operators defined in the Writing Expressions section. If you need more complex logic such that one of several actions is performed based on more complex decision-making, configure the key for User Defined mode, and use it to invoke a program that implements the required logic. You can also use the *Remote* property to block access to this action from the web server.

The Goto Page Action

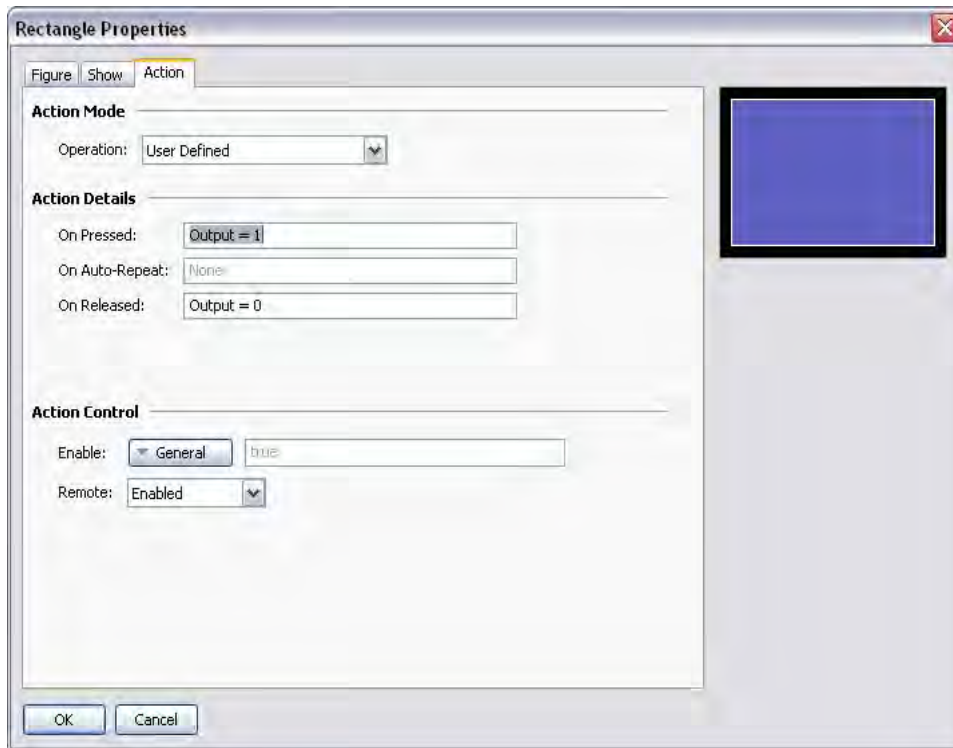
This action is used to instruct the target device to show a new page...



- The *Target Page* property is used to indicate which page should be displayed. In addition to the pages contained in the database, you have the option of selecting either Previous Page or Next Page to navigate within the page history list.
- The *Show As* property is used to indicate how the page should be displayed. A selection of Normal Page will cause the page to be selected in the usual manner, while the Popup Window option will cause the primitives on the new page to be displayed in a rectangular popup on top of the current page. A popup can be closed by executing the `HidePopup ()` function.

The User Defined Action

This action is used to perform one or more user-defined actions...

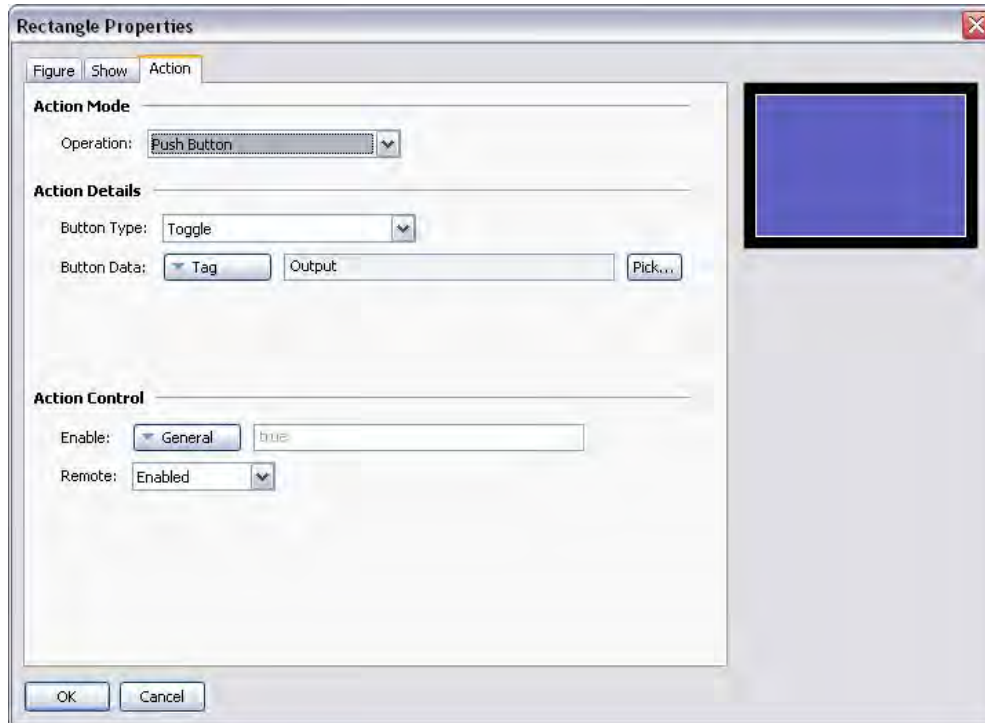


- The *On Pressed* property is used to define the action to be performed when the primitive is pressed. This action may invoke any of the functions in the Function Reference or the data modification operators described in the Writing Actions chapter. It may also run a program to perform a more complex action.
- The *On Auto-Repeat* property is used to define the action to be performed when the primitive is pressed and then held down. The action occurs both on the initial depression and on subsequent auto-repeats, so there is no need to define both this property and On Pressed. This action may invoke any of the functions from the Function Reference or the data modification operators described in the Writing Actions section, or it may run a program.
- The *On Released* property is used to define the action to be performed when the primitive is released. This action may invoke any of the functions from the Function Reference or the data modification operators described in the Writing Actions section, or it may run a program.

In the example above, a user-defined action is used to implement a momentary pushbutton.

The Push Button Action

This action is used to emulate a pushbutton...



- The *Button Type* property is used to select the desired behavior...

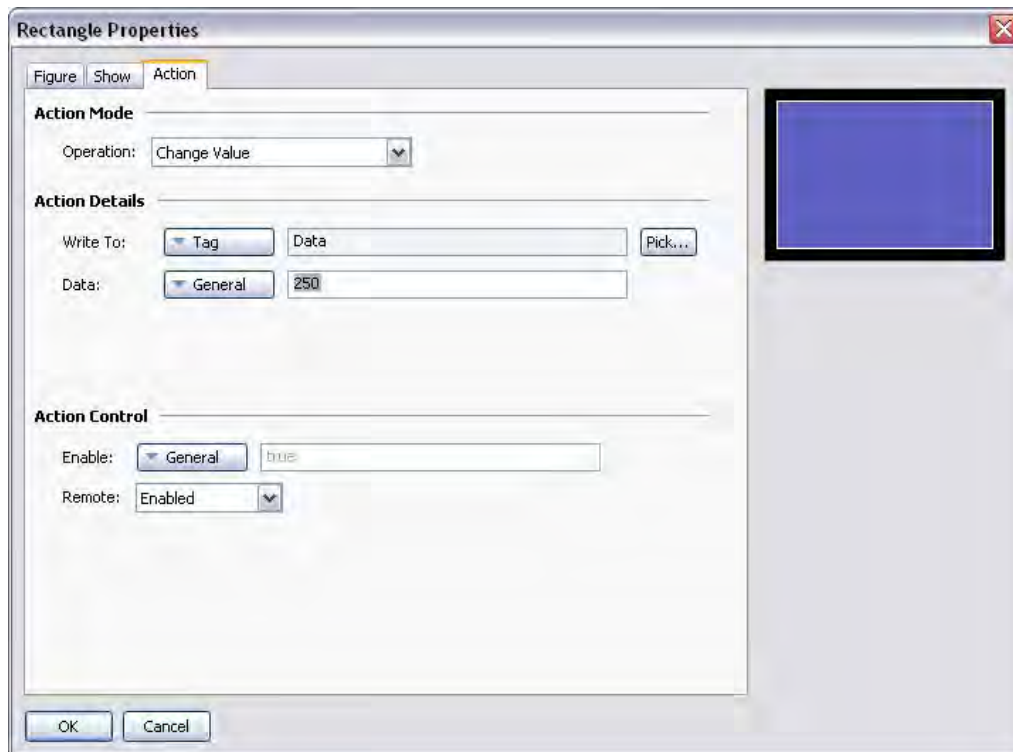
BUTTON TYPE	PRIMITIVE BEHAVIOR
Toggle	Change the data state when the primitive is pressed.
NO Momentary	Set the data to 1 when the primitive is pressed. Set the data to 0 when the primitive is released.
NC Momentary	Set the data to 0 when the primitive is pressed. Set the data to 1 when the primitive is released.
Turn On	Set the data to 1 when the primitive is pressed.
Turn Off	Set the data to 0 when the primitive is pressed.

- The *Button Data* property is used to define the data to be changed by the key.

In the example above, touching the primitive will toggle the value of the `Output` tag.

The Change Value Action

This action is used to write a numeric value to a data item...

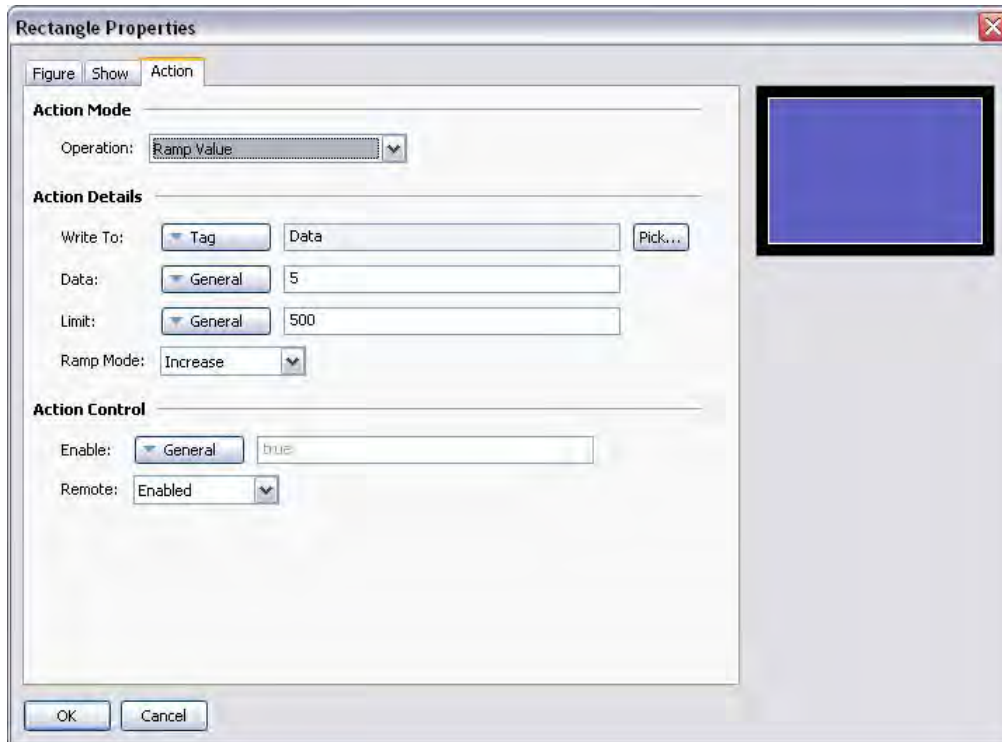


- The *Write To* property is used to define the data item to be changed.
- The *Data* property is used to define the data to be written.

In the example above, touching the primitive will set the `Data` tag to 250. Note that this action supports either floating point or integer values. The `Data` property must be of a type appropriate for the data item defined by the `Write To` property.

The Ramp Value Action

This action is used to increase or decrease a data item. The options are shown below...

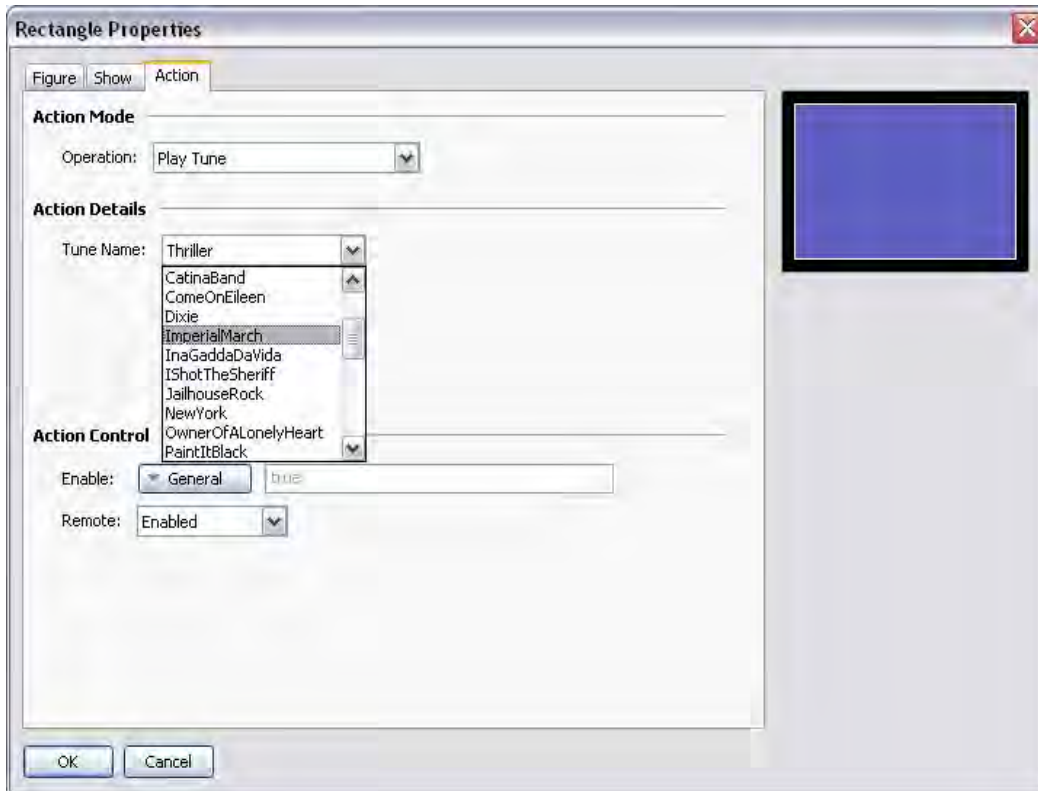


- The *Write To* property is used to define the data item to be changed.
- The *Data* property is used to define the step by which to raise or lower the item.
- The *Limit* property is used to define the minimum or maximum data value.
- The *Ramp Mode* property is used to define whether to raise or lower the item.

In the example above, pressing and holding down the primitive will repeatedly increase the *Data* tag by 5 until it reaches 500. Note that this action supports either floating point or integer values. The *Data* and *Limit* properties must be of a type appropriate for the data item defined by *Write To* property.

The Play Tune Action

This action plays a selected tune using the Station's internal sounder.



- *Tune Name* selects the tune to be played.

Customized tunes may be played using the `PlayRTTTL()` function.

The Log On User Action

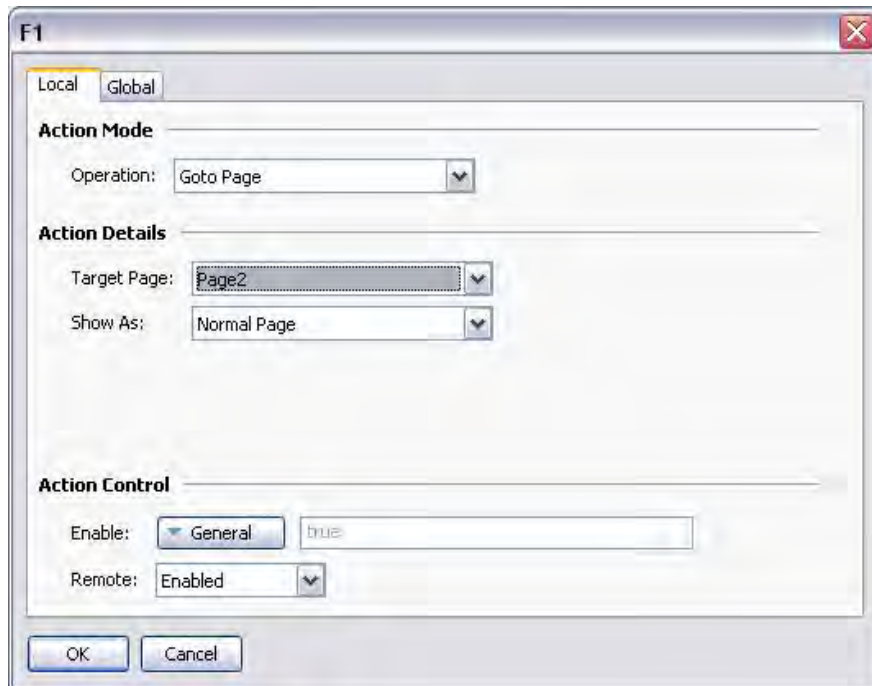
This action activates the log-on screen on the Station. It has no options.

The Log Off User Action

This action logs off the current user of the Station. It has no options.

Adding Actions to Keys

Actions may also be added to the F1 and F2 keys of the Station. Zoom out until you can see the keys, and then double-click a key to bring up its properties...



You will notice that this dialog contains two tabs, both of which define an action. The first tab defines the action that will be performed by this key when the current page is displayed, while the second tab defines an action to be performed on every page. These are known as the local and global actions, respectively.

The color used to display the key will change according to which actions are defined...



If the key is displayed in PURPLE, a local action is defined for this PAGE.



If the key is displayed in GREEN, a GLOBAL action is defined.



If the key is displayed in BLUE, local and global actions are BOTH defined.

Once you have defined an action, you can right-click on the key and use the resulting menu to select either Make Global or Make Local to change the action type. These options will not be available if both types of action have already been defined.

Primitive Types

This chapter describes each of the primitives provided by Station Designer.

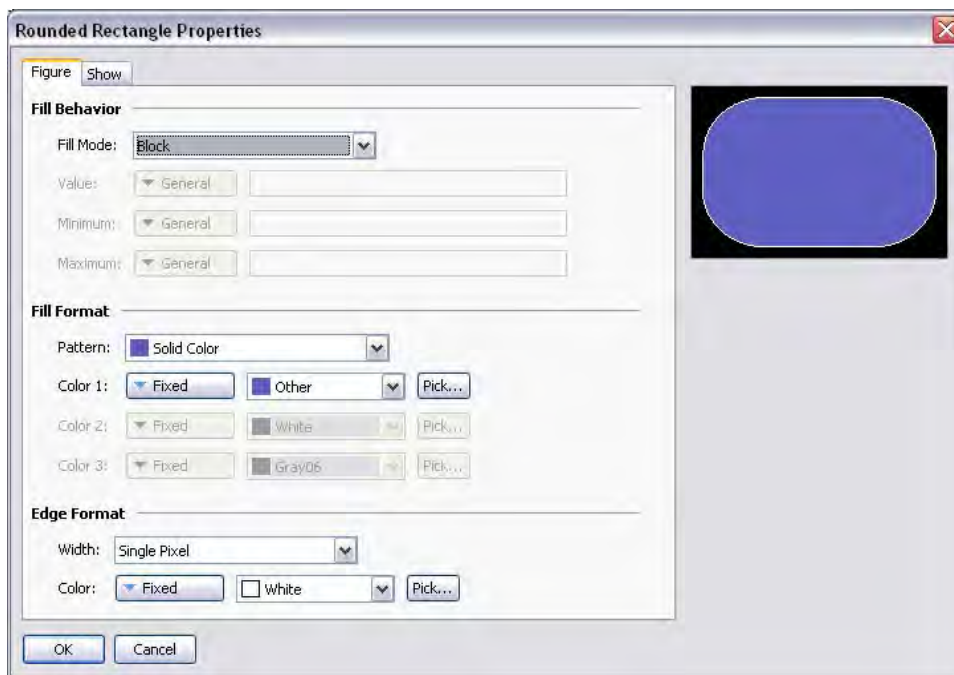
Core Primitives

Geometric Primitives



The geometric primitives represent simple shapes: a rectangle, a circle, a trimmed rectangle, a rectangle with rounded corners, a plaque and a wedge. All these primitives support tank fills, and can be used to implement effects such as bar graphs. They also support the addition of text or data, and can therefore be used to create text or data displays, or to provide data entry. Finally, they support the addition of actions, and can therefore be used to implement interactive display elements. Right mouse click on the object to enable additional attributes.

The primitive-specific property tab for these primitives is shown below...



Refer to the previous chapter for details of the standard fill and edge settings. Note that the wedge has one additional property, namely a *Position* property used to specify the orientation of the triangular wedge within the bounding rectangle.

The trimmed rectangle, rectangle with rounded corners and plaque all have a layout handle that can be used to specify the radius of the corner effect. In their degenerate form with a zero corner radius, they become equivalent to a simple rectangle.

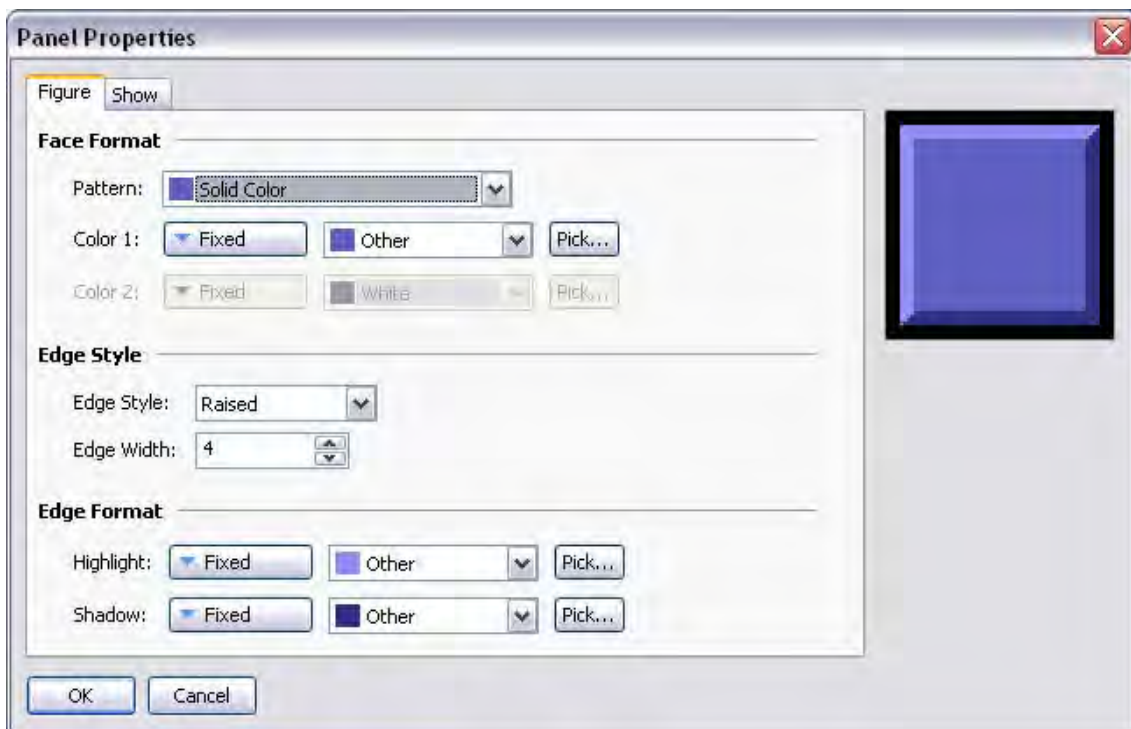
While the geometric primitives are very simple, their support for tank fills, data, text and actions means that a large portion of most databases can in fact be created by using just the rectangle or the rounded rectangle.

3D Primitives



The various 3D primitives represent rectangles with a three-dimensional border. While three versions are presented in the Resource Pane, all are really just preconfigured variations of a single primitive. These primitives support tank fills, and can therefore be used to implement effects such as bar graphs. It also supports the addition of text or data, and can therefore be used to create text or data displays, or to provide data entry. Finally, it supports the addition of actions, and can therefore be used to implement interactive display elements. Right mouse click on the object to enable additional attributes.

The primitive-specific property tab for these primitives is shown below...



Refer to the previous chapter for details of the standard fill and edge settings. The *Edge Style* is used to select the type of edge to be drawn, effectively choosing between the three predefined versions shown above. The *Edge Width* property defines the number of pixels to be allocated to each edge element. Primitives with an edge style of *Border* will have an edge that is sized to twice the defined edge width.

As with the geometric primitives, the 3D primitives can be used to create a large portion of a standard database by virtue of their support for tank fills, data, text and actions.

Button Primitives



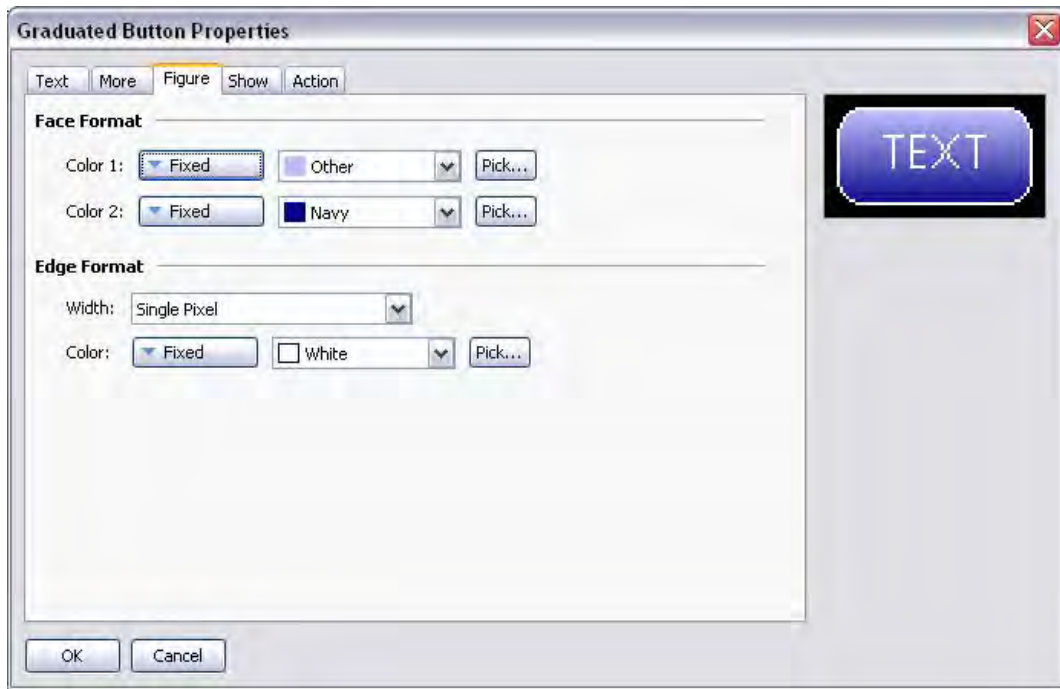
The button primitives implement beveled or graduated buttons. Text is preconfigured to allow the button to be labeled, but can be removed to allow the addition of live data. An action tab is also provided by default, but will be disabled if live data is added and configured for data entry. Buttons with data entry fields use the button press to activate editing.

The primitive-specific property tab for a beveled button is shown below...



Refer to the previous chapter for details of the standard settings. The *Edge Width* property is used to define the number of pixels to be allocated to each edge element. Since this primitive always uses an edge style of Border, the edge will be sized to twice the defined edge width.

The primitive-specific property tab for a graduated button is shown below...



Refer to the previous chapter for details of the standard settings.

Text and Data Primitives



The text box and data box primitives are in fact rectangles with predefined data and text items, and with no fill or edge colors defined. They exist to make it easier to add data and text elements, and to provide comfort to those users who are not used to being able to construct an entire database from simple geometric primitives! They can also be used to add a second data or text element to a primitive or when constructing a group.

Refer to the previous sections for details of the standard settings.

Line Primitive



The line primitive implements a simple line. The property dialog is shown below...



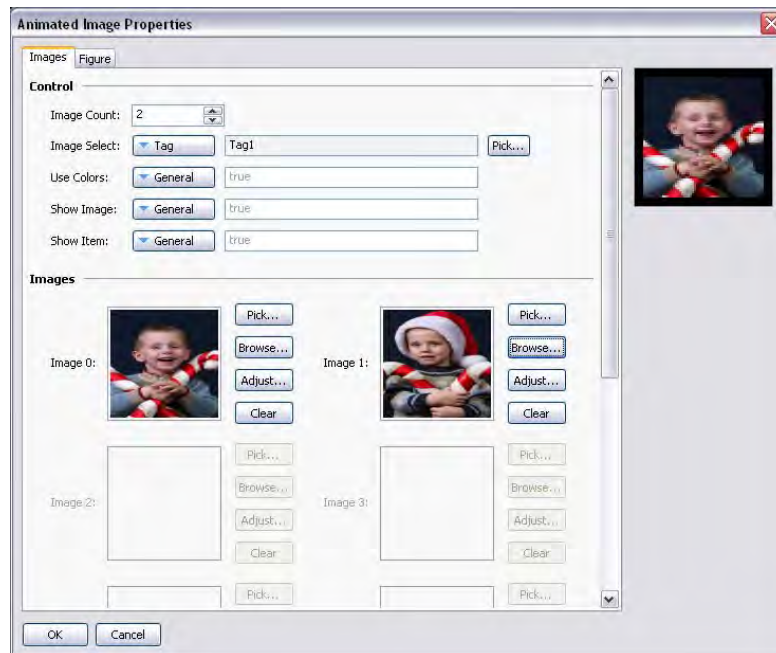
Refer to the previous chapter for details of the standard settings.

Image Primitive



The image primitive is used to display an image, possibly chosen from a number of images based upon a numeric value. The primitive supports the display of bitmaps, JPEGs, metafiles, bitmaps and many other image types. It can operate with a transparent or filled background, and can optionally define an edge to go around the image. It also supports the addition of data, text or actions, thereby allowing more complex elements to be constructed. Right mouse click on the object to enable additional attributes.

The Image tab for an animated image primitive is shown below...



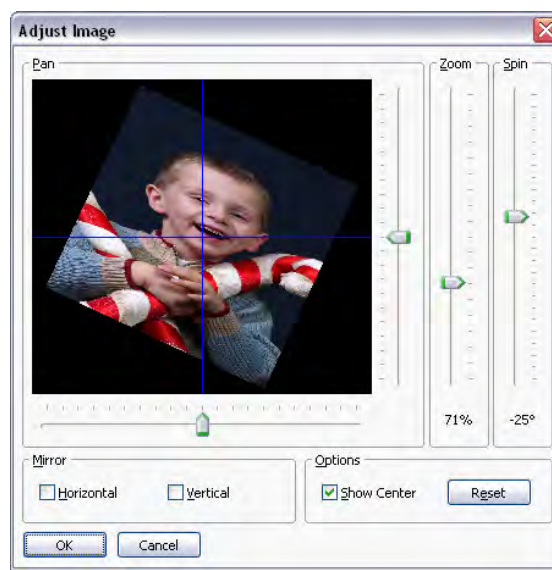
- The *Image Count* property is used to define the number of image slots that are defined for this primitive. One of the images will be chosen for display at any given time, based upon the value of the *Image Select* property.
- The *Image Select* property is used to select the desired image. It is treated as a zero-based value and is reduced modulo the *Image Count*. In other words, if four images are defined, values of 0, 4, 8 etc. will display the first image, values of 1, 5, 9 etc. will display the second image and so on.
- The *Use Color* property is used to either reduce an image to black-and-white or to preserve its color. An expression that evaluates to a non-zero value or an empty expression will result in a color image. A zero value will reduce the image to grayscale using standard r-g-b brightness weightings. This option is useful when showing the disabled state of an image on a button.
- The *Show Image* property is used to show or hide the image. If the primitive has no edge or fill defined, it is functionally equivalent to the *Show Item* property, but will otherwise still display the edge or background as per the configuration.
- The *Show Item* property is used to show or hide the entire primitive.

Defining Images

The *Images* section of the dialog box is used to define the images for each slot. The *Pick* button next to each image will display a dialog box reminding you that you can simply drag an image onto the field. This image can be dragged from the *Symbol Library* category in the *Resource Pane*, from a folder in *Windows Explorer* or from any other drag-and-drop capable application. The *Browse* button can be used to open a file containing a suitable image format and to load that file into this image slot. As mentioned above, JPEGs, metafiles, bitmaps and many other file formats are supported.

Adjusting Images

The *Adjust* button next to the image can be used to modify the image...



The various sliders can be used to pan, zoom and spin the image, while the checkboxes can be used to mirror it horizontally or vertically. The Show Center checkbox shows or hides the blue lines that mark the center of the image, while the Reset button can be used to restore the image to its original state. The manipulation options are sometimes used to modify an image so as to create various different states for use in animation.

Scale Primitive



The scale primitive is used to draw a vertical scale. The limits of the scale can be defined as either constants, or can be varied according to the value of specific expressions. The scale can be labeled or unlabelled, with any labels being based upon a specified format object which may optionally be obtained from a tag.

Data Properties



- The *Value* property is used to define an optional tag that will be used to obtain limits and format information for the scale. The value itself is not actually used by the primitive, but the tag is simply used as a source for further information.
- The *Get From Tag* properties are used to indicate whether the tag optionally defined in the *Value* property should be used as a source for the data in question.
- The *Show Labels* property is used to show or hide the numeric scale labels.
- The *Show Units* property is used to show or hide the units defined by a numeric data format. The units may be appended to each scale label, or may be drawn vertically by the edge of the scale.
- The *Limit Values* property is used to specify how the top and bottom values of the scale are determined. If a setting of *Precise* is specified, the limit values will be used exactly, even if this produces limits that do not exactly correspond to the automatically selected tick spacing. This can produce irregular scale labels, but will ensure that a tank fill placed next to the scale and bound to the same tag will be drawn exactly as required by the scale primitive. A setting of *Rounded* allows the scale primitive to automatically adjust the limits to achieve regularly spaced tick marks.

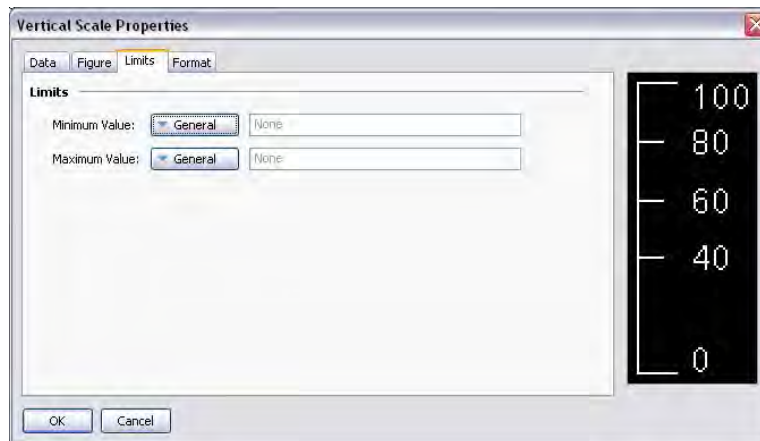
- The *Limit Positions* property is used to specify how the limits of the scale relate to the unit labels. A setting of *Aligned* keeps the tick marks and the labels aligned precisely, at the cost of moving the outer tick marks inwards from the edge of the primitive. Choosing a setting of *Shifted* moves the outer two labels relative to the tick marks, but allows the minimum and maximum ticks to line up with the edge of the primitive, making it easier to align with, say, a tank fill.

Figure Properties



The properties on this page are used to define the colors and fonts used for the scale. Refer to the previous chapter for details of the standard properties. The *Label Shift* property can be used to move the labels up or down relative to the tick marks, producing more attractive results when working with fonts with spacing above or below the character glyphs.

Limit Properties



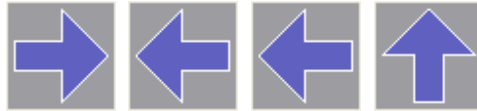
The properties on this page are used to set the minimum and maximum values to be shown by the scale. Expressions may be specified, in which case the Station will dynamically update the scale at runtime, choosing tick marks and label positions appropriate to the new values. These settings may not be available if a tag has been chosen as the source of the limit values.

Format Properties



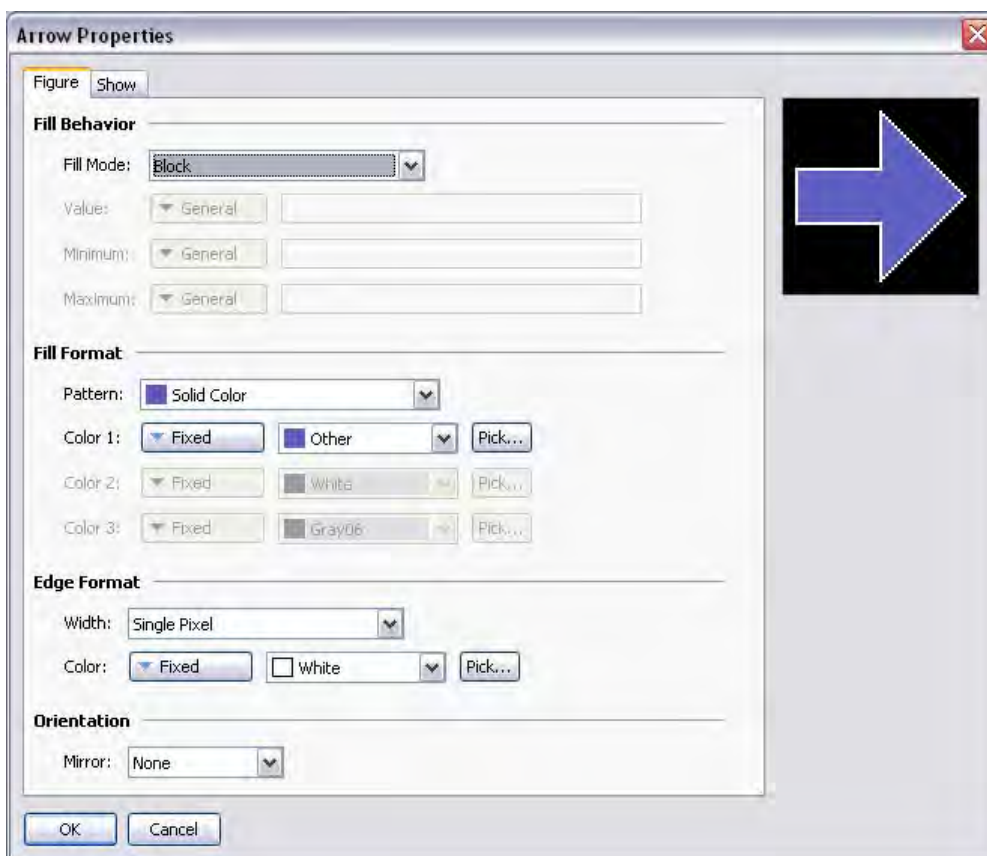
The *Format Type* field is used to specify the format type to be used when drawing the scale labels. Only general or numeric formats are supported. The selection may not be available if the format is being obtained from a tag. Refer to the section on Using Data Formats for details of the various other properties that are displayed when a numeric data format is selected.

Arrows



The four arrow primitives are in fact predefined versions of a single primitive. This primitive supports tank fills. It also supports the addition of text or data, and can therefore be used to create text or data displays, or to provide data entry. Finally, it supports the addition of actions, and can therefore be used to implement interactive display elements.

The primitive-specific property tab is shown below...



Refer to the previous chapter for details of the standard settings. The *Mirror* property is used to control the direction of the arrow. It is this property that is used to produce the four predefined versions shown in the Resource Pane.

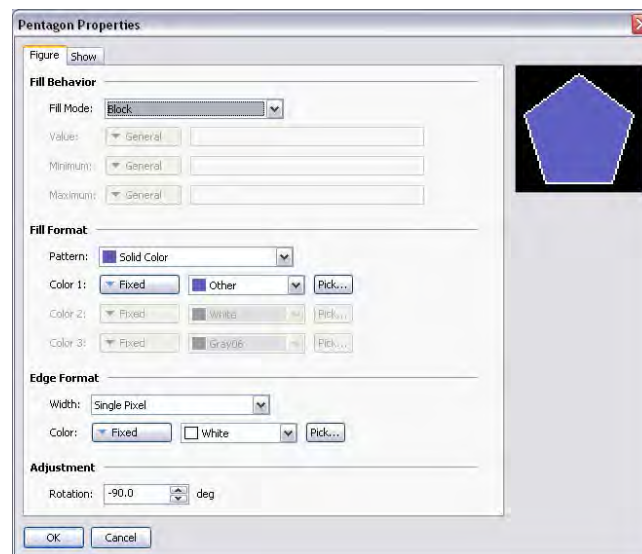
Polygons and Stars

Polygons



These primitives as used to display regular polygons: a triangle, a pentagon, a hexagon and an octagon. All support tank fills. They also support the addition of text or data, and can therefore be used to create text or data displays, or to provide data entry. Finally, they support the addition of actions, and can therefore be used to implement interactive display elements.

The primitive-specific property tab for these primitives is shown below...



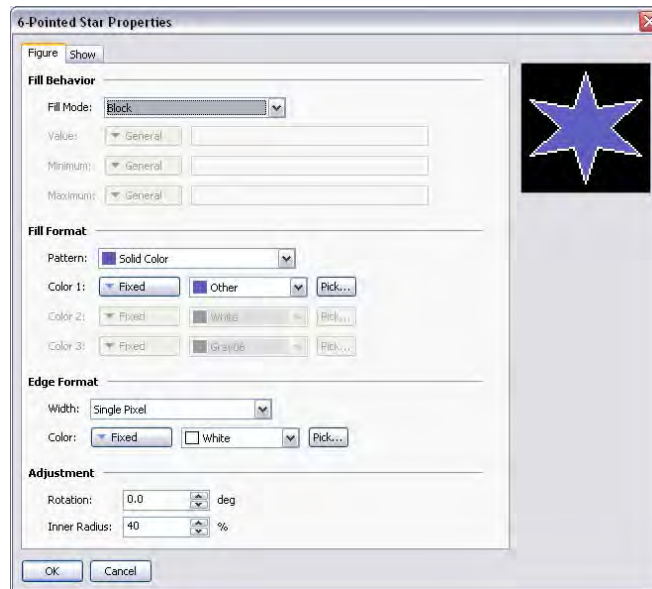
Refer to the previous chapter for details of the standard fill and edge settings. The *Rotation* property can be used to rotate the polygon within the bounding rectangle. The x- and y-axes are scaled such that the overall width and height of the polygon fill the rectangle.

Stars



These primitives represent regular stars with four, five, six and eight points. All these primitives support tank fills. They also support the addition of text or data, and can therefore be used to create text or data displays, or to provide data entry. Finally, they support the addition of actions, and can therefore be used to implement interactive display elements.

The primitive-specific property tab for these primitives is shown below...



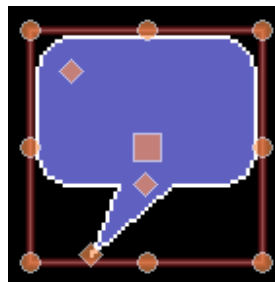
Refer to the previous chapter for details of the standard fill and edge settings. The *Rotation* property can be used to rotate the polygon within the bounding rectangle. The x- and y-axes are scaled such that the overall width and height of the polygon fill the rectangle. The *Inner Radius* property is used to change the pointedness of the star. (Stars are created by taking a regular polygon with $2n$ sides, and by then changing the radius between alternate points as the polygon is drawn. This property controls the ratio of the radii.)

Balloons and Call-Outs



The balloon primitive provided can be used to label items on a page or to provide help to operators. It supports the addition of both text and data, and, for what it is worth, can also be configured to show a tank fill. It also supports the addition of actions, and can therefore be used to implement interactive display elements.

The exact design of the balloon is controlled via a number of layout handles...



The top-left hand controls the radius of the corners. The center handle controls the height of the balloon body relative to the balloon tail. The bottom handle controls the position of the balloon tail. Text within the balloon will be automatically reflowed as the handles are moved.

Semi-Trimmed Figures



The semi-trimmed figures are versions of the rounded rectangle, trimmed rectangle and plaque that have only two of their corners removed. These are useful for creating title bars and other effects on the edge of primitive groups. They are each available in four orientations.

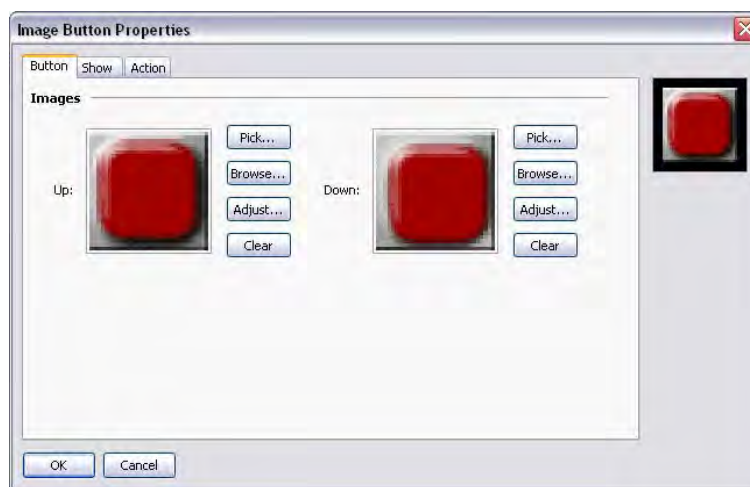
Actions Buttons



Actions buttons use pre-selected images from the Symbol Library to create a button that will perform a given action when it is pushed. Many versions are provided beyond those shown above. Clicking on a given button in the Resource Pane will show the different color variants that are available. For example, the square button is available in red, green or black...



When using an action button, you will primarily use the Action tab of the properties dialog to define an action as per the description in the previous chapter. The Button tab can also be used to adjust the button images, or to define your own versions...



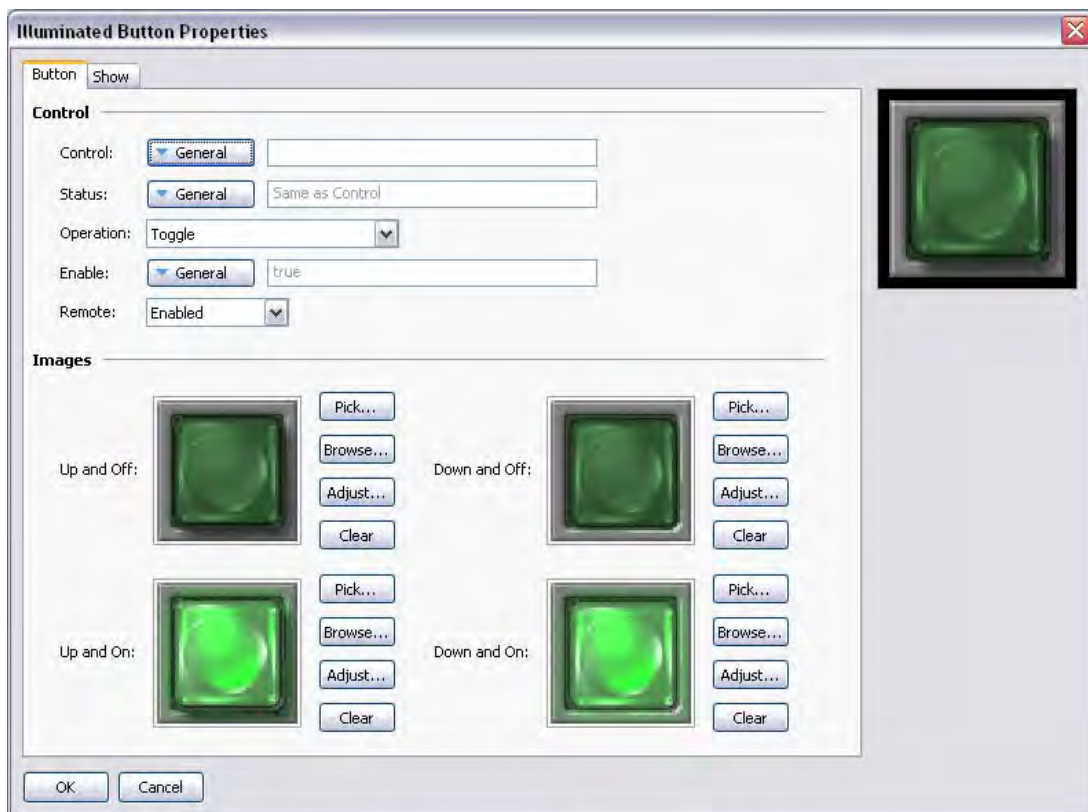
Illuminated Buttons



Illuminated buttons use pre-selected images from the Symbol Library to create a button that will control a tag, and light up based either upon the state of that tag or the state of another expression. Many versions are provided beyond those shown above. Clicking on a given button in the Resource Pane will show the different color variants that are available. For example, the candy button shown above is available in red, green, yellow, blue or grey...



The primitive-specific property tab for these primitives is shown below...



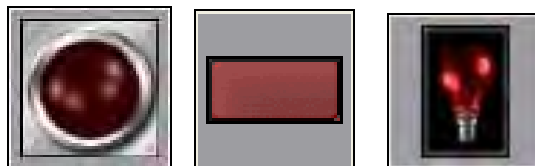
- The *Control* property is used to define the value to be written when the button is pressed or released. This value must be writable, and will be set to one or zero depending on the exact operation defined for the button.
- The *Status* property is used to control the illumination of the button. If it is left blank, it will default to the *Control* value. A different value can be used if more complex logic is required.
- The *Operation* property is used to select the required behavior...

OPERATION	BUTTON BEHAVIOR
Toggle	Change the data state when the button is pressed.
Latching	If the data is 0, set it to 1 when the button is pressed. If the data is 1, set it to 0 when the button is released.
NO	Set the data to 1 when the button is pressed.
Momentary	Set the data to 0 when the button is released.
NC	Set the data to 0 when the button is pressed.
Momentary	Set the data to 1 when the button is released.
Turn On	Set the data to 1 when the button is pressed.
Turn Off	Set the data to 0 when the button is pressed.
Custom	The behavior is defined using the Action tab.

Note that Latching is slightly different from Toggle in respect of the point at which a non-zero control value is set back to zero. Toggle makes all changes when the button is pressed, while Latching turns a value off when it is released. This produces a result more in keeping with the behavior of a real-world latching pushbutton.

Refer to the previous chapter for details of the *Enable* and *Remote* properties, and to earlier in this chapter for details of how to change or adjust the various button images. As you can see from the example above, four images are required to represent the different button states.

Indicators



Indicators use pre-selected images from the Symbol Library to show the on/off status of a data value. Many versions are provided beyond those shown above. Clicking on a given button in the Resource Pane will show the different color variants that are available. For example, the pilot indicator shown above is available in red, green, yellow, blue or white...



Indicators have a very simple set of properties...

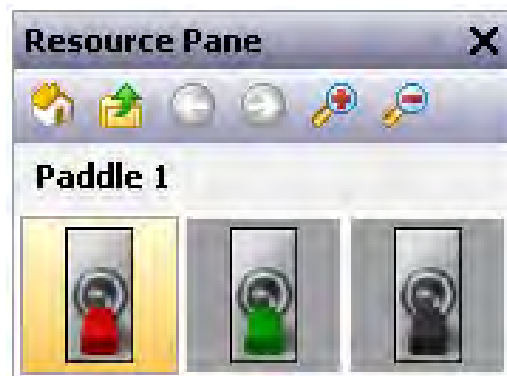


The *Status* property controls the images to be drawn. All other properties are standard.

2-State Toggles



2-State Toggles use pre-selected images from the Symbol Library to implement toggle switches with up and down positions. Many versions are provided beyond those shown above. Clicking on a given toggle in the Resource Pane will show the different color variants that are available. For example, the paddle switch is available in red, green or black...



Switch Properties

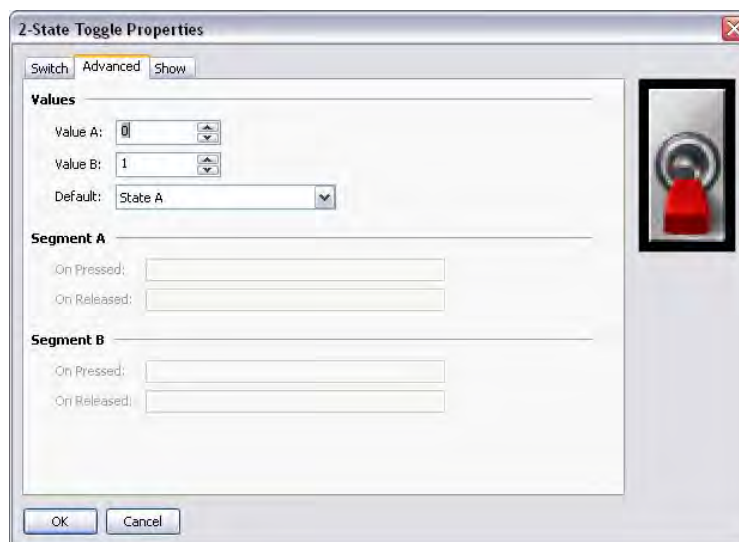


- The *Actions* property controls the behavior of the switch. The three automatic modes model conventional or biased toggle switches, while User-Defined mode allows you to specify more complex actions that will occur when either half of the toggle switch is pressed or released.
- The *Value* property is used in the automatic modes and will be written to the data values associated with States A and B as the switch is changed. By default, State A is represented by a zero and State B by a one, but these values can be changed using the advanced settings for this primitive.
- The *Divisions* property is used to define whether the switch is thrown vertically or horizontally, and therefore how Station Designer should divide the primitive when interpreting touches by the user.

Refer to the previous chapter for details of the *Enable* and *Remote* properties.

Refer to earlier in this chapter for details of how change or adjust the switch images.

Advanced Properties



- The *Value A* and *Value B* properties are used to define the data values used in the automatic modes to represent the two states of the switch. The value read from the Value property will be compared to these two values to decide which state to display, and changing the switch will similarly write the appropriate value.
- The *Default* property is used to select the state to be displayed if the data read from the Value property does not match either Value A or Value B.
- The *On Pressed* and *On Released* properties are used to define custom behaviors to be carried out when the A and B portions of the switch are pressed or released by the user. For a vertical switch, A is the bottom half and B is the top half. For a horizontal switch, A is the left half and B is the right half.

3-State Toggles



3-State Toggles use pre-selected images from the Symbol Library to implement toggle switches with up, center and down positions. Other versions are provided beyond those shown above. Clicking on a given toggle in the Resource Pane will show the different color variants that are available. For example, the paddle switch is available in three colors...



Switch Properties

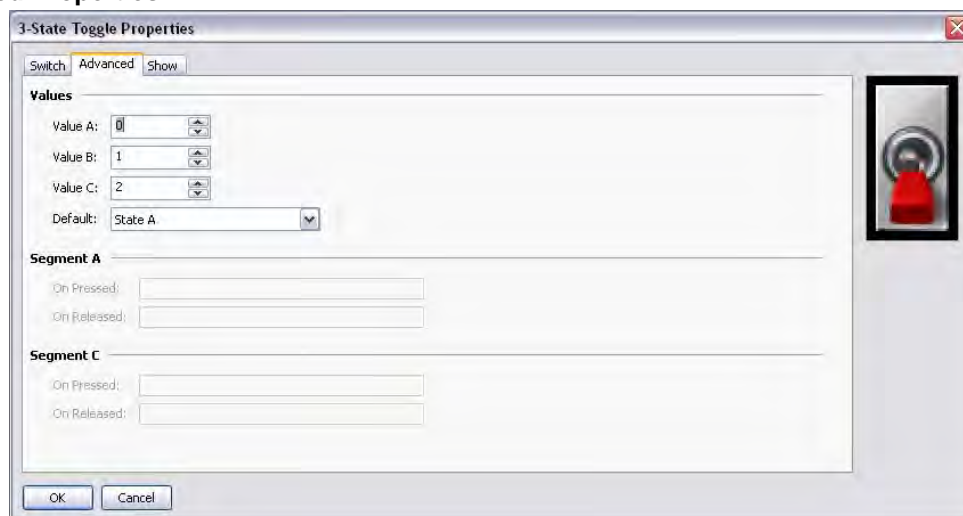


- The *Actions* property controls the behavior of the switch. The four automatic modes model conventional or biased toggle switches, while User-Defined mode allows you to specify more complex actions that will occur when either half of the toggle switch is pressed or released. Note that the switch can only be moved one position at a time, so moving from State A to State C will necessarily mean moving through State B, as would occur with a physical toggle switch.
- The *Value* property is used in the automatic modes and will be written to the data values associated with States A, B or C as the switch is changed. By default, State A is represented by a zero, State B by a one and State C by a two, but these values can be changed using the advanced settings for this primitive.
- The *Divisions* property is used whether the switch is thrown vertically or horizontally, and therefore how Station Designer should divide the primitive when interpreting touches by the user.

Refer to the previous chapter for details of the *Enable* and *Remote* properties.

Refer to earlier in this chapter for details on how to change or adjust the switch images.

Advanced Properties



- The *Value A*, *Value B* and *Value C* properties are used to define the data values used in the automatic modes to represent the three states of the switch. The value read from the Value property will be compared to these values to decide which state to display, and changing the switch will write the appropriate value.
- The *Default* property is used to select the state to be displayed if the data read from the Value property does not match Value A, Value B or Value C.
- The *On Pressed* and *On Released* properties are used to define custom behaviors to be carried out when the A and C portions of the switch are pressed or released by the user. For a vertical switch, A is the bottom half and C is the top half. For a horizontal switch, A is the left half and C is the right half.

2-State Selectors



2-State Selectors use pre-selected images from the Symbol Library to implement rotary selector switches with two states. Their behavior is identical to Two-State Toggles, and they are in fact implemented using the same primitive.

3-State Selectors



3-State Selectors use preselected images from the Symbol Library to implement rotary selector switches with three states. Their behavior is identical to Three-State Toggles, and they are in fact implemented using the same primitive.

Legacy Primitives

These primitives are provided for compatibility with other software packages.

Ellipse Fragments



These primitives represent quarter or half of an ellipse. Their properties are conventional.

Rich Sliders



Rich Slider primitives allow a tag value to be adjusted by means of an analog slider. While they can be useful, they are likely to be superseded by more powerful primitives in a later release of Station Designer and are thus in the Legacy sub-category.

Data Properties



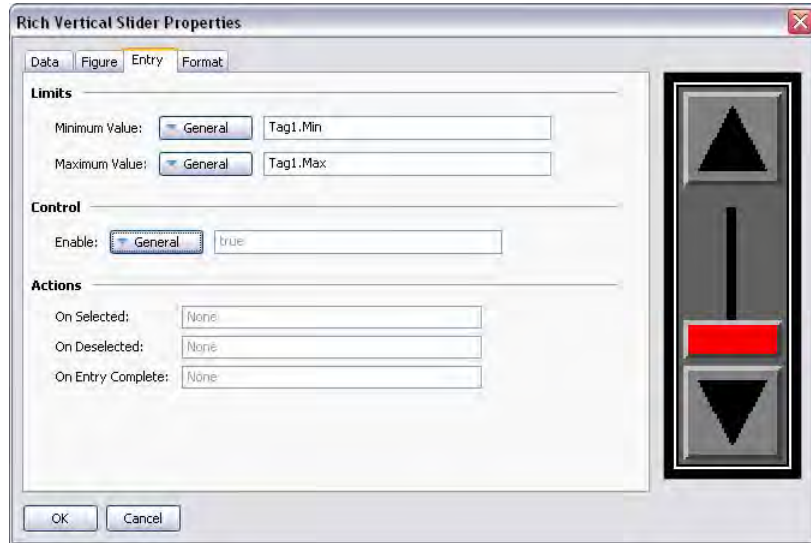
- The *Value* property is used to specify the data whose value is to be edited.
- The *Operation* property is used to indicate whether data entry is to be enabled or not. The default value enables entry, as read-only sliders tend to mislead.
- The *Interaction* property is used to specify how the user will interact with the primitive, be it via the push buttons, by manipulating the slider directly, or by both methods.
- The *Acceleration* property is used to specify how many levels of acceleration will be provided during data entry. Acceleration moves the slider progressively quicker after an appropriate number of steps have been taken. More than one level of acceleration can result in large changes being made inadvertently.
- The *Get From Tag* properties are used to indicate whether the slider limits and data format will be obtained from the tag provided in the Value property or whether they will be entered manually.

Figure Properties



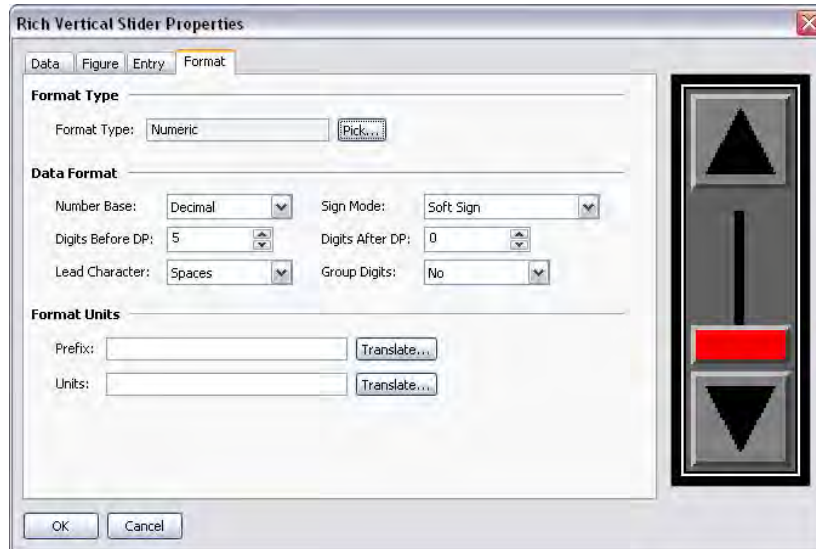
Refer to the previous chapter for details of the standard fill and edge settings.

Entry Properties



Refer to the previous chapter for details of the standard data entry properties.

Format Properties

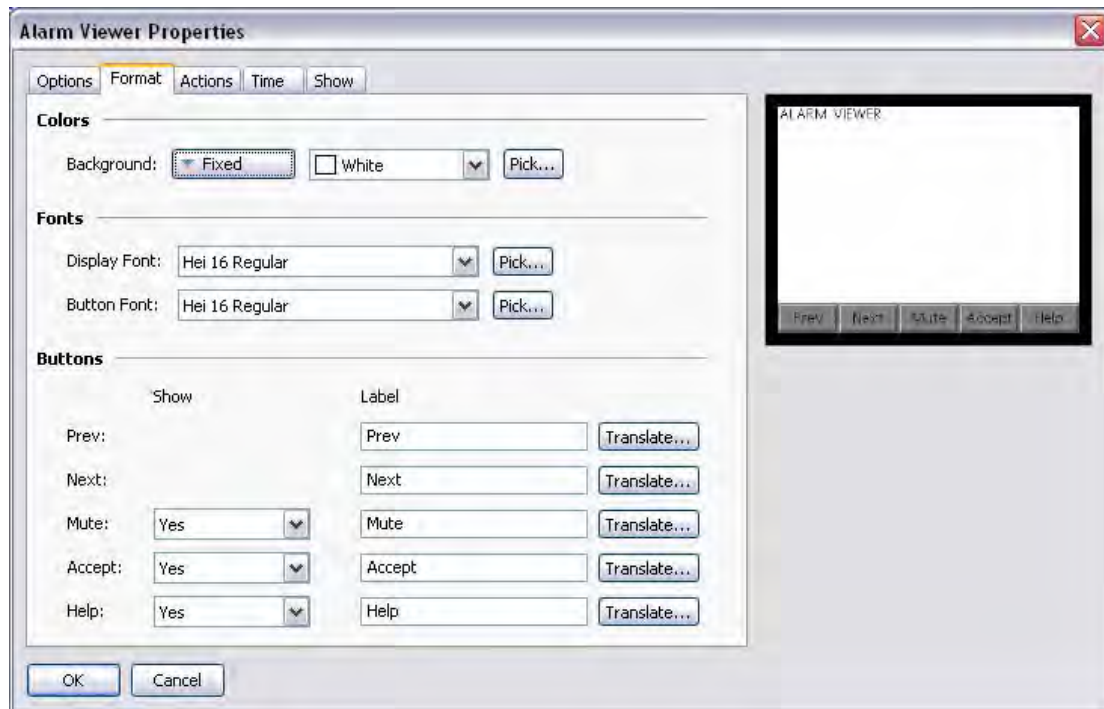


The Format tab is used to define the data format used by the primitive. Since the primitive doesn't actually display any data, you may wonder why it is needed, and the answer is acceleration: The acceleration of data entry depends on knowing the number base of the data being edited and the position of any decimal point. The other settings are ignored. Note that the format selection may not be available if the format is being obtained from the controlling tag.

System Primitives

Viewer Format

Most system primitives display or manipulate data created or accessed by Station Designer. Each viewer consists of a viewing area with a number of buttons beneath. The appearance of the list-based viewers is controlled via the Format tab of the properties dialog...



Colors and fonts are specified in the conventional way. The Buttons allows some of buttons at the bottom of the viewer to be disabled, or to allow their labels to be edited or translated for international applications. Remember that translatable strings can be set to expressions, implying that the label on a button can be customized at runtime.

Alarm Viewer

The Alarm Viewer is used to display and optionally accept alarms within the system.

Option Properties



- The *Show Alarm Time* property is used to indicate whether each alarm should be prefixed with the time and date at which it occurred. The exact time format to be used is specified on the Time tab.
- The *Show End Markers* property is used to indicate whether markers should be included in the list to flag the first and last items, thereby making it easier for the user to know when they are at either end of the list.
- The *Colors* property group is used to specify the text colors to be used when showing alarms in different states. The No Alarms message allows a dedicated background color to be defined, while the various state-specific colors always use the background of the primitive itself.
- The *When Inactive* property is used to define or perhaps translate the string that is displayed by the primitive when no alarms are active.

Actions Properties

If the Help button at the bottom of the viewer is enabled via the Format tab, the *On Help* action is used to define an action to be executed when the button is pressed.

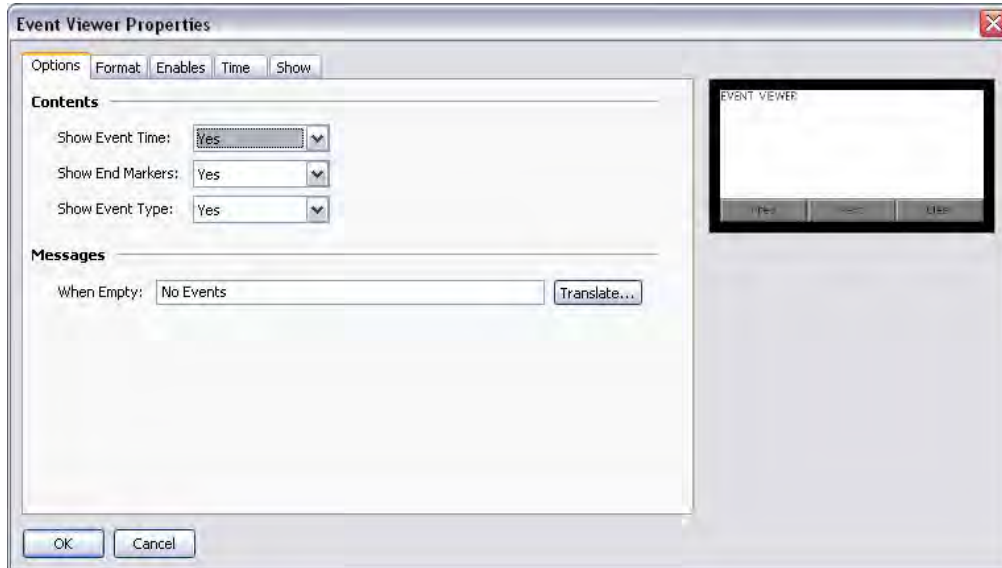
Time Properties

The Time tab is used to define the format used for indicating the time and date at which an alarm occurred. Refer to the chapter on Using Data Formats for detailed information.

Event Viewer

The Event Viewer is used to view and optionally clear the events logged by the system in response to alarms or events generated by data tags.

Options Properties



- The *Show Event Time* property is used to indicate whether each event should be prefixed with the time and date at which it occurred. The exact time format to be used is specified on the Time tab.
- The *Show End Markers* property is used to indicate whether markers should be included in the list to flag the first and last items, thereby making it easier for the user to know when they are at either end of the list.
- The *Show Event Type* property is used to indicate whether each entry should be marked to indicate whether it is an alarm occurrence, acceptance or clearance, or whether it represents a simple event. If alarms are in use, failing to enable this setting can produce rather confusing displays.
- The *When Empty* property is used to define or perhaps translate the string that is displayed by the primitive when no events are present in the log.

Enables Properties

If the Clear button at the bottom of the viewer is enabled via the Format tab, the *Enable Clear* property is used to enable or disable the clearing of the event log.

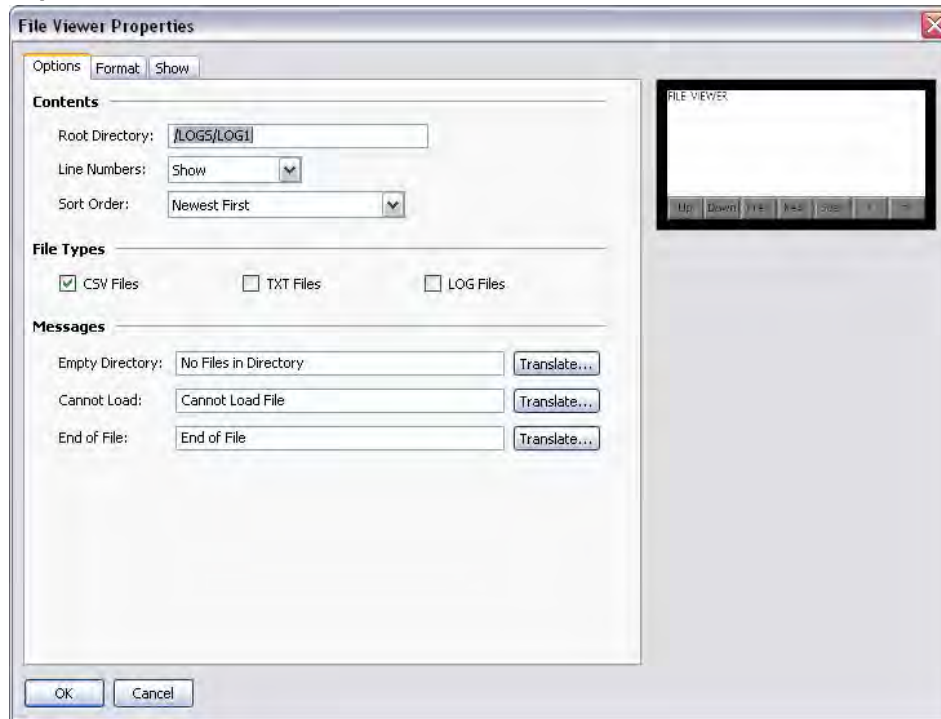
Time Properties

The Time tab is used to specify the format to be used when indicating the time and date an event occurred. Refer to the chapter on Using Data Formats for more details.

File Viewer

The File Viewer is used to allow the user to view text files on the Flash memory card.

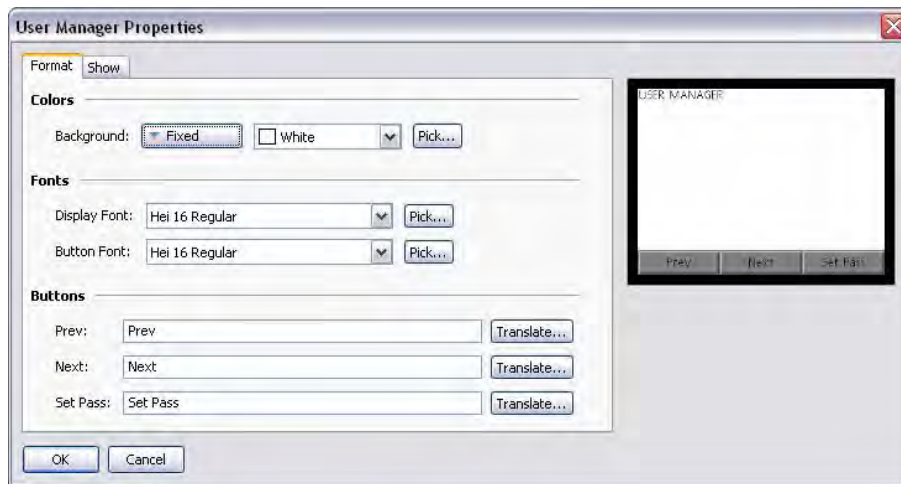
Options Properties



- The *Root Directory* property is used to specify the directory to be displayed.
- The *Line Numbers* property is used to show or hide line numbers on the file.
- The *Sort Order* property is used to indicate how files should be accessed.
- The *File Types* property group is used to indicate the types of file that should be made available for viewing. Note that only text files can be displayed.
- The *Messages* property group is used to define and perhaps translate various messages used by the file viewer.

User Manager

The User Manager is used to allow the changing of passwords at runtime...

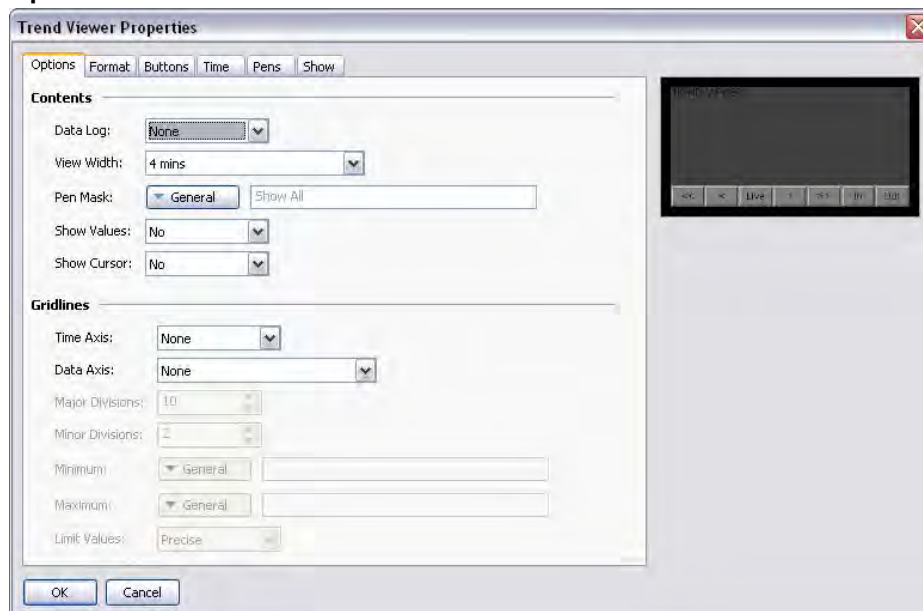


Its core properties are contained on a single tab, and all are conventional.

Trend Viewer

The trend viewer allows the display of information from the Data Logger.

Options Properties



- The *Data Log* property is used to select the data log to be displayed.
- The *View Width* property is used to indicate the initial amount of data to be shown across the window. The user can subsequently zoom in and out using the buttons at the bottom of the viewer.

- The *Pen Mask* property is used to provide a 32-bit integer value to selectively enable or disable the display of specific channels. Bit 0 corresponds to the first channel of the data log, bit 1 to the second and so on. A bit value of one shows the channel while a value of zero hides it. A blank entry provides the default behavior, with all channels being displayed.
- The *Show Values* property enables or disables the display of the data values associated with each channel of the data log, either during live mode or when scrolling back and forth using the cursor.
- The *Show Cursor* property is used to enable or disable the display of a cursor on the viewer. The cursor can be activated by the user to allow a specific point in time to be precisely determined, and optionally to allow the associated historical data values to be displayed.
- The *Time Axis* property is used to define whether gridlines should be displayed for the time axis. The pitch of the gridlines is automatically determined by Station Designer based on the amount of time covered by the viewer.
- The *Data Axis* property is used to control the display of gridlines for the data axis. Gridlines may be defined manually by specifying either just major divisions or both major and minor divisions, or may be defined automatically by specifying minimum and maximum values for the data axis and letting Station Designer calculate the best gridline pattern.
- The *Major Divisions* and *Minor Divisions* properties are used to define the number of divisions to be drawn when using manually-defined gridlines.
- The *Minimum* and *Maximum* properties are used to indicate the range of data to be displayed when using automatic gridlines. Station Designer will use these values to determine the best gridline pattern to adopt. Data values will also be scaled to these values, as opposed to being scaled to their own data limits.
- The *Limit Values* property is used to specify how the top and bottom values of the scale are determined. If a setting of *Precise* is specified, the *Minimum* and *Maximum* values will be used exactly, even if this produces limits that do not exactly correspond to the automatically selected tick spacing. This can produce irregular gridline spacing. A setting of *Rounded* allows the scale primitive to adjust the limits to achieve regularly spaced tick marks.

Format Properties

These properties are used to specify colors and fonts. Their operation is conventional.

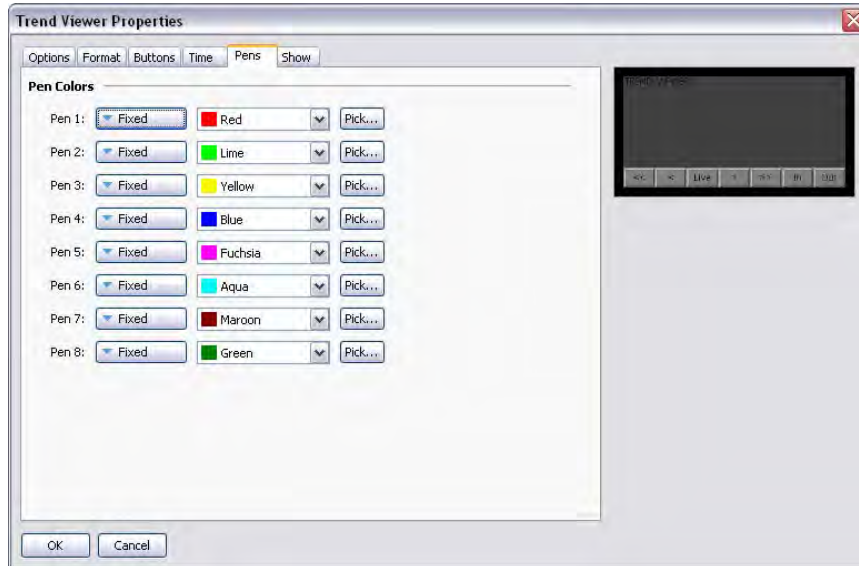
Buttons Properties

These properties are used to edit and optionally translate the various button labels.

Time Properties

The Time tab is used to format the time to be used when providing time and date information relating to the data log. Refer to the chapter on Using Data Formats for detailed information.

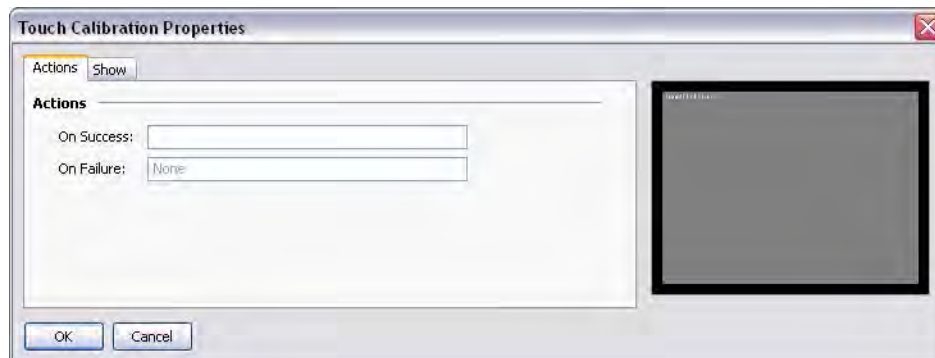
Pens Properties



These properties are used to specify eight colors that will be used for drawing the data. The colors are used cyclically, such that a ninth channel will return to the first color. Drawing so many channels is not recommended, as it can produce a very confusing display.

Touch Calibration

The Touch Calibration primitive is used to calibrate the touch-screen...



Its primitive-specific properties are used to define the actions to be taken when calibration has either succeeded or failed. These properties are typically configured to return to a menu screen or to otherwise move away from the calibration page.

Touch tester

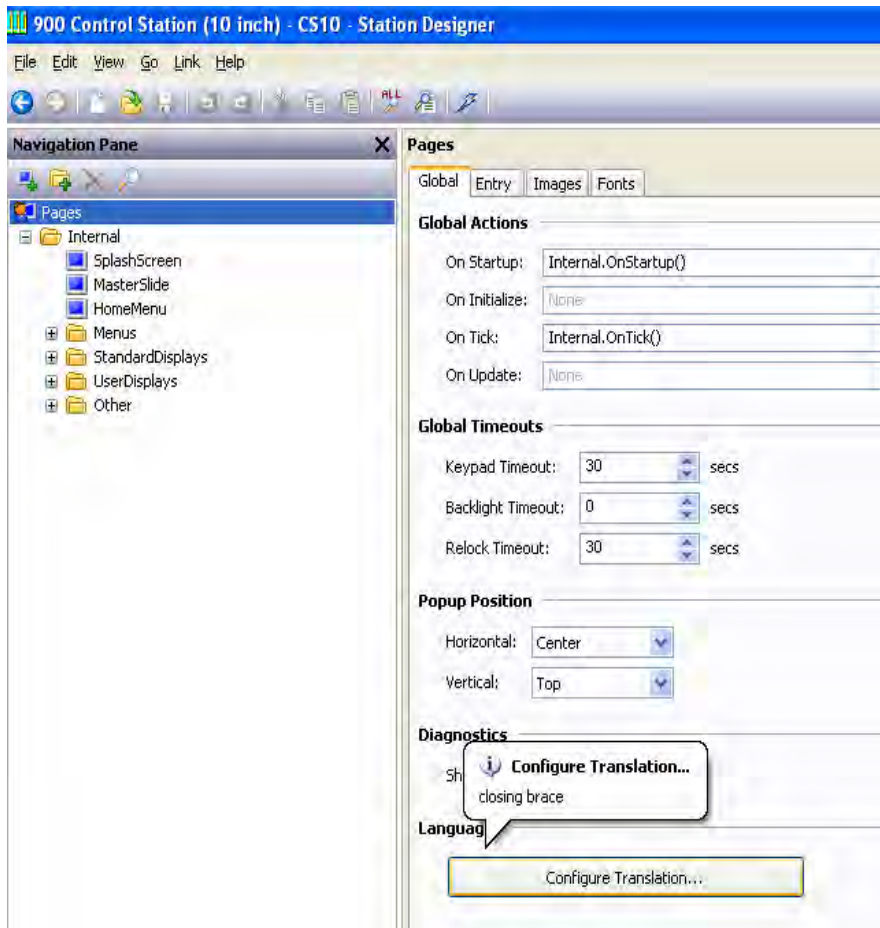
The Touch Tester primitive allows the user to check the touch-screen performance and calibration. Each touch produces a dot on the screen, with a trail being displayed of the last so-many touches. It has no configurable properties beyond visibility control.

Localization

The Station Designer supports a number of features that allow you to adapt your database for deployment in multilingual environments. This chapter describes how these features are used, and how you can easily create databases that can be used across the world.

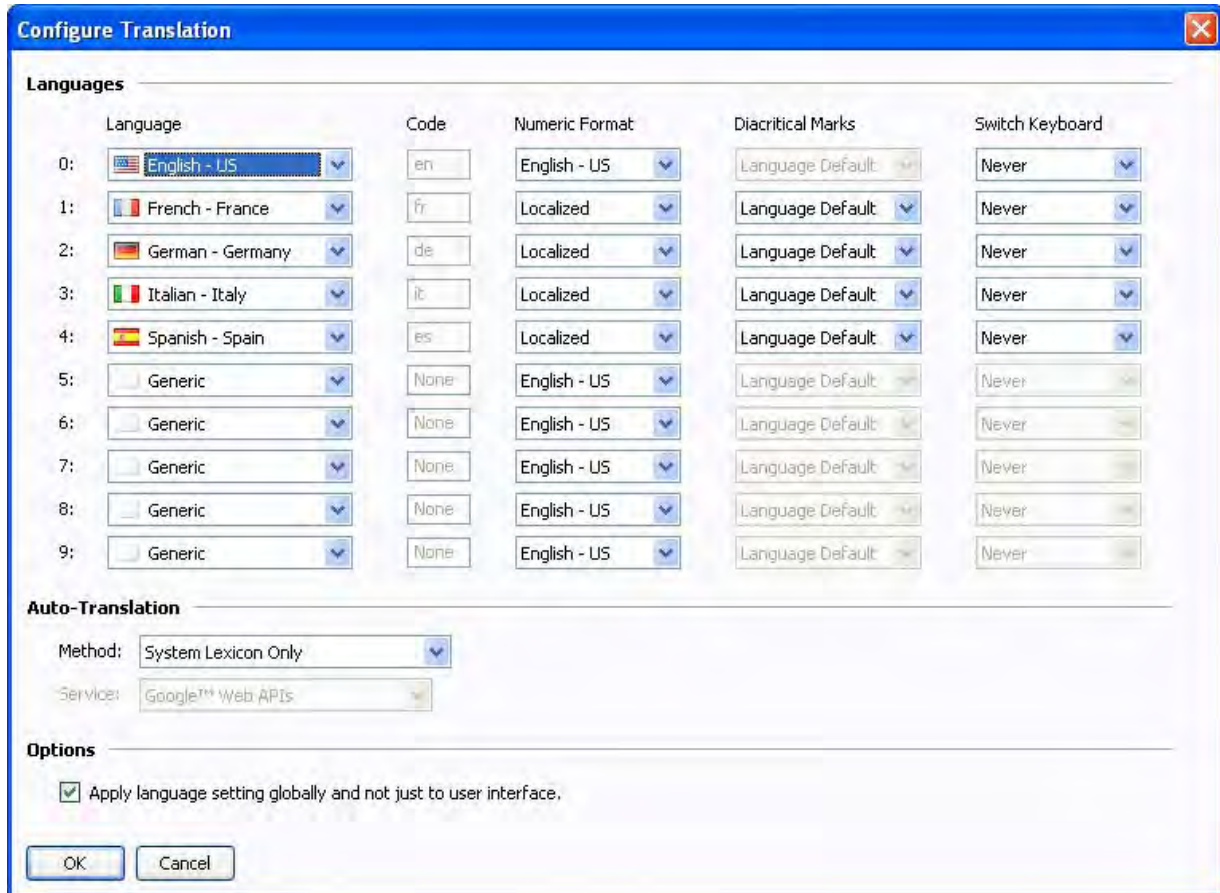
Enabling Language Option

Press the **Configure Translation** button on the Global page to enable the language option.



Selecting Languages

The first stage in creating a multilingual database is to configure the languages to be used within your project. Pressing the Configure Translation button on the Global page of the user interface properties displays the following dialog box...



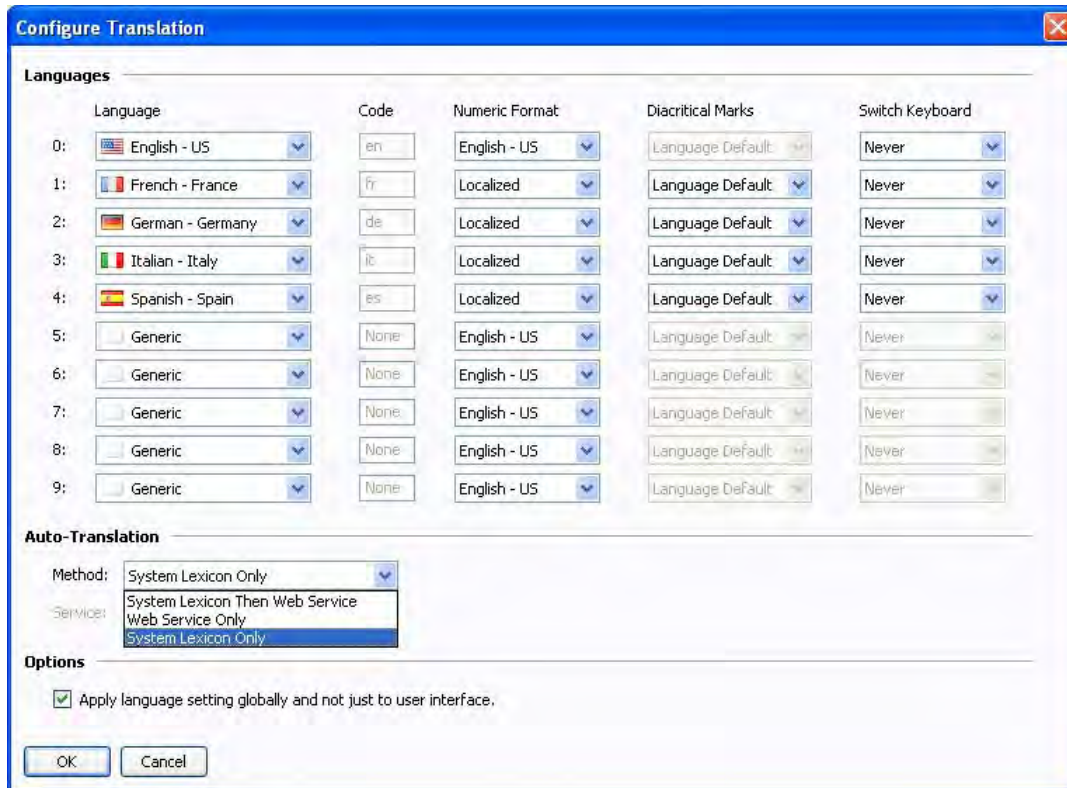
The top section of the dialog box defines a number of properties for each language...

- The Language property is used to select the required language. A language may exist in several variations according to the different countries in which it is spoken. The Generic setting may be used for languages that are not directly supported within the Station Designer.
- The Code property is used to display or enter the two-character code for the language that has been selected. This property will be passed to the web translation services during automatic translation, and will be used to define the header row in a lexicon file. You must enter the code manually for Generic languages.
- The Numeric Format property is used to define whether the Station Designer will format numbers using US format or using a format specific to the current language selection. Numeric formatting options include the use of commas versus decimal points, and the placement of digit grouping characters.

- The Diacritical Marks property is used to override a language's default setting for the treatment of accents on upper case characters. For example, French as used in France (as opposed to Canada) applies accents to upper case characters, which can make these characters harder to render in some fonts. Selecting Lower Case Only for this setting will override this default behavior.
- The Switch Keyboard property is used to select the circumstances in which the Station Designer configuration software will switch the keyboard layout to that used by the language. The switching can occur when using the translation dialog box, whenever text is being edited in this language, or not at all. Keyboard switching in the translation dialog is enabled by default for languages such as Simplified Chinese, thereby ensuring that the appropriate Input Method Editor is invoked.

The next section controls auto-translation, and is described below. The final property selects whether the current language setting is applied to services such as the web server and the data logger, or whether these should always use the system default language.

Configuring Auto - Translation



Auto translation can be done in three ways.

If you select System Lexicon only method all the translations from lex.txt present at C:\Documents and Settings\All Users\Application Data\Honeywell\Station Designer\1.0\Lexicon are selected. It copies translated strings from lex.txt file to corresponding locations in .sds database. However before selecting this option ensure that lex.txt file is placed in the 'c:\Documents and Settings\All Users\Application Data\Honeywell\Station Designer\1.0\Lexicon' folder.

Select Web services only method to use two web services for getting the translations online. The options are Google Web APIs and Microsoft Translator. When you select one of these options and perform Auto Translation activity all the strings in database are translated directly from selected web service.

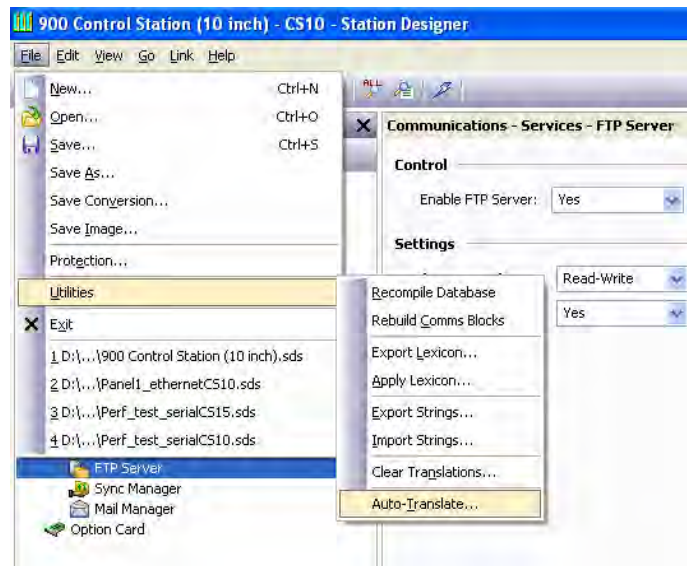
Select System Lexicon then Web Services option to search the lex.txt for translations. If the string is not present in the lex.txt, online translations can be done from Web Services.

Auto-translation can be configured to use either or both of these methods. If you have an Internet connection, it is generally better to use first the lexicon and then the web-based service. The lexicon alone can be used in some circumstances to avoid the questionable translations that the web-based services can sometimes provide.

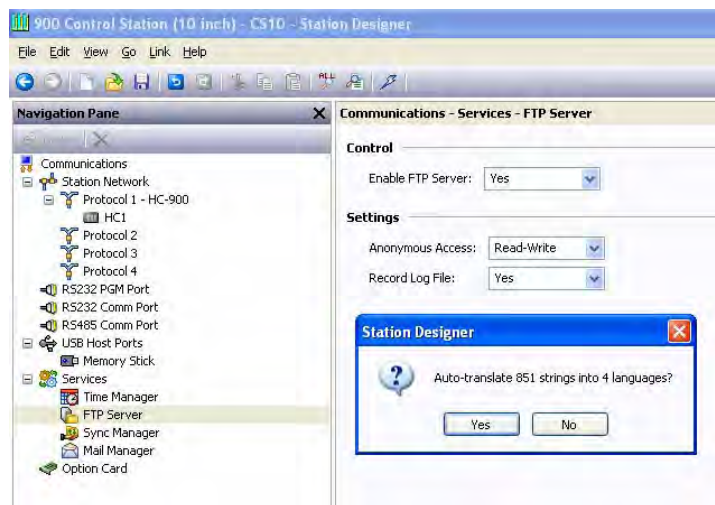
Check the Options checkbox to allow other services such as Data Logger, Web Servers to use the selected language.

Translating Your Database

You can also translate the database to the selected language. Use the **Auto translate** utility submenu present in the file Menu as shown below to translate the database. It is a Global Auto Translate command and translates the entire database in a single attempt. All database strings are translated from lex.txt or web services as per the selected language.



Click Auto-Translate to get the following dialog box.

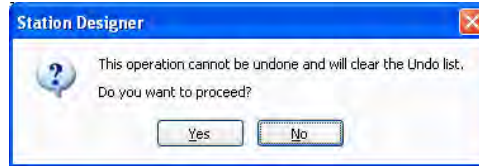


Click **Yes** to start the translation process. You are again prompted with the following dialog box.



Select **Yes** to exclude already translated strings.

The following dialog box appears.



Click Yes to complete the process. If an error occurs while translating you are prompted with a **Translation failed** message.

Export Lexicons

You can create customized lexicon sheet with the Export Lexicon utility submenu. It lists all the strings / lexicons in the database for which translation is present. The file is in Unicode text format and uses code for languages. The exported lexicons are shown below.

	A	B	C	D	E	F
1	en	fr	de	it	es	
2	Calibration Process	Processus D'Étalonnage	Kalibriervorgang	Processo calibr.az.	Proceso De Calibración	
3	Comments	Commentaires	Komment.	Commenti	Comentarios	
4	CompactFlash Status	État Carte C.F.	Compact-Flash Status	Stato Compactflash	Estado De FlashCompacto	
5	Feedback Value	Valeur De Retour	Feedback-Wert	Valore Feedback	Valor De Retorno	
6	Instrument Status and Instruction	État De L'Appareil Et Instructions	Gerätestatus Und -Anleitungen	Stato Strumento E Istruzioni	Estado E Instrucciones Del Instrumento	
7	Reference	Référence	Referenz	Riferimento	Referencia	
8	Title	Titre	Titel	Titolo	Titulo	
9	USB A Status	État USB A	USB A-Status	Stato USB A	Estado De Los USB A	
10	Acknowledge	Acquitter	Bestätigen	Conferma	Reconocim.	
11	Address Error	Erreur Adresse	Address-Fehler	Errore Indirizzo	Direccion Erronea	
12	Adjust Display Brightness	Régler La Luminosité De L'Afficha	Display-Helligkeit Einst.	Regola Lumin. Schermo	Brillo De Pantalla	
13	AI Cal Failed	Defaut Calib EA	Ausfall AI-Kalibr	Cal.AI Fallita	Fallo Cal E/A	
14	AI Calibration	Étalonnage EA	AI-Kalibrierung	Calibrazione AI	Calibración EA	
15	Alarm and Event Summary	Résumé Des Événements D'Alarm	Alarm Und Ereignis: Zusammenf	Allarme E Riepilogo Eventi	Resumen De Eventos Y Alarma	
16	ALARM AND EVENT SUMMARY	RÉSUMÉ DES ÉVÉNEMENTS D'ALARM	ALARM UND EREIGNIS: ZUSAM	ALLARME E RIEPILOGO EVEN	RESUMEN DE EVENTOS Y ALARMA	
17	Alarm Console	Console Alarme	Alarmkonsole	Console Allarmi	Consola De Alarmas	
18	ALARMS	Alarmes	Alarme	Allarmi	Alarmas	
19	Analog Input	Entrée Analogique	Analogeingang	Ingresso Analogico	Entrada Analógica	
20	Analog Output	Sortie Analogique	Analogausgang	Uscita Analogica	Salida Analógica	
21	AO Cal Failed	Defaut Calib Sa	Ausfall AO-Kalibr	Cal.AO Fallita	Guardar Calibr. De Salida Analógica	
22	AO Calibration	Étalonnage SA	AO-Kalibrierung	Calibrazione AO	Calibración De Salida Analógica	
23	App Error Count	Erreur Compter App		Count Errore App	Número De Errores App	
24	Application Error	Erreur D'Appli	Applikationsfehlr	Err. Di Applicaz.	Error De Aplicacion	
25	Application Errors	Erreurs Application	Anwendungsfehler	Errori Applicazione	Errs Aplic	

Applying lexicon

You can use the lexicon files to edit the already present translations. You can also make changes in the exported lexicon file and save it. The **Apply Lexicon** submenu allows you to select a file with translation changes and apply those changes to the strings in the database. It copies changed txt to all occurrences of the string.

Exporting Strings

Use the **Exporting Strings** option to prepare a list of all the strings and their translations present in the database in Unicode text format. The file can be edited in tools like Microsoft Excel to store different translations for a string according to different contexts. Exported file shows the source for the string along with its text. You can save a copy locally on your system.

A	B	C	D	E	F	G
Path	English - US	French - France	German - Germany	Italian - Italy	Spanish - Spain	Generic
Data Tags - CDE.Blocks.Peers.ClearStats - Flag Format - OFF	Normal			Normale		
Data Tags - CDE.Blocks.Peers.ClearStats - Flag Format - ON	Clear	Efface	Loeschen	Cancellare	Limpiai	
Data Tags - CDE.Blocks.Peers.ClearStats - Label	Clear Stats	Clairment Stats	Klar Stats	Chiara Stats	Estadísticas Claras	
Data Tags - CDE.Blocks.Peers.MessagesReceived - Label	Messages Received	Messages Recus	Nachricht Empfangen	Messaggi Ricevuti	Mensajes Recibidos	
Data Tags - CDE.Blocks.Peers.MessagesSent - Label	Messages Sent	Messages Envoyés	Nachrichten Gesendet	Messaggi Inviati	Mensajes Enviados	
Data Tags - CDE.Blocks.Peers.NoComm - Flag Format - OFF	Off		Aus			
Data Tags - CDE.Blocks.Peers.NoComm - Flag Format - ON	On	Active	Ein	In Uso		
Data Tags - CDE.Blocks.Peers.NoComm - Label	No Comm	Pas Comm	Keine Kommun	No Comunicz.	Sin Comunic	
Data Tags - CDE.Blocks.Peers.NoScan - Flag Format - OFF	Off		Aus			
Data Tags - CDE.Blocks.Peers.NoScan - Flag Format - ON	On	Active	Ein	In Uso		
Data Tags - CDE.Blocks.Peers.NoScan - Label	No Scan	Aucun Scan	Ohne Den Scan	Non Scansione	No Exploración	
Data Tags - CDE.Blocks.Peers.PeerAddress - Label	Peer Address	Peer Adresse	Peer-adresse	Peer Indirizzo	Dirección De Pares	
Data Tags - CDE.Blocks.Peers.PeerName - Label	Peer Name	Peer Nom	Peername		Nombre Del Mismo Nivel	
Data Tags - CDE.Blocks.Peers.PeerStatus - Label	Peer Status	Etat point par point	Peer-Status	Stato peer	Estado de sistemas intercon	
Data Tags - CDE.Blocks.Peers.PeerStatus - Multi-State Format	Good	OK	In Ordnung	Buono	Bueno	
Data Tags - CDE.Blocks.Peers.PeerStatus - Multi-State Format	Application Error	Erreur D'Appli	Applikationsfehlr	Err. Di Applicaz.	Error De Aplicacion	
Data Tags - CDE.Blocks.Peers.PeerStatus - Multi-State Format	Setup Error	Erreur De Conf.	Setup-Fehler	Errore Setup	Error Config	
Data Tags - CDE.Blocks.Peers.PeerStatus - Multi-State Format	Peer Fail	Pair Defectueux	Peer-Fehler	Errore Peer	Fallo Peer	
Data Tags - CDE.Blocks.Peers.PeerStatus - Multi-State Format	Port Fail	Port Defectueux	Port-Fehler	Errore Porta	Fallo Puerto	
Data Tags - CDE.Blocks.Peers.PeerStatus - Multi-State Format	Not Started	Pas Demarrer	Nicht Gestartet	Non Partito	No Arrancado	
Data Tags - CDE.Blocks.Peers.ProdFail - Label	Prod Fail	Prod Echec	Prod Nicht		Productos No	
Data Tags - CDE.Blocks.Peers.ScanTime - Label	Scan Time	Moment De La Numéris	Scan-zeit	Tempo Di Scansione	El Tiempo De Exploración	
Data Tags - CDE.Blocks.Peers.WriteEvents - Label	Write Events	Ecrire Des Evénements	Schreiben Veranstaltung	Scrivere Gli Eventi	Escribir Eventos	
Data Tags - CDE.Blocks.Peers.WriteFail - Label	Write Fail	Ecrire Echouent	Schreiben Nicht	Scrivere Non	Fallo De Escritura	
Data Tags - CDE.Blocks.Peers.WriteFail - Label	Write Fail	Zone Morte	Totzone	Banda Morta	Banda Muerta	
Data Tags - CDE.Blocks.PositionProportionalOutput.DeadBand	Dead Band			Limite Di Posizione A	Limite De Posición De Alta	
Data Tags - CDE.Blocks.PositionProportionalOutput.PositionHigh	Position High Limit	Position Haute Limite				
Data Tags - CDE.Blocks.PositionProportionalOutput.PositionLow	Position Low Limit	Position Basse Limite	Position Low-limit	Limite Di Posizione B	Limitar La Posición Baja	
Data Tags - CDE.Blocks.PositionProportionalOutput.PPOBlocks	PPO Blocks		PPO-böcke		PPO Bloques	
Data Tags - CDE.Blocks.PositionProportionalOutput.PPOSelect	PPO Select	Sélectionnez PPO	Wählen Sie PPO	PPO Selezione	PPO Seleccione	
Data Tags - CDE.Blocks.PositionProportionalOutput.TravelTime	Travel Time	Temos De Déplacement	Transp.Zeit	Tempo Corsa	Tiempo de desolazamiento	

Importing Strings

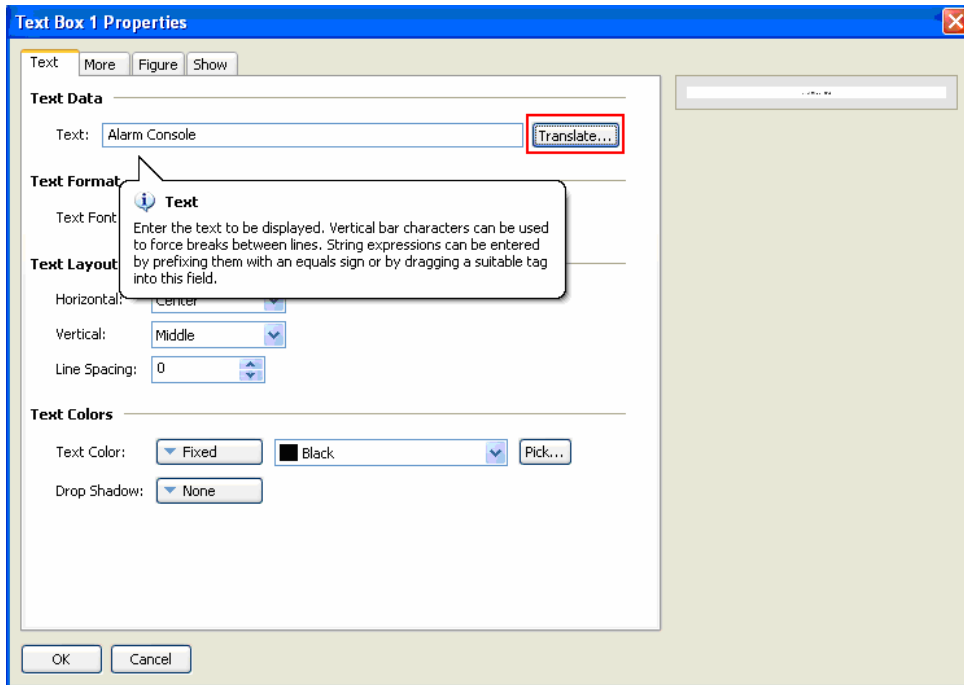
Use the **Importing Strings** submenu option to select and import the edited string files back to database.

Clear Translations

Use this option to clear all the translations from the database.

Manual Translation option

All the test primitives can be manually translated to the required language. Click the **Translate** button as shown in the following screen.



The following screen appears.



The selected language is highlighted as shown in the above screen. Use the **Auto-Translate** button to translate the corresponding strings. The following screen shows translated strings for **Alarm Console**.



Previewing Translations

Translations can be previewed within the graphics editor by selecting the appropriate language from the drop-down menu that is accessed via the flag icon in the toolbar. Any direct editing of text will also apply to the currently selected language, with the other languages being left unchanged. Editing within dialog boxes continues to be restricted to the default language, with the other languages accessed using the Translate button as usual.

Switching Languages

The language used by the target device is controlled using calls to the SetLanguage() function, with the argument of the function being a number between 0 and 9 to select the required option. For example, a call to SetLanguage(1) in the example above will select French, while a custom action of SetLanguage(2) will select German. The GetLanguage() function can be used to determine the current language.

Lexicon and Widgets

If you have made changes to your lexicon and these changes affect one or more of your widget files, then you will have to include these widgets in a database and apply the changed lexicon to the database. Text in the widgets is not translated unless the widgets are part of a database to which you apply the lexicon. Once you have applied the lexicon to the database containing your widgets, you will have to save the widgets to their respective widget files in order for these changes to become permanent. If you do not save the updated widgets that are in the database, then their widget files will not have your lexicon changes in them.

Using Widgets

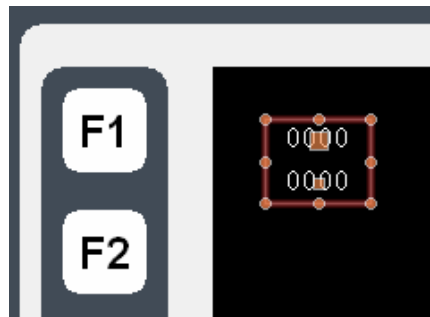
Station Designer supports a powerful feature—the ability to turn ordinary groups of primitives into powerful entities called widgets. In addition to its component primitives, a widget contains user-definable data items that can be edited at the group level but referenced by the widget's components. This chapter explains how to create widgets, and how to use them.

Creating a Widget

The easiest way to understand widgets is to create one. Let's start by creating an empty database and adding four numeric tags. Leave the tag properties at their default settings, resulting in four internal integer values named Tag1 through Tag4.



Switch to the Display Pages section and add two data box primitives to the page...



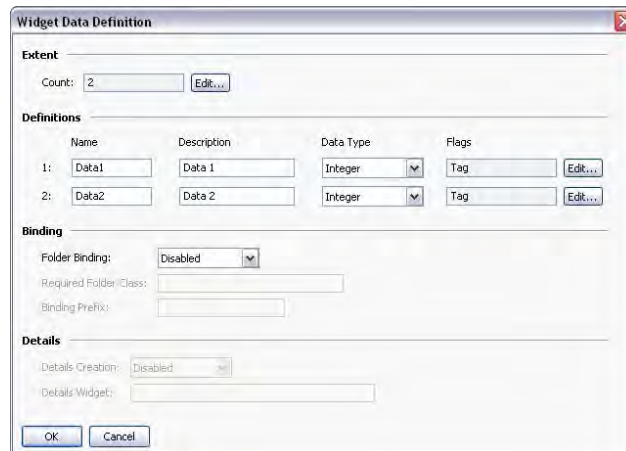
Leave their properties at their default values for now, and select both items. Right-click on the items and select the Widgetize command from the context menu. The items will be bound into a group, but the following dialog box will also appear...



Once the widget has been created, this dialog box will be used to edit the widget's data items, but for now we have nothing defined. Click on the Edit button in the Definitions section to allow us to define some data items...



Clicking on the Edit button next to Count field will let us create two properties...



Complete the data fields as shown above, paying particular attention to get the data type right, and to modify the Flags fields to indicate that each data item should be a tag. (The flags field can be edited using the Edit button next to the property.) Press OK to close the dialog box, and note how the widget itself now displays data items in its own properties dialog...

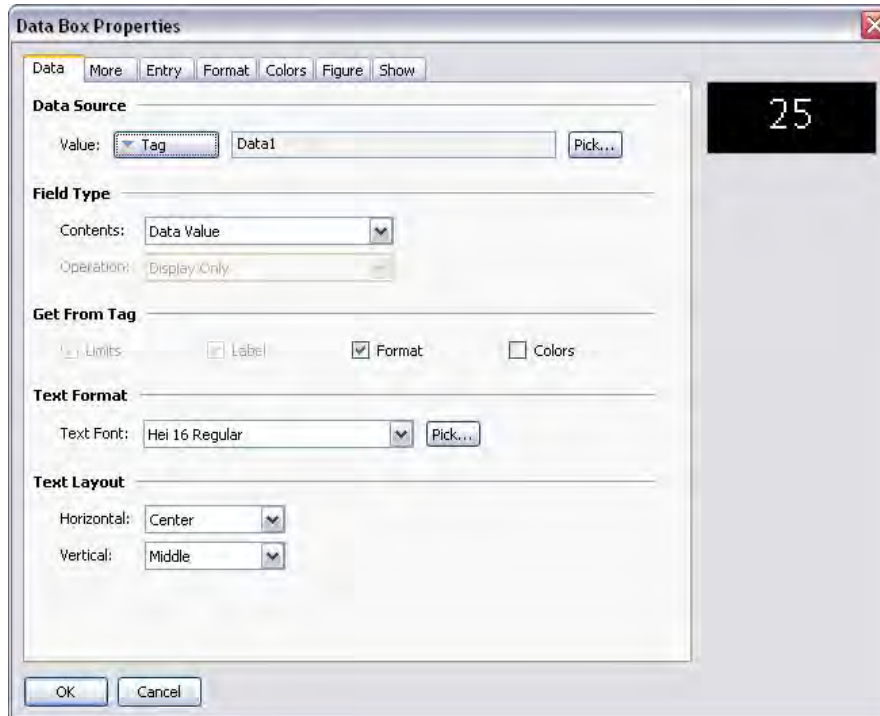


Ignore these for now, and press OK to close this dialog, too.

The widget should still be selected in the graphic editor, so click on one of the data boxes contained in the widget to enter group editing mode. Remember, the green rectangle marks the group that we're editing, and the red rectangle shows the selected item in that group...



Double-click on the data box to bring up its properties...

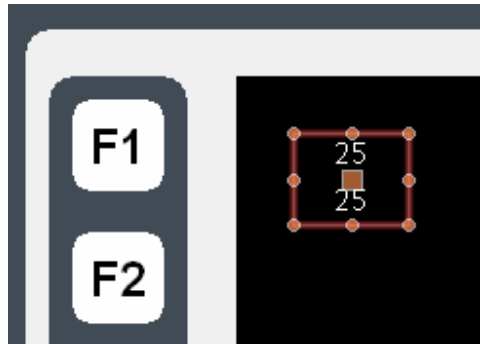


Enter `Data1` in the Value field, and note the results.

Station Designer accepts this as a tag name, even though we don't actually have a tag called `Data1` in our database. This value is actually equal to one of the data items defined within the widget, and will represent whatever tag we assign when we go back in and edit the widget data. (The value of 25 shown in the preview window is the default value used for widget data items that are not mapped to anything.) Since `Data1` is marked a tag, we can access its properties, use it as a source of formatting information, or do anything else that we would do with a tag.

Repeat this step for the second data box, this time setting its Value property to `Data2`.

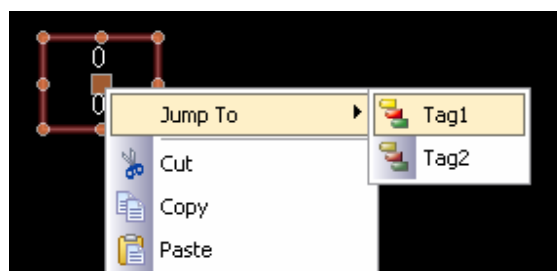
Press **ESC** until you have the widget alone selected. If you go too far and clear the selection, just click on the widget itself, ensuring that it has a red rectangle round it...



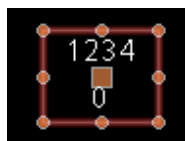
Now bring up the widget properties, and this time enter values for the data items...



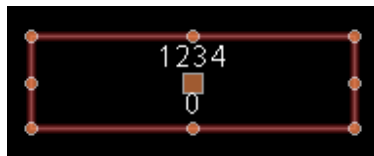
Enter the values shown above, setting the data items to `Tag1` and `Tag2` respectively. Note how the preview now shows values of zero, as the data boxes within the widget are now getting their data from `Tag1` and `Tag2` respectively. To make things more interesting, right-click on the widget and access the Jump menu...



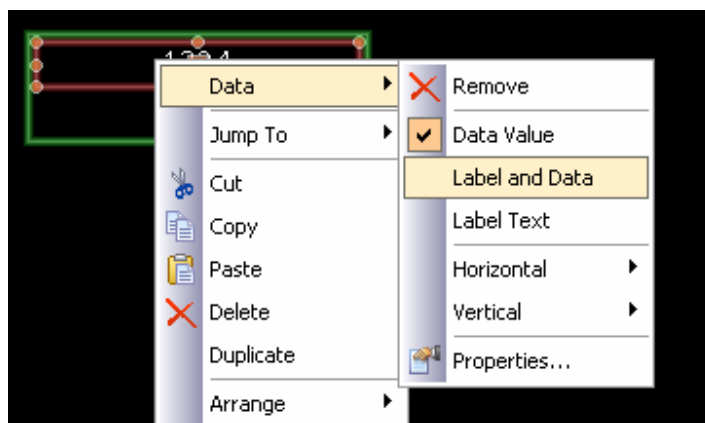
Select `Tag1` to jump to that tag, and enter a value of 1234 in the Simulate As property. Use the **ALT+LEFT** key combination or the Back button on the toolbar, and note how the widget is continuing to track the tag data...



Next, grab the right handle and make the widget a little wider...



Left-click on the upper of the two data boxes to enter group editing mode, and then right-click on the same box to access its context menu...



Select the Data submenu, and choose the Label and Data command to configure this data box to display the tag's label as well as its data value. Note the new appearance of the widget...



As you can see, the data box is displaying the label from Tag1, indicating that the value of Data1 that we entered into the data box's Value property is entirely equivalent to the tag to which the data item was subsequently configured. We refer to the process of setting a widget item to a tag as binding that data item to that tag. Binding can be performed in more complex ways, as we shall see later.

Summary

Let us now recap what we did...

- We placed primitives on the display and grouped them into a special kind of group called a widget. The widget appeared to behave like a normal group in terms of editing and so on, but had additional properties.
- We edited the data definitions for the widget, creating two data items. Each was given a name, a description, a data type and a number of flags.

- We used group editing to edit the contents of the widget, setting their properties to the widget's own data items, referring to them by the data item names.
- We modified the widget's data items, binding them to tags, thereby providing real tags and their associated information to the contents of our widget.

Why This Matters

So why are widgets important? We could easily have created the data boxes and bound them directly to the tags, so why bother with these extra steps? The answers become obvious when you try to create more complex widgets...

- Widgets allow data items be used in several places, with multiple elements in the widget being dependent on the same tag without your having to select the tag name in multiple places.
- Widgets can encapsulate complex design and functionality, and allow you to replicate and reuse this across or within databases. In effect, they allow complex primitives to be created by the user.
- Widgets can be saved to disk and be added to the Resource Pane, or distributed via email, thereby allowing easier cooperation between Station Designer users or between users and Tech Support.

Down to Details

The next section revisits most of the topics above, but in more detail.

They also explore some of the attributes that can be used to make widgets even more powerful.

Widget Data Definitions

The features that give widgets their power is their data items. The data definition of a widget is edited by opening the widget's properties and by clicking on the Edit button in the Definitions section of the Data page...

	Name	Description	Data Type	Flags
1:	Data1	Data 1	Integer	Tag
2:	Data2	Data 2	Integer	Tag

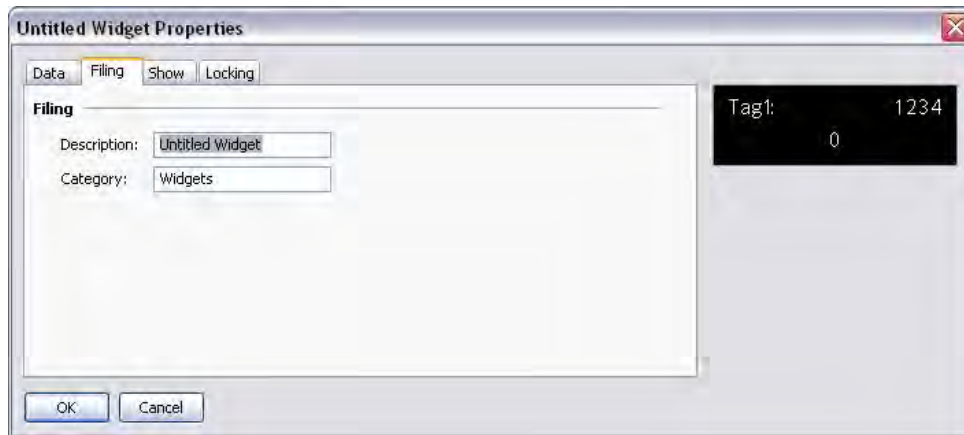
- The *Extent* property is used to define how many data items are required for this widget. This value can be changed at any time, but making it smaller will result in data items and their values being lost. Up to eighty data items may be defined.
- The *Name* property of each data item is used to refer to that item from primitives contained within the widget. It must therefore meet all the requirements of a tag name. It must contain no spaces or punctuation, and it must start with a letter.
- The *Description* property for each data item is used to provide a more friendly version of the name, this time for display in the data item editing dialog. No restrictions are placed on the contents of this field.
- The *Data Type* property for each item defines the required data type. The way in which the data item is displayed in the widget's property dialog will depend on the setting that is selected. The real, integer and string data types correspond to expression values, while the color, page and action data types allow more complex items to be created. Page and action items can be treated as display page names and programs from within the widget's primitives.
- The *Flags* property for each data items is used to modify items that have data types of real, integer or string. It supports the following settings...

SETTING	DESCRIPTION
Tag	The value entered for the data item must be a tag. The primitives within the widget can treat the data item as a tag, and access its properties, data format and so on.
Writable	The value entered for the data item must be writable. The primitives within the widget are similarly allowed to write to the data item.
Array	The value entered for the data item must be the name of an array. The primitives within the widget will see the data item as an array, and must use the index operator to access individual values.
Element	The value entered for the data item must be an array element. The primitives within the widget will see the data item as an element, and will be able to pass it to functions that require arguments of this type.
No Bind	Station Designer will not apply folder binding to this property, allowing it to be used to store predefined values without errors being generated on binding. See later sections for details of folder binding.

- The *Binding* property group is used to control an advanced feature known as folder binding. It is discussed in detail below.
- The *Details* property group is used to control an advanced feature known as details page creation. It is discussed in detail below.

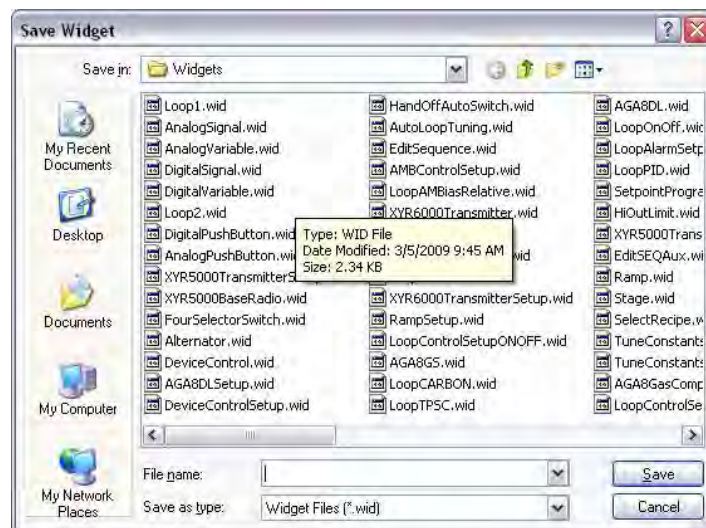
Filing Widgets

Each widget has a Filing tab in its property dialog...



The *Description* and *Category* properties are used to control how a widget will be displayed on the Resource Pane after it is saved. All widgets of the same category will be grouped together in the same subcategory on the Primitives category, and the widget description will be displayed when the user hovers over an item.

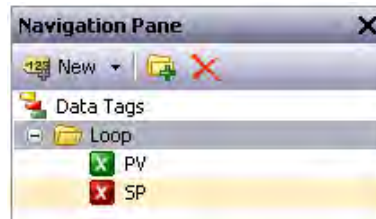
To save a widget, simply select it, and choose Save Widget from the Edit menu or press the **CTRL+Q** key combination. A standard Save dialog will open, allowing you to save the widget as a *wid* file in the Station Designer widget directory...



The Resource Pane will update automatically whenever a widget file is added to this directory. This will occur whether the change is made via Station Designer or by simply dropping a *wid* file in the directory via Windows Explorer. Note that widget files are stand-alone, and can be transferred between Station Designer installations on different machines. This provides a powerful mechanism for sharing user interface elements, or for exchanging items with other engineers when multiple individuals are working on a project.

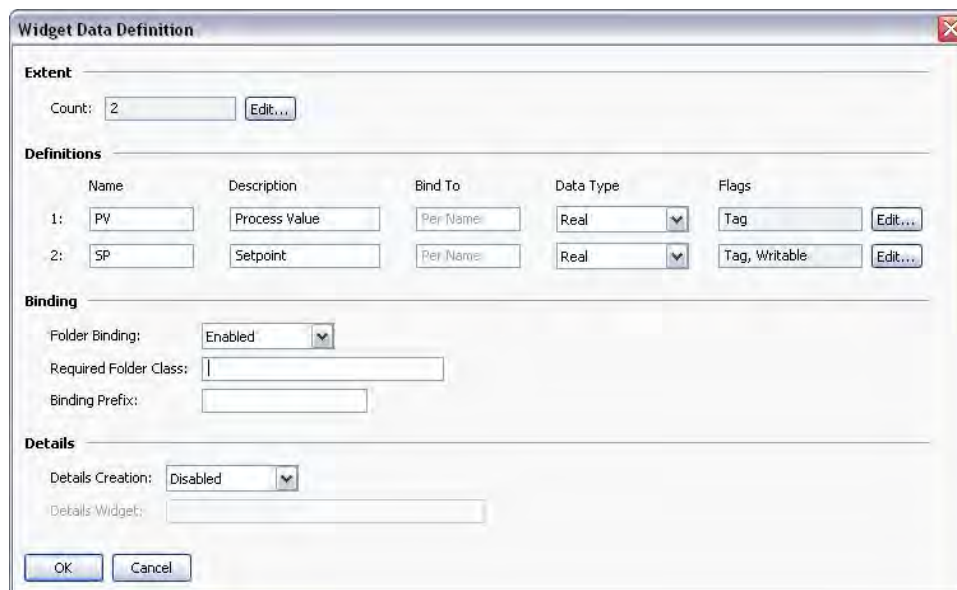
Folder Binding

Station Designer's ability to organize tags in folders allows a kind of object-oriented design whereby tags that represent the properties of an object can be grouped together in a folder that represents the object itself. Consider the example below...



Here, a folder has been created to represent a PID loop, and tags have been created to refer to the loop's process value and setpoint. The tags are referred to in code as `Loop.PV` and `Loop.SP`, using the standard Station Designer rules for using nested items.

Folder binding allows you to create a widget that mirrors that object and property structure that you have created in your tags. Consider the following data definition...



Here we have created data items whose names match the names of the tags that make up a PID loop. We have provided human-readable names for them, and we have flagged both data items as being tags. We have also defined the setpoint to be writable. Note at this time that a new property called *Bind To* has appeared for each data item—we shall return to this during a discussion of advanced folder binding.

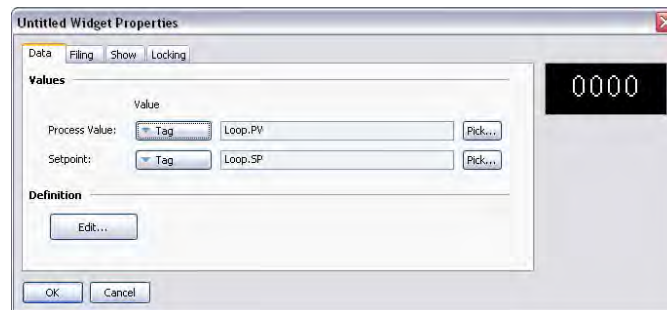
In the binding section, we have enabled folder binding. This indicates that we want Station Designer to support the automatic binding of all the data items to tags from a single source folder. After we save these changes and select the widget's context menu, we will notice a new command called *Bind Widget* that allows the binding operation to be performed.

Selecting the command or pressing **CTRL+B** displays the following dialog box...



If we drag the Loop folder from the Resource Pane and drop it on the target, the widget's data items will be automatically bound to the corresponding tags in the folder.

Opening the widget's properties shows the results...



In other words, each data item has been bound to the tag within the selected folder that has a name equal to its own data item name. Think for a second about how powerful this is: You can define multiple properties and bind them in a single operation, reducing design time and allowing better reuse of previously designed items.

Advanced Binding

Folder binding supports a number of advanced options.

Class Matching

The first and simplest is the *Required Folder Class* setting in the widget's properties. This can be used to restrict the folders that will be accepted during binding, therefore avoiding mismatches between what amount to different object types. The specified class on the widget must match the class on the folder that is being bound, or an error will result.

Binding Prefixes

The *Binding Prefix* property can be used when nesting widgets to allow the child widgets to be bound to sub-folders of the folder to which the parent widget is bound. For example, suppose you create a dual-loop widget that is to be bound to a folder that contains two PID folders named Loop1 and Loop2. By setting each of the child widget's binding prefix to one of the loop names, you can ensure that they are bound to different child folders of the folder that is dragged on to the parent widget.

For example, if the first child widget has a binding prefix of `Loop1` and its parent is bound to a folder called `Dual`, the child widget's properties will be bound to expressions of `Dual.Loop1.PV` and `Dual.Loop1.SP` respectively.

Using Bind To

The *Bind To* property of a data item can be used to modify the expression to which that data item is bound. The simplest option is to enter a name distinct from the name of the data item, in which case that name will be used for selecting the tag to which to bind.

Using Periods

You may also enter a name that contains periods. These are used to select tags in child folders of the source folder. For example, entering `Remote.SP` will result in the data item in question being bound to an expression of `Loop.Remote.SP` upon binding to the `Loop` folder.

Using Carets

To ascend the folder tree, you may prefix the name with caret characters, each of which moves up one level. A data item with a *Bind To* setting of `^Name` in a widget that is bound to a `Dual.Loop` will itself be bound to the expression of `Dual.Name`.

Special Name

You may also use one of a number of special *Bind To* names...

NAME	RESULT
<code>::Path</code>	The full path of the tag to which this widget was bound, including any parent folders.
<code>::Name</code>	The name of the tag to which this widget was bound, excluding any parent folders.
<code>::TopPath</code>	The full path of the tag to which the root widget was bound in a nested binding operation. Equivalent to <code>::Path</code> for non-nested binding.
<code>::TopName</code>	The name of the tag to which the root widget was bound in a nested binding operation. Equivalent to <code>::Name</code> for non-nested binding.

Note that each of these special names evaluates to a string constant equal to the required name and not to the actual tag itself. They are typically used to provide information to the user regarding the folder to which a widget or its root widget have been bound.

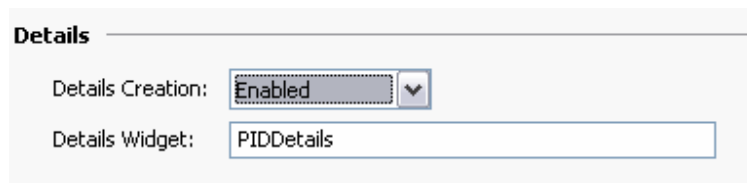
Details Widgets

Suppose you created a PID widget and want to display more detailed status information when the user presses a button in that widget. The solution would be to create a more and perhaps larger complex widget and bind it to the same loop. You would place this widget on another page, and then select that page from the original overview widget, perhaps using a data item to tell the widget which page to use.

Details Widget creation performs all these steps automatically!

Enabling Details Creation

This feature is controlled via the *Details Creation* property of the widget's data definition...



Details

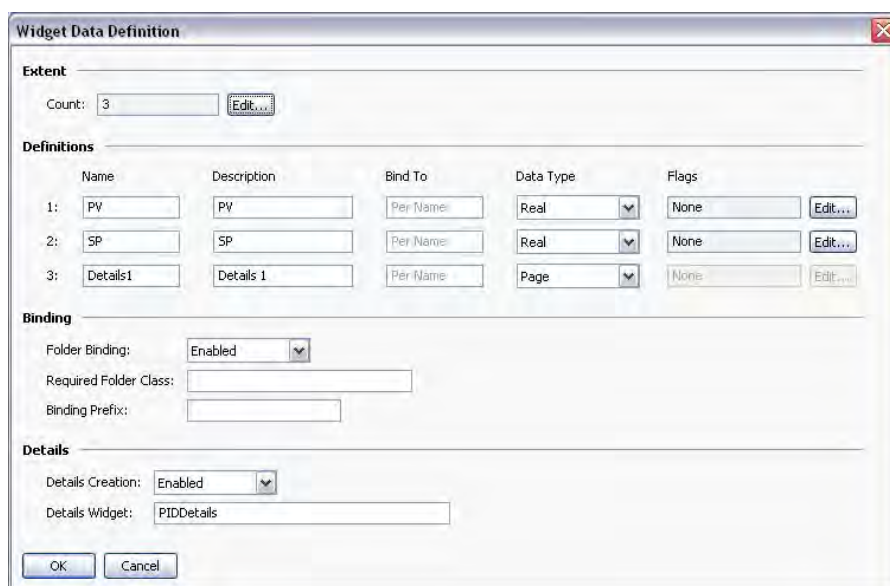
Details Creation: ▼

Details Widget:

The *Details Widget* property is used to provide a comma-separated list of the one or more details widgets that you would like to place on their own pages. Each widget is specified by giving the filename to which it was saved. In the example above, we have one details widget to be extracted from a file called `PIDDetails.wid` in the Station Designer widgets directory.

Defining Data Items

We must also provide data items in the overview widget so that we can access the names of the pages that are created for the details widgets. These properties must be named `Details1`, `Details2` and so on, with one data item for each element in the Details Widgets list. Each data item must be the Page data type. In the example below, we have created a single such property to hold the page name of our single details page...



Widget Data Definition

Extent

Count:

Definitions

	Name	Description	Bind To	Data Type	Flags	
1:	<input type="text" value="PV"/>	<input type="text" value="PV"/>	<input type="text" value="Per Name"/>	<input type="text" value="Real"/> ▼	<input type="text" value="None"/>	<input type="button" value="Edit..."/>
2:	<input type="text" value="SP"/>	<input type="text" value="SP"/>	<input type="text" value="Per Name"/>	<input type="text" value="Real"/> ▼	<input type="text" value="None"/>	<input type="button" value="Edit..."/>
3:	<input type="text" value="Details1"/>	<input type="text" value="Details 1"/>	<input type="text" value="Per Name"/>	<input type="text" value="Page"/> ▼	<input type="text" value="None"/>	<input type="button" value="Edit..."/>

Binding

Folder Binding: ▼

Required Folder Class:

Binding Prefix:

Details

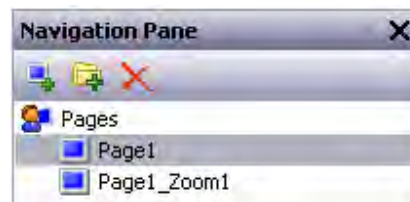
Details Creation: ▼

Details Widget:

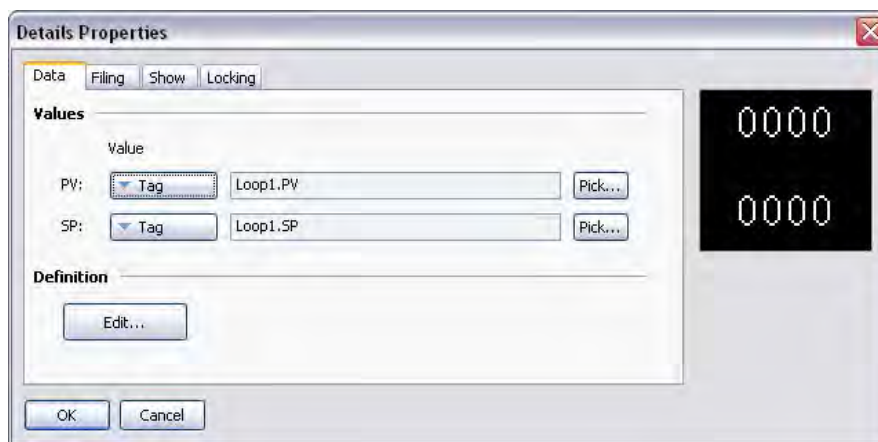
Results of Binding

When the overview widget is bound to our PID loop, a new page is created to hold the details widget. The name of the new page is based on the name of the page containing the overview widget, but with a “Zoom” suffix and a number chosen to make the name unique.

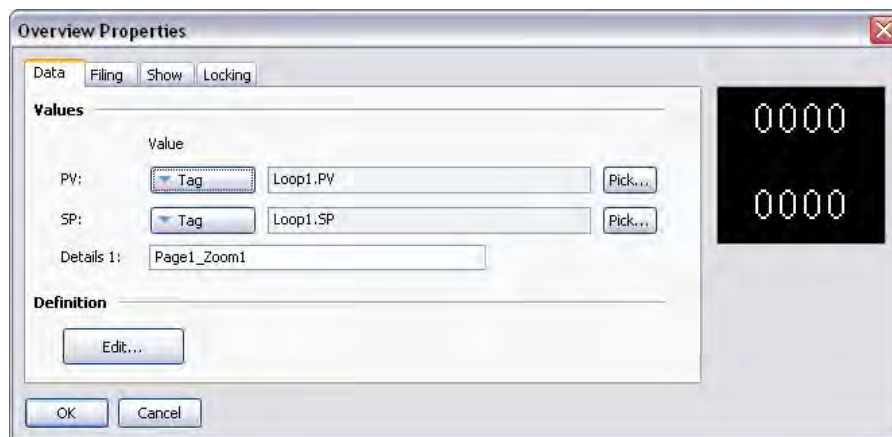
This page is placed in the Navigation List below the current page...



The details created on this page is bound to our loop...



And the properties of the overview widget are modified as follows...



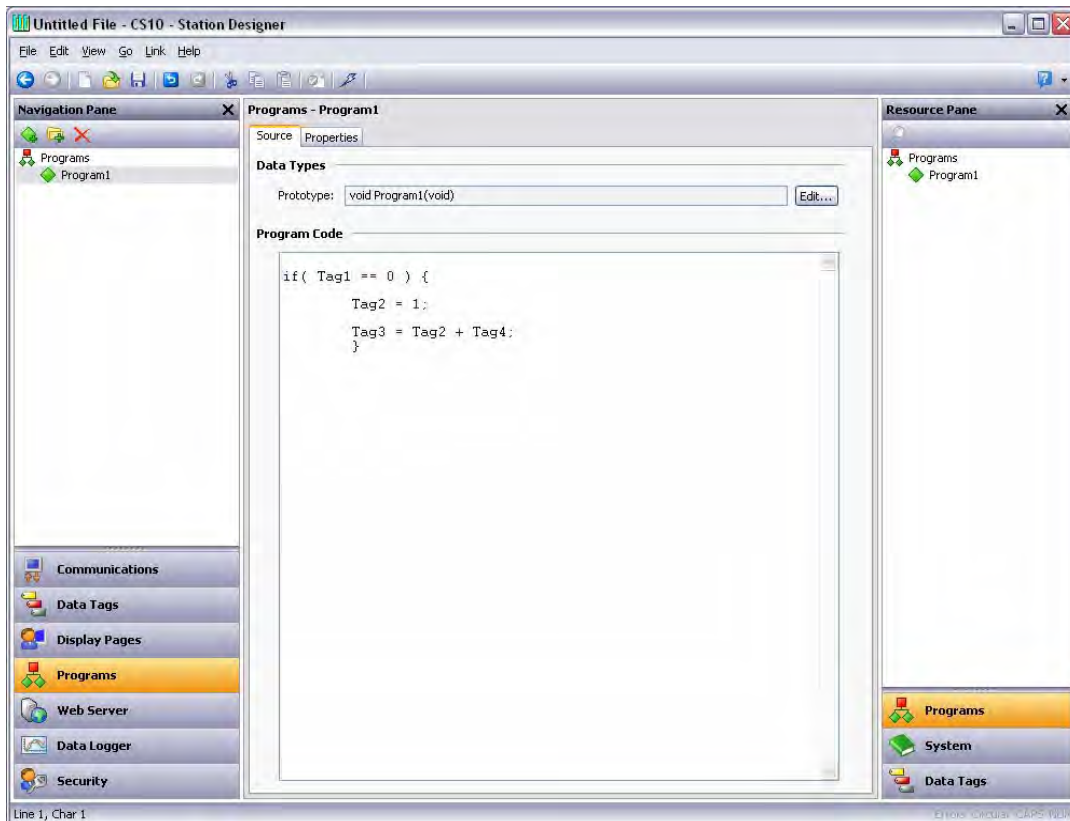
A button within the overview widget is easily defined, and this button can invoke an action of `ShowPopup(Details1)` thereby displaying the associated details widget. The details widget itself can close the popup by calling `HidePopup()`.

Multiple Details Pages

If multiple details pages are created, you will recall that data items called `Details1`, `Detail2` and so on in the overview widget will hold the names of those pages. These data items can also be defined on the details widgets, and will also be set to the names of the pages that have been created. This is useful if you want to allow the first details page to navigate to the second and so on, thereby linking the pages together. Details widgets can also define a special data item called `DetailsP` which will be set equal to the page that holds the overview widget. This can be used to return to the overview—something that cannot be achieved via a simple `GotoPrevious()` when multiple details pages are provided.

Using Programs

The previous chapters of this manual refer to using actions to perform operations in response to key or touch-screen presses, or to changes in data tags. If you need to perform an action that is too complex to fit on a single line, or that demands more complex decision-making logic, you can use the Programming category to create and manipulate programs.



The Program List

The program list in the Navigation Pane is a conventional Navigation List that can be used to create, delete, rename and otherwise organize programs. Note that programs can be grouped into folders, and that each program's icon can display three states: green, indicating a program that has been translated and validated; yellow, indicating a program that has been edited but not yet translated; or red, indicating a program that contains one or more errors.

Finding Program Usage

You can find the items that refer to a given program. In the Navigation Pane right-click the item and select the Find Usage command. The resulting items will be placed on the Global Search Results List, and can be accessed by means of the F4 or SHIFT+F4 key combinations. The list itself can be shown or hidden by pressing F8.

Editing Programs

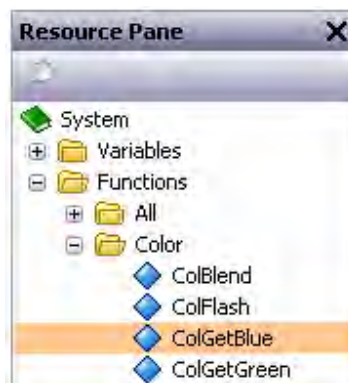
To edit a program, simply edit the program text using the Source tab shown in the Editing Pane. You will notice that the program's icon turns yellow as soon as you start typing, indicating that you have made changes that have yet to be translated. You will also notice that Station Designer's program editor performs syntax coloring, auto-indentation and a variety of other features appropriate for a code editor.

Editor options can be configured by right-clicking on the Editing Pane and selecting the appropriate command from the resulting menu.

When you have finished writing your program, press the **CTRL+T** key combination or select the Translate button on the toolbar. The program will then be checked for errors. If an error is found, a dialog box will be displayed and the program's icon will turn red. The cursor will also be moved to the position of the error. If no errors exist, a chime sound will be omitted and the program's icon will turn green, indicating that the program has been translated into a form suitable for execution within the target device.

The Resource Pane

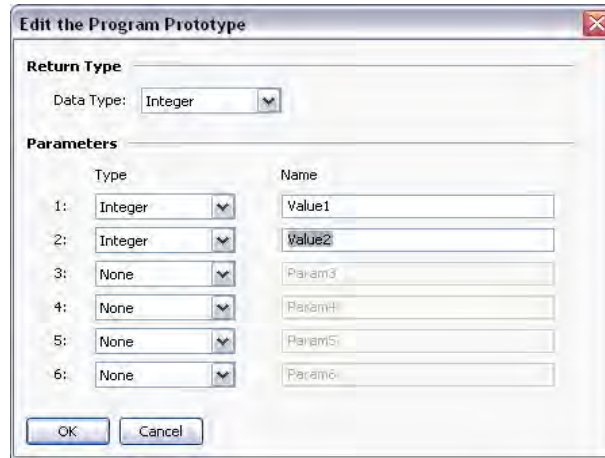
The Resource Pane displayed by the program editor contains a variety of items that can be dragged into your code. The Data Tags and Programs categories are self-explanatory and provide quick access to the respective items in your database by allowing the name of the item to be inserted into the editor. The System category provides access to Station Designer's extensive library of system variables and functions...



As you can see, variables and functions are grouped into categories. When a function is selected, its return type and argument types are shown on the status bar. Dropping a function into your code enters the appropriate text, and places the text cursor in the parentheses following the function name, thereby allowing you to enter the required arguments.

Program Data Types

The field above the program editor can be used to edit the program's data types...

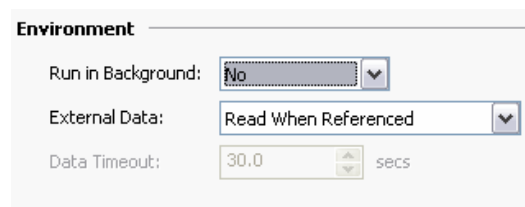


- The *Data Type* property is used to indicate whether this program should simply perform a series of actions, or whether it will perform a calculation and return the value of that calculation to the caller. Programs that return values cannot by definition be run in the background.
- The *Parameters* property section is used to define up to six parameters that the program will accept. Each parameter has a name and a data type. In this example, the program accepts two parameters, the first named Value1 and the second named Value2, and both being 32-bit signed integers.

Returning values and passing parameters is discussed in more detail below.

Program Properties

The second tab of the editor is used to define the program's execution environment...



- The *Run in Background* property is used to indicate whether Station Designer should wait for the program to complete execution before continuing with processing whatever task invoked the program. For example, if this property is set to No, running a program in response to a key being pressed will result in a pause in display updates until the program completes. (Since most programs take very little time to execute, this may not even be noticeable.) If this property is set to Yes, display updates will continue immediately, and the program will execute at a lower priority in the background. Only one background program will run at once, so subsequent requests are queued for later execution. Note also that programs that return values cannot be run in the background, as their return value would then not be available for the caller to use!

- The *External Data* and *Timeout* properties are used to control how the program interacts with Station Designer’s communication infrastructure with respect to external data items to which the program refers. You will recall that Station Designer only reads data items when they are used. This property is used to control the exact interpretation of this rule with respect to programs...

MODE	BEHAVIOR
Read When Referenced	External data used by the program will be added to the comms scan whenever the program is referenced. If the program is referenced by a display page, the data will be read when that page is displayed; if the program is referenced by a global action or a trigger, the data will be read at all times. This is the default mode, and is acceptable for all programs, except those that use very large amounts of external data.
Read Always	External data used by the program will be read at all times, whether or not the program is referenced. This means that the program will always be ready to run, and that the operator will not see the “NOT READY” message that might otherwise occur when the program is first referenced. The downside of this mode is that comms performance may be reduced if large amounts of data are referenced by the program.
Read When Executed	External data used within the program will be read only when the program is invoked. The program will wait for the period defined in the timeout property for such data to be available. If the data cannot be read—perhaps because a device is offline—the program will not execute. This mode is typically used with globally-referenced programs that consume large amounts of data that would otherwise slow down the communications scan.
Read But Run Anyway	External data will be treated as described for Read Always mode, but the program will execute whether or not the data has been read successfully. The operator will therefore never see the “NOT READY” message, but if a device is offline, there is no guarantee that the program’s data items contain valid data.

Adding Comments

You can add comments to your programs in two ways. First, you can use the `//` sequence to introduce a comment which will continue for the rest of the current line. Secondly, you can use the `/*` sequence to introduce a single- or multi-line comment. This comment will continue until the `*/` sequence appears. The sample below shows both commenting styles...

```
// This is a single-line comment

/* This is line 1 of the comment
   This is line 2 of the comment
   This is line 3 of the comment */
```

A single-line comment may also be placed at the end of a line that contains code.

Returning Values

As mentioned above, programs can return values. Such programs can be invoked by other programs or by expressions anywhere in the database. For example, if you want to perform a particularly complex decode on a number of conditions relating to a motor and return a value to indicate the current state, you could create a program that returns an integer like this...

```
if( MotorRunning )
    return 1;
else {
    if( MotorTooHot )
        return 2;
    if( MotorTooCold )
        return 3;
    return 0;
}
```

You could then configure a tag to invoke this program, and use a multi-state format to provide names for the various states. The invocation would be performed by setting the tag's Value property to `Program()`, where `Program` is the name of the program in question. The parentheses are used to indicate a function call and cannot be omitted.

Here be Dragons!

Note that you have to exercise a degree of caution when using programs to return values. In particular, you should avoid looping for long periods of time, or performing actions that make no sense in the context in which the function will be invoked. For example, if the code fragment above called the `GotoPage` function to change the page, the display would change every time the program was invoked. Imagine what would happen if you, say, tried to log data from the associated tag, and you'll realize that this would not be a good thing! Therefore, keep programs that return values simple, and always consider the context in which they will be run. If in doubt, avoid doing anything other than simple math and `if` statements.

Passing Arguments

As mentioned above, programs can accept arguments. Suppose you want to write a program called `FindMean` to take the average of two integer values. The program would be configured to accept two integer arguments, `a` and `b`. The program would also be configured so as to return an integer. The code within the program would then be defined as...

```
return (a+b)/2;
```

Once this program has been created and translated, you will be able to enter an expression such as `FindMean(Tag1, Tag2)` to invoke it with the appropriate arguments. In this case, the expression would be equal to the average of `Tag1` and `Tag2`.

Programming Tips

The sections below provide an overview of the programming constructions supported by Station Designer. The basic syntax used is that of the C programming language. Note that the aim is not to try to teach you to become a programmer, or to master the subtleties of the C language. Such topics are beyond the scope of this manual. Rather, the aim is to provide a quick overview of the facilities available, so that the interested user might experiment further.

Multiple Actions

The simplest type of program comprises a list of actions, with each action taking up a single line, and being followed by a semicolon. All of the various actions defined in the Writing Actions section are available for use. Simple programs like this are typically used where combining the actions in a single action definition would otherwise prove unreadable.

The sample shown below sets several variables, and then changes the display page...

```
Motor1 = 0;  
Motor2 = 1;  
Motor3 = 0;  
  
GotoPage(Page1);
```

The actions will be executed in order, and the program will then return to the caller.

If Statements

This type of statement is used within a program to make a decision. The construct consists of an `if` statement with a condition in parentheses, followed by an action (or actions) to be executed if the condition is true. If more than one action is specified, each should be placed on a separate line, and curly-brackets should be used to group the statements together. An optional `else` clause can be used to provide for code to be run if the condition is false.

The example below shows an `if` statement with a single action...

```
if( TankFull )
    StartPump = 1;
```

The example below shows an `if` statement with two actions...

```
if( TankEmpty ) {
    StartPump = 0;
    OpenValue = 1;
}
```

The example below shows an `if` statement with an `else` clause...

```
if( MotorHot )
    StartFan = 1;
else
    StartFan = 0;
```

Note that it is very important to remember to place the curly-brackets around groups of actions to be executed in the `if` or `else` portion of the statement. If you omit the brackets, Station Designer will most likely misunderstand exactly which actions you want to be dependent upon the `if` condition. Although line breaks are recommended between actions, they are not used to figure out what is and is not included within the conditional statement.

Switch Statements

A `switch` statement is used to compare an integer value against a number of possible constants, and to perform an action based upon which value is matched. The exact syntax supports a number of options beyond those shown in the example below, but for the vast majority of applications, this simple form will be acceptable.

This example below will start a motor selected by the value in the `MotorIndex` tag...

```
switch( MotorIndex ) {

    case 1:
        MotorA = 1;
        break;

    case 2:
    case 3:
        MotorB = 1;
        break;

    case 4:
        MotorC = 1;
        break;

    default:
        MotorD = 1;
        break;

}
```

A value of 1 will start motor A, a value of 2 or 3 will start motor B, and a value of 4 will start motor C. Any value which is not explicitly listed will start motor D. Things to note about the syntax are the use of curly-brackets around the `case` statements, the use of `break` to end each conditional block, the use of two sequential `case` statements to match more than one value, and the use of the optional `default` statement to indicate an action to perform if none of the specified values is matched by the value in the controlling expression. (If this syntax looks too intimidating, a series of `if` statements can be used instead to produce the same results, but with marginally lower performance, and somewhat less readability.)

Local Variables

Some programs use variables to store intermediate results, or to control one of the various loop constructs described below. Rather than defining a tag to hold these values, you can declare what are known as local variables using the syntax shown below...

```
int    a;           // Declare local integer 'a'
float  b;           // Declare local real   'b'
cstring c;         // Declare local string 'c'
```

Local variables may optionally be initialized when they are declared by following the variable name with `=` and the value to be assigned. Variables that are not initialized in this manner are set to zero, or an empty string, as appropriate.

Note that local variables are truly local in both scope and lifetime. This means that they cannot be referenced outside the program, and they do not retain their values between function invocations. If a function is called recursively, each invocation has its own variables.

Loop Constructs

The three different loop constructs can be used to perform a given section of code while a certain condition is true. The `while` loop tests its condition before the code is executed, while the `do` loop tests the condition afterwards. The `for` loop is a quicker way of defining a `while` loop, allowing you to combine three common elements into one statement.

You should note that some care is required when using loops within your programs, as you may make a programming error which results in a loop that never terminates. Depending on the situation in which the program is invoked, this may seriously disrupt the terminal's user interface activity, or its communications. Loops which iterate too many times may also cause performance issues for the subsystem that invokes them.

The While Loop

This type of loop repeats the action that follows it while the condition in the `while` statement remains true. If the condition is never true, the action will never be executed, and the loop will perform no operation beyond evaluating the controlling condition. If you want more than one action to be included in the loop, be sure to surround the multiple statements in curly-brackets, as with the `if` statement. The example below initializes a pair of local variables, and then uses the first to loop through the contents of an array, totaling the first ten elements, and returning the total value to the caller...

```
int i=0, t=0;
while( i < 10 ) {
    t = t + Data[i];
    i = i + 1;
}
return t;
```

The example below shows the same program, but rewritten in a compressed form. Since the loop statement now controls only a single action, the curly-brackets have been omitted...

```
int i=0, t=0;
while( i < 10 )
    t += Data[i++];
return t;
```

The For Loop

You will notice that the `while` loop shown above has four elements...

1. The initialization of the loop control variable.
2. The evaluation of a test to see if the loop should continue.
3. The execution of the action to be performed by the loop.
4. The making of a change to the control variable.

The `for` loop allows elements 1, 2 and 4 to be combined within a single statement, such that the action following the statement need only implement element 3. This syntax results in something similar to the FOR-NEXT loop found in BASIC and other such languages.

Using this statement, the example given above can be rewritten as...

```
int i, t;
for( i=t=0; i<10; i++ )
    t += Data[i];
return t;
```

You will notice that the `for` statement contains three distinct elements, each separated by semicolons. The first element is the initialization step, which is performed once when the loop first begins; the next is the condition, which is tested at the start of each loop iteration to see if the loop should continue; the final element is the induction step, which is used to make a change to the control variable to move the loop on to its next iteration. Again, if you want more than one action to be included in the loop, include them in curly-brackets!

The Do Loop

This type of loop is similar to the `while` loop, except that the condition is tested at the end of the loop. This means that the loop will always execute at least once.

The example below shows the example from above, rewritten to use a `do` loop...

```
int i=0, t=0;
do {
    t += Data[i];
    } while( ++i < 10 );

return t;
```

Loop Control

Two additional statements can be used within loops. The `break` statement can be used to terminate the loop early, while the `continue` statement can be used to skip the balance of the loop body and begin another iteration without executing any further code. To make any sense, these statements must be used with `if` statements to make their execution conditional.

The example below shows a loop that terminates early if another program returns true...

```
for( i=0; i<10; i++ ) {
    if( LoopAbort() )
        break;
    LoopBody();
}
```


Using the Web Server

Station Designer's web server can be used to expose various data via TCP/IP connections, using either modems or the target device's Ethernet ports. This allows remote access to diagnostic information or to the values recorded by the Data Logger. The web server is configured by selecting the Web Server category in the Navigation Pane.

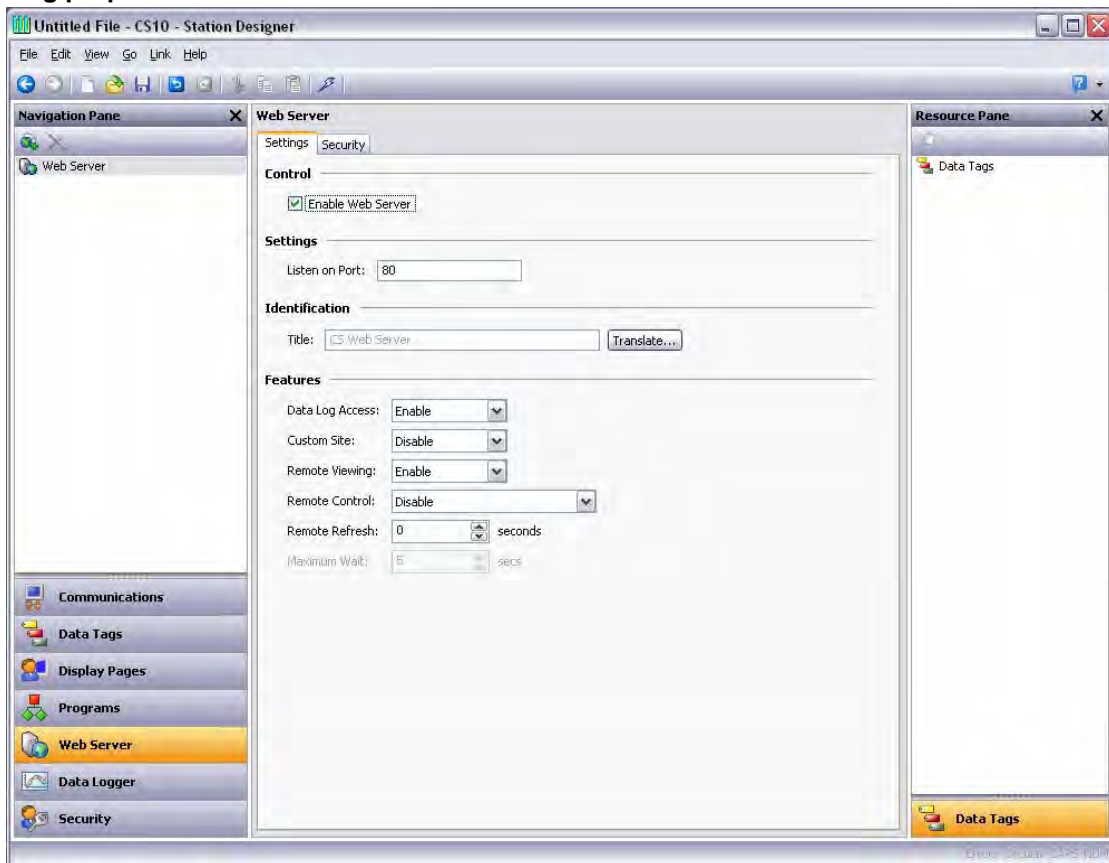
Important Note

While Station Designer provides a variety of protection mechanisms to limit access to the web server, you should use good engineering practices when designing your system. This means that you should avoid performing any safety-related operations via the web server, and you should ideally use an external firewall to prevent unauthorized access in case Station Designer's own security protections are breached. Security is ultimately your own responsibility, and Honeywell does not recommend that you rely solely on Station Designer's own security measures.

Web Server Properties

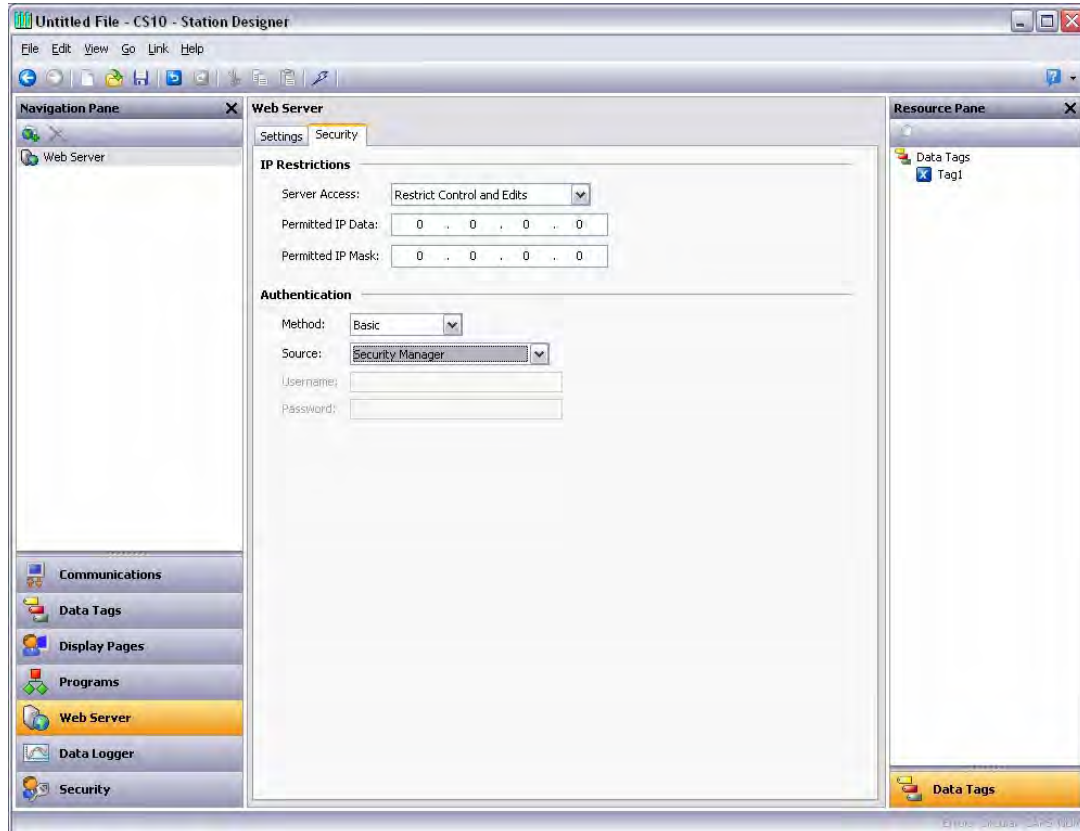
The web server's properties are accessed from the root entry of the Navigation List.

Setting properties



- The *Enable Web Server* property is used to enable or disable the web server. If the server is enabled, the panel will wait for incoming requests and then fulfill the requests as required. If the server is disabled, connections to this port will be refused. Remember that in order for the server to operate, a TCP/IP connection must have been configured using the Communications category.
- The *Listen on Port* property indicates the TCP port number the web server will listen on. Port 80 is the standard port used by the HTTP protocol and will most likely suit your application.
- The *Title* property is used to provide the title to be shown on the web server menu. This title can be used to differentiate between several terminals on a network, thereby ensuring that the correct terminal is being accessed.
- The *Data Log Access* property is used to enable or disable web access to the files created by the Data Logger. This facility must be enabled if the web server is to be used by a remote client program to automatically synchronize data logs.
- The *Remote Viewing* property is used to enable or disable a facility by which a web browser can be used to view the current contents of the target device's display. This facility is very useful when remotely diagnosing problems that an operator may be having with the operator panel or the machine it controls.
- The *Remote Control* property is used to enable or disable an option by which the remote viewing facility is extended to allow a web browser to be used to simulate the pressing of keys or display primitives, thereby allowing remote control of the panel or the machine it controls. While this feature is extremely useful, care must be taken to use the various security parameters to avoid unauthorized tampering with a machine. The use of an external firewall is also strongly recommended if the panel is reachable from the Internet.
- The *Custom Site* property is used to enable or disable a facility by which files stored in the \WEB directory of the Flash memory card are exposed via the web server. This facility is described in more detail below.
- The *Remote Refresh* property represents the frequency at which the web browser connected to the web server will refresh the remote view page. A value of zero will result in refreshes being performed as quickly as possible. Higher values will reduce bandwidth usage, and may be suitable for modem connections.

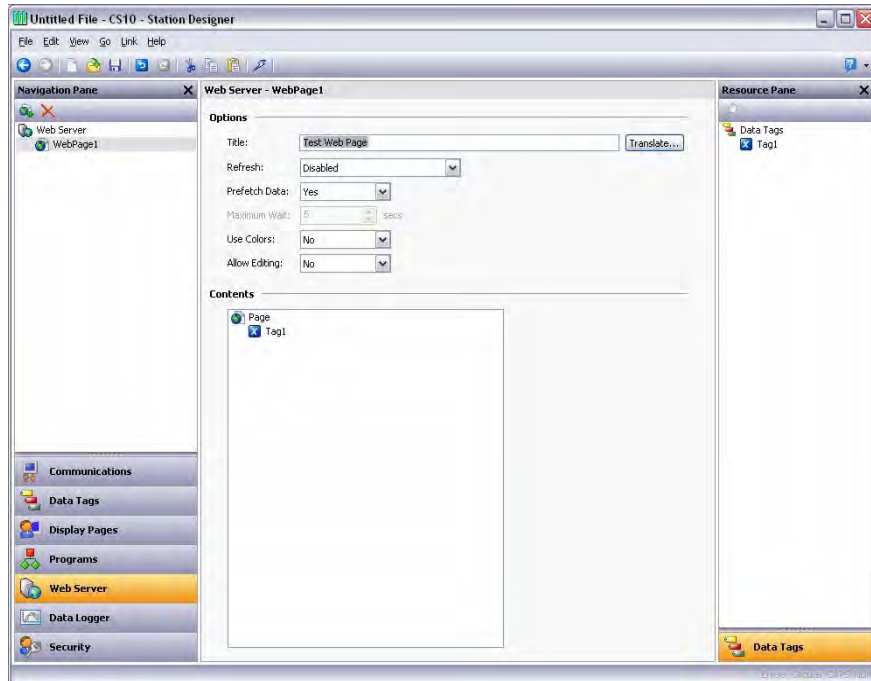
Security Properties



- The *IP Restrictions* group is used to restrict web server access to hosts whose IP address matches the mask and data indicated. All access may be restricted, or the filter may be used to restrict just the remote control or data editing facilities.
- The *Authentication* group is used to define whether users connecting to the web server will be required to provide username and password information, and how that information will be validated. The *Method* defines the algorithm to be used, with Digest being the recommended choice. The *Source* property is used to indicate whether you will enter the required username and password directly into the web server properties, or whether you will create users within Station Designer's security system and grant them access to the web server.

Adding Web Pages

In addition to the facilities described above, the web server supports the display of generic web pages, each of which contains a predefined list of tag values. These pages are created in the Navigation Pane in the usual way. Each web page has the following properties...



- The *Title* property is used to identify the web page in the menu presented to the user via their web browser. Although the title is translatable, current versions of Station Designer use only the US version of the text.
- The *Refresh* property is used to indicate whether or not the web browser should be instructed to refresh the page contents automatically. Update rates between 1 and 8 seconds are supported. Note that the amount of flicker exhibited by the web browser will vary according to the exact package used and the performance of the machine being employed. The update is not intended to be flicker-free.
- The *Use Colors* property is used to indicate if colors defined by a tag's color selector should be used when rendering this page. If enabled, the color shown in the web browser will change depending on the tag status. Refer to the Using Data Tags chapter for more details.
- The *Allow Editing* property is used to enable the editing of data tags via this page. If it is enabled, each data value will have an Edit button displayed, allowing the user to change that value. If the tag has security settings defined, the user logged on to the web server must have sufficient rights to modify the tag. The use of authentication is recommended when using this feature.
- The *Contents* property is used to indicate which tags should be included on the page. Tags can be dragged into the list from the Resource Pane, and moved up and down within the list using standard drag-and-drop techniques.

Using a Custom Web Site

While the standard web pages provide quick-and-easy access to the data within the terminal, you may find that your inability to edit their precise formatting leaves your artistic capabilities somewhat frustrated. You may thus use Station Designer's custom site facility to create a completely custom web site using your favorite third-party HTML editor, and, by inserting certain special sequences and storing the resulting files on the device's Flash memory card, publish this site using the target device's web server.

Creating the Site

The web site may use any HTML facilities supported by your browser, but must not use ASP, CGI or other server-side tricks. The filenames used for the HTML files and associated graphics must also comply with the 8.3 naming convention. This means that file extensions will be, for example, HTM instead of HTML and JPG instead of JPEG. This also means that the body of the filename must be eight characters or less, and that you must not rely on the difference between upper- and lower-case to differentiate between pages. You may use any directory structure, as long as you once again ensure that your directories observe the 8.3 naming convention and do not rely on case differences.

Embedding Data

To embed tag data within a web page, insert the sequence [[N]], replacing N with the index number of the tag in question. This index number is displayed on the status bar when a tag is selected within the Data Tag category, and more-or-less corresponds to the order in which the tags were created. When the web page containing this sequence is served, the sequence will be replaced by the current value of the tag, formatted according to the tag's properties.

Deploying the Site

To deploy your custom web site, copy it into the \WEB directory on the Flash memory card to be installed in the target device. To copy the files, either mount the card as a drive as described in the early chapters of this manual, or use a suitable card writer connected to your PC. Enable the custom site in the web server's properties, and the site will appear on the main web menu. When the site is selected, a file called DEFAULT.HTM within the \WEB directory will be displayed. Beyond that point, navigation is according to the links within the site.

Using WebSync

The WebSync utility—which will be stored in the directory specified when the software was installed—can be executed to synchronize a directory on a PC with the contents of an operator panel's data logs. You may decide to configure an application, such as the Windows Scheduler (or perhaps a cron daemon), to run this utility on a regular basis, or you may use a command line switch to instruct WebSync to perform the polling automatically. You may also decide to host WebSync on a central server so that the log files can be made available to selected users on your corporate network.

WebSync Syntax

WebSync is invoked from the command line using the following syntax...

websync {switches} <hostname>

...where <hostname> is replaced with the IP address of the panel to be polled.

Optional Switches

The **switches** field may contain one or more of the following options...

- **terse** can be used to suppress progress information.
- **poll <n>** can be used to poll the terminal every n minutes.
- **path <dir>** can be used to specify dir as the directory to hold the log files.
- **ras <name>** can be used to invoke a dial-out connection to access the unit.
- **user <name>** can be used to specify the username for the connection.
- **pass <pass>** can be used to specify the password for the connection.
- **num <num>** can be used to override the phone number for the connection.

Example Usage

As an example, the following command line...

websync -poll 10 -path C:\Logs 192.9.200.52

...will read the log files for all data logs on the terminal with the IP address of 192.9.200.52, and will store these logs under subdirectories of the C:\Logs directory. WebSync will continue to execute, and will repeat the polling process every ten minutes. The polling interval must obviously be set such that it is much less than the sampling rate times the number of samples in a file times the number of log files to be retained. If this constraint is met, the directory on the PC will accumulate copies of all the log files from the terminal.

Additional points related to settings:-

1. Enable the Web Server for the Web Sync to Work.
2. Log name is used to refer to the log within the sds file/database.

Example: When selecting a log for display (e.g. Trend Viewer), or when passing a log name to the log APIs (e.g LogComment API).

3. Log folder names created in Compact Flash will be
 - a) Path Name of corresponding Log (If user has configured Path Name) **OR**
 - b) The log's ordinal plus one. (e.g For first log, folder name will be LOG1, for second log, it will be LOG2 etc) (If user has not configured Path Name)

Using the Security System

Station Designer contains powerful features that allow you to define which operators have access to which display pages, and limit those operators able to make changes to specific data. The software also contains a security logging facility that can be used to record changes to data values indicating when the change occurred and by whom it was performed.

Security Basics

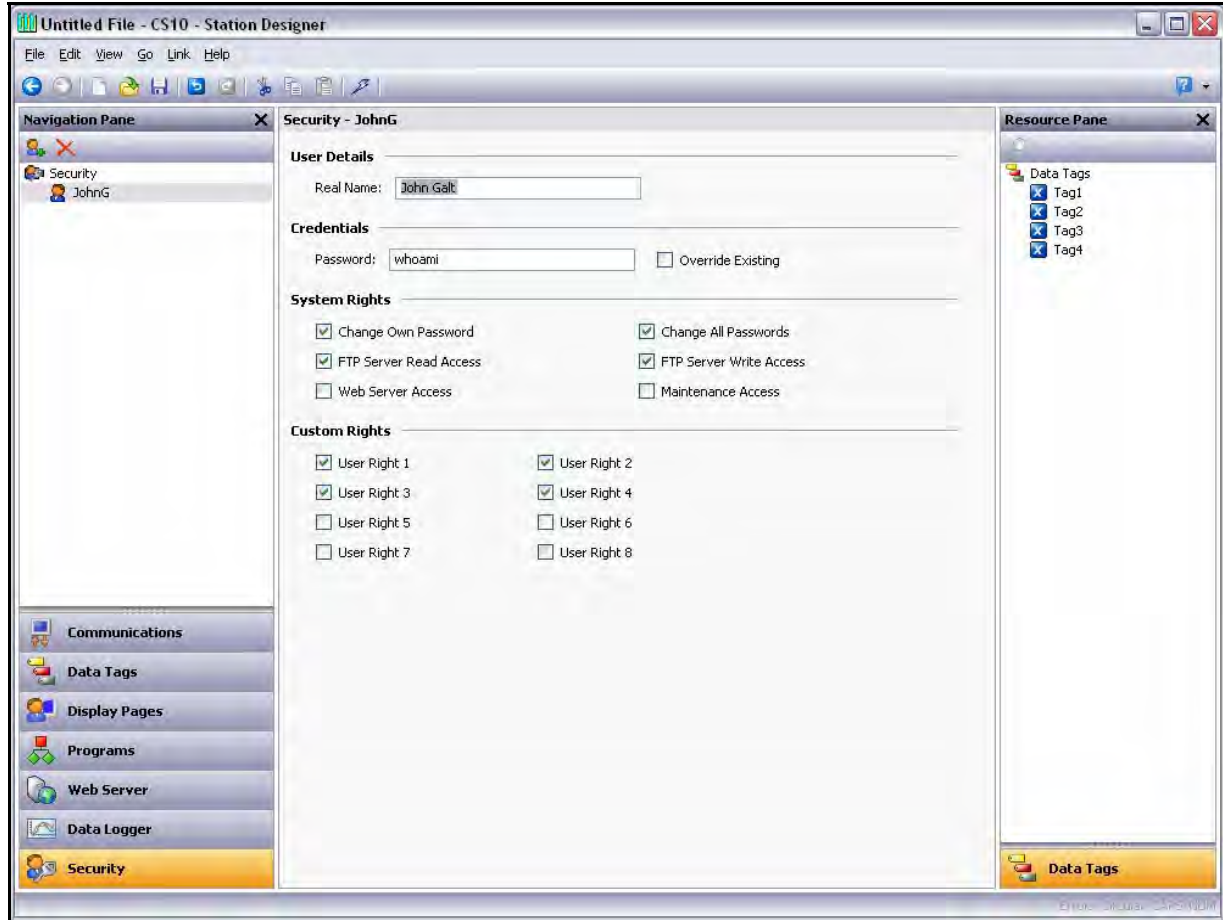
The follow sections detail some of the basic concepts used by the security system.

Object-Based Security

Station Designer's security system is object-based. This means that security characteristics are applied to a display page or to a tag, and not to the user interface element that accesses the page or makes a change to the tag. The alternative subject-based approach typically means that you have to be careful to apply security settings to every single user interface element that might change restricted data. Station Designer's approach avoids this duplication and ensures that once you have decided to protect a tag, it will remain protected throughout your database.

Named Users

Station Designer supports the ability to create any number of users, each of whom will have a username, a real name and a password. The username is a case-insensitive string with no embedded spaces that is used to identify the user when logging on, while the real name is typically a longer string that is used within log files to record the human-readable identity of the user making a change. Note that you are free to use these fields in other ways if it suits your application: You may, for example, create users that represent groups of individuals or perhaps roles, such as Operators, Supervisors and Managers. You may also decide to use the real name to hold an item such as a clock number to tie user identities into your MRP system.



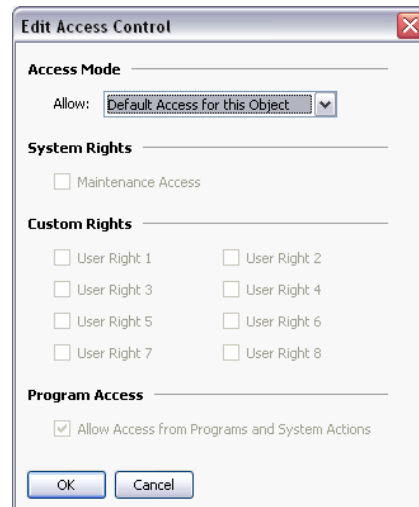
User Rights

Each user is granted zero or more access rights. A user with no rights can access those objects that merely require the identity of the user to be recorded, whereas users with more rights can access those objects that demand those rights to be present. Rights are divided into System Rights and User Rights, with the former controlling access to facilities within the Station Designer software, and the latter being available for general use. For example, User Right 1 might be used within your database to control access to production targets. Only users whom you want to be able to vary such things would then be assigned this right.

Access Control

Objects that are subject to security have an associated *Access Control* property.

Editing the property displays the following...

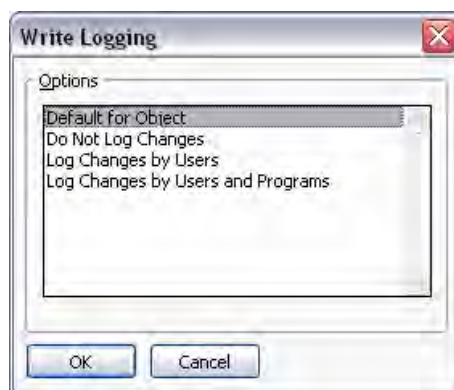


These settings allow you to specify whether the item can be accessed by anyone, by any operator whose identity is known, or by users with specific user rights. You may also specify whether a tag can be changed by a program that is running as a result of something other than user action. This facility allows you to guarantee that no background changes occur to sensitive data, even if a programming error attempts to make such a change.

Write Logging

Tags also have a *Write Logging* property.

Editing the property displays the following...



The selection indicates whether changes made to a tag by users or by programs should be logged. This facility allows you to create an audit trail of changes to your system, thereby simplifying faultfinding and providing quality-control information as to process configuration. Note that care should be taken when logging changes made by programs, as certain database may log unmanageable amounts of data in such circumstances.

Default Access

To speed the configuration process, Station Designer also provides the ability to specify default access and write logging parameters for mapped tags, internal tags and display pages. The differentiation between mapped and unmapped tags is important in systems where all changes to external data must be recorded, but where data internal to Station Designer can be manipulated without the need for such an audit trail.

On-Demand Logon

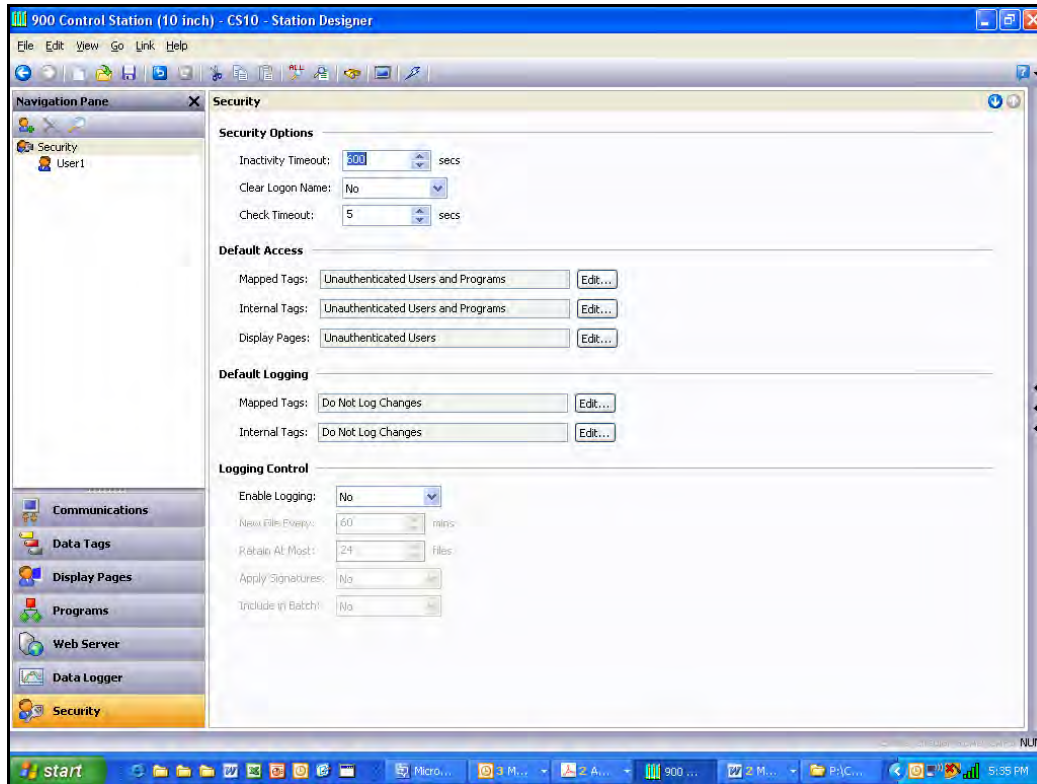
Station Designer's security system supports both conventional and on-demand logon. A conventional logon can occur when a user interface element such as a pushbutton is used to activate the Log On User action or to call the `UserLogOn()` function. On-demand logon occurs if the operator attempts an action without sufficient access rights, and if a failed logon attempt has not occurred within the same action. For example, a user may press a button that runs a program to reset a number of values. As soon as the program attempts to change a value that requires security access, the system will prompt for logon credentials. This method reduces operator interaction and produces a more responsive system.

Maintenance Access

The system also provides a facility called Maintenance Mode to allow the user inactivity timeout to be overridden during system commissioning. This mode is activated if a display page is marked as being accessible with the Maintenance Access right, and if the current user has gained access to the page as a result of that right. Use of this mode avoids the need to logon repeatedly when testing the system.

Security Settings

The security system settings are accessed via the root item in the Security category...



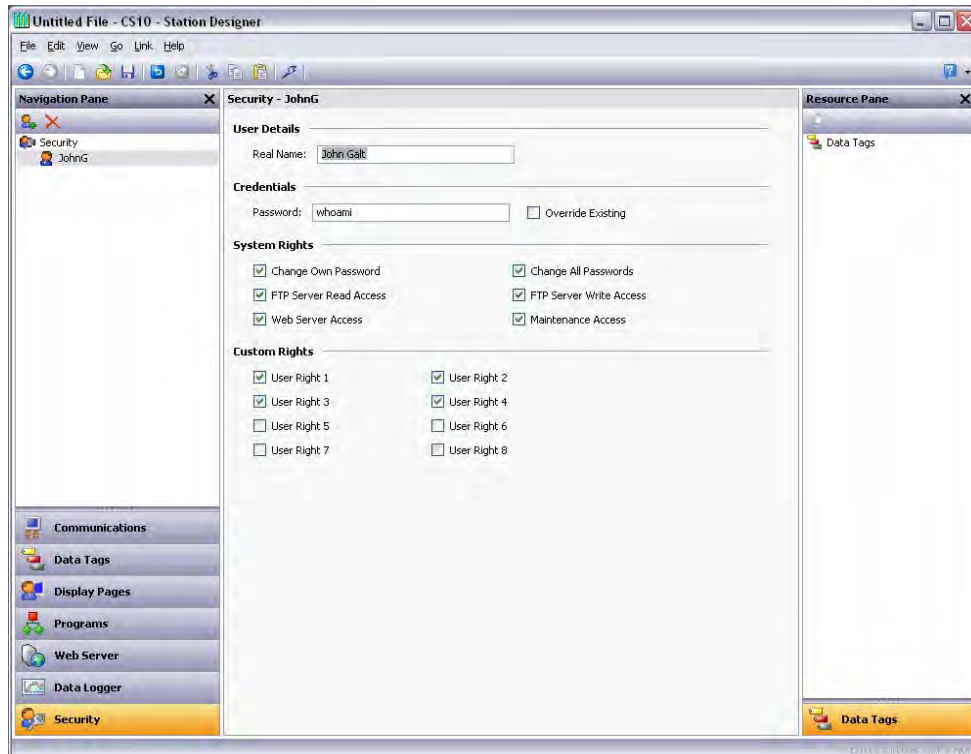
The available properties are as follows...

- The *Inactivity Timeout* property is used to indicate how much time must pass without user input before the current user is automatically logged off. Too high a value for this setting will produce an insecure system, while too low a value will produce a system that is awkward for operators.
- The *Clear Logon Name* property is used to indicate whether or not the username should be cleared before asking the operator to logon. If this setting is disabled, the previous username will be displayed, and only the password will need to be re-entered. Enabling this feature produces higher security, and may be required to comply with security standards in certain industries.
- The *Check Timeout* property is used to indicate how much time to allow before displaying another Check Before Operate prompt when attempting to change the same tag.
- The *Default Access* properties are used to indicate the access to be provided to various objects should no specific access be defined for that item. The settings are as described in the Access Control section above.
- The *Default Logging* properties are used to indicate whether changes to mapped and unmapped tags should be logged should no specific logging criteria be defined for a tag. It is not possible to log programmatic access by default, as such logging should be carefully considered to avoid excessive log activity.

- The *Logging Control* properties are used to define whether and how the security logs should be created. Refer to the Using the Data Logger chapter for information on how the data is written and how files are named.

Creating Users

Users are created and otherwise manipulated via the usual methods in the Navigation List.



Each user has the following properties...

- The *Real Name* property is used to record the user's identity in security logs, and is also shown in the Security Manager primitive that is used to change passwords at runtime. If maximum security is required, the user name should not be easily derived from the real name.
- The *Password* property is used to specify an initial password for this user. The password is case-sensitive and comprises alphanumeric characters. Note that if the *Override Existing* box is checked, any changes made to this password from the target device will be overridden when this database is downloaded.
- The *System Rights* properties are used to grant a user the ability to perform certain system actions. The properties relating to password changes are self-explanatory, while the user of Maintenance Mode is described above.

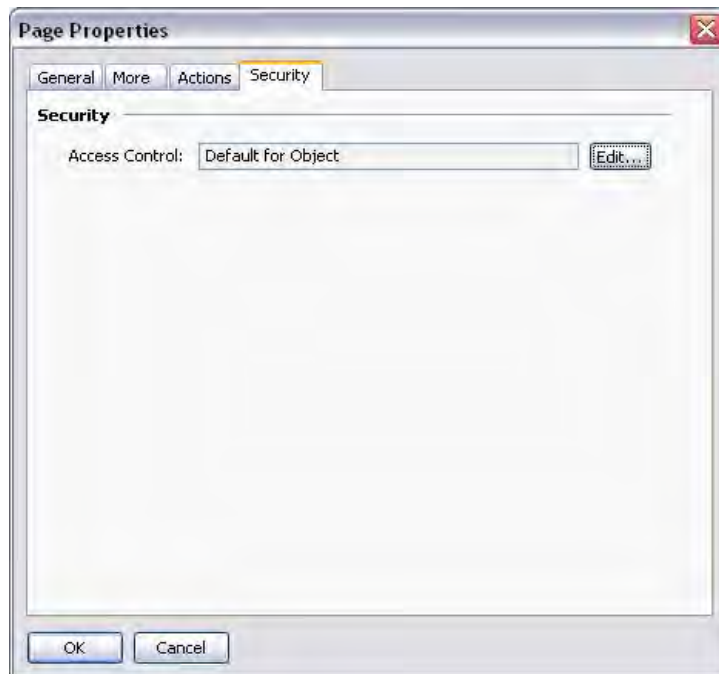
- The *Custom Rights* properties are used to grant a user certain rights which may then be used within the database to allow access to groups of tags or display pages. The exact usage of these rights is up to the system designer.

Specifying Tag Security

Each tag has a tab called Security which is used to define the access control and write logging settings for that tag. If you do not define specific settings, the system will use the appropriate default settings, depending on whether it is mapped to external data.

Specifying Page Security

The required access control settings for display pages are defined via their Properties dialog...



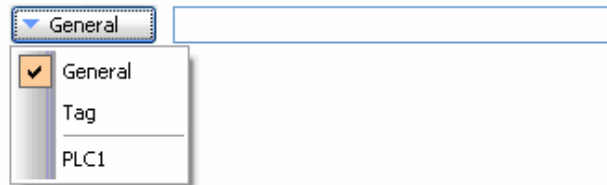
Once again, if no setting is defined, default settings will be used.

Security Related Functions

Please refer to Appendix A of this manual for details on the `UserLogOn()`, `UserLogOff()` and `TestAccess()` functions. This last function is useful when changing many values from within a program, as it allows you to force an access check early in the code to avoid making changes only to have later operations fail due to insufficient user rights.

Writing Expressions

You will recall from the earlier sections of this manual that many fields within Station Designer are configured as what are called expression properties. You will further recall that these fields are edited by means of a user interface element similar to that shown below...



In many situations, you will be configuring these properties to be equal to the value of a tag, or to the contents of a register in a remote communications device. In these cases, you will either be dragging items from the Resource Pane, or you will be clicking the appropriate option on the drop-down menu, and then selecting the item from the resulting dialog box.

There will be situations, though, when you want to make a property dependent on a more complex combination of data items, perhaps using some math to combine or compare their values. Such eventualities are handled via what are known as expressions, which can be entered in the property's edit box whenever General mode is selected via the drop-down.

Data Values

All expressions contain at least one data value. The simplest expressions are thus references to single constants, single tags or single PLC registers. If you enter either of the last two options, Station Designer will simplify the editing process by automatically changing the property mode as appropriate. For example, if you enter a tag name in General mode, Station Designer will switch to Tag mode, and show the tag name in the selection field.

Constants

Constants represent—not surprisingly—constant numbers or strings.

Integer Constants

Integer constants represent a single 32-bit signed number. They may be entered in decimal, binary, octal or hexadecimal as required. The examples below show the same number entered in the four different number bases...

BASE	EXAMPLE
Decimal	123
Binary	0b1111011
Octal	0173
Hexadecimal	0x7B

The 'U' and 'L' suffixes supported by earlier versions of software are not used.

Character Constants

Character constants represent a single Unicode character, encoded in the lower 16 bits of a 32-bit signed number. A character constant comprises a single character enclosed in single quotation marks, such that 'A' can be used to represent a value of 65. Certain otherwise unprintable or unrepresentable characters can be encoded using what are called escape sequences, each of which is introduced with a single backslash...

SEQUENCE	VALUE	ASCII
<code>\a</code>	Hex 0x07, Decimal 7	BEL
<code>\t</code>	Hex 0x09, Decimal 9	TAB
<code>\n</code>	Hex 0x0A, Decimal 10	LF
<code>\f</code>	Hex 0x0C, Decimal 12	FF
<code>\r</code>	Hex 0x0D, Decimal 13	CR
<code>\e</code>	Hex 0x1B, Decimal 27	ESC
<code>\xnn</code>	The hex value represented by <i>nn</i> .	-
<code>\unnnn</code>	The hex value represented by <i>nnnn</i> .	-
<code>\nnn</code>	The octal value represented by <i>nnn</i> .	-
<code>\\</code>	A single backslash character.	-
<code>\'</code>	A single quotation mark character.	-
<code>\"</code>	A double quotation mark character.	-

Logical Constants

Logical constants represent a 1 or 0 value that is used to indicate the truth or otherwise of a yes-or-no expression. An example of something that can be assigned to be equal to a logical constant is a tag that represents a digital output in a PLC. Logical constants can either be entered simply as 1 or 0, or by use of the keywords `true` or `false`.

Floating-Point Constants

Floating-point constants represent a 32-bit single-precision floating point value. They are represented as you might expect—by the integer portion, followed by a single decimal point, followed by the fractional portion. Scientific notation is also supported by specifying a value for the mantissa and following this with an 'E' and an exponent.

String Constants

String constants represent sequences of characters. They comprise the characters to be represented, enclosed in double quotation marks. For example, the string "ABCD" represents a four-character string, comprising the values 65, 66, 67 and 68. (Actually, five 16-bit words are used to store the string, with a null value being appended as a terminator.) The various escape sequences discussed above may also be used within strings.

Tag Values

The value of a tag is represented in an expression by the tag name. Tags that are organized into folders are represented by the pathname of the tag with each pair of elements being separated by a period. A tag named PV in a folder named Loop would thus be referenced as `Loop.PV`. Note that upper-case and lower-case characters are considered equivalent when finding the required tag. Once an expression has been entered, any changes to the name of the tag will modify all of the expressions that make reference to it.

Tag Properties

Data tags have certain properties that can be accessed by following a tag name with a period and then with the name of the required property. The following properties are defined...

PROPERTY	DESCRIPTION	DATA TYPE
Name	The tag's name.	String.
AsText	The tag's value formatted as text.	String.
Label	The tag's Label property.	String.
Desc	The tag's Description property.	String.
Prefix	The prefix defined by the tag's format.	String.
Units	The units defined by the tag's format.	String.
SP	The tag's setpoint property.	Same As Tag.
Min	The tag's lower data entry limit.	Same As Tag.
Max	The tag's upper data entry limit.	Same As Tag.
Fore	The tag's current foreground color.	Integer.
Back	The tag's current background color.	Integer.

Page Properties

Display pages also have certain properties that can be accessed in the same way...

PROPERTY	DESCRIPTION	DATA TYPE
Name	The page's name.	String.
Label	The page's Label property.	String.
Desc	The page's Description property.	String.

Comms References

References to registers in master communications devices can be entered into an expression by means of a syntax comprising an opening square bracket, the register name, and a closing square bracket. An optional device name may be prefixed to the register name and separated by a period. The device name is not needed when referring to the only device in a database.

Examples of this syntax are shown below...

EXAMPLE	MEANING
[D100]	Register D100 in first device.
[AB.N7:0]	Register N7:0 in device AB.
[FX.D100]	Register D100 in device FX.

Simple Math

As mentioned above, expressions often contain more than one data value, with their values being combined mathematically. The simplest of these expressions may add a pair of values, while a more complex expression might obtain the average of three values. These operations are performed using the familiar syntax you will have seen in applications such as Excel. The examples below show the basic operations that can be performed...

OPERATOR	PRIORITY	EXAMPLE
Addition	Group 4	Tag1 + Tag2
Subtraction	Group 4	Tag1 - Tag2
Multiplication	Group 3	Tag1 * Tag2
Division	Group 3	Tag1 / Tag2
Remainder	Group 3	Tag1 % Tag2

Although the examples show spaces surrounding the operators, these are not required.

Operator Priority

You will have noticed the Priority column in the above table. As you no doubt recall from your algebra classes, when several operators are used together, they are evaluated in a defined order. For example, multiplication is always evaluated before addition. Station Designer implements this ordering by means of what are known as operator priorities, with each operator being placed in a group, and with operators being applied from the lowest numbered group to the highest. Except where noted otherwise in the text, operators within a group are evaluated left-to-right. The default order of evaluation can be overridden by using parentheses.

Type Conversion

Normally, Station Designer will automatically decide when to switch from evaluating an expression in integer math to evaluating it using floating point. For example, if you divide an integer value by a floating point value, the integer will be converted to floating point before the division is carried out. However, there will be some situations where you want to force a conversion to take place.

For example, suppose you are adding together three integers that represent the levels in three tanks, and then dividing the total by the tank count to obtain the average level. If you use an expression such as `(Tank1+Tank2+Tank3)/3` then your result may not be as accurate as you demand, as the division will take place using integer math, and the average will not contain any decimal places. To force Station Designer to evaluate the result using floating-point math, the simplest technique is to change the 3 to 3.0, thereby forcing Station Designer to convert the sum to floating point before the division is performed. A slightly more complex technique is to use syntax such as `float(Tank1+Tank2+Tank3)/3`. This invokes what is known as a type cast on the term in parentheses, manually converting it to floating point.

Type casts may also be used to convert a floating-point value to an integer value, perhaps deliberately giving-up some precision from an intermediate value before storing it in a PLC register. For example, the expression `int(cos(Theta)*100)` will calculate the cosine of an angle, multiply this value by 100 using floating-point math, before converting it to an integer, dropping any digits after the decimal place.

Comparing Values

You will quite often find that you wish to compare the value of one data with another, and make a decision based on the result. For example, you may wish to define a flag formula to show when a tank exceeds a particular value, or you may wish to use an `if` statement in a program to execute some code when a motor reaches its desired speed. The following comparison operators are provided...

OPERATOR	PRIORITY	EXAMPLE
Equal To	Group 7	<code>Data == 100</code>
Not Equal To	Group 7	<code>Data != 100</code>
Greater Than	Group 6	<code>Data > 100</code>
Greater Than or Equal To	Group 6	<code>Data >= 100</code>
Less Than	Group 6	<code>Data < 100</code>
Less Than or Equal To	Group 6	<code>Data <= 100</code>

Each operator produces a value of 0 or 1, depending on the condition it tests. The operators can be used on integers, floating point values or strings. If strings are being compared, the comparison is case-insensitive such that "abc" is considered equal to "ABC".

Testing Bits

Station Designer allows you to test the value of a bit within a data value by using the bit selection operator, which is represented by a single period. The left-hand side of the operator should be the value in which the bit is to be tested, and the right-hand side should be an expression indicating the bit number to test. This right-hand value should be between 0 and 31. The result of the operator is equal to 0 or 1 depending on the value of the bit in question.

OPERATOR	PRIORITY	EXAMPLE
Bit Selection	Group 1	<code>Input . 2</code>

The example shown tests bit 2 (i.e. the bit with a value of 4) within the indicated tag.

If you want to test for a bit being equal to zero, you can use the logical NOT operator...

OPERATOR	PRIORITY	EXAMPLE
Logical NOT	Group 2	!Input . 2

This example is equal to 1 if bit 2 of the indicated tag is equal to 0, and vice versa.

Multiple Conditions

If you want to define an expression that is true if a number of conditions are *all* true, you can use the logical AND operator. Similarly, if you want to define an expression that is true if *any* of a number of conditions are true, you can use the logical OR operator. The examples below show each operator in use...

OPERATOR	PRIORITY	EXAMPLE
Logical AND	Group 11	A>10 && B>10
Logical OR	Group 12	A>10 B>10

The logical AND operator produces a value of 1 if and only if the expressions on the left-hand and right-hand sides are true, while the logical OR operator produces a value of 1 if either expression is true. Note that—unlike the bitwise operators referred to elsewhere in this section—the logical operators stop evaluating once they know what the answer will be. This means that in the above example for logical AND, the right-hand side of the operator will only be evaluated if A is greater than 10, as, if this were not true, the result of the AND operator must already be zero. While this property makes little difference in the examples given above, if the left-hand or right-hand expressions call a program or make a change to a data value, this behavior must be taken into account.

Choosing Values

You may find situations where you want to select between two values—be they integers, floating point values or strings—depending on the value of some condition. For example, you may wish to set a motor's speed equal to 500 rpm or 2000 rpm based on a flag tag. This operation can be performed using the `? :` operator, which is unique in that it takes three arguments, as shown in the example below...

OPERATOR	PRIORITY	EXAMPLE
Selection	Group 13	Fast ? 2000 : 500

This example will evaluate to 2000 if `Fast` is true, and 500 otherwise. The operator can be thought to be equivalent to the `IF` function found in applications such as Microsoft Excel.

Manipulating Bits

Station Designer also provides operators to perform operations that do not treat integers as numeric values, but instead as sequences of bits. These operators are known as bitwise operators.

And, Or and XOR

These three bitwise operators each produce a result in which each bit is defined to be equal to the corresponding bits in the values on the operator's left-hand and right-hand sides, combined using a specific truth-table...

OPERATOR	PRIORITY	EXAMPLE
Bitwise AND	Group 8	<code>Data & Mask</code>
Bitwise OR	Group 9	<code>Data Mask</code>
Bitwise XOR	Group 10	<code>Data ^ Mask</code>

The table below shows the associated truth tables...

A	B	A & B	A B	A ^ B
0	0	0	0	0
0	1	0	1	1
1	0	0	1	1
1	1	1	1	0

Shift Operators

Station Designer also provides operators to shift an integer n bits to the left or right...

OPERATOR	PRIORITY	EXAMPLE
Shift Left	Group 5	<code>Data << 2</code>
Shift Right	Group 5	<code>Data >> 2</code>

Each example shifts `Data` two bits in the specified direction.

Bitwise NOT

Finally, Station Designer provides a bitwise NOT operator to invert the sense of the bits in a value...

OPERATOR	PRIORITY	EXAMPLE
Bitwise NOT	Group 2	<code>~Mask</code>

This example produces a value where every bit is equal to the opposite of its value in `Mask`.

Indexing Arrays

Elements within an array tag can be selected by following the array name with square brackets that contain an indexing expression. This expression must range from 0 to one less than the number of elements in the array. If you create a 10-element array, for example, the first element will be `Name [0]` and the last will be `Name [9]`.

Indexing Strings

Square brackets can also be used to select characters within a string. For example, if you have a tag called `Text` that contains the string "ABCD", then the expression `Text [0]` will return a value of 65, this being equal to the Unicode value of the first character. Index values beyond the end of the string will always return zero.

Adding Strings

As well as adding numbers, the addition operator can be used to concatenate strings. Thus, the expression `"AB"+"CD"` evaluates to "ABCD". You may also use the addition operator to add an integer to a string, in which case a single character equal to the Unicode representation of the integer is appended to the data in the string.

Calling Programs

Programs that return values may be invoked within expressions by following the program name with a pair of parentheses. For example, `Program1 () *10` will invoke the associated program, and multiply the return value by 10. Obviously, the return type for `Program1` must be set to integer or floating point for this to make sense.

Using Functions

Station Designer provides a number of predefined functions that can be used to access system information, or to perform common math operations. These functions are defined in detail in the Function Reference. They are invoked using a syntax similar to that for programs, with any arguments to the function being enclosed within the parentheses. For example, `cos (0)` will invoke the cosine function with an argument of 0, returning a value of +1.0.

Priority Summary

The table below shows the priority of all the operators defined in this section...

GROUP	OPERATORS
Group 1	.
Group 2	! ~
Group 3	* / %
Group 4	+ -
Group 5	<< >>
Group 6	< > <= >=
Group 7	== !=
Group 8	&
Group 9	
Group 10	^
Group 11	&&
Group 12	
Group 13	? :

Operators in the lower-numbered groups are applied first.

Writing Actions

While expressions are used to define values, actions are used to define what you want to happen when an event occurs. The vast majority of the actions in a database will relate to interactions with primitives or with the keyboard. Since Station Designer provides a simple method of defining commonly-used actions for these items, you will often be able to avoid writing actions by hand. Actions are needed, though, if you want to use triggers, write programs, or use a key or primitive in User Defined mode.

Changing Page

To create an action that changes the page shown on the panel's display, use the syntax `GotoPage(Name)`, where `Name` is the name of the display page in question. The current page will be removed, and the new page will be displayed in its place.

Changing Numeric Values

Station Designer provides several ways of changing data values.

Simple Assignment

To create an action that assigns a new value to a tag or to a register in a communications device, use the syntax `Data=Value`, where `Data` is the data item to be changed, and `Value` is the value to be assigned. Note that `Value` need not just be a constant value, but can be any valid expression of the correct type. Refer to the previous section for details of how to write expressions. For example, code such as `[N7:0]=Tank1+Tank2` can be used to add two tank levels and store the total quantity directly in a PLC register.

Compound Assignment

To create an action that sets a data value equal to its current value combined with another value by means of any of the operators defined in the previous section, use the syntax `Dataop=Value`, where `Data` is the tag to be changed, `Value` is the value to be used by the operator, and `op` is any of the available operators. For example, the code `Tag+=10` will increase `Tag` by a value of 10, while `Tag*=10` will multiply the current value by 10.

Increment and Decrement

To create an action that increases a data value by one, use the syntax `Data++`. To create an action that decreases a tag by one, use the syntax `Data--`. Note that the `++` or `--` operators may be placed before or after the data value in question. In the former case, the value of the expression represented by `++Data` is equal to the value of `Data` *after* it has been incremented. In the latter case, the expression is equal to the value *before* it has changed.

Changing Bit Values

To change a bit within a tag, use the syntax `Data.Bit=1` or `Data.Bit=0` to set or clear the bit as required, where `Data` is the tag in question and `Bit` is the zero-based bit number. Note again that the value on the right-hand side of the `=` operator can be an expression if desired, such that an example such as `Data.1=(Level>10)` can be used to set or clear a bit depending on whether or not a tank level exceeds a preset value.

Running Programs

Programs may be invoked within actions by following the program name with a pair of parentheses. For example, `Program1()` will invoke the associated program. The program will execute in the foreground or background as defined by the program's properties.

Using Functions

Station Designer provides a number of predefined functions that can be used to perform various operations. These functions are defined in detail in the Function Reference. They are invoked using a syntax similar to that for programs, with any arguments to the function being enclosed within the parentheses. For example, `SetLanguage(1)` will set the terminal language to 1.

Operator Priority

All assignment operators fall into Group 14. In other words, they will be evaluated after all other operators in an action. They are also unique in that they group right-to-left. This means that code such as `Tag1=Tag2=Tag3=0` can be used to clear all three tags at once.

Appendix A

Function Reference

The following pages describe the various standard functions that are provided in Station Designer. These functions can be invoked within programs, actions or expressions as described in the previous chapters. Functions that are marked as *active* may not be used in expressions that are not allowed to change values, such as in the controlling expression of a display primitive. Functions that are marked as *passive* may be used in any context.

Abs(value)

ARGUMENT	TYPE	DESCRIPTION
<code>value</code>	<code>int / float</code>	The value to be processed.

Description

Returns the absolute value of the argument. In other words, if *value* is a positive value, that value will be returned; if *value* is a negative value, a value of the same magnitude but with the opposite sign will be returned.

Function Type

This function is passive.

Return Type

`int` or `float`, depending on the type of the *value* argument.

Example

```
Error := abs(PV - SP)
```

acos(value)

ARGUMENT	TYPE	DESCRIPTION
<code>value</code>	<code>float</code>	The value to be processed.

Description

Returns the angle *theta* in radians such that $\cos(\theta)$ is equal to *value*.

Function Type

This function is passive.

Return Type

`float`.

Example

```
theta := acos(1.0)
```

AlarmAcceptAll()

ARGUMENT	TYPE	DESCRIPTION
none		

Description

Accepts all active alarms.

Function Type

This function is passive.

Return Type

This function does not return a value.

Example

```
AlarmAcceptAll()
```

asin(value)

ARGUMENT	TYPE	DESCRIPTION
value	float	The value to be processed.

Description

Returns the angle *theta* in radians such that $\sin(\theta)$ is equal to *value*.

Function Type

This function is passive.

Return Type

float.

Example

```
theta := asin(1.0)
```


atan(value)

ARGUMENT	TYPE	DESCRIPTION
<code>value</code>	<code>float</code>	The value to be processed.

Description

Returns the angle *theta* in radians such that $\tan(\theta)$ is equal to *value*.

Function Type

This function is passive.

Return Type

`float`.

Example

```
theta := atan(1.0)
```

atan2(a, b)

ARGUMENT	TYPE	DESCRIPTION
<code>a</code>	<code>float</code>	The value of the side that is opposite the angle theta.
<code>b</code>	<code>float</code>	The value of the side that is adjacent to the angle theta

Description

This function is equivalent to $\text{atan}(a/b)$, except that it also considers the sign of *a* and *b*, and thereby ensures that the return value is in the appropriate quadrant. It is also capable of handling a zero value for *b*, thereby avoiding the infinity that would result if the single-argument form of `tan` were used instead.

Function Type

This function is passive.

Return Type

`float`.

Example

```
theta := atan2(1,1)
```

Beep(freq, period)

ARGUMENT	TYPE	DESCRIPTION
<code>freq</code>	<code>int</code>	The required frequency in semitones.
<code>period</code>	<code>int</code>	The required period in milliseconds.

Description

Sounds the terminal's beeper for the indicated period at the indicated pitch. Passing a value of zero for *period* will turn off the beeper. Beep requests are not queued, so calling the function will immediately override any previous calls. For those of you with a musical bent, the *freq* argument is calibrated in semitones. On a more serious "note", the Beep function can be a useful debugging aid, as it provides an asynchronous method of signaling the handling of an event, or the execution of a program step.

Function Type

This function is active.

Return Type

This function does not return a value.

Example

```
Beep(60, 100)
```

CanGotoNext()

ARGUMENT	TYPE	DESCRIPTION
<code>None</code>		

Description

Returns a true or false value indicating whether a call to `GotoNext()` will produce a page change. A value of false indicates that no further pages exist in the page history buffer.

Function Type

This function is passive.

Return Type

`int`.

CanGotoPrevious()

ARGUMENT	TYPE	DESCRIPTION
none		

Description

Returns a true or false value indicating whether a call to `GotoPrevious()` will produce a page change. A value of false indicates that no further pages exist in the page history buffer.

Function Type

This function is passive.

Return Type

int.

ClearEvents()

ARGUMENT	TYPE	DESCRIPTION
none		

Description

Clears the list of events displayed in the event log.

Function Type

This function is active.

Return Type

This function does not return a value.

Example

```
ClearEvents()
```

CloseFile(file)

ARGUMENT	TYPE	DESCRIPTION
file	int	File handle as returned by <code>OpenFile</code> .

Description

Closes a file previously opened in a call to `FileOpen()`.

Function Type

This function is active.

Return Type

This function does not return a value.

Example

```
CloseFile(hFile)
```

ColBlend(data, min, max, col1, col2)

ARGUMENT	TYPE	DESCRIPTION
<code>data</code>	<code>float</code>	The data value to be used to control the operation.
<code>min</code>	<code>float</code>	The minimum value of <i>data</i> .
<code>max</code>	<code>float</code>	The maximum value of <i>data</i> .
<code>col1</code>	<code>int</code>	First color, selected if <i>data</i> is equal to <i>min</i> .
<code>col2</code>	<code>int</code>	Second color, selected if <i>data</i> is equal to <i>max</i> .

Description

Returns a color created by blending two other colors, with the proportion of each color being based upon the value of *data* relative to the limits specified by *min* and *max*. This function is useful when animating display primitives by changing their colors.

Function Type

This function is passive.

Return Type

`int`

ColFlash(freq, col1, col2)

ARGUMENT	TYPE	DESCRIPTION
<code>freq</code>	<code>int</code>	Number of times per second to alternate.
<code>col1</code>	<code>int</code>	First color.
<code>col2</code>	<code>int</code>	Second color.

Description

Returns an alternating color chosen from *col1* and *col2* that completes a cycle *freq* times per second. This function is useful when animating display primitives by changing their colors.

Function Type

This function is passive.

Return Type

Int

ColGetBlue(col)

ARGUMENT	TYPE	DESCRIPTION
col	int	The color from which the component is to be selected.

Description

Returns the blue component of the indicated color value. The component is scaled to be in the range 0 to 255, even though the Station works internally with 5-bit color components.

Function Type

This function is passive.

Return Type

int.

ColGetGreen(col)

ARGUMENT	TYPE	DESCRIPTION
col	int	The color from which the component is to be selected.

Description

Returns the green component of the indicated color value. The component is scaled to be in the range 0 to 255, even though the Station works internally with 5-bit color components.

Function Type

This function is passive.

Return Type

int.

ColGetRed(col)

ARGUMENT	TYPE	DESCRIPTION
<code>col</code>	<code>int</code>	The color from which the component is to be selected.

Description

Returns the red component of the indicated color value. The component is scaled to be in the range 0 to 255, even though the Station works internally with 5-bit color components.

Function Type

This function is passive.

Return Type

`int.ColGetRGB(r,g,b)`

ARGUMENT	TYPE	DESCRIPTION
<code>r</code>	<code>int</code>	The red component.
<code>g</code>	<code>int</code>	The green component.
<code>b</code>	<code>int</code>	The blue component.

Description

Returns a color value constructed from the specified components. The components should be in the range 0 to 255, even though the Station works internally with 5-bit color components.

Function Type

This function is passive.

Return Type

`int.`

ColPick2(pick, col1, col2)

ARGUMENT	TYPE	DESCRIPTION
<code>pick</code>	<code>int</code>	The condition to be used to select the color.
<code>col1</code>	<code>int</code>	First color, selected if <i>pick</i> is true.
<code>col2</code>	<code>int</code>	Second color, selected if <i>pick</i> is false.

Description

Returns one of the indicated colors, depending on the state of *pick*. Equivalent results can be achieved using the `? :` selection operator.

Function Type

This function is passive.

Return Type

Int

CommitAndReset()

ARGUMENT	TYPE	DESCRIPTION
none		

Description

This function will force all retentive tags to be written on the internal flash memory and then will reset the unit. It is designed to be used in conjunction with function that change the configuration of the unit, and that then require a reset in order for the changes to take effect.

Function Type

This function is passive.

Return Type

This function does not return a value

Example

`CommitAndReset()`

CompactFlashEject()

ARGUMENT	TYPE	DESCRIPTION
none		

Description

Ceases all access of the CompactFlash card, allowing safe removal of the card.

Function Type

This function is active.

Return Type

This function does not return a value.

Example

`CompactFlashEject()`

CompactFlashStatus()

ARGUMENT	TYPE	DESCRIPTION
<code>none</code>		

Description

Returns the current status of the CompactFlash slot as an integer.

VALUE	STATE	DESCRIPTION
0	Empty	Either no card is installed or the card has been ejected via a call to the CompactFlashEject function.
1	Invalid	The card is damaged, incorrectly formatted or not formatted at all. Remember only FAT16 is supported.
2	Checking	The 900 Control Station is checking the status of the card. This state occurs when a card is first inserted into the Station.
3	Formatting	The 900 Control Station is formatting the card. This state occurs when a format operation is requested by the programming PC.
4	Locked	The operator interface is either writing to the card, or the card is mounted and Windows is accessing the card.
5	Mounted	A valid card is installed, but it is not locked by either the operator interface or Windows.

Function Type

This function is passive.

Return Type

`int.`

Example

```
d := CompactFlashStatus()
```


Copy(dest, src, count)

ARGUMENT	TYPE	DESCRIPTION
dest	int / float	The first array element to be copied to.
src	int / float	The first array element to be copied from.
count	int	The number of elements to be processed.

Description

Copies *count* array elements from *src* onwards to *dest* onwards.

Function Type

This function is active.

Return Type

This function does not return a value.

Example

```
Copy(Save[0], Work[0], 100)
```

cos(theta)

ARGUMENT	TYPE	DESCRIPTION
theta	float	The angle, in radians, to be processed.

Description

Returns the cosine of the angle *theta*.

Function Type

This function is passive.

Return Type

float.

Example

```
xp := radius*cos(theta)
```

CreateDirectory(name)

ARGUMENT	TYPE	DESCRIPTION
name	cstring	The directory to be created.

Description

Creates a new directory on the CompactFlash card. Note that the filing system used on the card does not support long filenames, and that if backslashes are included in the pathname to separate path elements, they must be doubled-up per Station Designer's rules for string constants as described in the chapter on Writing Expressions. To avoid this complication, forward slashes can be used in place of backslashes without the need for such doubling. The function returns a value of one if it succeeds, and a value of zero if it fails.

Function Type

This function is active.

Return Type

int.

Example

```
Result := CreateDirectory("/LOGS/LOG1")
```

CreateFile(name)

ARGUMENT	TYPE	DESCRIPTION
name	cstring	The file to be created.

Description

Creates an empty file on CompactFlash. Note that the filing system used on the card does not support long filenames, and that if backslashes are included in the pathname to separate path elements, they must be doubled-up per Station Designer's rules for string constants as described in the chapter on Writing Expressions. To avoid this, forward slashes can be used in place of backslashes without the need for such doubling. The function returns a value of one if it succeeds, and a value of zero if it fails. Note that the file is not opened after it is created—a subsequent call to `OpenFile()` must be made to read or write data.

Function Type

This function is active.

Return Type

int.

Example

```
Success := CreateFile("/logs/custom/myfile.txt")
```

DataToText(data, limit)

ARGUMENT	TYPE	DESCRIPTION
data	int	The first element in an array.
limit	int	The number of elements to process.

Description

Forms a string from array, taking each array element to be a single ASCII character.

Function Type

This function is passive.

Return Type

cstring.

Example

```
string := DataToText(Data[0], 8)
```

Date(y, m, d)

ARGUMENT	TYPE	DESCRIPTION
y	int	The year to be encoded, in four-digit form.
m	int	The month to be encoded, from 1 to 12.
d	int	The date to be encoded, from 1 upwards.

Description

Returns a value representing the indicated date as the number of seconds elapsed since the datum point of 1st January 1997. This value can then be used with other time/date functions.

Function Type

This function is passive.

Return Type

int.

Example

```
t := Date(2000,12,31)
```

Deg2Rad(*theta*)

ARGUMENT	TYPE	DESCRIPTION
theta	float	The angle to be processed.

Description

Returns *theta* converted from degrees to radians.

Function Type

This function is passive.

Return Type

float.

Example

```
Load := Weight * cos(Deg2Rad(Angle))
```

DeleteDirectory(*name*)

ARGUMENT	TYPE	DESCRIPTION
name	cstring	The directory to be deleted.

Description

Remove a directory, its subdirectories and contents from the CompactFlash. Note that the filing system used on the card does not support long filenames, and that if backslashes are included in the pathname to separate path elements, they must be doubled-up per Station Designer's rules for string constants as described in the chapter on Writing Expressions. To avoid this complication, forward slashes can be used in place of backslashes without the need for such doubling. The function returns a value of one if it succeeds, and a value of zero if it fails.

Function Type

This function is active.

Return Type

int.

Example

```
Success := DeleteDirectory("/logs/custom")
```

DeleteFile(file)

ARGUMENT	TYPE	DESCRIPTION
<code>file</code>	<code>int</code>	File handle as returned by OpenFile.

Description

Closes and then deletes a file located on the CompactFlash card.

Function Type

This function is active.

Return Type

`int`.

Example

```
Result := DeleteFile(hFile)
```

DispOff()

ARGUMENT	TYPE	DESCRIPTION
<code>none</code>	<code>float</code>	Turns backlight to display off.

Description

Turns backlight to display off.

Function Type

This function is active.

Return Type

This function does not return a value.

Example

```
DispOff()
```

DispOn()

ARGUMENT	TYPE	DESCRIPTION
none		Turns backlight to display on..

Description

Turns backlight to display on.

Function Type

This function is active.

Return Type

This function does not return a value.

Example

```
DispOn()
```

EndBatch()

ARGUMENT	TYPE	DESCRIPTION
none		

Description

Stops the current batch.

Note: Starting a new batch within less than 10 seconds of ending or starting the last one will produce undefined behavior. To go straight from one batch to another, call *NewBatch()* without an intervening call to *EndBatch()*.

Function Type

This function is passive.

Return Type

This function does not return a value

Example

```
Result := EndBatch()
```

exp(value)

ARGUMENT	TYPE	DESCRIPTION
value	float	The value to be processed.

Description

Returns e (2.7183) raised to the power of *value*.

Function Type

This function is passive.

Return Type

float.

Example

```
Variable2 := exp(1.609)
```

exp10(value)

ARGUMENT	TYPE	DESCRIPTION
value	float	The value to be processed.

Description

Returns 10 raised to the power of *value*.

Function Type

This function is passive.

Return Type

float.

Example

```
Variable4 := exp10(0.699)
```

Fill(element, data, count)

ARGUMENT	TYPE	DESCRIPTION
element	int / float	The first array element to be processed.
data	int / float	The data value to be written.
count	int	The number of elements to be processed.

Description

Sets *count* array elements from *element* onwards to be equal to *data*.

Function Type

This function is active.

Return Type

This function does not return a value.

Example

```
Fill(List[0], 0, 100)
```

Find(string,char,skip)

ARGUMENT	TYPE	DESCRIPTION
string	cstring	The string to be processed.
char	int	The character to be found.
skip	int	The number of times the character is skipped.

Description

Returns the position of ***char*** in ***string***, taking into account the number of ***skip*** occurrences specified. The first position counted is 0. Returns -1 if ***char*** is not found. In the example below, the position of “:”, skipping the first occurrence is 7.

Function Type

This function is passive.

Return Type

int

Example

```
Position := Find("one:two:three", ':', 1)
```


FindFileFirst(dir)

ARGUMENT	TYPE	DESCRIPTION
<code>dir</code>	<code>cstring</code>	Directory to be used in search.

Description

Returns the filename of name of the first file or directory located in the *dir* directory on the CompactFlash card. Returns an empty string if no files exist or if no card is present. This function can be used with the `FindFileNext` function to scan all files in a given directory.

Function Type

This function is active.

Return Type

`cstring`.

Example

```
Name := FindFileFirst("/LOGS/LOG1")
```

FindFileNext()

ARGUMENT	TYPE	DESCRIPTION
<code>none</code>		

Description

Returns the filename of the next file or directory in the directory specified in a previous call to the `FindFileFirst` function. Returns an empty string if no more files exist. This function can be used with the `FindFileFirst` function to scan all files in a given directory.

Function Type

This function is active.

Return Type

`cstring`.

Example

```
Name := FindFileNext()
```

Flash(freq)

ARGUMENT	TYPE	DESCRIPTION
<code>freq</code>	<code>Int</code>	Number of times per second to flash.

Description

Returns an alternating true or false value that completes a cycle *freq* times per second. This function is useful when animating display primitives or changing their colors.

Function Type

This function is passive.

Return Type

`Int`

FormatCompactFlash()

ARGUMENT	TYPE	DESCRIPTION
<code>none</code>		

Description

Formats the CompactFlash card in the terminal, thereby deleting all data on the card. You should thus ensure that the user is given appropriate warnings before this function is invoked.

Function Type

This function is active.

Return Type

This function does not return a value.

Example

```
FormatCompactFlash()
```

FtpGetFile(server, loc, rem, delete)

ARGUMENT	TYPE	DESCRIPTION
server	int	FTP connection number, always 0
loc	cstring	Local file name on the CompactFlash card
rem	cstring	Remote file name on the FTP server
delete	int	If true, the source will be deleted after the transfer, otherwise, it will remain on the source disk.

Description

This function will transfer the defined file from the FTP server to the operator interface CompactFlash card. It will return true if the transfer is successful, false otherwise. The source and destination file name can be different. The remote path is relative to the FTP server setting root path (See Synchronization Manager for details).

Function Type

This function is passive.

Return Type

int.

Example

```
Success = FtpGetFile(0, "/Recipes.csv", "/Recipes/Rec001.csv", 0);
```

In this example, the file Recipes.csv will be transferred from the FTP server to the CompactFlash Card. The original file will not be deleted from the PC server.

FtpPutFile(server, loc, rem, delete)

ARGUMENT	TYPE	DESCRIPTION
server	int	FTP connection number, always 0
loc	cstring	Local file name on the CompactFlash card
rem	cstring	Remote file name on the FTP server
delete	int	If true, the source will be deleted after the transfer, otherwise, it will remain on the source disk.

Description

This function will transfer the defined file from the operator interface CompactFlash card to the FTP server. It will return true if the transfer is successful, false otherwise. The source and destination file name can be different. The remote path is relative to the FTP server setting root path (See Synchronization Manager for details).

Function Type

This function is passive.

Return Type

int.

Example

```
Success = FtpPutFile(0, "/LOGS/Report.txt", "/Reports/Report.txt", 1)
```

In this example, the file Report.txt will be sent to the FTP server and deleted from the CompactFlash Card upon success of the transfer.

GetBatch()

ARGUMENT	TYPE	DESCRIPTION
none		

Description

Returns the name of the current batch.

Function Type

This function is passive.

Return Type

cstring.

Example

```
CurrentBatch := GetBatch()
```

GetDate (time) and Family

ARGUMENT	TYPE	DESCRIPTION
time	int	The time value to be decoded.

Description

Each member of this family of functions returns some component of a time/date value, as previously created by GetNow, Time or Date. The available functions are as follows...

FUNCTION	DESCRIPTION
GetDate	Returns the day-of-month portion of <i>time</i> .
GetDay	Returns the day-of-week portion of <i>time</i> .
GetDays	Returns the number of days in <i>time</i> .
GetHour	Returns the hours portion of <i>time</i> .

FUNCTION	DESCRIPTION
GetMin	Returns the minutes portion of <i>time</i> .
GetMonth	Returns the month portion of <i>time</i> .
GetSec	Returns the seconds portion of <i>time</i> .
GetWeek	Returns the week-of-year portion of <i>time</i> .
GetWeeks	Returns the number of weeks in <i>time</i> .
GetWeekYear	Returns the week year when using week numbers.
GetYear	Returns the year portion of <i>time</i> .

Note that *GetDays* and *GetWeeks* are typically used with the difference between two time values to calculate how long has elapsed in terms of days or weeks. Note also that the year returned by *GetWeekYear* is not always the same as that returned by *GetYear*, as the former may return a smaller value if the last week of a year extends beyond year-end.

Function Type

These functions are passive.

Return Type

int.

Example

```
d := getDate(getNow() - 12*60*60)
```

GetDiskFreeBytes(drive)

ARGUMENT	TYPE	DESCRIPTION
drive	int	The drive number, always 0.

Description

Returns the number of free memory bytes on the CompactFlash Card.

Note: This function requires time to calculate free memory space, as a long CompactFlash access is necessary. Do NOT call this function permanently with on tick, on update or in a formula. Call it upon an event such as *OnSelect* on the page you want to display the resulting value.

Function Type

This function is passive.

Return Type

int.

Example

```
FreeMemory = GetDiskFreeBytes(0)
```

GetDiskFreePercent(drive)

ARGUMENT	TYPE	DESCRIPTION
<code>drive</code>	<code>int</code>	The drive number, always 0.

Description

Returns the percentage of free memory space on the CompactFlash Card.

Note: This function requires time to calculate free memory space, as a long CompactFlash access is necessary. Do NOT call this function permanently with on tick, on update or in a formula. Call it upon an event such as *OnSelect* on the page you want to display the resulting value.

Function Type

This function is passive.

Return Type

`int`.

Example

```
FreeMemory = GetDiskFreePercent(0)
```

GetDiskSizeBytes(drive)

ARGUMENT	TYPE	DESCRIPTION
<code>drive</code>	<code>int</code>	The drive number, always 0.

Description

Returns the size in bytes of the CompactFlash Card.

Note: This function requires time to calculate free memory space, as a long CompactFlash access is necessary. Do NOT call this function permanently with on tick, on update or in a formula. Call it upon an event such as *OnSelect* on the page you want to display the resulting value.

Function Type

This function is passive.

Return Type

`int`.

Example

```
CFSyze = GetDiskSyzeBytes(0)
```

GetInterfaceStatus(port)

ARGUMENT	TYPE	DESCRIPTION
interface	int	The interface to be queried.

Description

Returns a string indicating the status of the specified TCP/IP interface. Refer to the earlier chapter on Advanced Communications for details of how to calculate the value to be placed in the *interface* parameter, and of how to interpret the returned value.

Function Type

This function is passive.

Return Type

cstring.

Example

```
EthernetStatus := GetInterfaceStatus(1)
```

GetLastEventTime(all)

ARGUMENT	TYPE	DESCRIPTION
all	int	Indicates whether all alarm events should also be included in the definition of the last event.

Description

Returns the time at which the last event capture by the event log occurred. The value can be displayed in human-readable form using a field that has the Time and Date format type.

Function Type

This function is passive.

Return Type

int.

GetLastEventTime(all)

ARGUMENT	TYPE	DESCRIPTION
all	int	Indicates whether all alarm events should also be included in the definition of the last event.

Description

Returns the time at which the last event capture by the event log occurred. The value can be displayed in human-readable form using a field that has the Time and Date format type.

Function Type

This function is passive.

Return Type

int.

GetLastEventType(all)

ARGUMENT	TYPE	DESCRIPTION
all	int	Indicates whether all alarm events should also be included in the definition of the last event.

Description

Returns a string indicating the type of the last event captured by the event logging system.

Function Type

This function is passive.

Return Type

cstring.

GetMonthDays(y, m)

ARGUMENT	TYPE	DESCRIPTION
y	int	The year to be processed, in four-digit form.
m	int	The month to be processed, from 1 to 12.

Description

Returns the number of days in the indicated month, accounting for leap years etc.

Function Type

This function is passive.

Return Type

int.

Example

```
Days := GetMonthDays(2000, 3)
```

GetNetGate(port)

ARGUMENT	TYPE	DESCRIPTION
port	int	The index of the Ethernet port. Must be zero.

Description

Returns the IP address of the port's default gateway as a dotted-decimal text string.

Function Type

The function is passive.

Return Type

cstring.

Example

```
gate := GetNetGate(0)
```

GetNetId(port)

ARGUMENT	TYPE	DESCRIPTION
port	int	The index of the Ethernet port. Must be zero.

Description

Reports an Ethernet port's MAC address as 17-character text string.

Function Type

This function is passive.

Return Type

cstring.

Example

```
MAC := GetNetId(0)
```

GetNetIp(port)

ARGUMENT	TYPE	DESCRIPTION
<code>port</code>	<code>int</code>	The index of the Ethernet port. Must be zero.

Description

Reports an Ethernet port's IP address as a dotted-decimal text string.

Function Type

This function is passive.

Return Type

`cstring`.

Example

```
IP := GetNetIp(0)
```

GetNetMask(port)

ARGUMENT	TYPE	DESCRIPTION
<code>port</code>	<code>int</code>	The index of the Ethernet port. Must be zero.

Description

Reports an Ethernet port's IP address mask as a dotted-decimal text string.

Function Type

This function is passive.

Return Type

`cstring`.

Example

```
mask := GetNetMask(0)
```

GetNow()

ARGUMENT	TYPE	DESCRIPTION
<code>none</code>		

Description

Returns the current time and date as the number of seconds elapsed since the datum point of 1st January 1997. This value can then be used with other time/date functions.

Function Type

This function is passive.

Return Type

int.

Example

```
t := GetNow()
```

GetNowDate()

ARGUMENT	TYPE	DESCRIPTION
none		

Description

Returns the number of seconds in the days that have passed since 1st of January 1997.

Function Type

This function is passive.

Return Type

int.

***Example**

```
d: = GetNowDate()
```

GetNowTime()

ARGUMENT	TYPE	DESCRIPTION
none		

Description

Returns the time of day in terms of seconds.

Function Type

This function is passive.

Return Type

int.

Example

```
t := GetNowTime()
```

GetPortConfig(port, param)

ARGUMENT	TYPE	DESCRIPTION
<code>port</code>	<code>int</code>	Number of the port to be set
<code>param</code>	<code>int</code>	Port parameter to be set

Description

Returns the value of a parameter on port. The port number starts from the programming port with value 1. The table below shows the parameter number and associated return values.

PARAM NB	DESCRIPTION	POSSIBLE VALUES
1	Baud Rate	The actual baud rate, e.g. 115200
2	Data Bits	7, 8 or 9
3	Stop Bits	1 or 2
4	Parity	0 (none), 1 (odd) or 2 (even)
5	Physical Mode	0 (RS232), 1 (422 Master), 2 (422 Slave), 3 (485)

Function Type

This function is active.

Return Type

`int`.

Example

```
Config = GetPortConfig(2, 4)
```

In this example, *Config* will take the value of the current parity setting on the RS232 communication port.

GetUpDownData(data, limit)

ARGUMENT	TYPE	DESCRIPTION
<code>data</code>	<code>int</code>	A steadily increasing source value.
<code>limit</code>	<code>int</code>	The number of values to generate.

Description

This function takes a steadily increasing value and converts it to a value that oscillates between 0 and *limit*-1. It is typically used within a demonstration database to generate realistic looking animation, often by passing `DispCount` as the *data* parameter so that the resulting value changes on each display update. If the `GetUpDownStep` function is called with the same arguments, it will return a value indicating the direction of change of the data returned by `GetUpDownData`.

Function Type

This function is passive.

Return Type

int.

Example

```
Data := GetUpDownData(DispCount, 100)
```

GetUpDownStep(data, limit)

ARGUMENT	TYPE	DESCRIPTION
data	int	A steadily increasing source value.
limit	int	The number of values to generate.

Description

See `GetUpDownData` for a description of this function.

Function Type

This function is passive.

Return Type

int.

Example

```
Delta := GetUpDownStep(DispCount, 100)
```

GotoNext()

ARGUMENT	TYPE	DESCRIPTION
None		

Description

Causes the panel to move forwards again in the page history buffer, reversing the result of a previous call to `GotoPrevious()`. The portion of the history buffer accessible via this function will be cleared if the `GotoPage()` function is called.

Function Type

This function is active.

Return Type

This function does not return a value.

Example

```
GotoNext()
```

GotoPage(name)

ARGUMENT	TYPE	DESCRIPTION
name	Display Page	The page to be displayed.

Description

Selects page *name* to be shown on the Station's display.

Function Type

This function is active.

Return Type

This function does not return a value.

Example

```
GotoPage ( Page1 )
```

GotoPrevious()

ARGUMENT	TYPE	DESCRIPTION
none		

Description

Causes the panel to return to the previous page shown on the Station's display.

Function Type

This function is active.

Return Type

This function does not return a value.

Example

```
GotoPrevious ( )
```

HasAccess (rights)

ARGUMENT	TYPE	DESCRIPTION
rights	int	The required access rights.

Description

Returns a value of **true** or **false** depending on whether the current user has access rights defined by the *rights* parameter. This parameter comprises a bit-mask representing the various user-defined rights, with bit 0 (i.e. the bit with a value of 0x01) representing User Right 1, bit 1 (i.e. the bit with a value of 0x02) representing User Right 2 and so on. The function is typically used in programs that perform a number of actions that might be subject to security, and that might otherwise not occur.

Function Type

This function is passive.

Return Type

int

Example

```
if( HasAccess(1) ) {
    Data1 := 0;
    Data2 := 0;
    Data3 := 0;
}
```

HidePopup()

ARGUMENT	TYPE	DESCRIPTION
none		

Description

Hides the popup that was previously shown using ShowPopup.

Function Type

This function is active.

Return Type

This function does not return a value.

Example

```
HidePopup( )
```

IntToText(data, radix, count)

ARGUMENT	TYPE	DESCRIPTION
data	int	The value to be processed.
radix	int	The number base to be used.
count	int	The number of digits to generate.

Description

Returns the string obtained by formatting *data* in base *radix*, generating *count* digits. The value is assumed to be unsigned, so if a signed value is required, use `Sgn` to decide whether to prefix a negative sign, and then use `Abs` to pass the absolute value to `IntToText`.

Function Type

This function is passive.

Return Type

`cstring`.

Example

```
PortPrint(1, IntToText(Value, 10, 4))
```

IsLoggingActive()

ARGUMENT	TYPE	DESCRIPTION
none		

Description

Returns true or false indicating whether data logging is active in the current database. A value of true indicates that a log has been defined, and that the log contains at least one data tag.

Function Type

This function is passive.

Return Type

`int`.

Left(string, count)

ARGUMENT	TYPE	DESCRIPTION
<code>string</code>	<code>cstring</code>	The string to be processed.
<code>count</code>	<code>int</code>	The number of characters to return.

Description

Returns the first *count* characters from *string*.

Function Type

This function is passive.

Return Type

`cstring`.

Example

```
AreaCode := Left(Phone, 3)
```

Len(string)

ARGUMENT	TYPE	DESCRIPTION
<code>string</code>	<code>cstring</code>	The string to be processed.

Description

Returns the number of characters in *string*.

Function Type

This function is passive.

Return Type

`int`.

Example

```
Size := Len(Input)
```

Log(value)

ARGUMENT	TYPE	DESCRIPTION
<code>value</code>	<code>float</code>	The value to be processed.

Description

Returns the natural log of *value*.

Function Type

This function is passive.

Return Type

`float`.

Example

```
Variable1 := log(5.0)
```

Log10(value)

ARGUMENT	TYPE	DESCRIPTION
<code>value</code>	<code>float</code>	The value to be processed.

Description

Returns the base-10 log of *value*.

Function Type

This function is passive.

Return Type

`float`.

Example

```
Variable3 := log10(5.0)
```

LogComment(log, text)

ARGUMENT	TYPE	DESCRIPTION
log	int	The index of the log to be accessed.
text	cstring	The textual comment to be added to the log.

Description

Adds a comment to a data log. The data log must be configured to support comments via the appropriate property. Comments can be used to provide batch or other details at the start of a log, or to allow the operator to mark a point of interest during the logging process.

Function Type

This function is active.

Return Type

int.

Example

```
LogComment(1, "Start of Shift")
```

LogSave()

ARGUMENT	TYPE	DESCRIPTION
none		

Description

Forces the data logger to save on the CompactFlash Card.

Note: This function should NOT be called permanently or regularly. It is intended only for punctual use. An overuse of this function may result in CompactFlash card damage and loss of data.

Function Type

This function is passive.

Return Type

This function does not return a value

Example

```
LogSave( )
```

MakeFloat(value)

ARGUMENT	TYPE	DESCRIPTION
value	int	The value to be converted.

Description

Reinterprets the integer argument as a floating-point value. This function does not perform a type conversion, but instead takes the bit pattern stored in the argument, and assumes that rather than representing an integer, it actually represents a floating-point value. It can be used to manipulate data from a remote device that might actually have a different data type from that expected by the communications driver.

Function Type

This function is passive.

Return Type

float.

Example

```
fp := MakeFloat(n);
```

MakeInt(value)

ARGUMENT	TYPE	DESCRIPTION
value	float	The value to be converted.

Description

Reinterprets the floating-point argument as an integer. This function does not perform a type conversion, but instead takes the bit pattern stored in the argument, and assumes that rather than representing a floating-point value, it actually represents an integer. It can be used to manipulate data from a remote device that might actually have a different data type from that expected by the communications driver.

Function Type

This function is passive.

Return Type

int.

Example

```
n := MakeInt(fp);
```

Max(a, b)

ARGUMENT	TYPE	DESCRIPTION
a	int / float	The first value to be compared.
b	int / float	The second value to be compared.

Description

Returns the larger of the two arguments.

Function Type

This function is passive.

Return Type

int or float, depending on the type of the arguments.

Example

```
Larger := Max(Tank1, Tank2)
```

Mean(element, count)

ARGUMENT	TYPE	DESCRIPTION
element	int / float	The first array element to be processed.
count	int	The number of elements to be processed.

Description

Returns the mean of the *count* array elements from *element* onwards.

Function Type

This function is passive.

Return Type

float.

Example

```
Average := Mean(Data[0], 10)
```

Mid(string, pos, count)

ARGUMENT	TYPE	DESCRIPTION
<code>string</code>	<code>cstring</code>	The string to be processed.
<code>pos</code>	<code>int</code>	The position at which to start.
<code>count</code>	<code>int</code>	The number of characters to return.

Description

Returns *count* characters from position *pos* within *string*, where 0 is the first position.

Function Type

This function is passive.

Return Type

`cstring`.

Example

```
Exchange := Mid(Phone, 3, 3)
```

Min(a, b)

ARGUMENT	TYPE	DESCRIPTION
<code>a</code>	<code>int / float</code>	The first value to be compared.
<code>b</code>	<code>int / float</code>	The second value to be compared.

Description

Returns the smaller of the two arguments.

Function Type

This function is passive.

Return Type

`int` or `float`, depending on the type of the arguments.

Example

```
Smaller := Min(Tank1, Tank2)
```

MulDiv(a, b, c)

ARGUMENT	TYPE	DESCRIPTION
a	int	First value.
b	int	Second value.
c	int	Third value.

Description

Returns $a*b/c$. The intermediate math is done with 64-bit integers to avoid overflows.

Function Type

This function is passive.

Return Type

int.

Example

```
d := MulDiv(a, b, c)
```

MuteSiren()

ARGUMENT	TYPE	DESCRIPTION
none		

Description

Turns off the operator panel's internal siren.

Function Type

This function is active.

Return Type

This function does not return a value.

Example

```
MuteSiren()
```

NewBatch(name)

ARGUMENT	TYPE	DESCRIPTION
name	cstring	Name of the batch.

Description

Starts a batch called *name*. The name must be no more than 8 characters in length and made up of characters that are valid FAT16 filename. Restarting a batch already on the CF card will append the data. If a new batch exceeds the maximum number of batches to be kept, the oldest batch (i.e. The one last changed) will be deleted. If name is empty, the function is equivalent to `EndBatch()`.

Note: Batch status is retained during a power cycle. Starting a new batch within less than 10 seconds of ending or starting the last one will produce undefined behavior. To go straight from one batch to another, call `NewBatch()` without an intervening call to `EndBatch()`.

Function Type

This function is passive.

Return Type

This function does not return a value

Example

```
NewBatch("ProdA")
```

Nop()

ARGUMENT	TYPE	DESCRIPTION
none		

Description

This function does nothing.

Function Type

This function is active.

Return Type

This function does not return a value.

Example

```
Nop()
```


OpenFile(name, mode)

ARGUMENT	TYPE	DESCRIPTION
name	cstring	The file to be opened.
mode	int	The mode in which the file is to be opened... 0 = Read Only 1 = Read/Write at Start of File 2 = Read/Write at End of File

Description

Returns a handle to the file *name* located on the CompactFlash card. This function is restricted to a maximum of four open files at any given time. The CompactFlash card cannot be unmounted while a file is open. Note that the filing system used on the card does not support long filenames, and that if backslashes are included in the pathname to separate path elements, they must be doubled-up per Station Designer's rules for string constants as described in the chapter on Writing Expressions. To avoid this complication, forward slashes can be used in place of backslashes without the need for such doubling. Note also that this function will not create a file that does not exist. To do this, call `CreateFile()` before calling this function.

Function Type

This function is active.

Return Type

int.

Example

```
hFile := OpenFile("/LOGS/LOG1/01010101.csv", 0)
```

Pi()

ARGUMENT	TYPE	DESCRIPTION
none		

Description

Returns *pi* as a floating-point number.

Function Type

This function is passive.

Return Type

float.

Example

```
Scale = Pi()/180
```

PlayRTTTL(tune)

ARGUMENT	TYPE	DESCRIPTION
<code>tune</code>	<code>cstring</code>	The tune to be played in RTTTL representation.

Description

Plays a tune using the terminal's internal beeper. The *tune* argument should contain the tune to be played in RTTTL format—the format used by a number of cell phones for custom ring tones. Sample tunes can be obtained from many sites on the World Wide Web.

Function Type

This function is active.

Return Type

This function does not return a value.

Example

```
PlayRTTTL( "TooSexy:d=4,o=5,b=40:16f,16g,16f,16g,16f.,16f,16g,16f,16g,16g#,16g#,  
16g,16g#,16g,16f.,16f,16g,16f,16g,16f.,16f,16g,16f,16g,16f.,16f,16g,16f,16g,16g#  
. ,16g#,16g,16g#,16g,16f.,16f,16g,16f,16g,32f. ")
```

PopDev(element, count)

ARGUMENT	TYPE	DESCRIPTION
<code>element</code>	<code>int / float</code>	The first array element to be processed.
<code>count</code>	<code>int</code>	The number of elements to be processed.

Description

Returns the standard deviation of the *count* array elements from *element* onwards, assuming the data points to represent the whole of the population under study. If you need to find the standard deviation of a sample, use the `StdDev` function instead.

Function Type

This function is passive.

Return Type

`float`.

Example

```
Dev := PopDev(Data[0], 10)
```

PostKey(code, transition)

ARGUMENT	TYPE	DESCRIPTION
<code>code</code>	<code>int</code>	Key code.
<code>transition</code>	<code>int</code>	Transition code.

Description

Adds a physical key operation to the input queue.

CODE	KEY
0x80	Soft Key 1
0x81	Soft Key 2
0x82	Soft Key 3
0x83	Soft Key 4
0x84	Soft Key 5
0x85	Soft Key 6
0x86	Soft Key 7
0x90	Function Key 1
0x91	Function Key 2
0x92	Function Key 3
0x93	Function Key 4
0x94	Function Key 5

CODE	KEY
0x95	Function Key 6
0x96	Function Key 7
0x97	Function Key 8
0xA0	ALARMS
0xA1	MUTE
0x1B	EXIT
0xA2	MENU
0xA3	RAISE
0xA4	LOWER
0x09	NEXT
0x08	PREV
0x0D	ENTER

TRANSITION	OPERATION
0	Post key down and then key up.
1	Post key down only.
2	Post key up only.
3	Post key repeat only.

Function Type

This function is active.

Return Type

`void`

Example

`PostKey(0x80, 0)`

Power (value, power)

ARGUMENT	TYPE	DESCRIPTION
value	int / float	The value to be processed.
power	int / float	The power to which <i>value</i> is to be raised.

Description

Returns *value* raised to the *power*-the power.

Function Type

This function is passive.

Return Type

int or float, depending on the type of the *value* argument.

Example

```
Volume := Power(Length, 3)
```

PrintScreenToFile(path, name, res)

ARGUMENT	TYPE	DESCRIPTION
path	cstring	The directory in which the file should be created.
name	cstring	The filename to be used.
res	int	The required color resolution of the image.

Description

Saves a bitmap copy of the current display to the indicated file. Passing an empty string for *name* will allow the 900 Control Station to select a unique filename for the new image. The *res* argument can be set to zero to create an 8 bits-per-pixel bitmap, while a value of one will create a 16 bits-per-pixel bitmap. The latter value will produce much large files, all the more so before these files are not capable of supporting RLE8 compression. The return value indicates whether the function succeeded.

Function Type

This function is active.

Return Type

int.

Rad2Deg(theta)

ARGUMENT	TYPE	DESCRIPTION
<code>theta</code>	<code>float</code>	The angle to be processed.

Description

Returns *theta* converted from radians to degrees.

Function Type

This function is passive.

Return Type

`float`.

Example

```
Right := Rad2Deg(Pi()/2)
```

Random(range)

ARGUMENT	TYPE	DESCRIPTION
<code>range</code>	<code>int</code>	The range of random values to produce.

Description

Returns a pseudo-random value between 0 and *range*-1.

Function Type

This function is passive.

Return Type

`int`.

Example

```
Noise := Random(100)
```

ReadFile(file, chars)

ARGUMENT	TYPE	DESCRIPTION
File	int	File handle as required by <code>OpenFile</code> .
Chars	int	Number of characters to be read.

Description

Reads a string up to 512 characters in length from the specified file. This function does not look for a line feed and carriage return therefore allowing line read of more than 510 characters (`ReadFileLine()` limit).

If a file as multiple lines, the string returned by `ReadFile()` will be as many lines as required to reach the number of characters to be read. Line feed and carriage return will be part of the returned string.

Function Type

This function is active.

Return Type

string.

Example

```
Text := ReadFile(hFile, 80)
```

ReadFileLine(file)

ARGUMENT	TYPE	DESCRIPTION
file	int	File handle as returned by <code>OpenFile</code> .

Description

Returns a single line of text from file.

Function Type

This function is active.

Return Type

cstring.

Example

```
Text := ReadFileLine(hFile)
```

RenameFile(handle, name)

ARGUMENT	TYPE	DESCRIPTION
handle	int	File handle.
name	cstring	New file name.

Description

Returns a non-zero value upon a successful rename file operation. The file handle is the returned value of the `Openfile()` function. After the rename operation, the file stays open and should be closed if no further operations are required. The file name is maximum 8 characters long, excluding the extension, which is 3 characters long maximum.

Function Type

This function is active.

Return Type

`int`.

Example

```
Result := RenameFile(File , "NewName.txt")
```

Right(string, count)

ARGUMENT	TYPE	DESCRIPTION
string	cstring	The string to be processed.
count	int	The number of characters to return.

Description

Returns the last *count* characters from *string*.

Function Type

This function is passive.

Return Type

`cstring`.

Example

```
Local := Right(Phone, 7)
```

Scale(data, r1, r2, e1, e2)

ARGUMENT	TYPE	DESCRIPTION
<code>data</code>	<code>int</code>	The value to be scaled.
<code>r1</code>	<code>int</code>	The minimum raw value stored in <code>data</code> .
<code>r2</code>	<code>int</code>	The maximum raw value stored in <code>data</code> .
<code>e1</code>	<code>int</code>	The engineering value corresponding to <code>r1</code> .
<code>e2</code>	<code>int</code>	The engineering value corresponding to <code>r2</code> .

Description

This function linearly scales the `data` argument, assuming it to contain values between `r1` and `r2`, and producing a return value between `e1` and `e2`. The internal math is implemented using 64-bit integers, thereby avoiding the overflows that might result if you attempted to scale very large values using the Stations own math operators.

Function Type

This function is passive.

Return Type

`int`.

Example

```
Data := Scale([D100], 0, 4095, 0, 99999)
```

SendFile(rcpt, file)

ARGUMENT	TYPE	DESCRIPTION
<code>rcpt</code>	<code>int</code>	The recipient's index in the database's address book.
<code>file</code>	<code>cstring</code>	The path and file name to be sent.

Description

Sends an email from the operator interface with the file specified attached. The function returns immediately, having first added the required email to the system's mail queue. The message will be sent using the appropriate mail transport as configured in the database.

Function Type

This function is passive.

Return Type

This function does not return a value

Example

```
SendFile(0, "/LOGS/LOG1/260706.csv")
```


SendMail(rcpt, subject, body)

ARGUMENT	TYPE	DESCRIPTION
<code>rcpt</code>	<code>int</code>	The recipient's index in the database's address book.
<code>subject</code>	<code>cstring</code>	The required subject line for the email.
<code>body</code>	<code>cstring</code>	The required body text of the email.

Description

Sends an email from the operator interface. The function returns immediately, having first added the required email to the system's mail queue. The message will be sent using the appropriate mail transport as configured in the database.

Note: The first recipient is 0.

Function Type

This function is active.

Return Type

This function does not return a value.

Example

```
SendMail(1, "Test Subject Line", "Test Body Text")
```

Set(tag, value)

ARGUMENT	TYPE	DESCRIPTION
<code>tag</code>	<code>int or real</code>	The tag to be changed.
<code>value</code>	<code>int or real</code>	The value to be assigned.

Description

This function sets the specified tag to the specified value. It differs from the more normally used assignment operator in that it deletes any queued writes to this tag and replaces them with an immediate write of the specified value. It is used in situations where the Station's normal write behavior is not required.

Function Type

This function is active.

Return Type

This function does not return a value.

Example

```
Set(Tag1, 100)
```

SetLanguage(code)

ARGUMENT	TYPE	DESCRIPTION
<code>code</code>	<code>int</code>	The language to be selected.

Description

Set the terminal's current language to that indicated by `code`.

Function Type

This function is active.

Return Type

This function does not return a value.

Example

```
SetLanguage(1)
```

SetNow(time)

ARGUMENT	TYPE	DESCRIPTION
<code>time</code>	<code>int</code>	The new time to be set.

Description

Sets the current time via an integer that represents the number of seconds that have elapsed since 1st January 1997. The integer is typically generated via the other time/date functions.

Function Type

This function is active.

Return Type

This function does not return a value.

Example

```
SetNow(252288000)
```

Sgn(value)

ARGUMENT	TYPE	DESCRIPTION
<code>value</code>	<code>int / float</code>	The value to be processed.

Description

Returns `-1` if `value` is less than zero, `+1` if it is greater than zero, or `0` if it is equal to zero.

Function Type

This function is passive.

Return Type

`int` or `float`, depending on the type of the `value` argument.

Example

```
State := Sgn(Level)+1
```

ShowMenu(name)

ARGUMENT	TYPE	DESCRIPTION
<code>name</code>	Display Page	Display page to show as popup menu.

Description

Displays the page specified as a popup menu. This function is only available with on units fitted with touch-screens. Popup menus are shown on top of whatever is already on the screen, and are aligned with the left-hand side of the display.

Function Type

This function is active.

Return Type

This function does not return a value.

Example

```
ShowMenu ( Page2 )
```

ShowPopup(name)

ARGUMENT	TYPE	DESCRIPTION
name	Display Page	The page to be displayed as a popup.

Description

Shows page *name* as a popup on the Station's display. The popup will be centered on the display, and shown on top of the existing page. The popup can be removed by calling the `HidePopup()` function. It will also be removed from the display if a new page is selected by invoking the `GotoPage()` function, or by a suitably defined keyboard action.

Function Type

This function is active.

Return Type

This function does not return a value.

Example

```
ShowPopup ( Popup1 )
```

sin(theta)

ARGUMENT	TYPE	DESCRIPTION
theta	float	The angle, in radians, to be processed.

Description

Returns the sine of the angle *theta*.

Function Type

This function is passive.

Return Type

float.

Example

```
yp := radius*sin(theta)
```

SirenOn()

ARGUMENT	TYPE	DESCRIPTION
<code>none</code>		

Description

Turns on the operator panel's internal siren.

Function Type

This function is active.

Return Type

This function does not return a value.

Example

```
SirenOn( )
```

Sleep(period)

ARGUMENT	TYPE	DESCRIPTION
<code>period</code>	<code>int</code>	The period for which to sleep, in milliseconds.

Description

Sleeps the current task for the indicated number of milliseconds. This function is normally used within programs that run in the background, or that implement custom communications using Raw Port drivers. Calling it in response to triggers or key presses is not recommended.

Function Type

This function is active.

Return Type

This function does not return a value.

Example

```
Sleep(100)
```

Sqrt(value)

ARGUMENT	TYPE	DESCRIPTION
<code>value</code>	<code>int / float</code>	The value to be processed.

Description

Returns the square root of *value*.

Function Type

This function is passive.

Return Type

`int` or `float`, depending on the type of the *value* argument.

Example

```
Flow := Const * Sqrt(Input)
```

StdDev(element, count)

ARGUMENT	TYPE	DESCRIPTION
<code>element</code>	<code>int / float</code>	The first array element to be processed.
<code>count</code>	<code>int</code>	The number of elements to be processed.

Description

Returns the standard deviation of the *count* array elements from *element* onwards, assuming the data points to represent a sample of the population under study. If you need to find the standard deviation of the whole population, use the `PopDev` function instead.

Function Type

This function is passive.

Return Type

`float`.

Example

```
Dev := StdDev(Data[0], 10)
```

StopSystem()

ARGUMENT	TYPE	DESCRIPTION
none		

Description

Stops the operator interface to allow a user to update the database. This function is typically used when serial programming is required with respect to a unit whose programming port has been allocated for communications. Calling this function shuts down all communications, and thereby allows the port to function as a programming port once more.

Function Type

This function is active.

Return Type

This function does not return a value.

Example

```
StopSystem()
```

Strip(text, target)

ARGUMENT	TYPE	DESCRIPTION
text	cstring	The string to be processed.
target	int	The character to be removed.

Description

Removes all occurrences of a given character from a text string.

Function Type

This function is passive.

Return Type

cstring.

Example

```
Text := Strip("Mississippi", 's')
```

Text now contains "Miiippi".

Sum(element, count)

ARGUMENT	TYPE	DESCRIPTION
<code>element</code>	<code>int / float</code>	The first array element to be processed.
<code>count</code>	<code>int</code>	The number of elements to be processed.

Description

Returns the sum of the *count* array elements from *element* onwards.

Function Type

This function is passive.

Return Type

`int` or `float`, depending on the type of the *value* argument.

Example

```
Total := Sum(Data[0], 10)
```

tan(theta)

ARGUMENT	TYPE	DESCRIPTION
<code>theta</code>	<code>float</code>	The angle, in radians, to be processed.

Description

Returns the tangent of the angle *theta*.

Function Type

This function is passive.

Return Type

`float`.

Example

```
yp := xp * tan(theta)
```


TestAccess(rights, prompt)

ARGUMENT	TYPE	DESCRIPTION
rights	int	The required access rights.
prompt	cstring	The prompt to be used in the log-on popup.

Description

Returns a value of **true** or **false** depending on whether the current user has access rights defined by the *rights* parameter. This parameter comprises a bit-mask representing the various user-defined rights, with bit 0 (i.e. the bit with a value of 0x01) representing User Right 1, bit 1 (i.e. the bit with a value of 0x02) representing User Right 2 and so on. If no user is currently logged on, the system will display a popup to ask for user credentials, using the *prompt* argument to indicate why the popup is being displayed. The function is typically used in programs that perform a number of actions that might be subject to security, and that might otherwise be interrupted by a log-on popup. By executing this function before the actions are performed, you can provide a better indication to the user as to why a log-on is required, and you can avoid a security failure part way through a series of operations.

Function Type

This function is passive.

Return Type

int

Example

```
if( TestAccess(1, "Clear all data?") ) {
    Data1 := 0;
    Data2 := 0;
    Data3 := 0;
}
```

TextToAddr(addr)

ARGUMENT	TYPE	DESCRIPTION
addr	cstring	The address in dotted-decimal form.

Description

Converts a dotted-decimal string into a 32-bit IP address.

Function Type

This function is passive.

Return Type

int.

Example

```
ip := TextToAddr("192.168.0.1")
```

TextToFloat(string)

ARGUMENT	TYPE	DESCRIPTION
<code>string</code>	<code>cstring</code>	The string to be processed.

Description

Returns the value of *string*, treating it as a floating-point number. This function is often used together with `Mid` to extract values from strings received from raw serial ports. It can also be used to convert other string values into floating-point numbers.

Function Type

This function is passive.

Return Type

`float`

Example

```
Data := TextToFloat("3.142")
```

TextToInt(string, radix)

ARGUMENT	TYPE	DESCRIPTION
<code>string</code>	<code>cstring</code>	The string to be processed.
<code>radix</code>	<code>int</code>	The number base to be used.

Description

Returns the value of *string*, treating it as a number of base *radix*. This function is often used together with `Mid` to extract values from strings received from raw serial ports. It can also be used to convert other string values into integers.

Function Type

This function is passive.

Return Type

`int.`

Example

```
Data := TextToInt("1234", 10)
```

Time(h, m, s)

ARGUMENT	TYPE	DESCRIPTION
h	int	The hour to be encoded, from 0 to 23.
m	int	The minute to be encoded, from 0 to 59.
s	int	The second to be encoded, from 0 to 59.

Description

Returns a value representing the indicated time as the number of seconds elapsed since midnight. This value can then be used with other time/date functions. It can also be added to the value produced by `Date` to produce a value that references a particular time and date.

Function Type

This function is passive.

Return Type

`int`.

Example

```
t := Date(2000,12,31) + Time(12,30,0)
```

UserLogOff()

ARGUMENT	TYPE	DESCRIPTION
none		

Description

Causes the current user to be logged-off the system. Any future actions that require security access rights will result in the display of the log-on popup to allow the entry of credentials.

Function Type

This function is active.

Return Type

This function does not return a value.

Example

```
UserLogOff()
```

UserLogOn()

ARGUMENT	TYPE	DESCRIPTION
none		

Description

Forces the display of the log-on popup to allow the entry of user credentials. You do not normally have to use this function, as the Station will prompt for credentials when any action that requires security clearance is performed.

Function Type

This function is active.

Return Type

This function does not return a value.

Example

```
UserLogOn()
```

WriteFile(file, text)

ARGUMENT	TYPE	DESCRIPTION
file	int	File handle as required by OpenFile.
Text	cstring	Text to be written to file.

Description

Writes a string up to 512 characters in length to the specified file and returns the number of bytes successfully written. This function does not automatically include a Line feed and carriage return at the end. For easier programming, refer to `WriteFileLine()`.

Function Type

This function is active.

Return Type

`int`.

Example

```
count := WriteFile(hFile, "Writing text to file.")
```

WriteFileLine(file, text)

ARGUMENT	TYPE	DESCRIPTION
<code>file</code>	<code>int</code>	File handle as required by OpenFile.
<code>text</code>	<code>cstring</code>	Text to be written to file.

Description

Writes a string to the specified file and returns the number of bytes successfully written, including the carriage return and linefeed characters that will be appended to each line.

Function Type

This function is active.

Return Type

`int`.

Example

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