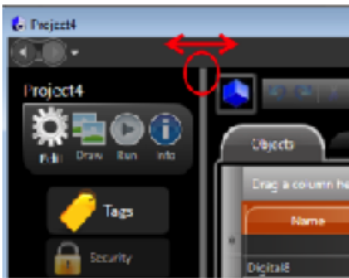


Productivity Tools

The Engineering Workspace is a comprehensive user interface that provides the tools and information you need to configure every aspect of a FactoryStudio Project Configuration. This user interface is usually referenced by the users as the MANAGER interface, or Project Manager, as the application file that implements it is the TManager.exe

Once a selected project has been loaded, the user is provided with an interface similar to a web browser, with a back button, list of recent items, and other navigation tools. This is the main window to do a project configuration.

You can drag the vertical bar with the mouse to adjust the size of the left menu frame, when you want to have more space on the workspace area.



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Productivity Tools

This section explains the major tools and features that are included in FactoryStudio to assist with common tasks.

Intellisense

The **Intellisense** feature presents a list of valid objects according to the characters you are typing into a specific input field and the valid entries for that field. You can insert a selected item from that list by pressing enter, space, the dot key or other symbol keys. All the input fields, either on the datagrids or at the drawing tools, where you can use tag names or object names, are enabled through Intellisense. The Intellisense fields also have built-in tooltips and validation, as previously discussed. Putting the mouse over a field will present the expected entries to that field. When you have an invalid input, the border of the field will become red and the tooltip will show the error.

Refactoring

Refactoring is the procedure of changing the definition of tag names, or any other object names (such as alarm groups, device nodes and any other) after that symbolic name is already in use in the application. Thanks to the centralized SQL configuration, FactoryStudio allows you to rename any object by simply typing the new name at the configuration table where that object is defined. All the references to that object will remain valid, using the new name with no actions required. For instance, to rename a tag that is already being used all across the project, just go to Edit-Tags-Objects and rename it. The same applies to Edit-Alarms-Groups, members at templates or any named object in the system.

Cross Reference

You can view how many times each object in the project is used, as well as a list of objects that are not used.

There are three distinct ways to select the object for which you want a cross reference.

1. Do one of the following:

- From the table that has an occurrence of the object you want to find, select the object. For example, select the tag you want to find elsewhere in the project. The Find field in the toolbar auto-populates with the name of the selected tag.
- In the Find field in the toolbar, enter the type of object (tag), followed by a . (period), followed by the name of the object (the tag name in this case). As you type in the field, the system matches the first entry to objects in the system. After the first period, it lists all objects of that type.
- Next to the Find field, click The Select Object window displays with a list of all the object types. When you select an object type, the names of that type display.

2. Click **Find** or, from the Select Object window, click **OK**. The results of the search display in the Find window at the bottom of the page.
3. Double-click any row in the find results to go to that item.
4. To close the results pane, click **Find window** at the bottom of the page.

To track object use:

- Go to **Run > Tools > UseCount**.

The table lists the number of references to every object in the system. To view objects that are not used, click the UnusedObjects tab. For a complete cross-reference of all objects, click the CrossReference tab.

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