

Project Manager

Project Configuration Environment

This is the main user interface for project configuration. After selecting a project in the Welcome interface, the manager application allows customization of the project. All features can be reached through a very simple 3 layer navigation.

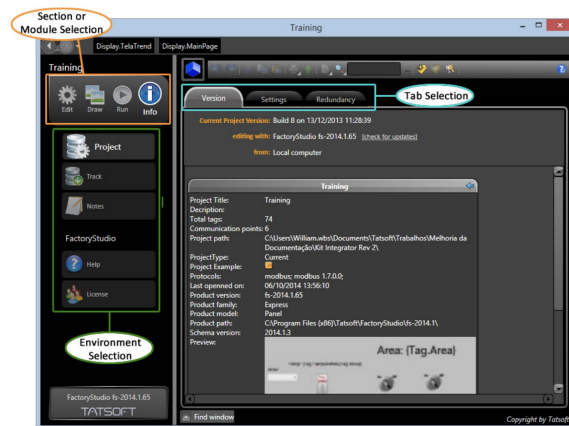
The Project Configuration Environments are:

EDIT: Configuration for the real-time database (Tags), Historian, Security, Alarms, Devices (remote equipment and multiple protocols), Datasets (databases and files access), Scripts (.NET languages C# and VB.NET) and Displays (User Interfaces) and Reports.

DRAW: Built-in state-of-the-art drawing tools using WPF (Windows Presentation Foundation) and XAML technology. It allows an easy and powerful definition for dynamic behavior, advanced objects, and code behind logic.

RUN: Allows you to run project verification (BUILD command), TEST the project using temporary files and a safe communication mode, or to STARTUP the project. It also has additional features like Publish the project, Localization, Cross-Reference, and Unused objects.

INFO: Shows information about the project (the Project build number and published status), the product version and model, and licensing information. This interface also allows tracking of project modifications and sharing notes across the development team.



Edit - Configuration Tables

To configure the basic elements of your project, click on the "Edit" icon in the main menu.

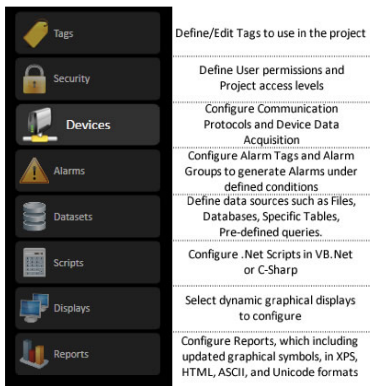


The concept of the configuration user interface is to act like a web-page front-end. This means you easily navigate and fill in the forms, while the data is automatically being saved and commissioned to the backend without the need to open/save/close operations all the time. You can always undo table modifications when necessary or discard the modifications on the displays if you do not want to include them in the project. These new concepts for navigation and a web-like style make FactoryStudio much easier to use than other old-style desktop tools.

Using the Datagrid tables

There are many features to help manage and edit the contents of the configuration tables.

Sort: Click on a column name to sort by that column and to change the order to ascending, descending, or none. When none is selected, the internal row ID is used: every DataGrid has an internal column named "ID".



Name
counterRotate
counterTrend
demoTrend1
demoTrend2
Distributed
DistributedBox
FastCounter

Image 4 – Ascending

Name
zoom
y
x
tagTestOne
tagCreatedAfterTra...
Size
SelectCommand

Image 5 – Descending

ID	Name
0	PanelSelectedName
1	PanelSelectedIndex
7	PageSelectionMous...
2	overview
10	zoom
11	index
12	x

Image 6 – None

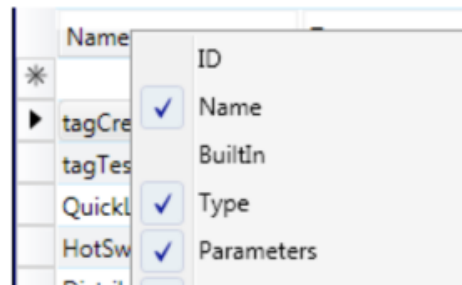
Filter: Click on the filter icon to select visible rows according to their contents.

ID	Name	Type	Parameters	Array	StartVal
0	PanelSelectedName	Text			
17	colorTxt	Text			
36	ReportLocation	Text			

The filter dropdown menu is open, showing the following options:

- (Clear Filter)
- ☐ Digital
- ☐ AnalogInt
- ☐ AnalogDouble
- ☒ Text
- ☐ Overview

Grouping: Drag and drop the column titles in the upper area to create a dynamic hierarchical grouping of the information.



Hide or Show columns: By default, some columns that are not typically used are hidden. Right click on the title in order to select the columns that you want to make visible:

The screenshot shows a table with the following structure:

Name	Type
ReportLocation	Text
PanelSelectedName	Text

 The 'Type' column title is right-clicked, and a dropdown menu is visible showing the following options:

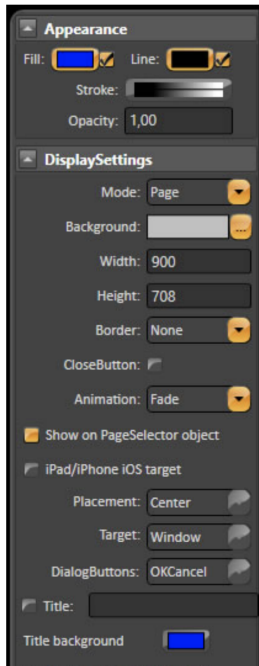
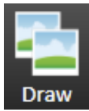
- Type: Text (2 items)
- Type: AnalogInt (13 items)
- Type: Digital (11 items)

Draw - Design Displays

To configure dynamic graphic displays, click on the “Draw” icon in the main menu. The Drawing tools are explained in detail on the [Drawing Tools](#) page.

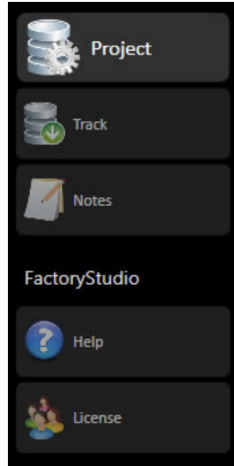
Info - Information about the Project

To configure dynamic graphic displays, click on the “Info” icon in the main menu.



The Appearance parameters dictate the brush style used when drawing object in the display, including colors. Clicking on the Fill option lets you specify Colors, gradients, or objects with which to fill the graphic.

The DisplaySettings dictate the attributes of the display. Displays can be configured as Pop Ups, Dialogs, or normal displays. Like with any graphical object, displays can have varying colors and patterns, borders, titles and more.



Project and product Version, location of project, Local Language, License information.

Find information regarding published project release number and project changes.

Allows creating desktop notes shared to anyone that open the project for edit.

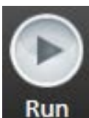
Access to local help and internet search.

Shows Current license information and allows to Register new license.

Project: The table shows information about the project version as well as the product version.

Run - Test and Execute the Project

The Run environment provides access to all project execution parameters.



Select the **TEST** option in the left side menu. Then, click on the **RUN TEST** button. This will execute the project configuration in the runtime mode.

If you are running the **DEMO** project, use this opportunity to take a tour of the Demo's display; it contains valuable information about product features.










Note

Executing a Build is useful for achieving complete verification of an application's logic when an application is being prepared for final production, but it is not necessary during the development process. Any modifications you make on a project are automatically and transparently compiled in the background while you are editing.

Test: Runs the project in test mode. This means the project runs with protections that allow the test mode to run on the same machine where the project is running in startup mode. Further, the historian and alarm logging functions automatically go to temporary files instead of the database that is defined the project production.

UseCount: Shows how many times each object is used inside the application, along with a reference to the object.

CrossReference: Shows where each object is used and shows a list of unused objects. You can double click on a selected reference in order to jump to its location.

 Build	Recompile all displays and scripts for final verification before deploying a project for production.
 Test	Testing the project provides a way to see the project in action before publishing it to the server for use.
 Startup	Run the project on the production mode.
 Publish	Creates a read-only protected version of project suitable for deploying in the field.
Tools	
 UseCount	Tallies the number of times Tags are used in the project. Provides project objects cross reference.
 Dictionaries	Customize your project to use other languages in Alarm Messages and Display text.
 Extensions	Import configuration data already created for OPC Servers, any configuration table, or an entire project.