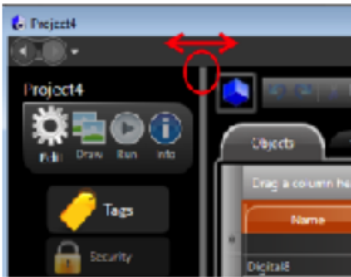


Productivity Tools

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. Users typically refer to this interface as the Manager Interface or as the Project Manager. This is because the application file that implements it is named TManager.exe.

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

When you need to have a larger workspace, you can use your mouse to drag the vertical bar and adjust the size of the left menu frame.



Productivity Tools

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

IntelliSense

The **IntelliSense** feature displays a list of valid objects according to the characters you type 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 another symbol key. IntelliSense enables all of the input fields from both datagrids and the drawing tools that can accept tag names or object names. The IntelliSense fields also have built-in tooltips and validation. 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 other object names when their 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 in the configuration table where that object is defined. All 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, go to Edit-Tags-Objects and rename it. Its that simple. The same applies to Edit-Alarms-Groups, members of templates, or any named object in the system.

Cross Reference

You can view the number of times an object is used in the project as well as a list of objects that are not used.

There are three distinct ways to select the object that needs a cross reference.

1. Do one of the following:

- From a table that has 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 the 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 search results display in the Find window at the bottom of the page.
3. Double-click any row from 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 the number of times an object is used:

- 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.