



Introduction to Proficiency View - Machine Edition

Course Description

The **Introduction to Proficiency View – Machine Edition** course familiarizes the student with operating in the ME development environment, understanding the concepts of a project, creating graphical panels, writing scripts, configuring alarm & logging schemes, and launching the project into View Runtime. Students are also introduced to Networking, Web Access and OPC features. An experienced instructor is provided to guide the student using demonstrations and hands on lab exercises.



Who Should Attend?

The course is designed for programmers, operators, application designers, and system managers beginning to work with Machine Edition View, who will be tasked with developing, modifying and maintaining the programs.

Are There Any Prerequisites?

Participants should be comfortable operating in an MS Windows and Windows NT environment, and have a basic understanding of electrical/control fundamentals.

What Tasks Will Be Taught in This Class?

Upon completion of this course, the student will be able to:

- Identify and navigate the various components of the Machine Edition Environment.
- Create, open, and modify a View project using the various tools of the environment.
- Add an HMI Component to the Project
- Utilize View tools such as the Panel Editor and Graphic Drawing tools, and the Animation properties dialog box to generate, animate, and control View HMI Panels.
- Create Application, Panel and Button scripts. Utilize the help tools to find scripting language commands, keywords, and functions.
- Configure Alarm Groups.
- Log and analyze data.
- Configure security for users and access the advanced features of View Runtime.
- Configure Clients and Servers for View Networking and reference remote data over the View Network.
- Configure content for Web Access by publishing data.
- Configure the Machine Edition OPC client to access Third Party OPC Servers.
- Import QuickDesigner applications into a QuickPanel target.

Course Length: 3 days

Suggested Class Size: 8 students

Course Hours: 9:00 am – 5:00 pm, Wednesday – Friday (may vary)



Introduction to Proficy View - Machine Edition

Course Agenda

(Schedule and content may vary.)

Day 1

Morning:

Introduction to Proficy View – Machine Edition

Brief overview of View and Machine Edition Development System features.

Operating Within the ME Environment

Understand the Machine Edition environment and the purpose of each one of the following tools – Navigator, Inspector, Companion, Editor Workspace, Feedback Zone, Data Watch, InfoViewer & Toolchest.

Create a Project

Define what a “project” is and identify what it contains: Targets and Components.
Validate, download and go online with your project.

Afternoon:

Development Tool for HMI

Build HMI Panels using the Graphic Editor and Graphic Editor and Graphic drawing Tools;
Animate objects utilizing the Animation Properties dialog box;
Modify the appearance of objects utilizing the Object Properties inspector;
Establish a project “Start Up” screen;
Utilize the “Picture Browser” to import 3rd party objects;
Format text labels with embedded variable data.

Day 2

Morning:

Development Tool for HMI Continued

Establish how the Panels will display when the project is in the Run Mode.

Scripting

Recognize how scripts should be applied;
Utilize the help tools to find scripting language commands, keywords, and functions;
Create Panel, Application and Touch Animation scripts.

Logging and Analyzing

Create Log Groups and configure the properties of the log groups;
Assign logging groups to the project variables;
Use TrendX to view logged data in a chart;

Afternoon:

Logging and Analyzing Con't

Create a Chart object on a graphic panel and view real-time data in Runtime.

Alarms

Differentiate between the categories of variable alarms;
Create Alarm Groups and configure the properties of the alarm groups;
Assign alarms and alarm limits to Project variables;
Log Alarm Data and Track Events of the Alarms and set up an alarm history file.



Day 3

Morning:

View Runtime

- Create new users and configure security for the users;
- Access View Runtime Animation, Script, Variable and Driver Communication Monitor Inspectors to view data;
- Access commands and features using shortcut keys in View Runtime;
- Set View Runtime to start automatically on system boot.

Networking and Web Access

- Describe how a View Network Systems works;
- Configure Clients and Servers for View Networking;

Afternoon:

Networking and Web Access Continued

- Configure Remote Startup of View Runtime on Network Servers;
- Reference remote data over the View Network;
- Configure content for Web Access by publishing data or creating custom documents;
- Connect to the Web Access Site Index from which you can view available data from a running project;
- Interact with project data over the web through remote viewing.

OPC

- Describe how OPC Works;
- Configure DCOM Security for OPC Communications;
- Configure OPC Clients and Server links;
- Configure Machine Edition OPC client to access a third party OPC server.

Import QuickDesigner Application

- Import a QuickDesigner application into a QuickPanel target.