

eWON Application User Guide

AUG 005 / Rev 1.2



You Select, We Connect

viewON 2 Getting Started



Content

This guide will explain how to install the software and how to create your first viewON project.

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Hardware and software requirements

Hardware requirements

In order to follow this guide you'll need:

- 1 eWON with viewON capabilities (for example : eWON 4001, eWON 4101, eWON 4005, etc)
- 1 PC with access to Internet

Software requirements

eWON configuration software:

The eWON is configured through its embedded web server. So all you need is a standard Web Browser software like Internet Explorerⁱ or Firefoxⁱⁱ.

Additionally we suggest you to download the eBuddy utility on our website :

<http://www.ewon.biz> (Support/Download Software).

This utility allows to list all the eWONs on your network and to change the default IP address of an eWON to match your LAN IP address range. With eBuddy you can also easily backup/restore your configuration or upgrade the firmware of your eWON (if required).

viewON software:

To realize your viewON project you need to install the viewON Editor.

To visualize the on the eWON exported viewON application you need to install the viewON Viewer extension.

Both softwares (Editor and Viewer extension) can be installed using the viewON setup. This setup can be downloaded on the eWON web site: <http://www.eWON.biz>

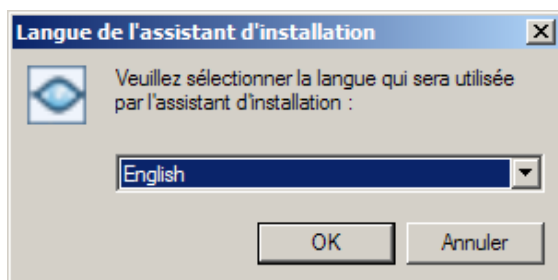
When you try to open the eWON viewON application on a PC where the Viewer extension has not yet been installed, then a popup will show up asking you to confirm the download and the installation of the Viewer extension.

viewON Installation

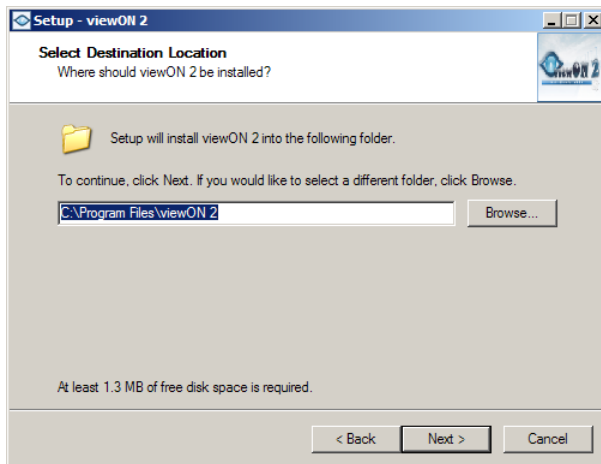
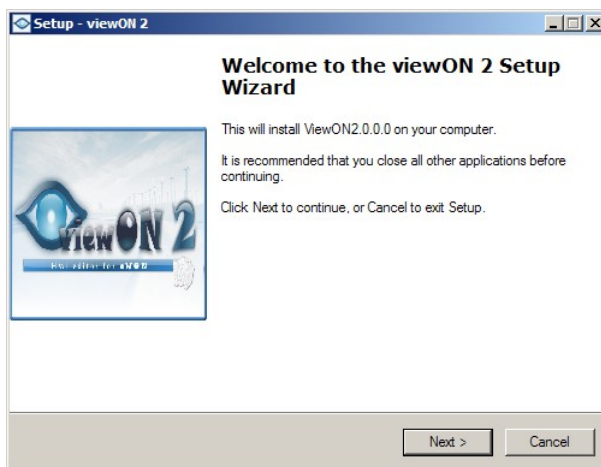
Setup Wizard

Download the viewON software from the eWON web site: www.ewon.biz.

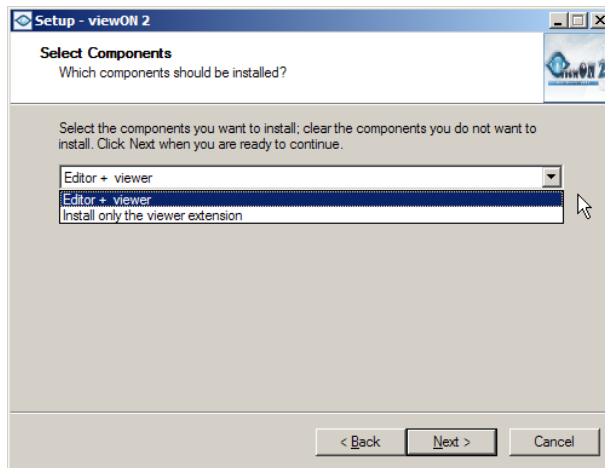
Launch the setup.exe file and follow the different steps to install the viewON application on your PC.



Choose the language for the installation wizard. This language will also be used for the viewON Editor interface.

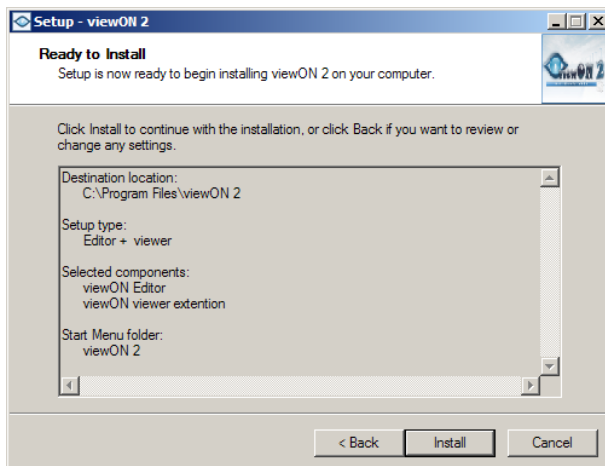
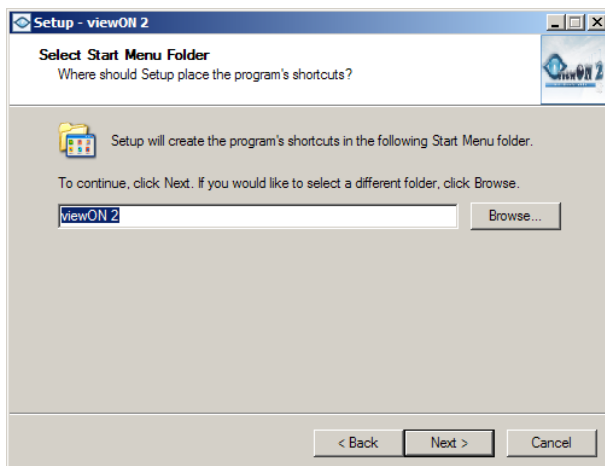


2. viewON Installation

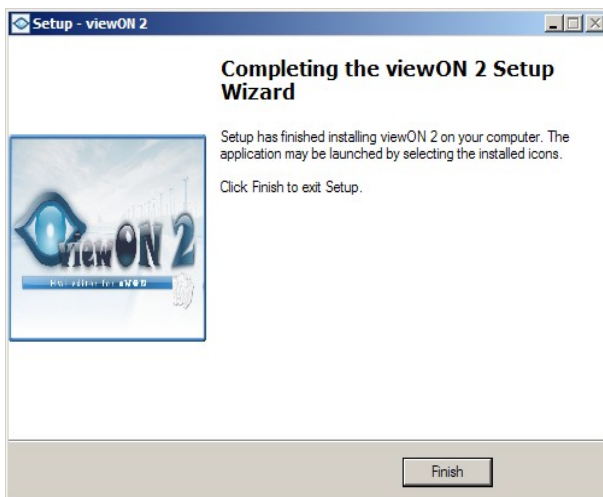


Select the components you want to install:

- Editor + viewer: This option will install the viewON Editor application and the viewON viewer extension on your PC. The viewer extension is needed on your PC to display the viewON application once the project has been exported on your eWON.
- Install only the viewer extension: This option will only allow you to display the already to the eWON transferred viewON application in your web browser. This option will not allow you to create your own application.



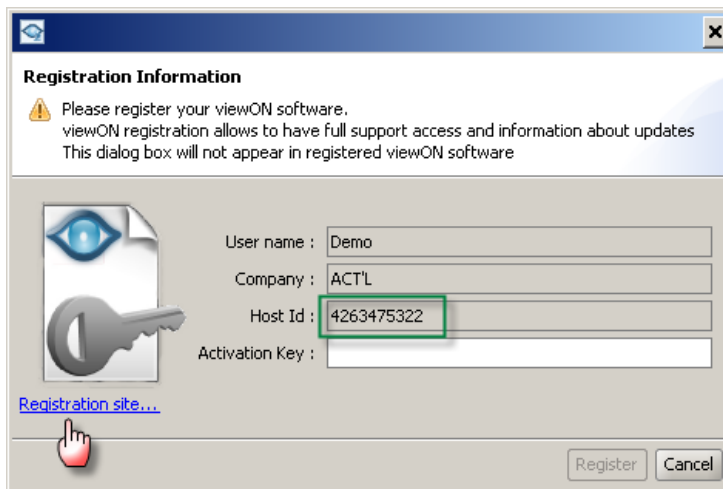
2. viewON Installation



Click Finish to exit the Setup wizard.

viewON Registration

To register your viewON software open the «Registration Information» window using the «Registration» option in the Help menu in the viewON Editor.



Copy or write down the Host Id displayed on this window and click on the «Registration site...» link.

You will be redirected to the viewON registration page on the eWON web site .

2. viewON Installation

Welcome to **viewON** registration page

Please, enter your copy information below :

viewON S/N enter the viewON Serial Number you received with your order.
(ex: V1234567890abcdef)

HostID enter the HostID of your USB dongle (displayed at viewON installation or in the About box)
(ex: 1234567890)

eMail enter a valid eMail address here

Submit button is greyed as long as the 3 input boxes are not correctly filled.


HMI editor for eWON

contact support@viewon.biz

Enter on this page following informations:

- viewON S/N: the serial number you received after ordering the viewON software.
- HostID: the Host Id displayed in the viewON software installed on your PC
- eMail: Your email address.

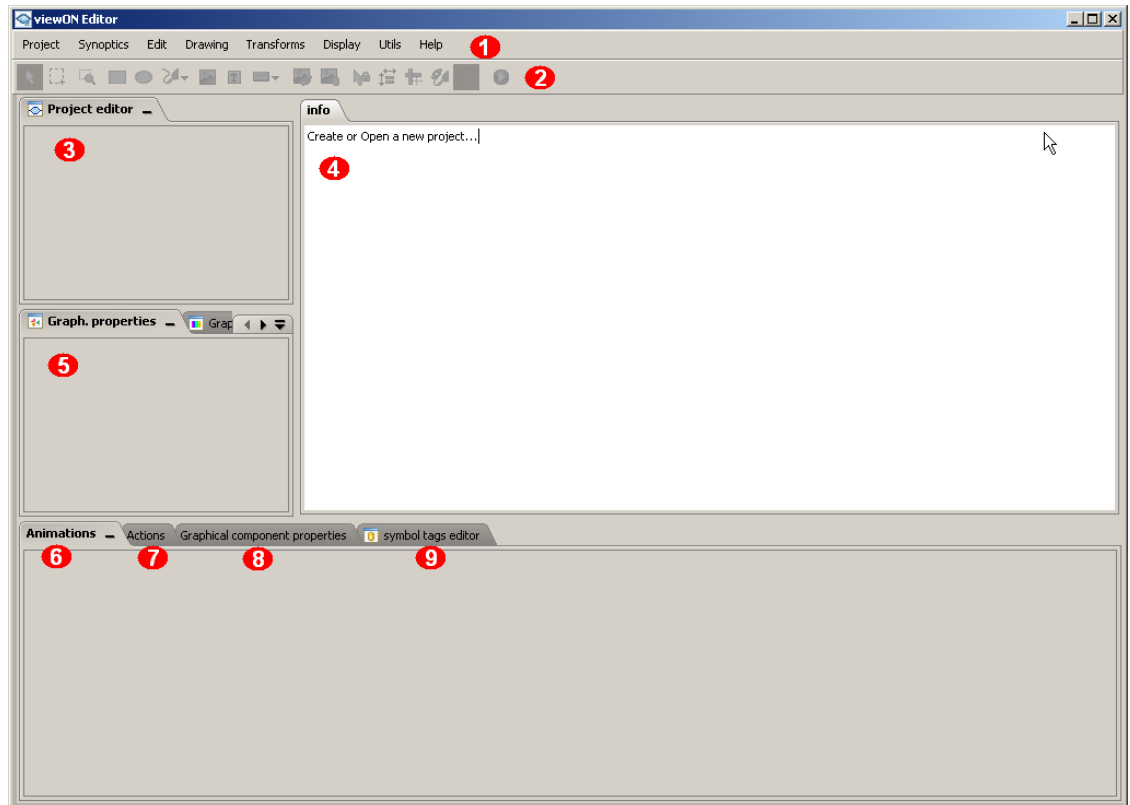
Click on the «Submit» button to confirm your entries.

You will receive a mail containing the created License Key.

Copy this key and enter it into the «Activation Key» field of the «Registration Information» window in your viewON editor.

The ViewON Editor Interface

Launch the viewON Editor software:



The viewON editor is divided in several sections:

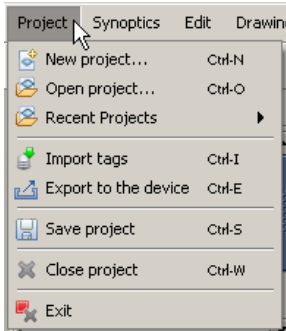
- ❶ Menu bar
- ❷ Tool bar
- ❸ Project editor
- ❹ Working area (Synoptics interface)
- ❺ Graph. Properties and resources
- ❻ Animations properties
- ❼ Actions properties
- ❽ Graphical component properties
- ❾ Symbol tags editor

The following chapters will contain a brief explication of every section listed here above.

Menu bar

Hereunder every menu will be listed with a short description of what can be done using each menu.

Project

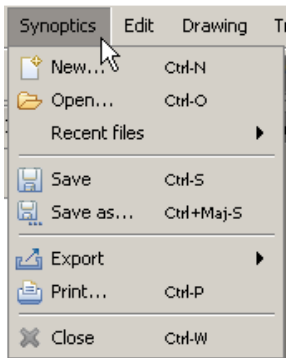


Use this menu to create, open, rename or save your projects.

This menu has also to be used to:

- Import the Tags from your eWON (to allow animations and actions based on eWON tags)
- Export the project to your eWON

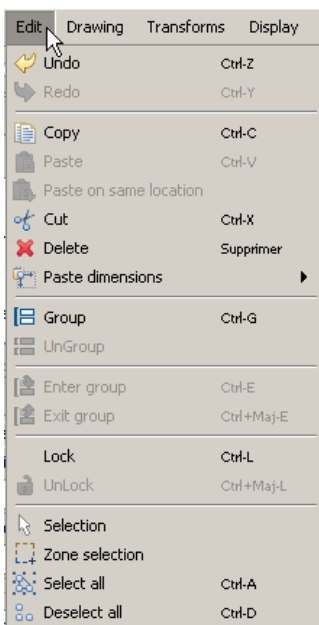
Synoptics



Use this menu to create, open or save your synoptics.

This menu allows also to print a synoptic or to export the synoptic as bitmap or pdf file.

Edit



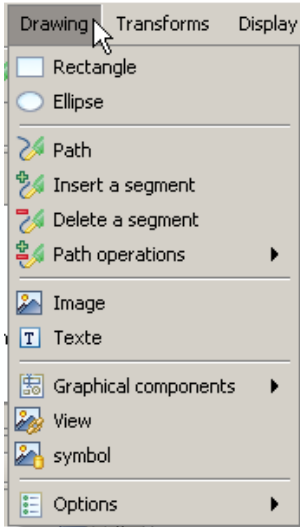
Use this menu to edit the selected components on your synoptic.

The menu allows you to:

- copy/past objects
- copy/past dimensions (will only copy the dimensions of the selected object)
- group/ungroup objects
- enter/exit a selected group (allows to work on a separate object of the group without need to ungroup)
- lock/unlock objects (lock an object to avoid unintentional move of the object)
- Choose the selection mode (object selection, zone selection, etc)

NOTE Most of these options are also accessible by a right mouse click on the object in the working area.

Drawing



Use this menu to add an object on the synoptic, as for example a rectangle, an ellipse, a path, an image or a text.

The «Insert/Delete a segment» and the «Path operation» options allow you to arrange (transform) the object as you please.

Using this menu you can also insert:

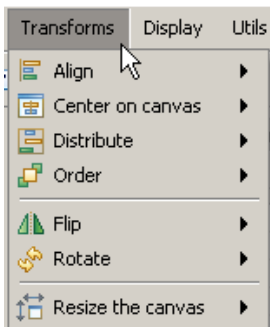
- special graphical components like a Combo Box or an Alarm History table
- insert a view (to insert an existing view into the current view; useful for a custom menu bar for example)
- insert a symbol (a reusable object)

With the «Options» sub-menu you can define the behavior of the working area, as for example Align on rulers, Forced Line mode, etc.

NOTE Most of these options are also accessible on the tool bar of the viewON Editor



Transforms



Use this menu to determine the position of the selected object on the synoptic.

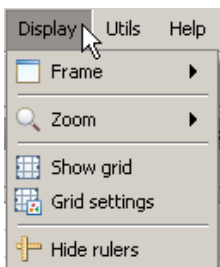
This menu allows for example to align the selected objects, to rotate the selected object, or to define which object has to be in front or in the back of the synoptic.

Use also this menu to resize the canvas of your synoptic (custom size or fit to contents size)

NOTE Most of these options are also accessible by a right mouse click on the selected objects in the working area.



Display



Use this menu to select the frame (opened synoptic) you want to work on. Zoom options for the working area are also available.

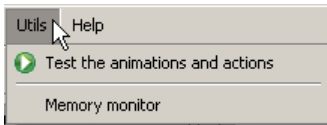
This menu can also be used to display or hide the grid and the rulers of the working area.

NOTE The – and + buttons of the keyboard can be used to zoom in or out the working area.



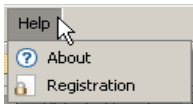
3. The ViewON Editor Interface

Utils



This menu allows you to test your application without the need to transfer it first on your eWON. The test application window will show up which allows to simulate your application.


















Help



This menu allows to register the viewON software and to display the information about software revision, etc.

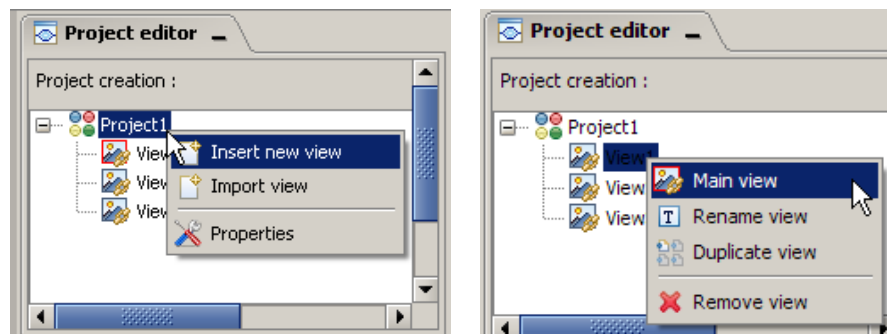
Tool bar



<i>Tool</i>	<i>Action</i>
	The mouse pointer will allow to select a separate object on the synoptic. (Selection)
	With the mouse you will be able to draw a rectangle to select the objects situated in between the rectangle. (Zone selection)
	With the mouse you will be able to draw a rectangle to which the working area will be zoomed towards. (Zoom on a zone)
	Create rectangles and squares.
	Create ellipses and circles.
	Create a path. To close the path realize a double click.
	Insert an image.
	Create a text element.
	Insert a graphical component: Button, Check box, Toggle button, Combo box, List, Number Editor, Slider, Alarm history, Alarm summary, Menu bar, Trends
	Insert a view
	Insert a symbol
	Activate/deactivate the «Repeated actions» mode. Allows for example to select by zone or to draw a shape several times, without being reset to the regular mode (simple selection mode).
	Activate/deactivate the «Keep ratio» mode.
	Activate/deactivate the «Align on rulers» mode.
	Activate/deactivate the «Close path» mode. If this option is checked, then the last point of the drawn path will be automatically linked to the first point of the path.
	Activate the «Forced lines» mode. Activate this option if you want to draw a line or a square for example (not a curved line).
	Test the animations and actions. Will open the application simulator window.

Project Editor

The Project Editor allows you to add, rename, import or delete a view to your project. Use the mouse right click in the Project editor to display the different context menus of the Project Editor.



The Project Editor allows you also:

- to define the properties of your project as for example the eWON IP address or the display refresh rate.
- to define which view will show up first when the project is opened on the eWON (Main view).

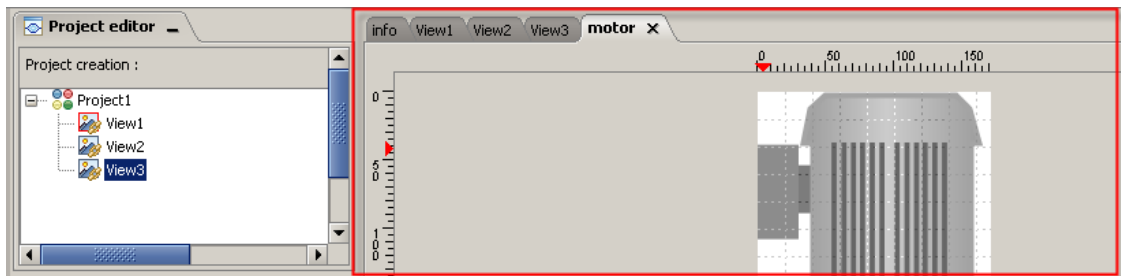
Attention: It is important to understand the difference between a View and a Synoptic.

A view is a synoptic which is linked to the project. But not every synoptic is linked to the project.

So you can for example open in the working area some synoptics which are not linked to the project (not a view) in order for example to work on a symbol or just to get back some objects of an already existing synoptic. Even if these synoptics are displayed in the working area, they don't make part of the project. If you save the project, these synoptics will not be saved.

To link an existing synoptic to your project, use the «Import view» option. The synoptic will then be linked to your project. A copy of the synoptic will be saved into the workspace of your project.

Working area



The working area will contain the different views of your project or the synoptics you opened.

Click on the different tabs to switch from one synoptic to the other.

To open a view, just click on the view in the Project editor.

To open a synoptic which is not linked to your project (not a view) use the «Synoptics/Open» menu.

NOTE The keyboard arrow keys can be used to move a selected object. But for this, the Synoptic needs to have the focus. To set the focus on the synoptic just click with the mouse on the tab of the synoptic, once the synoptic displayed.



The «*» displayed next to the view or synoptic name indicates, that modifications have been operated on the synoptic but that these modifications have not yet been saved.

To save the modified Views, just use the «Project/Save project» menu.

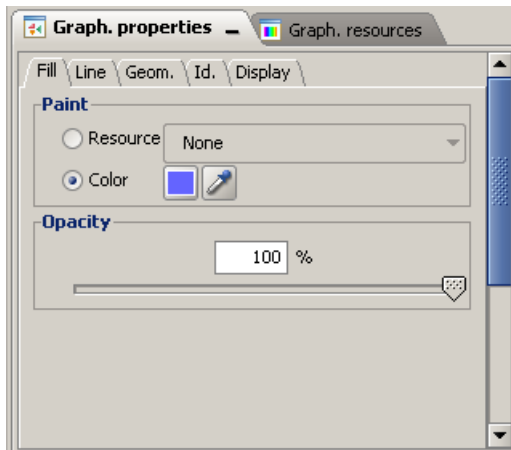
To save a synoptic that is not linked to the project (not a view) use the «Synoptics/Save» menu or use the close button on the synoptic tab.



Graph. Properties and Resources

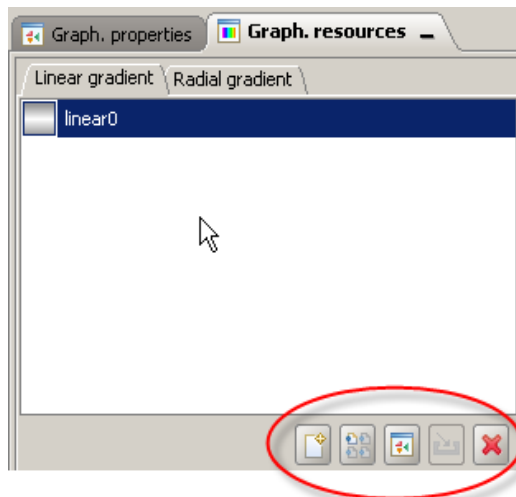
The Graph. properties section allows to set the properties of the selected graphical object.

If you select for example a rectangle on the synoptic, the Graph. properties section will allow you to define following:



- Fill tab: to define the fill color and opacity
- Line tab: to define the line color, the line opacity, the line width and the line dash options
- Geom. tab: to define the position and dimension of the selected object and to define the corner radius
- Id. tab: to define the ID number of the object (not of any use in this viewON version)
- Display tab: to define the opacity of the entire object and if the object should be visible or not

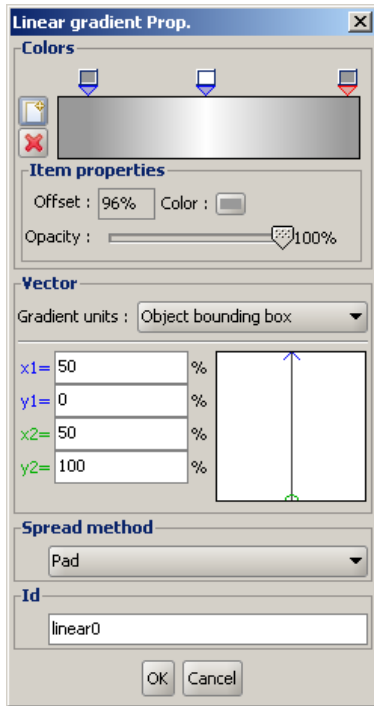
The Graph. resources section allows to define a linear or radial color gradient. This color gradient (graph. resource) can then be used to define the fill color of a rectangle for example.



- Linear gradient tab: to define a linear gradient color
- Radial gradient tab: to define a radial gradient color

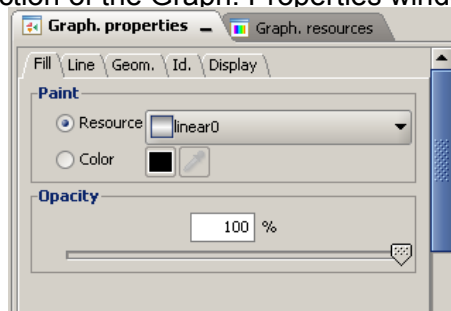
The icons on the right bottom of the Graph resources window allow you to add, duplicate or delete a gradient.

The Gradient properties window can be opened just by a double-click on the gradient itself or using the Properties icon on the bottom of the window.

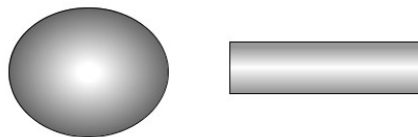


- Colors section:
Use the «Add a new color item» button to add a supplementary color for the gradient definition.
- Click on this slider to move the gradient and to define the color of the gradient
- Vector section: Use these fields to define the gradient orientation, ex from bottom to top, etc.
- Id section: set the name of the gradient

To apply a linear gradient to the selected object (a rectangle for example) use the «Resource» field instead of the color field in the Paint section of the Graph. Properties windows:



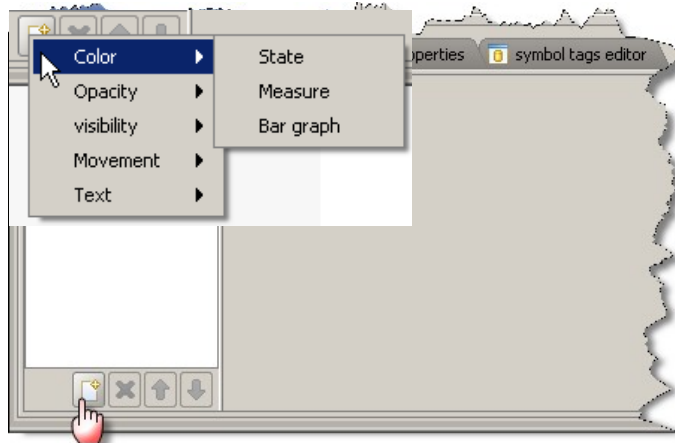
The gradient color option allows you to give an 3D aspect to your objects as shown on the following two objects:



Animations properties

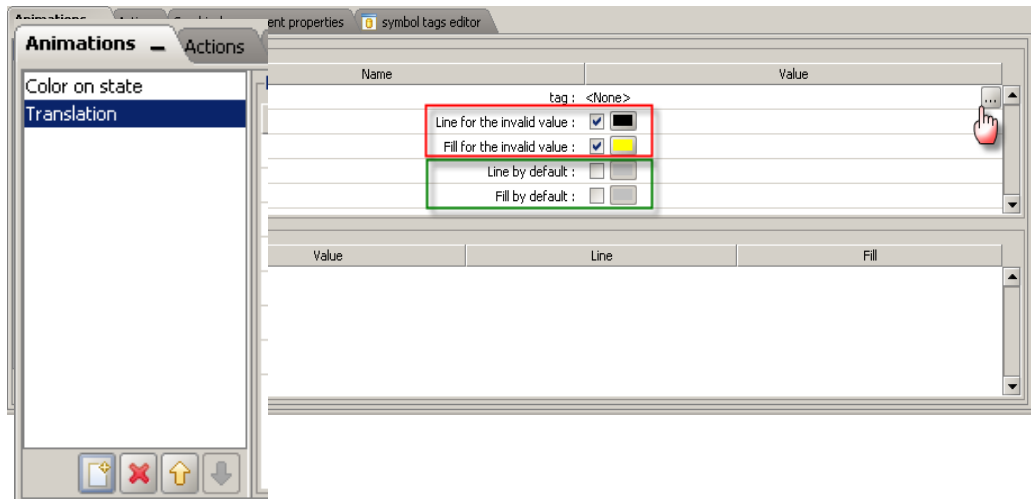
Use the «new» button on the bottom of the animations window to add an animation to the selected object.

3. The ViewON Editor Interface



The context menu will allow you to select the animation you want to apply to your object.

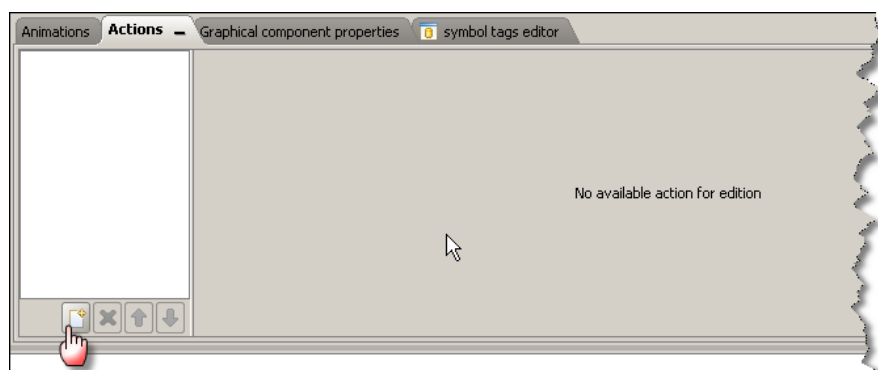
For example, the following picture shows the Animation properties window for a «color on state» animation:



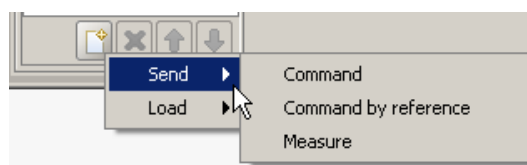
The different possible animations are listed in the following table:

<i>Animation</i>	<i>Type</i>	<i>Description</i>
Color	State	Color animation using a state variable (Boolean tag, alarm status, alarm type)
Color	Measure	Color animation using analog tag intervals
Color	Bar graph	Bar graph animation using analog tag value
Opacity	State	Opacity animation using a state variable (Boolean tag, alarm status, alarm type)
Opacity	Interval	Opacity animation using analog tag intervals
Opacity	Measure	Opacity animation using analog tag value
Visibility	State	Visibility animation using a state variable (Boolean tag, alarm status, alarm type)
Visibility	Interval	Visibility animation using analog tag intervals
Movement	Translation	Object translation (xy to xy) using analog tag value
Movement	Rotation	Object rotation using analog tag value
Movement	Scale	Object resizing using analog tag value
Text	Simple	Text animation using eWON Script
Text	State	Text animation using a state variable (Boolean tag, alarm status, alarm type)
Text	Measure	Text animation using analog tag value. Will display the analog tag value.
Text	Current User	Will display the current logged user

Actions properties



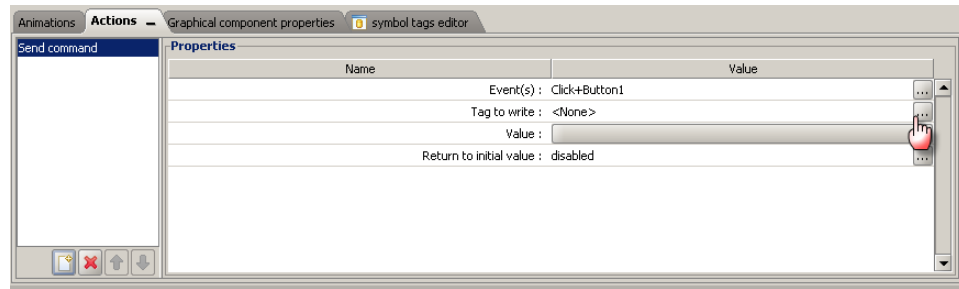
Use the «new» button to add an action to the selected object.



The context menu will allow you to select the actions you want to apply to your object.

3. The ViewON Editor Interface

For example the following picture shows the Actions properties window for a «Send Command» action:



The different possible actions are listed in the following table:

<i>Action</i>	<i>Type</i>	<i>Description</i>
Send	Command	Send 0 or 1 to a boolean Tag, or execute an eWON Script
Send	Command by reference	Send the boolean value of one eWON Tag into an other eWON Tag (for example to create a toggle button)
Send	Measure	Send a value into an analog eWON Tag
Load	View	Manage views: open a new view, back to previous view, close current popup dialog, quit view
Load	URL	Display an other web page by indicating the URL

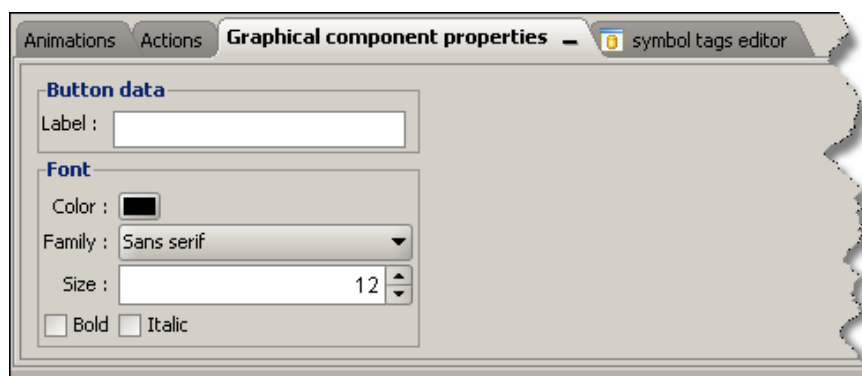
Graphical component properties

There are some special graphical components at your disposal in the viewON Editor (Button, List, Alarm history, etc.).

For the graphical components the «Graph. Properties» window does only allow to configure the geometrical location and the display options (opacity, visibility, etc).

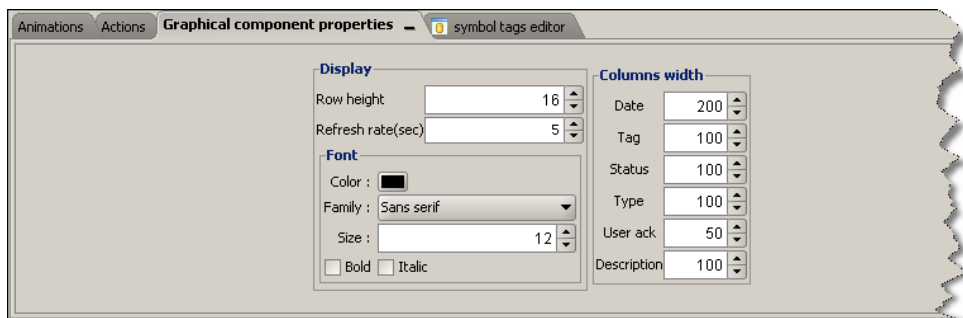
To define the other properties that are linked to the selected graphical component, the «Graphical component properties» window displayed in the bottom of the Editor has to be used.

For example, for the graphical component «Button» following window will be displayed:



Here you can define the text contents and format of the button .

Or for example, the graphical component «Alarm summary» can be configured using following Graphical component properties window.



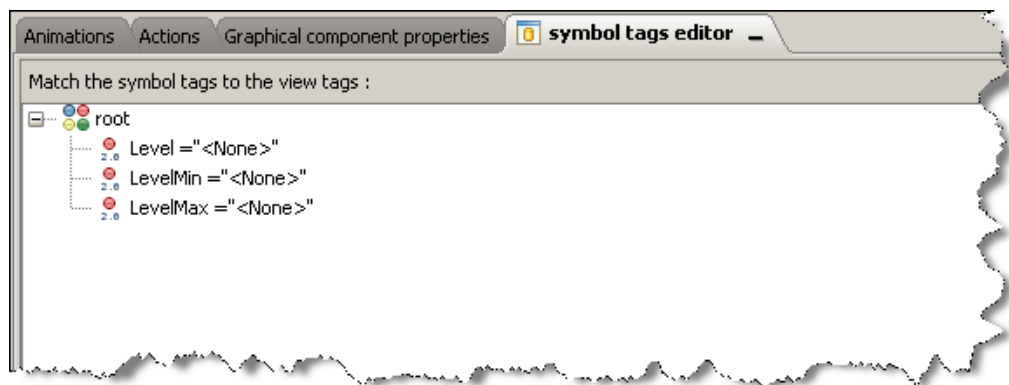
Symbol tags editor

You can insert symbols into your view.

A symbol is an object with predefined graphical components and animations. A symbol can be for example a tank or a motor.

Even if the symbol is composed of several different graphical components and animations it will be represented in your view as one unique object.

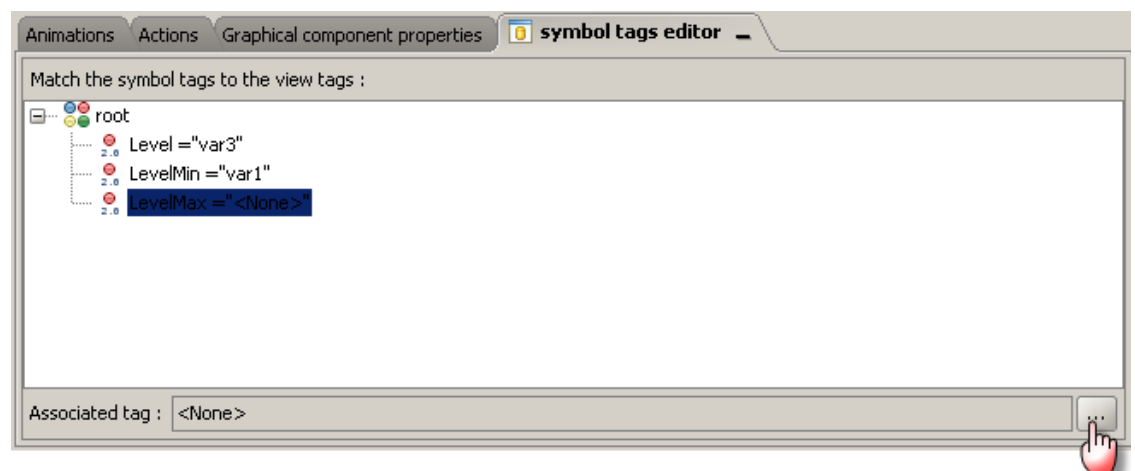
To configure the animations and actions which make part of the symbol, the «symbol tags editor» window displayed in the bottom of the viewON Editor has to be used.



If the selected symbol contains animations, then you will find here a list of all the different «Symbol Tags» used for the different animations.

Each of the symbol Tag must be linked to an eWON Tag to make the animation of the symbol work.

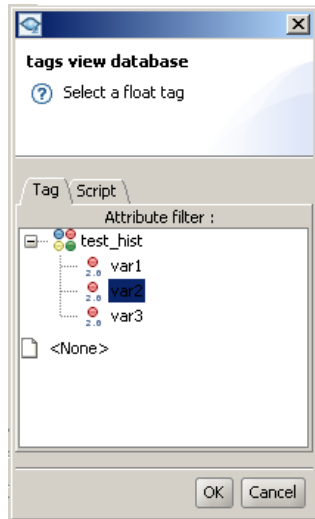
The «<None>» indicates that the symbol tag has not yet been linked to an eWON Tag.



To link an eWON Tag select the symbol Tag in the list and click on the browse button on the right bottom.

The «Tag view database» window will show up:

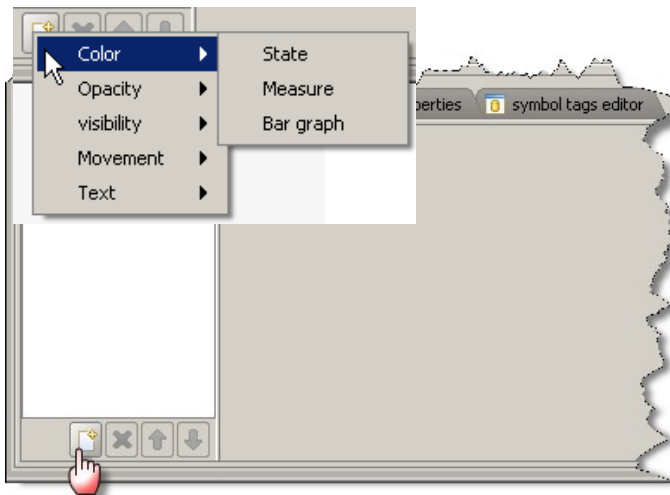
3. The ViewON Editor Interface



Select the eWON Tag or the Script to link to the symbol Tag and click on the OK button.

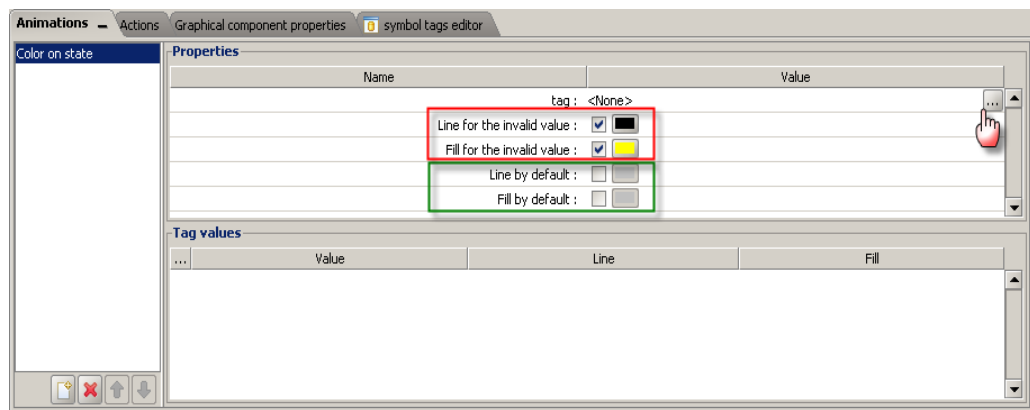
Animations

To add an animation on an object, select the object in the working area and use the «new» button on the bottom of the animations window to select an animation.



The context menu will allow you to select the animation you want to apply to your object.

The following picture shows the Animation properties window for a «color on state» animation:

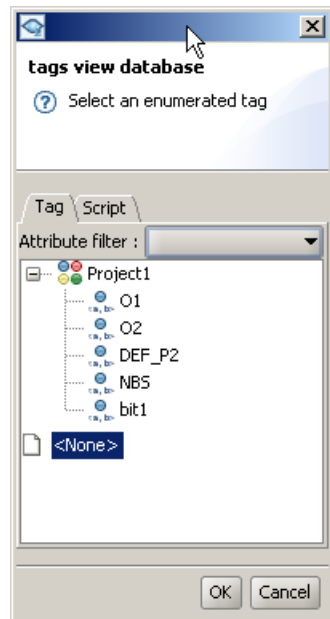


If wanted, configure the Line and Fill check boxes and the associated colors for an invalid state.

viewON will apply the invalid settings (if checked) on the object, when the value cannot be read back from the eWON.

The Line and Fill options by default are not of any use in the actual viewON version.

Click on the Tag selection button in the tag field to show up the Tags database.



This window lists the different tags available on your eWON which can be taken into account for the selected animation. For example, because we choose a «State» animation, only boolean tags are listed here.

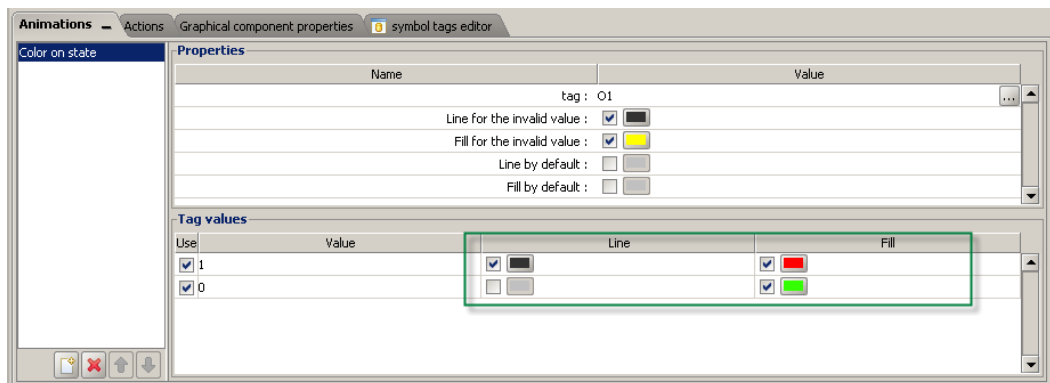
You can now select the tag to use for the animation.

You can also use the Script tab to enter an eWON script. The result of this script will then be used for the animation.

Animation using a Tag

You can animate your object just by using a Tag value (Boolean or analog)

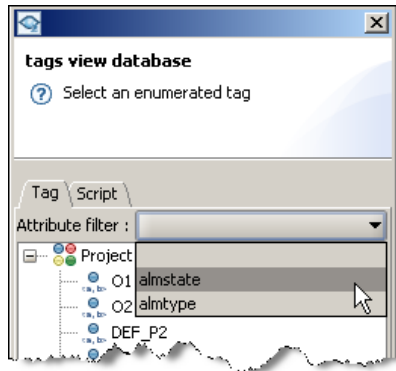
If you select for example the Tag «O2» in the tags view database window, then the animation properties window will look like this:



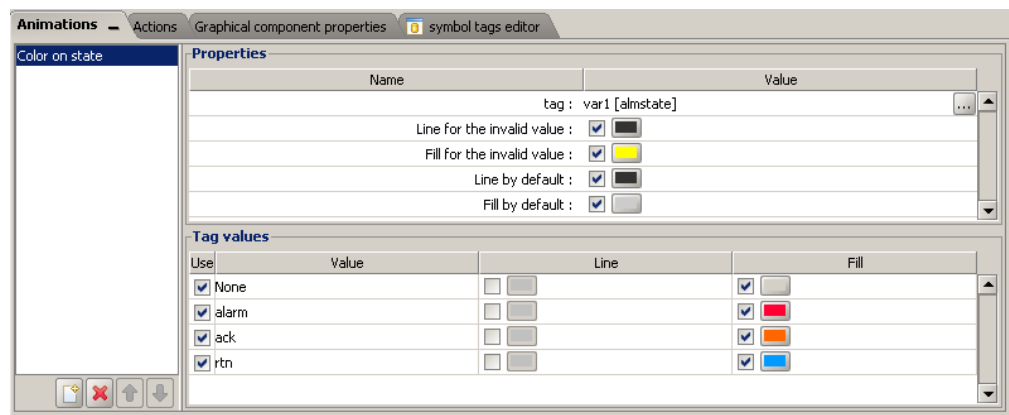
In the «Tag values» section you must define the colors for the different states of the boolean Tag.

Animation using Tag Attributes

Using the «Attribute filter» option in the «Tag view database» window, it is also possible to configure an animation using the alarm states or alarm types of a Tag.



You can then for example animate your objects with a different color for every alarm state (None, Alarm, Ack, RTN).



Animation using eWON Script

Instead of using a tag value or a tag status for the animation, you can also animate your object using an eWON Script.

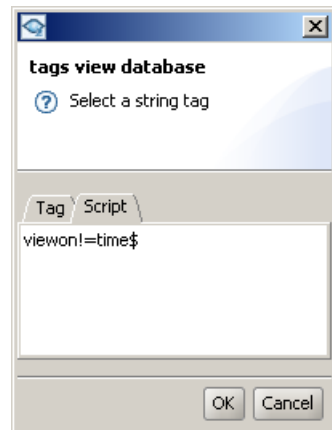
NOTE Exchanges between the viewON application and the eWON are realized by the BASIC variable «viewon!».



The viewon! variable is of type string!

4. Animations

If for example you want to display the date and time on your viewON synoptic, then choose a text object and apply a simple text animation on this object. In the «Tag view database» open the Script tab and declare following script:



At every refresh interval, the text object will then be updated with the date and time of the eWON. Other possible scripts could for example be «viewon! = A\$» or «viewon! = STR\$ (MyTag)», etc.

NOTE The viewON BASIC scripts will be placed into the «Basic action» stack of the eWON. Because the script is used on an animation, the script will be placed into the eWON stack at every update interval. So develop the viewON Scripts according to this.

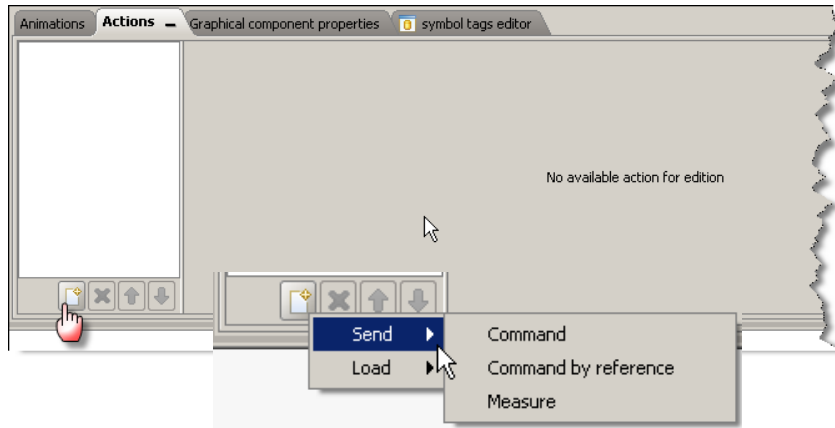
Multiple animation

It is also possible to combine multiple animations on the same object using the «New» button in the Animations properties window.

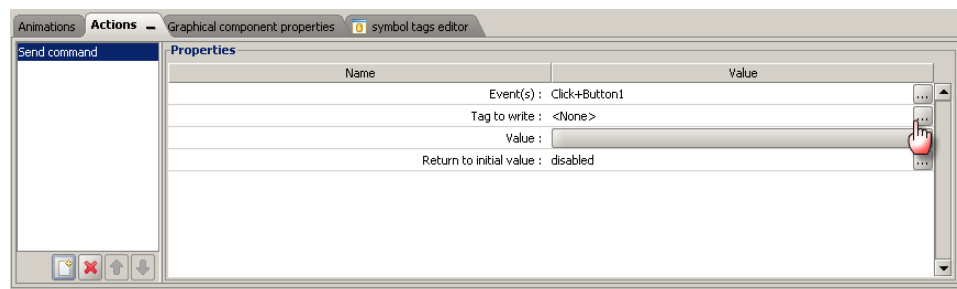


Actions

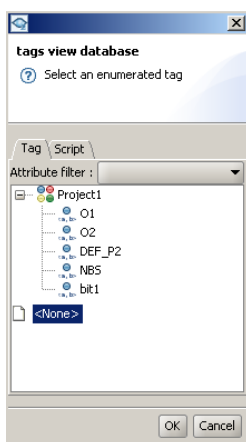
To associate an action to an object, select the object in the working area and use the «new» button on the bottom of the Actions window to select an action.



The context menu will allow you to select the actions you want to apply on your object. The following picture shows the Actions properties window for a «Send Command» action:



Click on the Tag selection button in the «Tag to write» field to show up the Tags database.

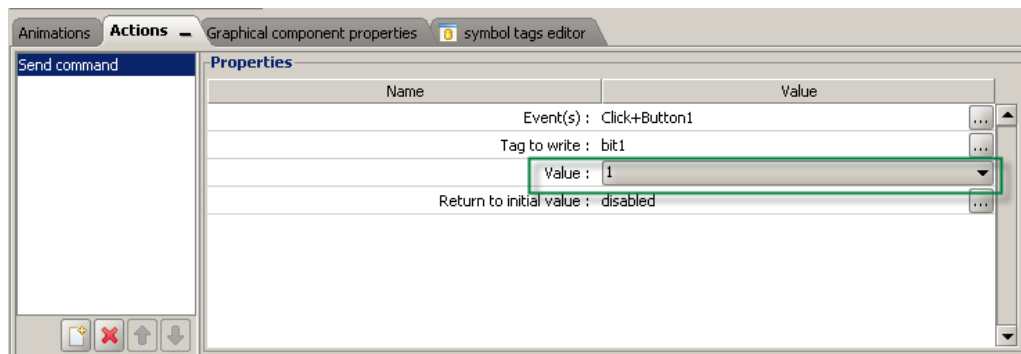


This window will list the different tags available on your eWON and which can be taken into account for the selected action. For example, because we choose a «Send Command» action, only boolean tags are listed here. You can now select the tag to use for the animation. You can also use the Script tab to enter an eWON script. The script will then be executed on the eWON every time the action is performed.

Actions using a Tag

By selecting a Tag, you can force the value of this Tag to 0 or 1.

If you select for example the Tag «bit1», the actions properties window will look like this:



In the «Value» field enter the value that will be applied on the selected Tag, every time the action is executed.

Actions using eWON Script

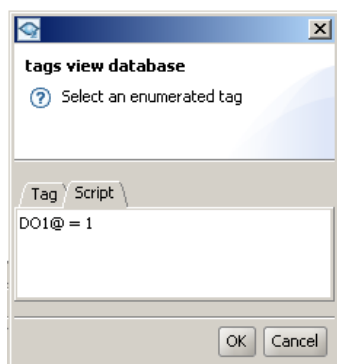
Instead of setting directly the value of a tag, you can also run an eWON script every time the action is performed.

NOTE Exchanges between the viewON application and the eWON are realized by the BASIC variable «viewon!».



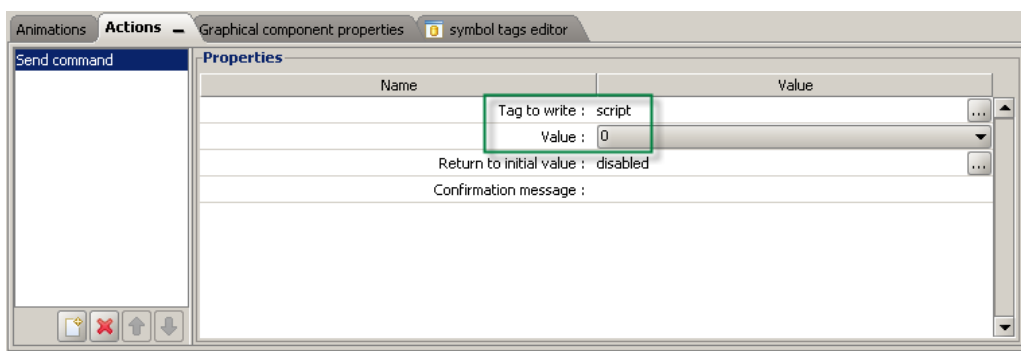
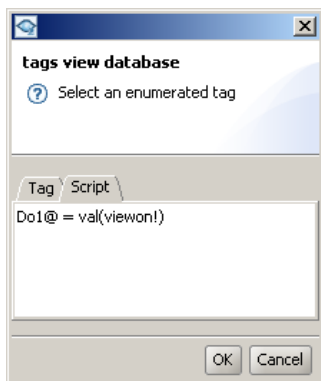
The viewon! variable is of type string!

For example place the following «Send command» action on a button:



This script will set the eWON tag DO1 to 1 every time the action is performed, so every time the button is used.

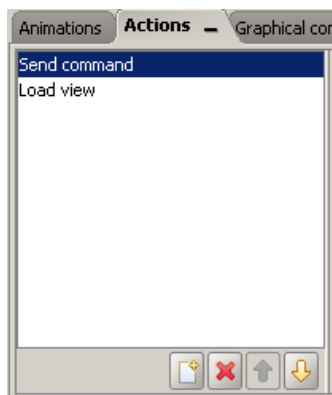
In the action script you can also use the viewon! variable. Before execution of the script on the eWON, the viewon! variable will be replaced by the value set by the associated action. For example



In the example shown here above, the DO1 Tag on the eWON will be set to 0 every time the action is performed.

Multiple actions

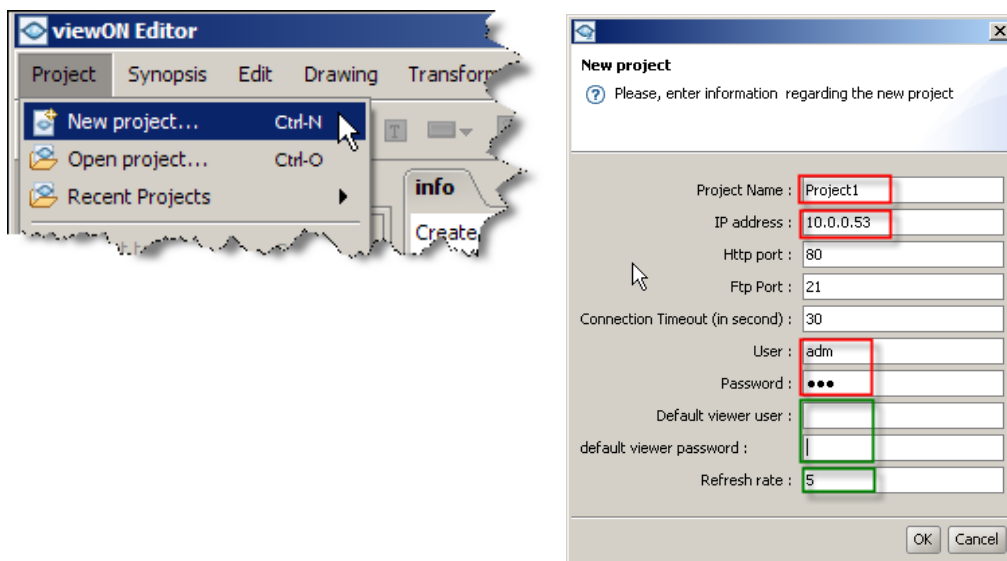
You can also combine multiple actions on the same object using the «New» button in the Actions properties window.



Create your viewON project

The following chapters will describe the different steps to realize to create your own project on the eWON.

Create a new project



Define the project name and the IP address of your eWON.

In the «User» and «Password» fields enter the eWON adm account or an eWON account which has enough FTP access rights.

Following eWON access rights are needed: View IO, Change Configuration, FTP server access.

In the «Default viewer user» and the «default viewer password» fields enter the eWON account that will be used for the requests to the eWON once the application is running on your PC. Leave these fields empty if you want to force the user to log himself into the viewON application.

Following eWON access rights are taken into account by the viewON application:

Access right ¹	Needed to
View I/O	read a value out of the eWON
Force Outputs	write a value to the eWON
Acknowledge Alarms	acknowledge alarms on the eWON
FTP Server Access	access Alarm History and Alarm Summary
eWON File access	access Alarm History and Alarm Summary

¹ User rights are note taken into account when the action is executed using an eWON script inside the viewON.

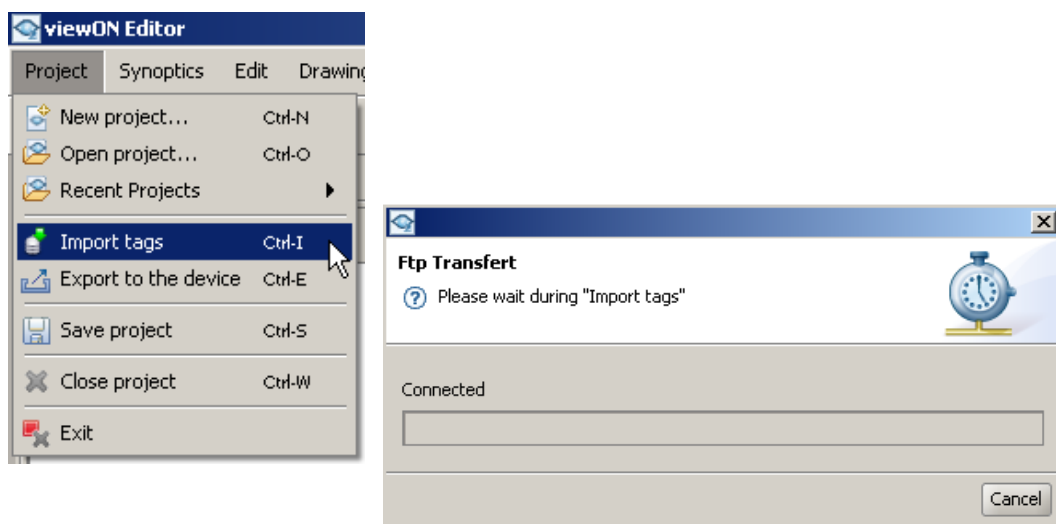
6. Create your viewON project

In the «Refresh rate» field enter the refresh rate in seconds at which the viewON Viewer will read the Tags on the eWON for the animations.

If you attempt to visualize the viewON application over a low connection (GPRS, etc.), then don't specify a too low refresh rate.

Import Tags from your eWON

To import the eWON Tags, use the Import tags feature in the Project Menu.

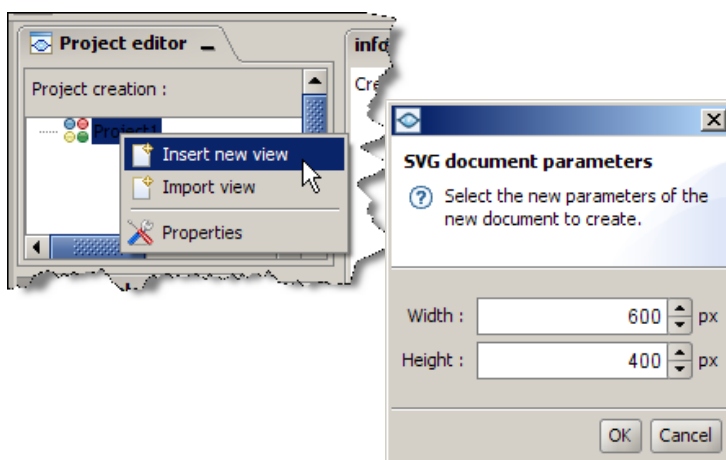


When the FTP transfer window closes without displaying an error message, then the tags should have been transferred from the eWON to the viewON project.

To display the imported tags you'll have to open an action or an animation of an object on your synoptic and to display the Tag selection window.

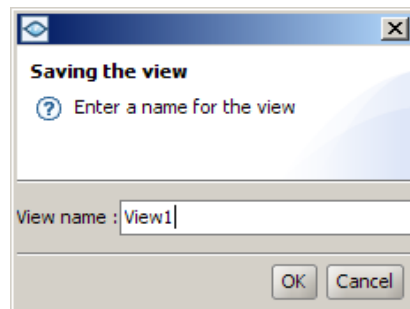
Add views to the project

In the project editor right click on the project name to show up the context menu.



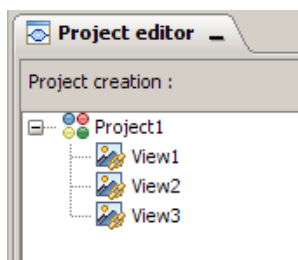
6. Create your viewON project

Specify the dimension of the new view and enter the name to give to the view.

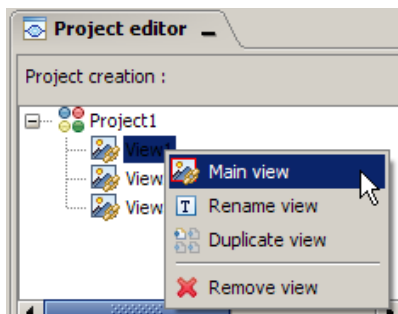


Define the Main view

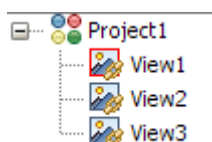
After adding 3 views (named View1, View2, View3) the project explorer should look like this:



To define the view that will be displayed first at startup of the viewON application, right click on the view to open the context menu and select the «Main view» option:

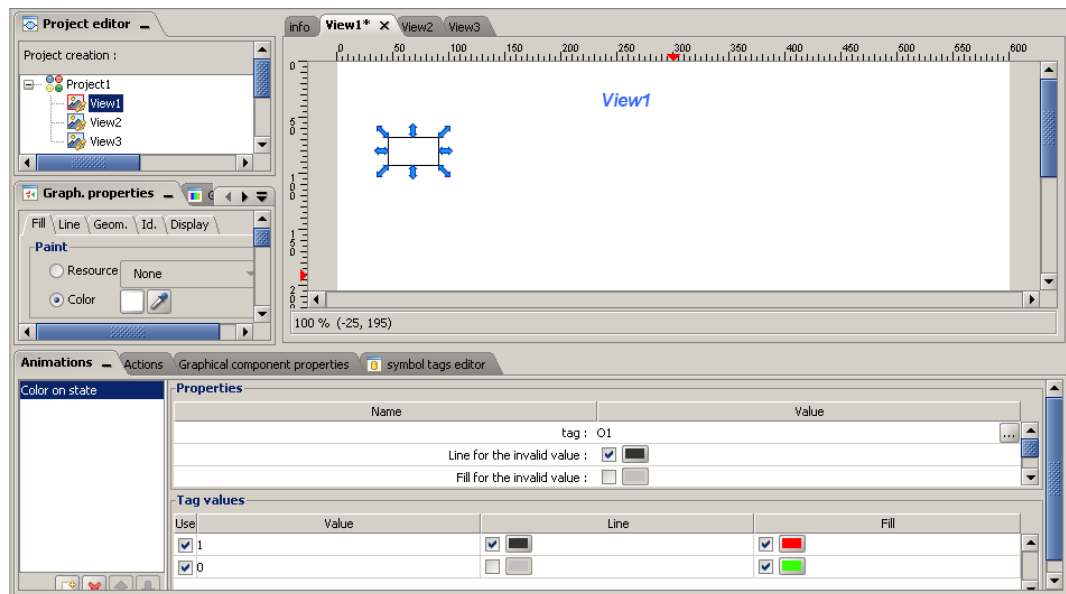


The Main view will be displayed in the Project editor with a red square around his icon.




Add animations and actions to your objects

In your views add now objects and create the animations and actions you want to realize

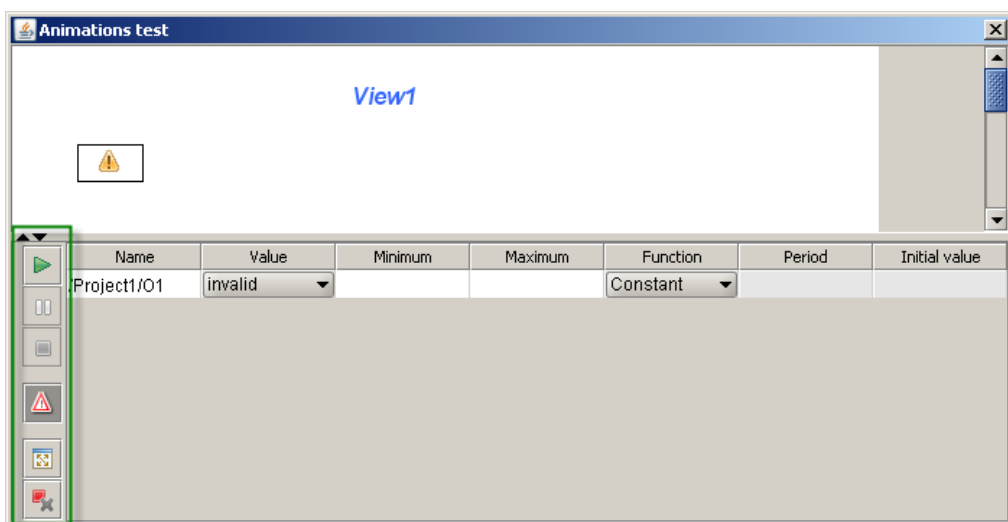


Test your animations

You can test your project without exporting it to the eWON.

For this, just launch the application simulator using the  icon in the tool bar.

The «animation test» window will then show up:



The upper section of this window shows the result of your project.

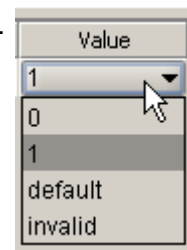
6. Create your viewON project

The lower section of this window allows you to simulate the tag values in order to test the configured animations and actions.

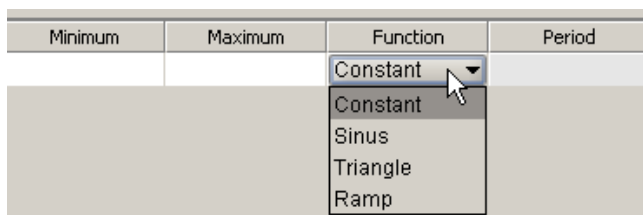
Click on the play button to launch the simulator.



You can then change the value by entering the value in the value field.

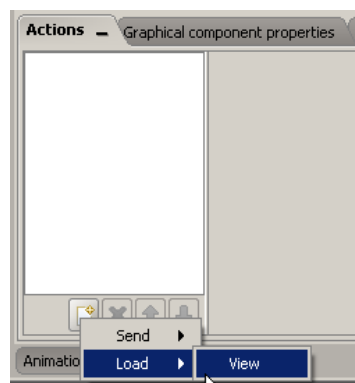


You can also use a function to automatically change the values of your tags. For this just choose one of the proposed function and define a minimum/maximum value and the update period.



Open / Close Views using animation

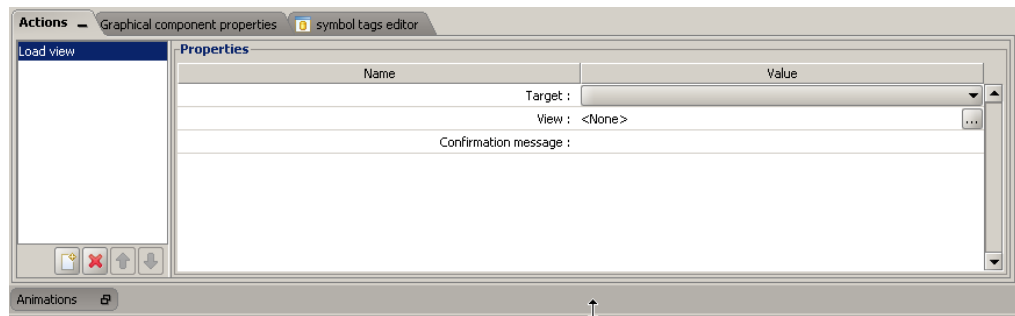
To open or close a view, the action «Load View» has to be used. Select for example a button and add following actions to this button:



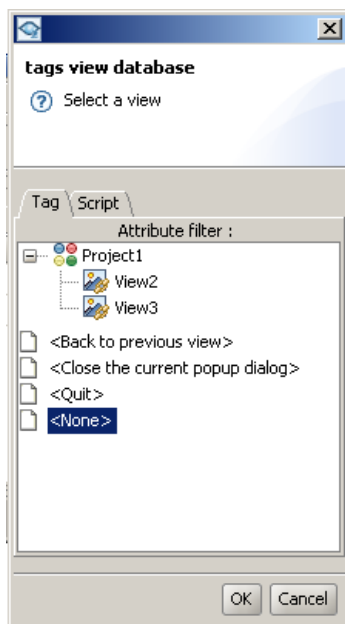
The Actions properties window will be displayed:

Click on the target field to define if the new view will replace the actual view or if the new view should be displayed as «Popup dialog».

6. Create your viewON project



Click on the View selection button in the View field to show up the Tags view database window:

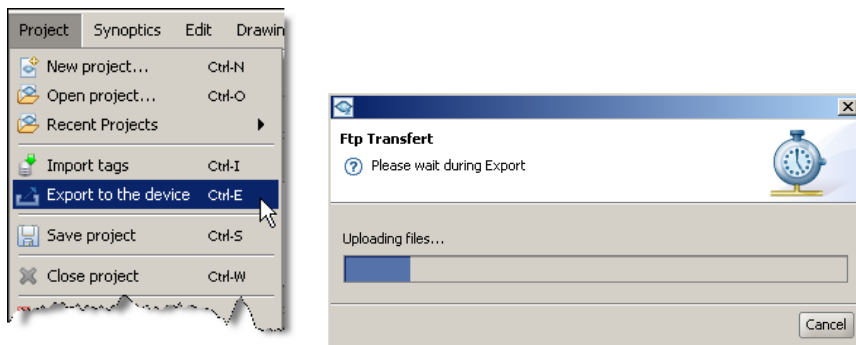


This window will allow you to choose between following actions:

- open an other view
- get back to the previous view
- close the current popup dialog view
- quit the view

Export the project to the eWON

To export the project to your eWON, just use the «Export to the device» option under the Project menu.



IMPORTANT



If you changed the connection settings or if you realize the export for the first time, then please save the project before exporting the project to the eWON.

To save the project use the «Save Project» in the Project menu.

NOTE



The IP address and user account of the eWON for the project export are configured in the properties window of the project. To open this window right click on the project in the «Project Editor» window and click on the Properties option.

View the project on your eWON

To open the viewON project on your eWON, open following link in your Web browser:

http://eWON_IP_Address/usr/viewon/index.html

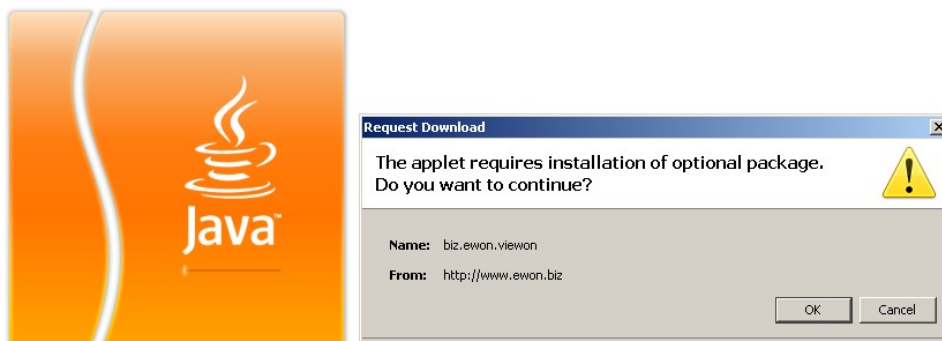
(for example <http://10.0.0.53/usr/viewon/index.html>)

You will first be asked to log into your eWON.



Enter a valid User name and Password for the eWON connection.

If you visualize for the first time the viewON application on your PC and if you didn't install the viewON Viewer extension first, then your web browser will inform you that a special package is needed to display the application.



Click the OK button, and wait for the download. (~11 MB)

Once the viewON viewer package installed, the viewON application will be displayed in your web browser.

If you didn't specify during the project development a default User for the connection, then you'll first need to log into the viewON application using following window:

7. View the project on your eWON



After encoding the login you should see the viewON application in your Browser.



A yellow warning on your animated object indicates that the tag used for the animation couldn't be read from the eWON.

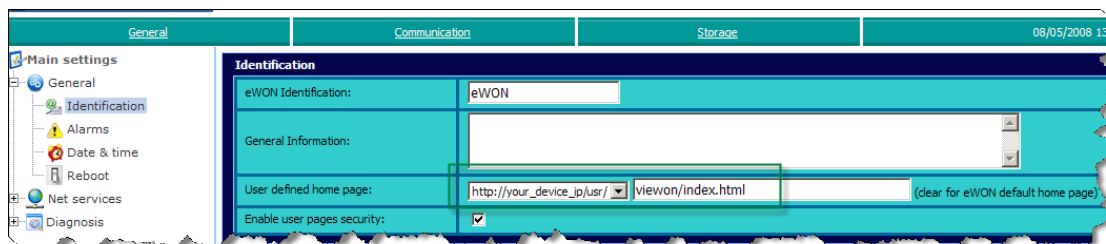
NOTE The reason for this can be that the viewer didn't yet finish to read the value for the first time, or that the Tag doesn't exist at all on your eWON.

You can also define your viewON project as default home page on your eWON.

To show up the viewON application you'll then just have to enter the IP address of your eWON in your web browser.

To set the viewON application as default home page on your eWON, open following window on your eWON:

Configuration → System Setup → General → General → Identification



In the «User define home page» field select the «http://your_device_ip/usr/» in the combobox and enter following text in the field just behind: viewon/index.html

Once viewON defined as default home page, you must use following address to access back the eWON configuration pages:

http://eWON_IP_Address/index.htm

Revisions

Revision Level	Date	Description
1.0	2008-05-05	First release.
1.1	2008-06-13	Symbol Tag editor added (chapter 3)
1.2	2008-11-17	Access rights added (chapter 6)

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- ii Firefox is a trademark of the Mozilla Foundation

Document build number: 104

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