

eWON Application User Guide

AUG 008 / Rev 1.0



You Select, We Connect

viewON 2 - Create your own Symbols How To



Content

This guide will explain you in a few steps how to use symbols, to adapt symbols or to create your own symbols.

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Hardware and software requirements

Hardware requirements

In order to follow this guide you will need:

- 1 eWON with viewON capabilities (for example : eWON 4001, eWON 4101, eWON 4005, etc.)

Software requirements

eWON configuration software:

The eWON is configured through its 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 software on our website : <http://support.ewon.biz>.

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

Other programming software:

viewON 2 Software

eWON Firmware Version

To be able to follow this guide your eWON needs a firmware version 5.4 or higher. A simple way to upgrade the eWON firmware, is to use eBuddy, the eWON software companion.

Symbols

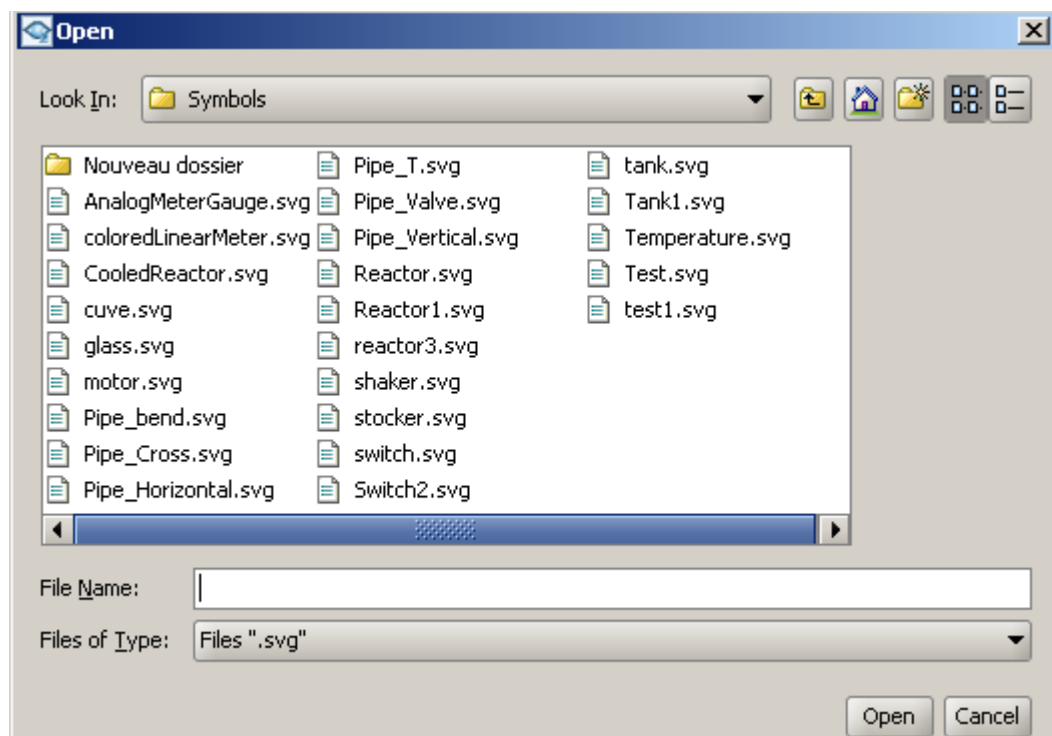
A symbol is a predefined object that you can use as you please. For instance, in viewON, you will find a tank, a reactor, a pipe symbols, etc. Be aware that it is possible to create your own symbols, which can be interesting when you want to use the same symbol for different projects or several times in the same project. In this document, we will explain how to use the preconfigured symbols and how to create yours if needed.

Predefined symbols

In the toolbar click on **Insert a symbol**, before clicking on your View (or Synoptics).



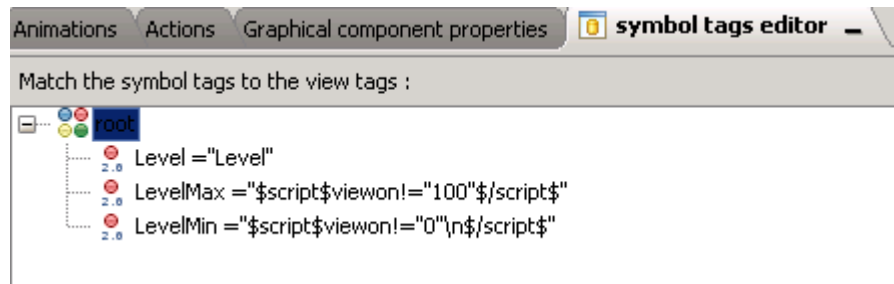
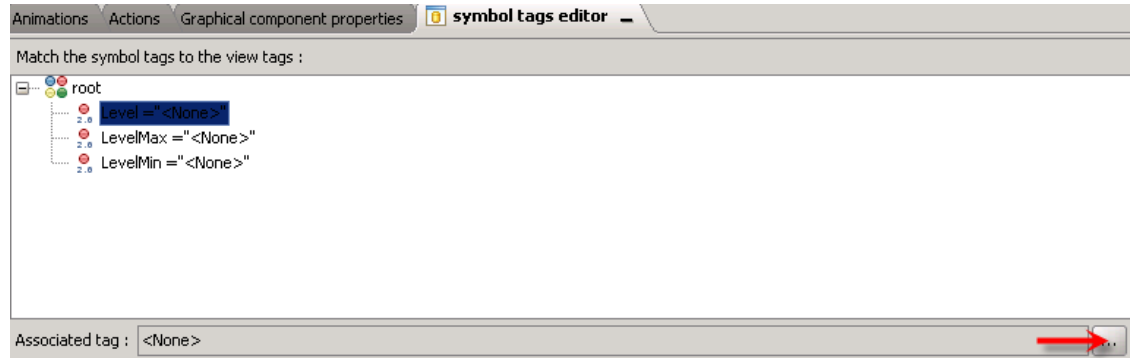
The latter action will open a window where all the predefined symbols are listed. Select the symbol you would like to use.



Let us choose the **Reactor**. To make it appear, it is quite easy. Select the symbol and go to the **Symbol tags editor** (in the second part of the screen).

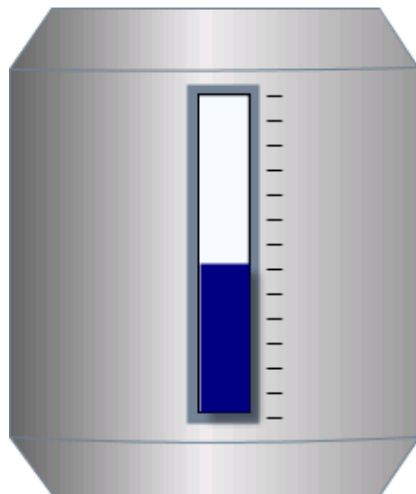
2. Symbols

All you have to do is add a Tag for the float tag **Level** and a Tag for **LevelMax** and **LevelMin** as well. You can find the button which allows to add Tags on the right bottom of the screen. You can also add a Min and Max by using a Script (viewon!="0" and viewon!="100", for example).



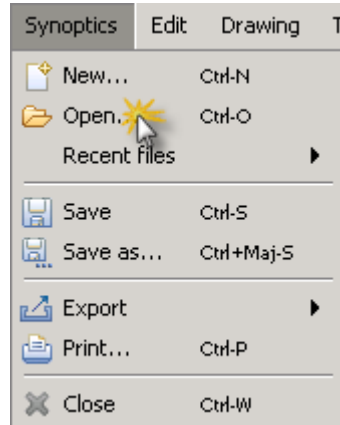
When this has been done, click on **Test animations and actions** (the last icon on the toolbar). The reactor will be filled according to the Tag value. You do not need to add an animation, as the symbols has an already configured one linked to a Tag.

The reactor symbol will fill according to the value of the tag linked to it, as in the following picture:

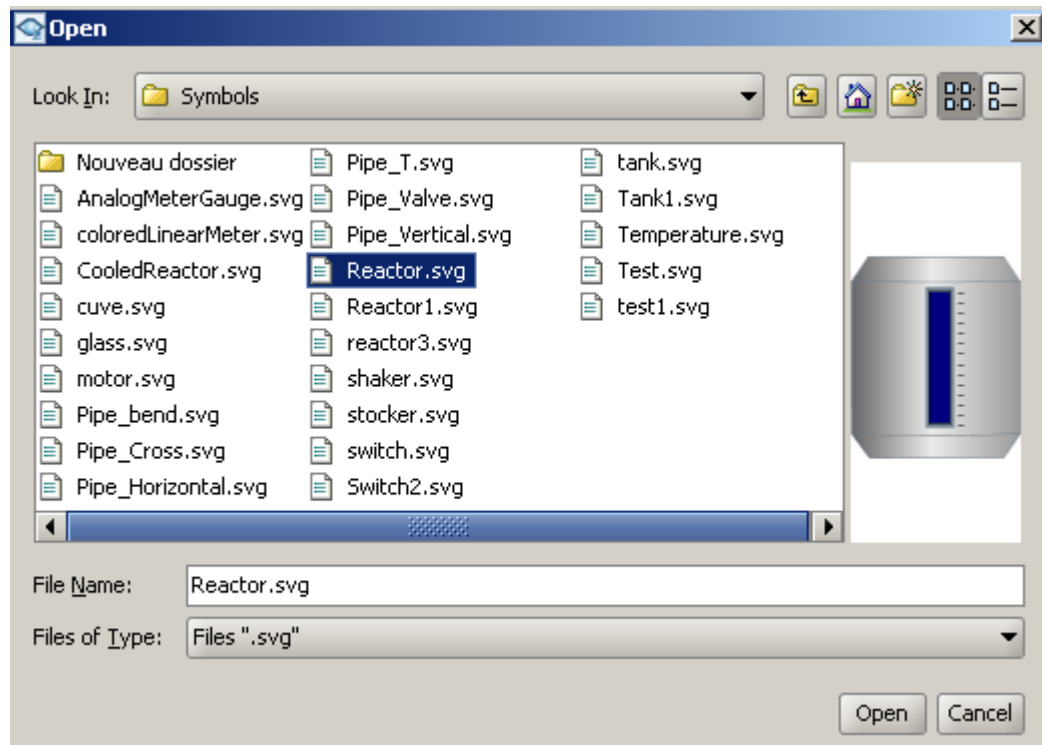


2. Symbols

If needed, you can modify a predefined symbol. Let us assume that you want to use one of these objects (the Reactor). In the Reactor the default fill is blue, but you can change the color if you want to. To do so, click on **Synoptics** (on the menu bar) and then on **Open**.

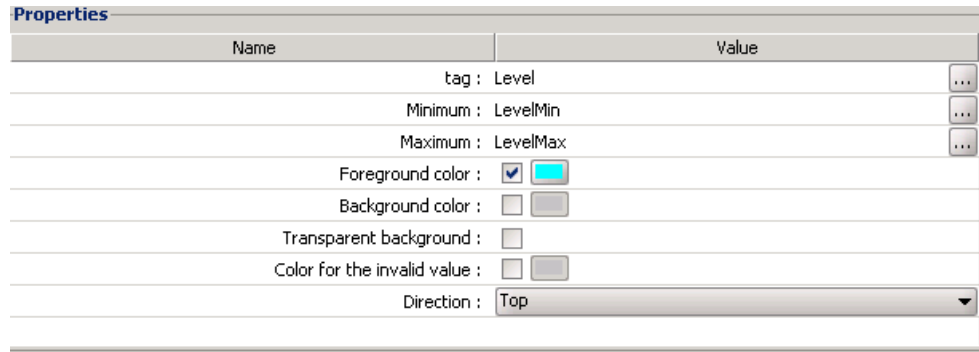


A window that lists all the symbols pops up (open the directory **C: / program files / viewON2 / workplace / symbols**).



2. Symbols

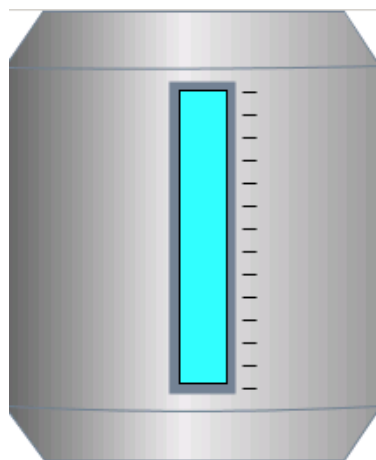
In the **Properties** section, set a **Minimum** and a **Maximum** (ex: 0 and 100) by deleting **LevelMin** and **LevelMax** in the **Value** section. This action will allow you to hardcode the Min and Max value. As a result, no need to link later a Tag to the Min and Max. Then, choose a color (the foreground color, that is to say the color of the bar graph). Finally, pick a direction as well.



Do not forget to go to the **Symbol Tags editor** (in the second part of the screen) to remove the *LevelMin* and *LevelMax* symbol Tags.

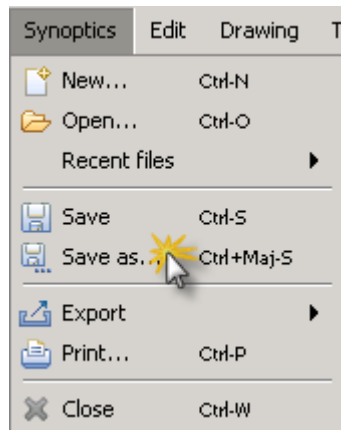


Hereunder an example of your "new" reactor symbol:

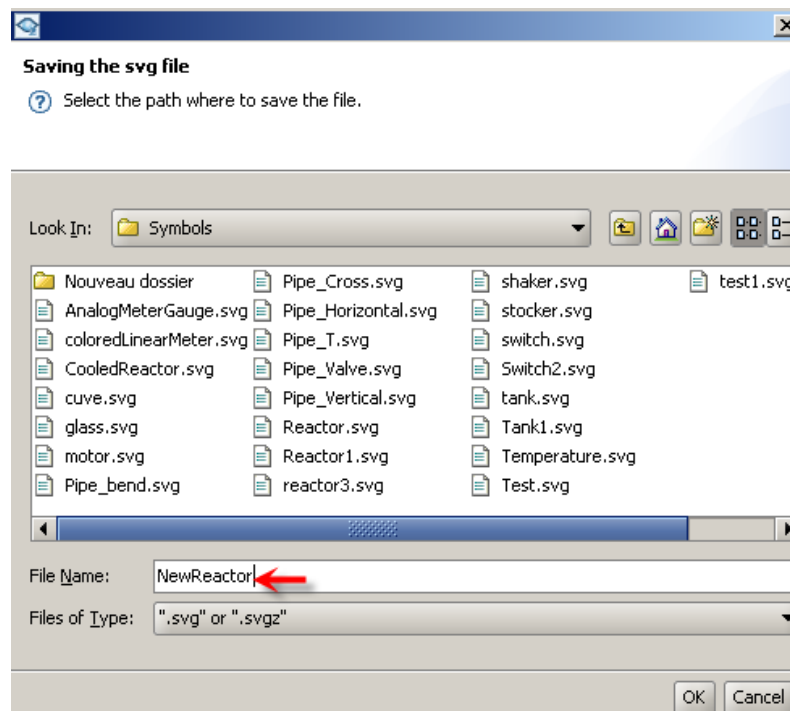


2. Symbols

Finally, click again on **Synoptics** and save your object as a new symbol.



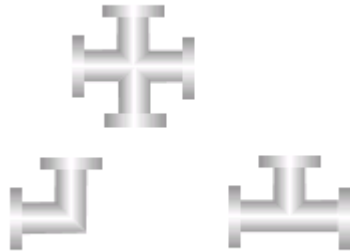
Do not forget to rename your new symbol before saving it. As from now, you will be able to use it as many times as you want and in several projects. Make sure you save your Symbols in directory **C: / program files / viewON2 / workplace / symbols**.



NOTE If you change the color of a symbol (in accordance with the previous explanations) while working on a project without renaming it, then the color of this symbol used in other Views of your project will be changed as well.

Symbols without animation

As you will see in the **Symbols** file, some **Symbols** do not use any Tag as they are not animated. Actually, they help you create a more sophisticated object.

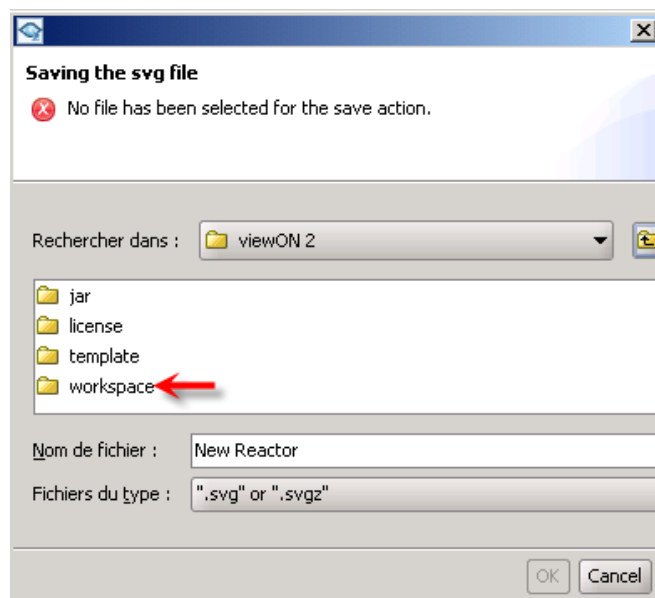
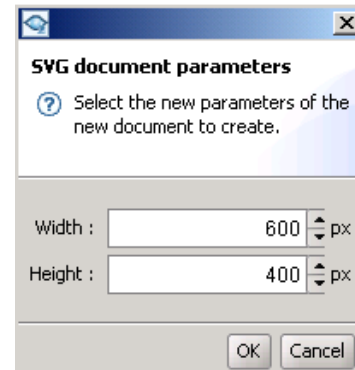
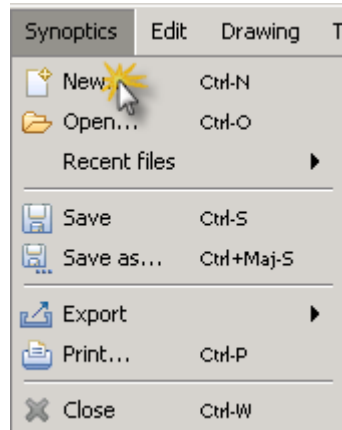


As you can see, those **Symbols** do not have any predefined animations. With this kind of **Symbols**, you will be able to create the following objects (these are a few examples):



Create your own symbol

As explained before, you can create your own symbol in order to reuse it in different projects without recreating the same object over and over again. To do so, click on **Synoptics**, then on **New** and set the size of the **Synoptic**.



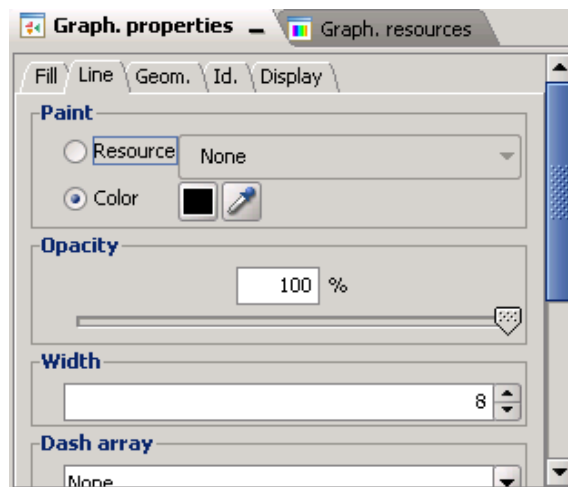
NOTE It is very important to save your **Synoptic** in directory **C: / program files / viewON2 / workplace / symbols**, otherwise your object will not be considered as a **Symbol**.

2. Symbols

On your synoptic, you can now draw a figure (circles, squares, etc.) and type a text, if needed. In the toolbar, click on **Create rectangles and squares**, for example. Click now on your synoptic and do a click and drag movement with the mouse to draw the object :



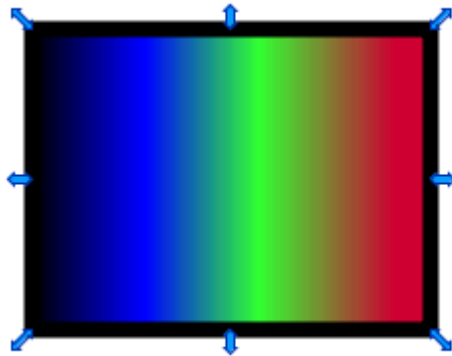
As this is *your* symbol, you will be able to customize it as you like. To that end, go in the **Graph. Properties** and choose the features you would like to change (the fill, the line, the geometry, the Id., etc.)



In the **Graph. Properties**, you can only select “simple” colors, without any effect. If you want to give an effect (**3D**, for instance) to your symbol, then, click on **Graph. Resources**.

For further information on how to customize your object, please refer to the **AUG-006-0-EN** (Animations and Actions) document on our website: <http://support.ewon.biz/viewon.html>

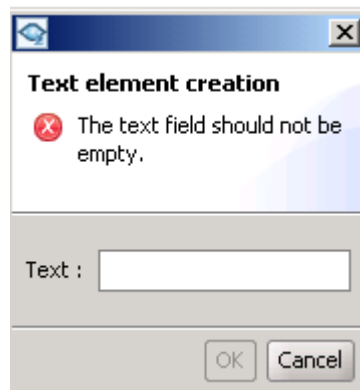
Hereunder, an example:



If needed, you can add a text on your object. To do so, click on **T** in the viewON toolbar and then on your object.



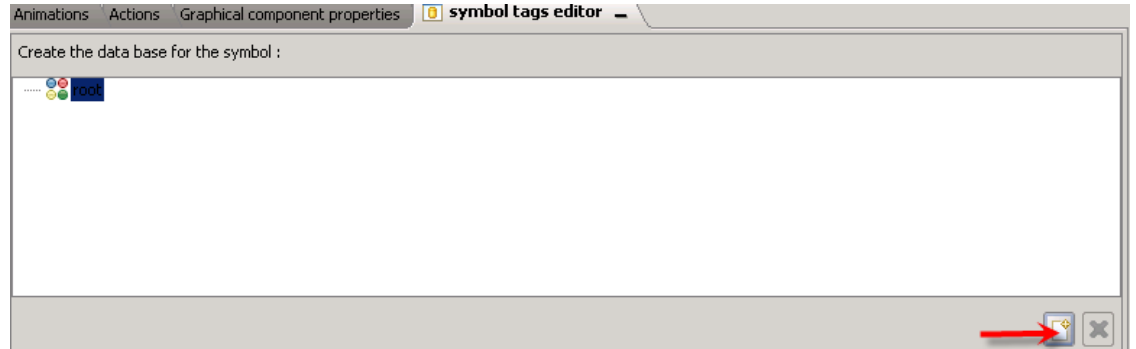
The following pop-up window will open.



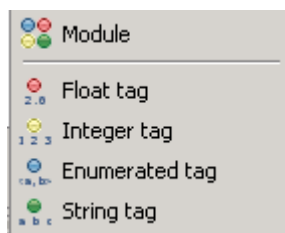
Now, you can enter your text in the blank field.

In the **Symbol tags editor** (in the second part of the screen), you can now create a symbol Tag which can be used to animate your symbol. Click on **Insert** (on the right bottom of your screen) and select a Tag type out of the list.

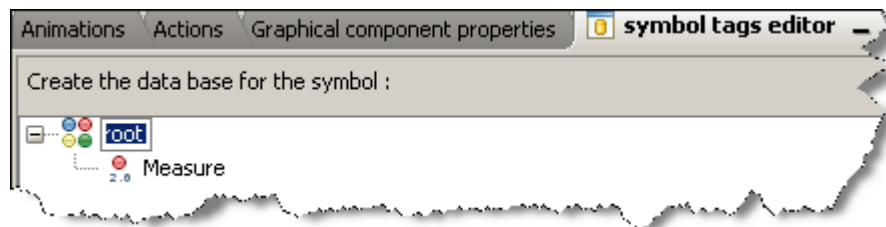
2. Symbols



Here are the different Tags that you can add to your symbol:

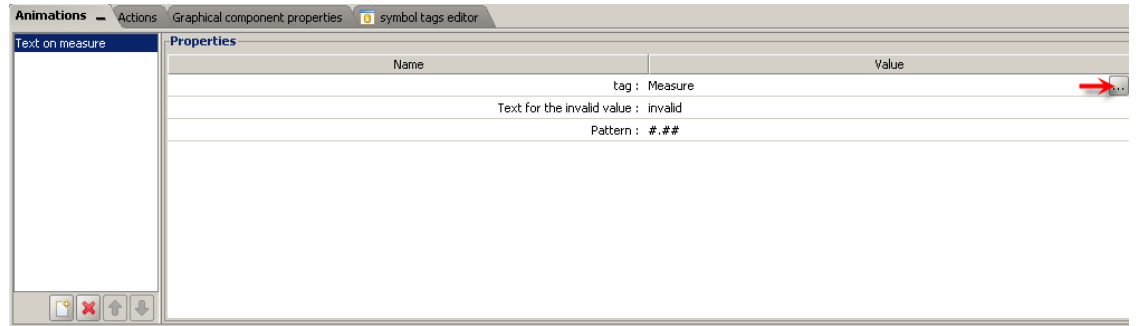


Let us select a **Float Tag** and call it “Measure” (to name it, double-click on the float tag, type the name and then press the *enter* key).



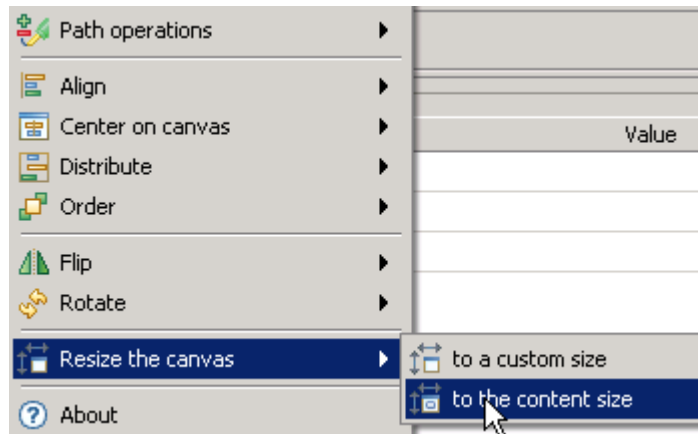
Finally you can add an animation to your symbol, for instance, a **Text/Send measure** animation. Add the symbol Tag that you have just created, choose a text for the invalid value and choose the pattern (the number of decimals that you need).

2. Symbols



To finalize your symbol, you will have to resize the canvas to the content size. To do so, right click on the symbol.

The following combo box will open. At the end of this box, you will find the "Resize canvas" option, which allows you to size your symbol to the content only.



Finally, save your newly created symbol in the **Symbols folder** (synoptics/save as.../workplace/symbols). You can now use this symbol in every and each project you want.

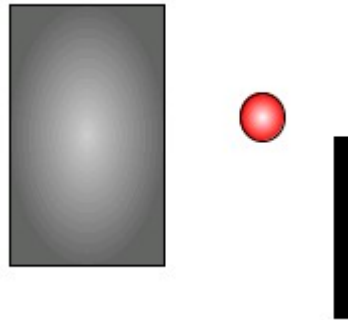
Here is an example of a ready-to-be-used **Symbol**



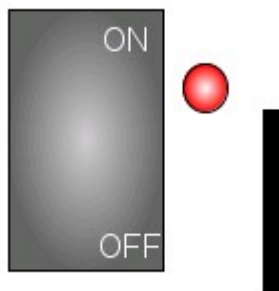
2. Symbols

In our previous example, we have dealt with a **Symbol** using an analog Tag. Let us see now how to create a **Symbol** using Boolean Tags.

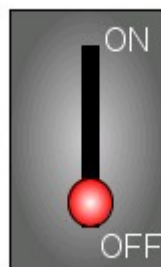
First of all, create your **Symbol** (we will create a kind of switch). Create 3 objects in a **View**, this way you will be able to test your object before saving it as a **Symbol** in the **Synoptics** menu.



You can add a text:



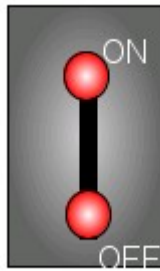
Once this has been done, create a kind of switch by moving each object like in the following picture:



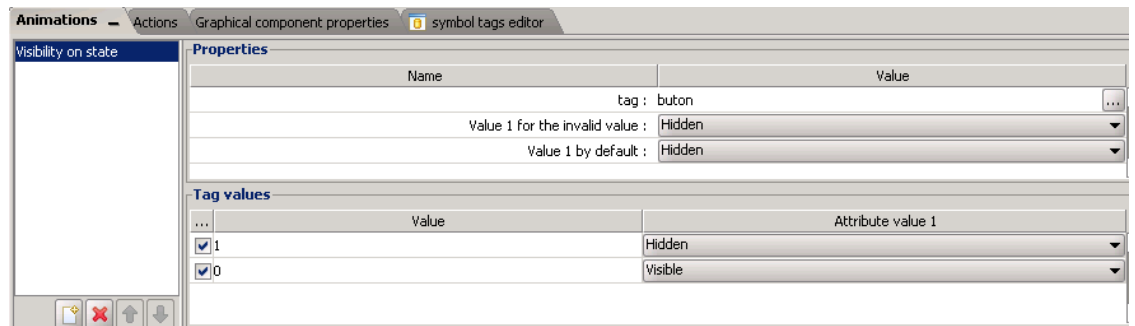
Once this has been done, you have to add an animation to your object. The red ball should go from **OFF** to **ON** according to the value (0 -1) of a Boolean Tag.

2. Symbols

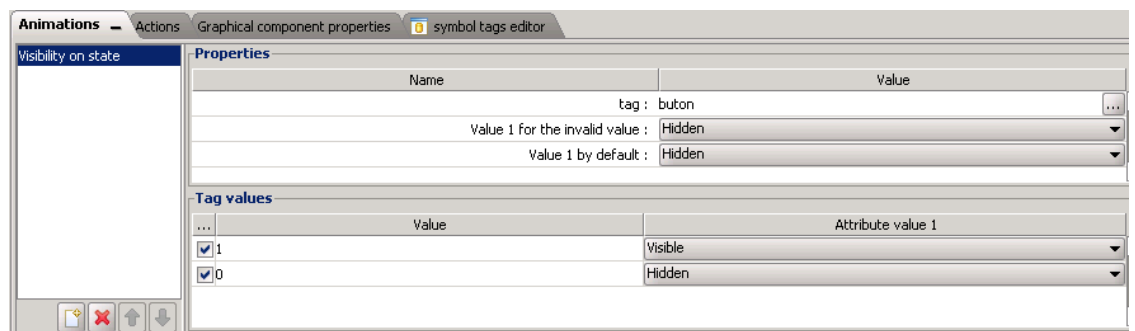
To be able to create this kind of **Animation**, you will have to use a **Visibility on State** animation. For this, you will have to create a second ball:



On each ball, you will have to apply a **Visibility on State** animation. Select the first ball (OFF). Choose a Boolean Tag to link to the animation and proceed as shown in the following picture:

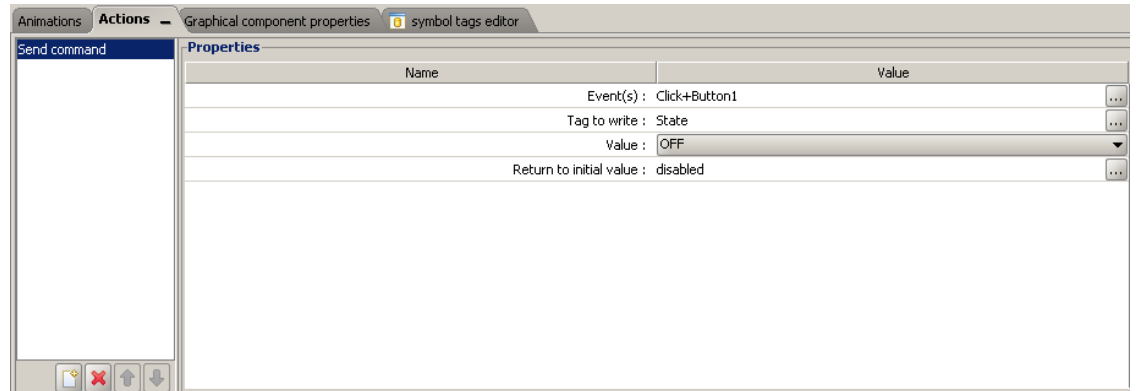


Do the same for the second ball (ON). Pay attention, in the **Tag values** section, you will have to invert the values like shown in the following picture:



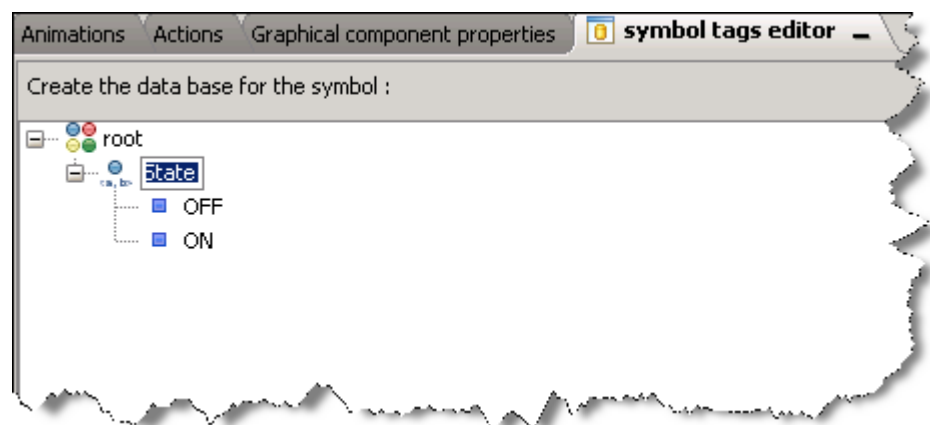
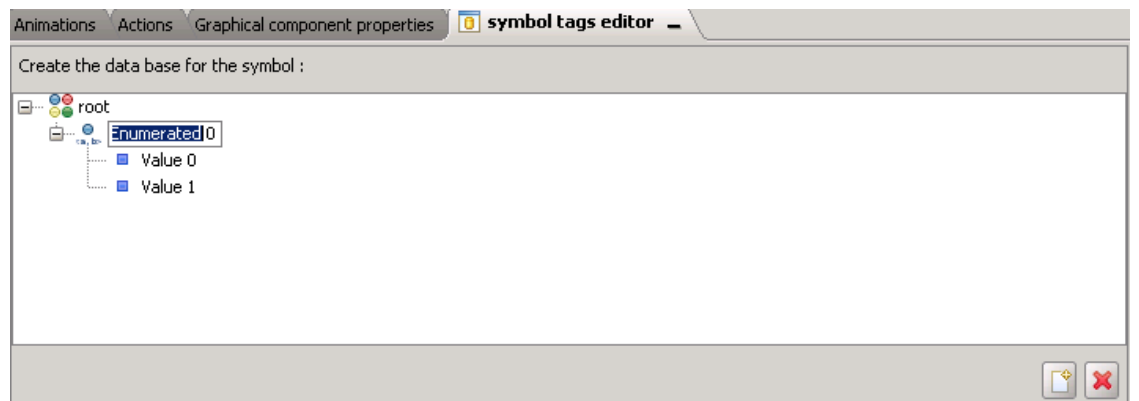
Once the animation has been applied, make sure to add an action to *each* red ball, otherwise, you will not be able to click on your object. Use the **Send Command** action:

2. Symbols



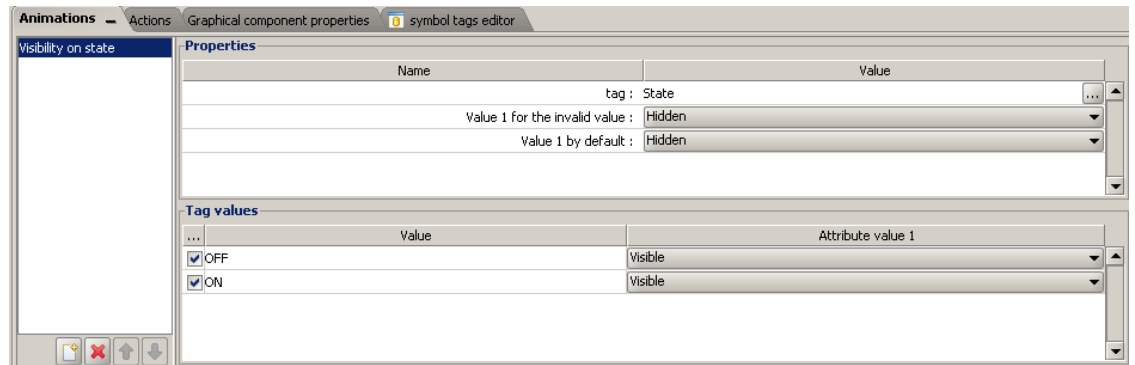
You can now test your object in the **Animation Test**. If it works as you were expecting, put it in a **Synoptic**.

Select your object and copy/paste it in a **Synoptic**. In the **Symbol tag editor** tab, add an **Enumerated tag** and call it "State" for example. Then, you will be able to add 2 values (0 – 1) that you can call OFF and ON.



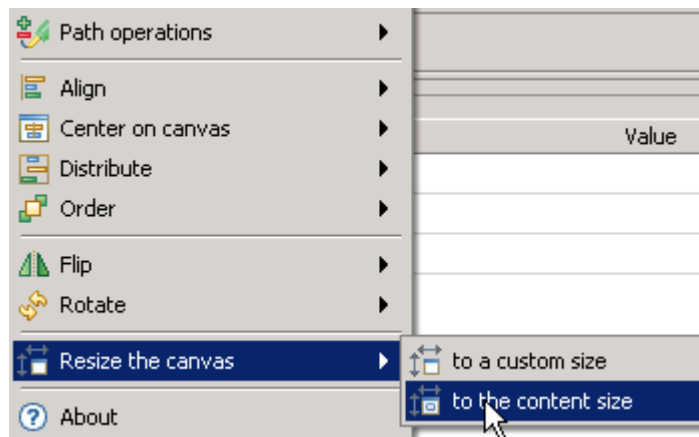
2. Symbols

Before saving it in the **Synoptic**, you will have to replace the Tags used to create your Symbol by **Symbol Tags**. Otherwise, your symbol will not work with other Tags.




To finalize your symbol, you have to resize the canvas to the content size. To do so, right click on the symbol.

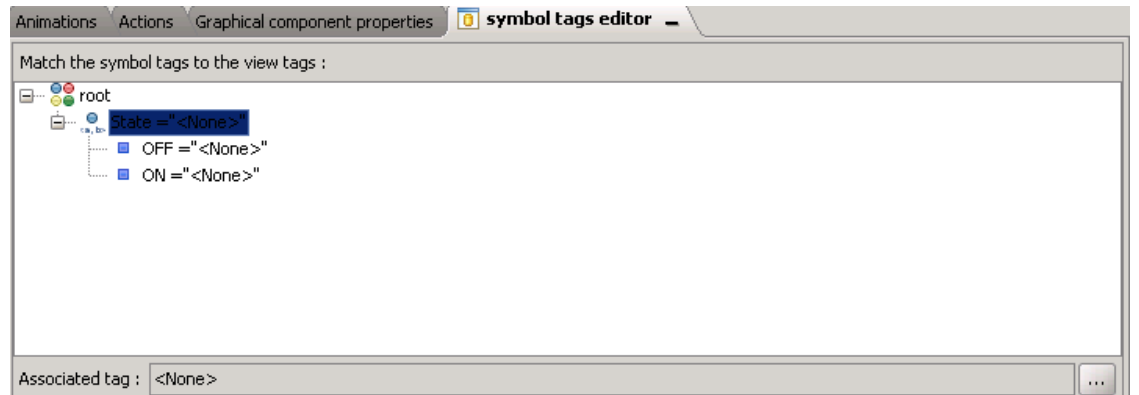
The following combo box will open. At the end of this box, you will find the "Resize canvas" option, which allows you to size your symbol to the content only.



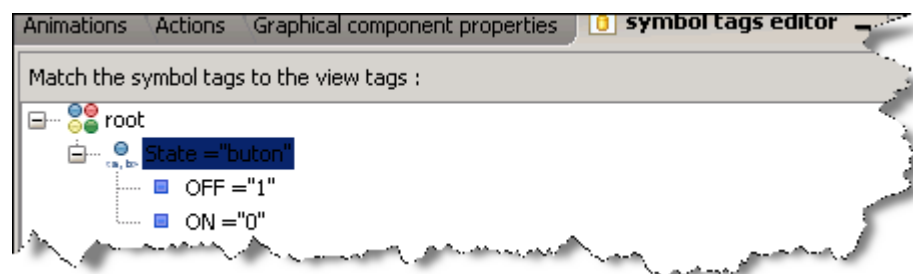
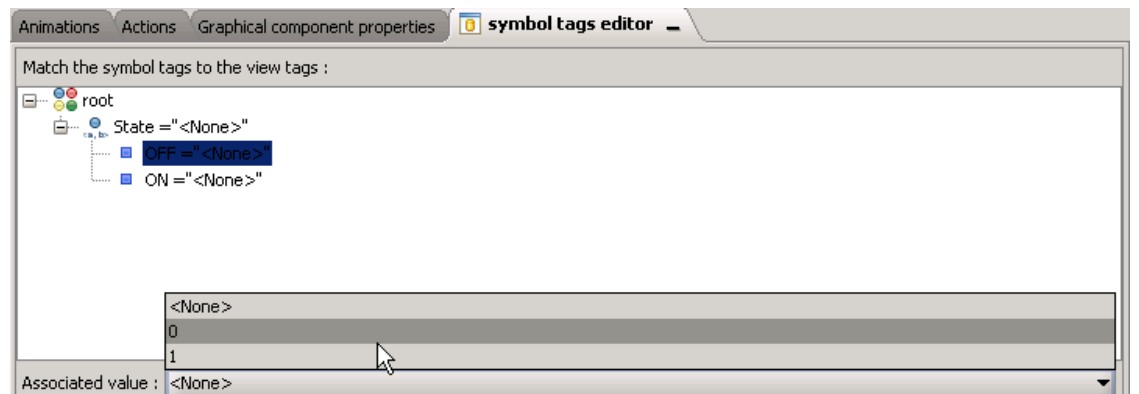
Finally, save your newly created symbol in the **Symbols folder** using directory **C: / program files / viewON2 / workplace / symbols**. You can now use this symbol in every and each project you want.

2. Symbols

Open now a new **View** and choose your **Symbol**, you will be able to add a value for ON and OFF. First of all link a Tag to "State" by clicking on 

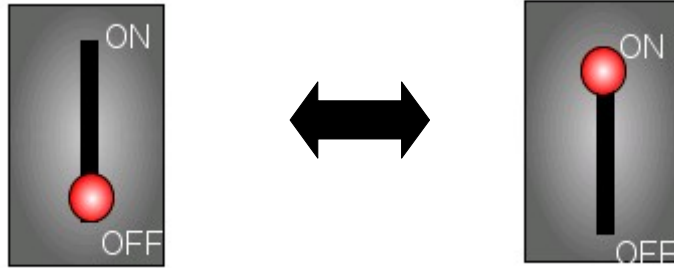


When a Tag has been linked to your "State", you will have to apply a value to each value ON/OFF by clicking on the little dart.



2. Symbols

Your Symbol can be finally simulated in the **Animations test**:



Revisions

Revision Level	Date	Description
1.0	2008-10-08	First release.

- i Microsoft, Internet Explorer, Windows and Windows XP are either registered trademarks or trademarks of Microsoft Corporation
- ii Firefox is a trademark of the Mozilla Foundation

Document build number: 80

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