RT-LAB.OPCServer™





RT-LAB.OPCServer™ is an OPC server, compatible with RT-LAB, that respects Data Access V3.0, allowing to interface common automation and supervision tools with RT-LAB. Using RT-LAB.OPCServer, user can manage and control the simulation by accessing to any variable in real-time, either for read or write operations.

RT-LAB.OPCServer™ offers the possibility to use RT-LAB simulator along with industrial supervision software (incl. Panorama, InTouch, WinCC, PCVue 32, and many others), but also with user-specific solutions.

This way, products' GUI can be developed and tested at early stage of the development. Also, training platforms are more realistic, by giving the possibility to rapidly interface real-world application GUI to the simulation.

About OPC

*: OLE for Process Control

OPC* stands for OLE for Process Control, and focuses on allowing open connectivity of industrial automation devices and softwares.

OPC Data Access norms allow devices, instruments, controllers, software and enterprise systems... to communicate easily.

Today more than 400 organizations (manufacturers and users of among Télémécanique, Allen Bradley, Applicom, Siemens,...) have joined into the OPC Foundation and stick to these interoperability specifications. (http://www.opcfoundation.org).

MAIN FEATURES:

Integrates common automation devices and software with RT-LAB Handles large number of simulation signals

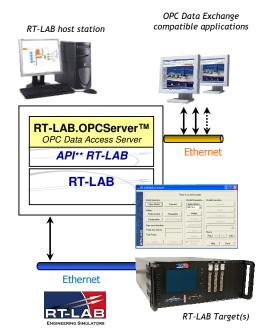
Real-time access (read/write) to any simulation signal

How it works

RT-LAB.OPCServer™ allows to create, configure and manage OPC server, as well as load, execute, unload a model on the target (any features available on Opal-RT MainControl panel).

Any client applications of RT-LAB.OPCServer $^{\!\scriptscriptstyle \rm I\!M}$ can get and modify any signal and parameter of the simulation :

- Acquisition signals inside the simulated models(read only)
- Command signals on the console (read / write)
- Vizualisation signals on the console (read only)
- Parameters (read / write)



** : Application Programming Interface