

# OPC UA Modeler – Manual

By Steffen Jacobs, 2016

## Opening the OPC UA Perspective

Step 1: In Eclipse, click on Window -> Perspective -> Open Perspective -> Other...

Step 2: Double Click on *OPC UA Perspective*. You are now in the OPC UA Perspective.

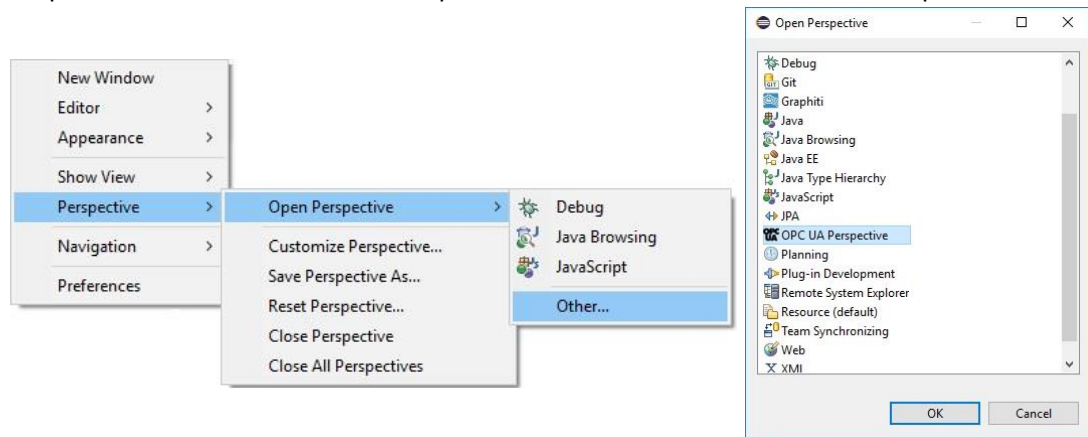


Figure 1.1: Opening the OPC UA Perspective

## Creating a new OPC UA Model

Step 1: Right Click on the *OPC UA Explorer View* -> *New OPC UA Model...*

Step 2: Select whether *Folders* and *BaseTypes* should be generated

Step 3: Click *Finish*.

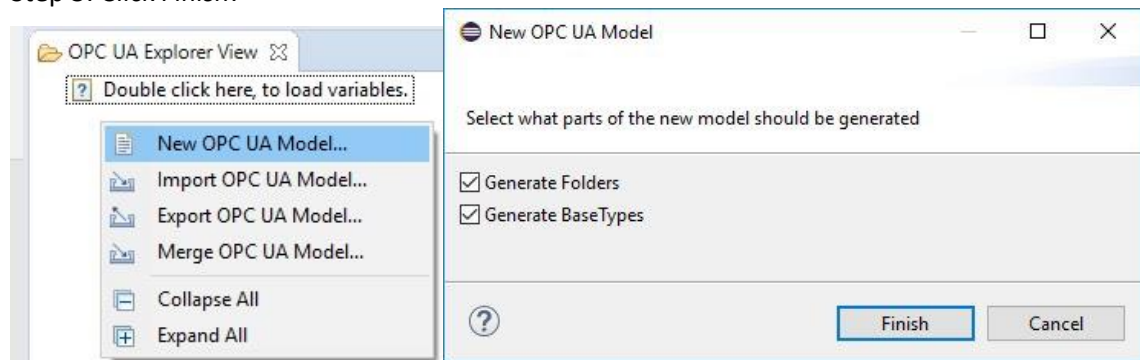


Figure 1.2: Creating a new OPC UA Model

## Importing an OPC UA Model from an XML file

Step 1: Right Click on the OPC UA Explorer View -> Import OPC UA Model...

Step 2: Select *Import From XML* and click *Next*.

Step 3: Select the XML file to load the model from.

Step 4: Select whether the *BaseTypes* are implicit and whether the XML file was created with the Free OPC UA Modeler.

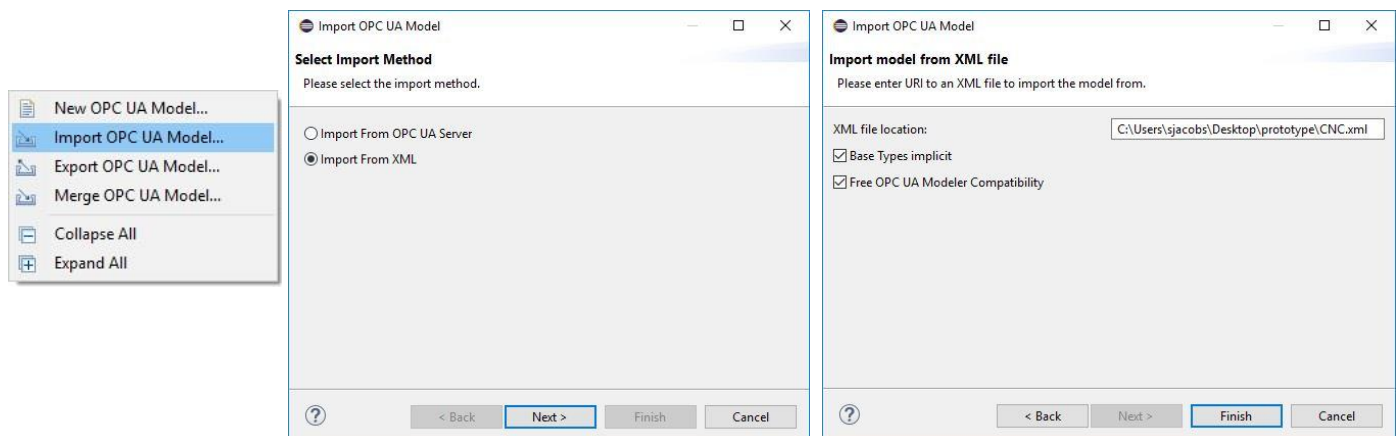


Figure 1.3: Importing an OPC UA Model from an XML file

## Importing an OPC UA Model from an OPC UA Server

- Step 1: Right Click on the OPC UA Explorer View -> Import OPC UA Model...
- Step 2: Select *Import From OPC UA Server* and click *Next*.
- Step 3: Enter the *OPC Server URL* and click *Finish*.

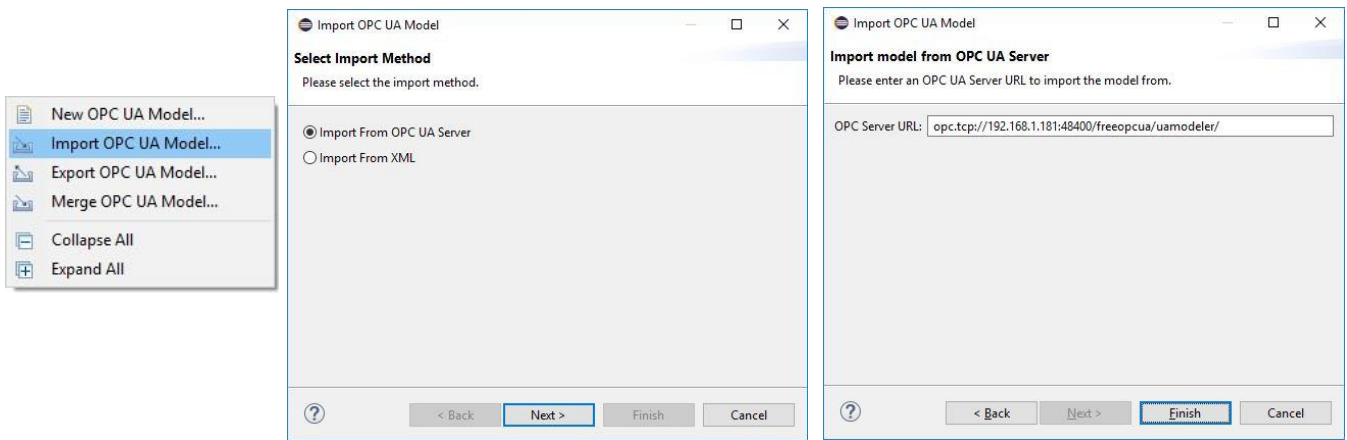


Figure 1.4: Importing an OPC UA Model from an OPC UA Server

## Creating a new ObjectType

- Step 1: Right Click on the Node in the *OPC UA Explorer View* where the new ObjectType should be created at.
- Step 2: Click *Add ObjectType* in the ContextMenu.
- Step 3: Enter a *Name* for the new ObjectType and a *NodeId*, if not auto generated.
- Step 4: click *Create ObjectType*.

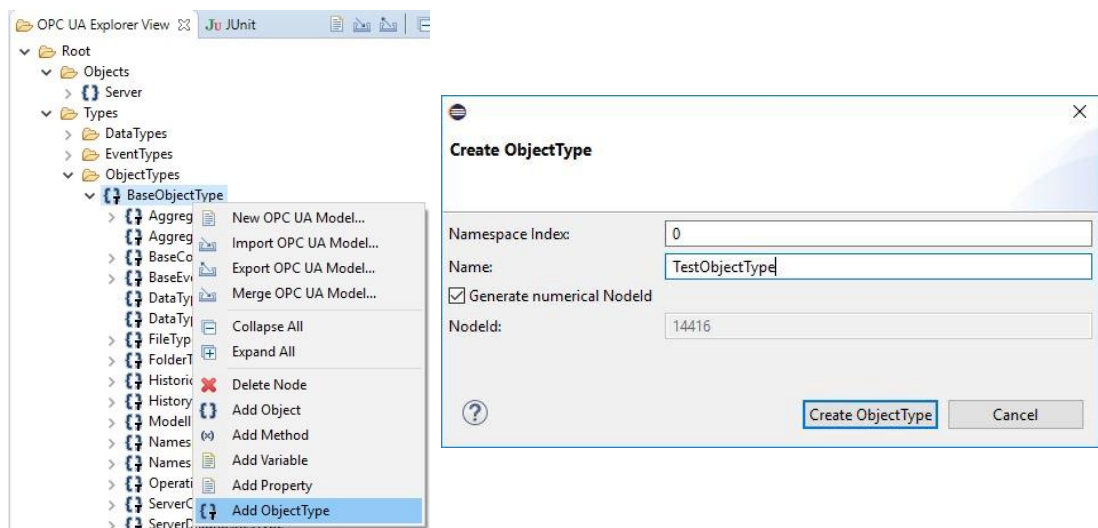


Figure 1.5: Creating a new ObjectType

## Adding Nodes to an instance or a type

- Step 1: Right Click on the Node in the *OPC UA Explorer View* where the new Node should be created at.
- Step 2: Select the type of node that should be created (e.g. *Add Variable*).
- Step 3: Enter the required data (e.g. *Variable Name* and *Variable Type*) and click the Create-Button (e.g. *Create Variable*).

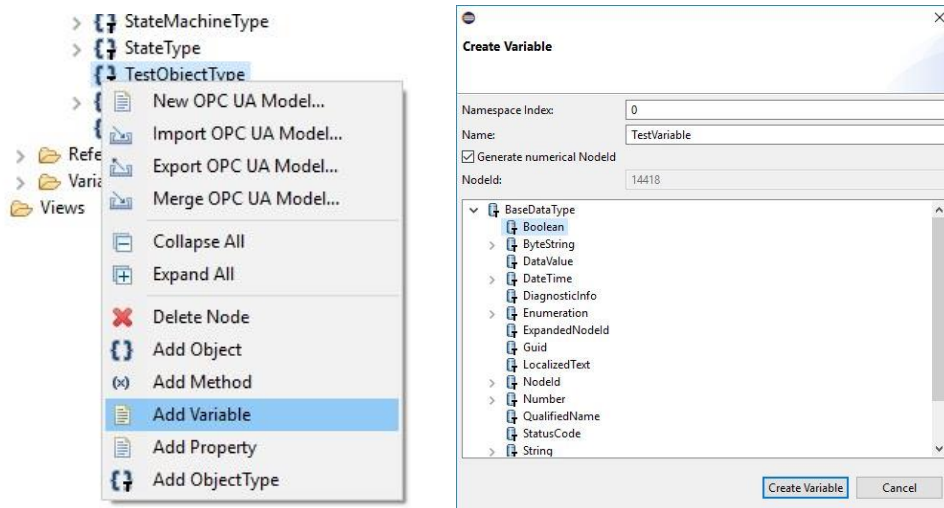


Figure 1.6: Adding Nodes to an instance or type

## Creating an Object instance node from an ObjectType

- Step 1: Right Click on the Node in the *OPC UA Explorer View* where the new Object instance node should be created at.
- Step 2: Click on *Add Object* in the context menu.
- Step 3: Enter a *Name* for the new Object node.
- Step 4: Select the *ObjectType* for the new Object node and click *Create Object*.

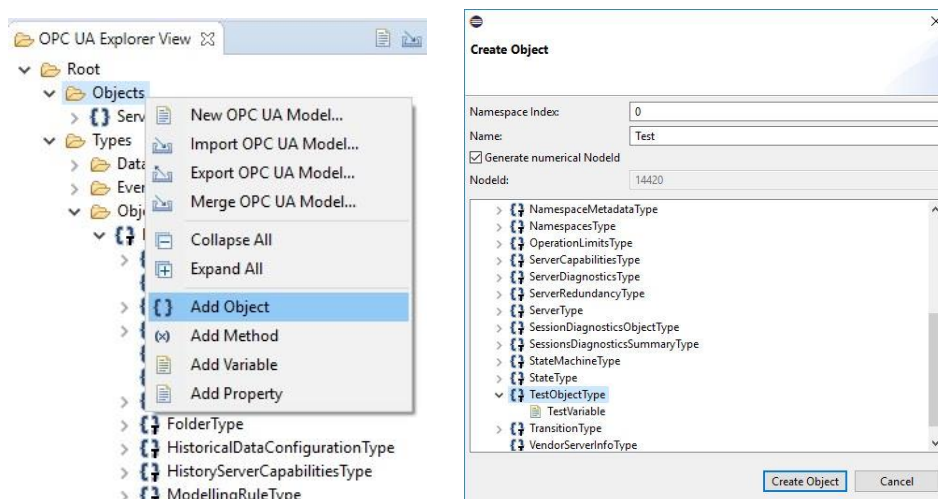


Figure 1.7: Creating an Object instance node from an ObjectType

## Deleting a node

- Step 1: Right Click on the Node in the *OPC UA Explorer View* that should be deleted.  
 Step 2: Click on *Delete Node* in the context menu.

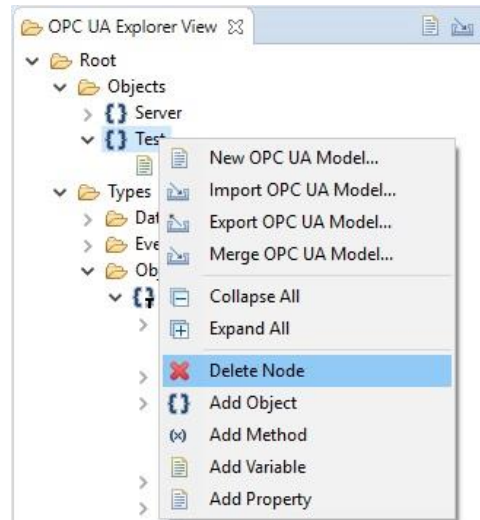


Figure 1.8: Deleting a Node

## Merging an OPC UA model from an XML file into the current project.

- Step 1: Right Click in the *OPC UA Explorer View* and click on *Merge OPC UA Model...*  
 Step 2: Enter the *Location of the XML file* and click *Finish*.

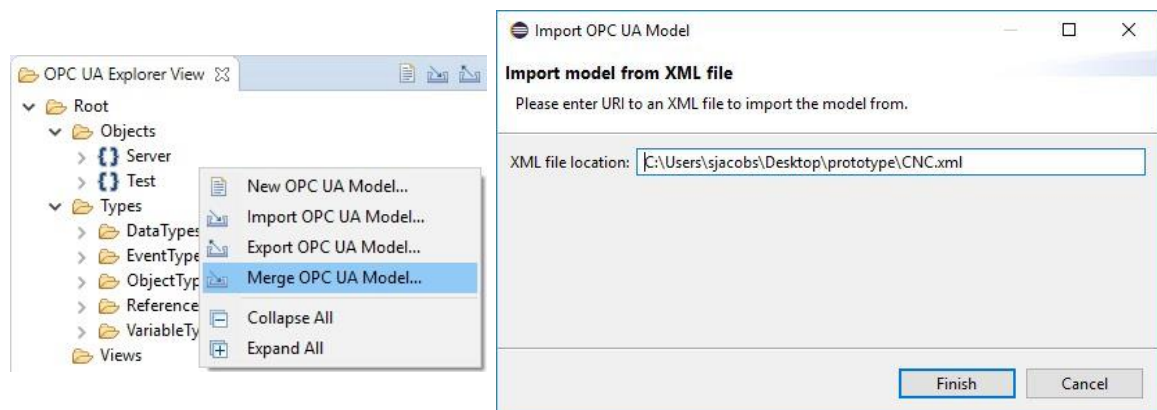


Figure 1.9: Merging an OPC UA model from an XML file into the current project

## Changing an attribute of a node

Step 1: Click on the node in the *OPC UA Explorer View*.

Step 2: Double Click on the attribute that should be changed in the *OPC UA Attribute View*.

Step 3: Enter the new value for the attribute

Step 4: Click *Enter*.

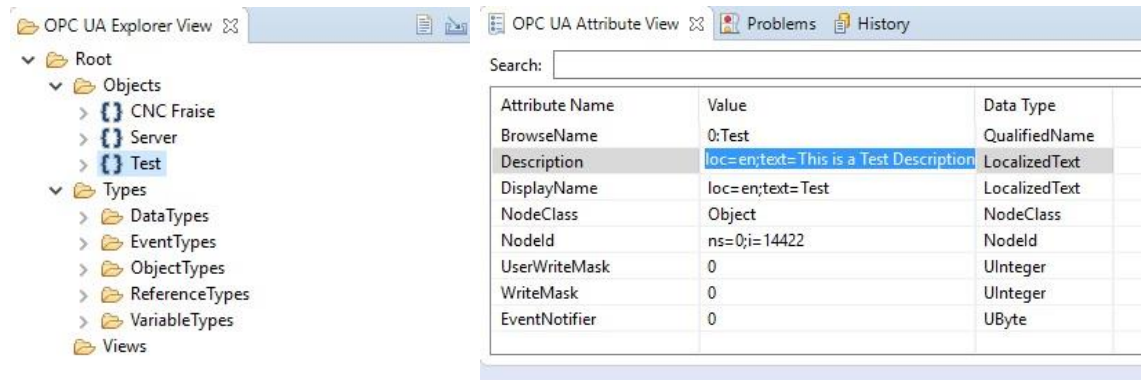


Figure 1.10: Changing an attribute of a node