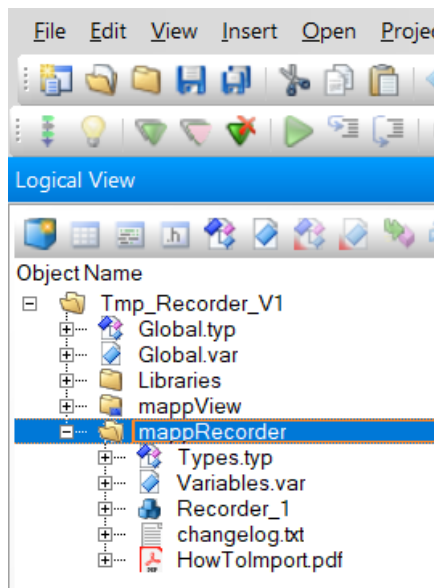


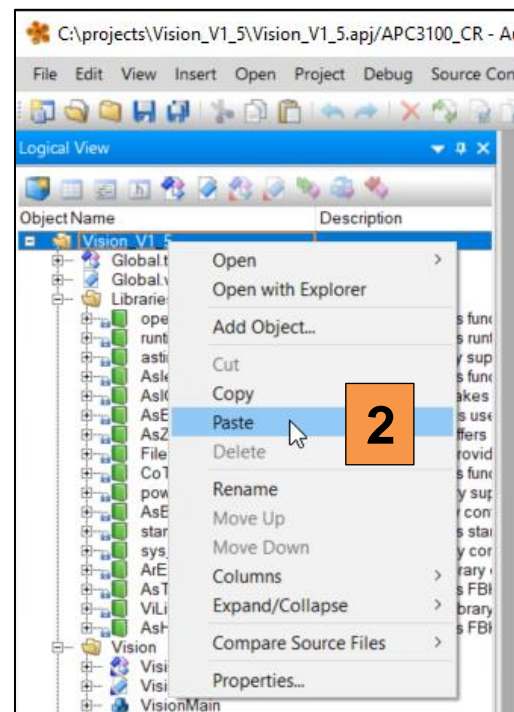
This guide shows how to import the demo project into an existing project. The screenshots can look slightly different depending on the version used.

Open the demo project and the exiting project side by side. Go to the logical view in both projects.

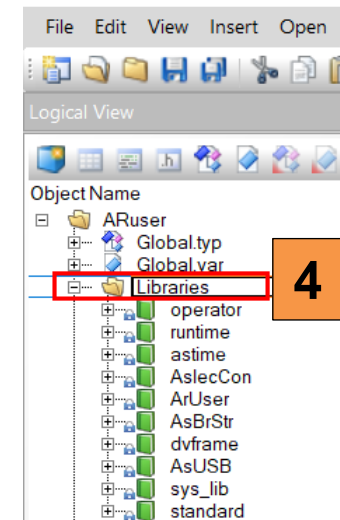
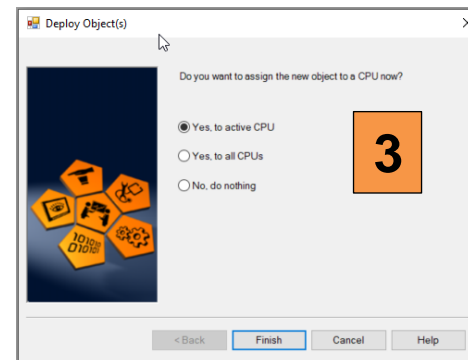
1. Copy the package “mappRecorder” from the demo project
2. Paste the task into the existing project at the top
3. Assign the new task to the CPU
4. Make sure that the B&R libraries **AsHttp**, **AsMem**, **FileIO**, **ArBrStr**, **ArBrWStr**, **AsIODiag** and **sys\_lib** are in the existing project, add the libraries if necessary.



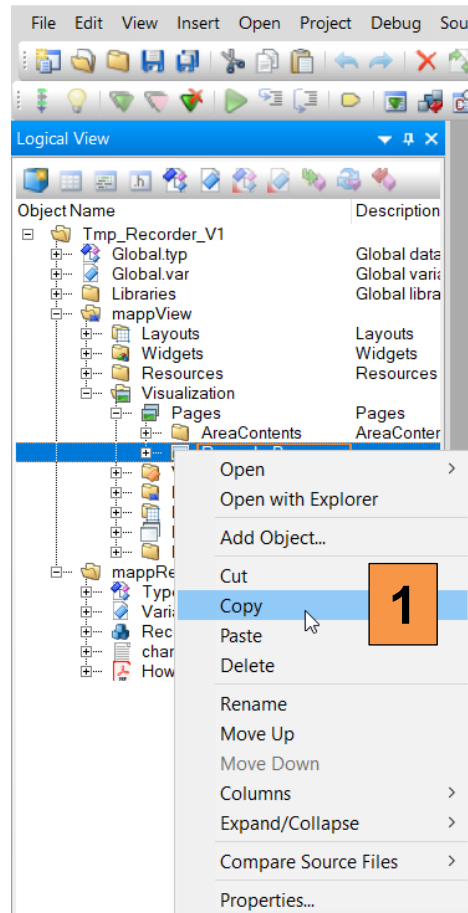
ArDemo Project



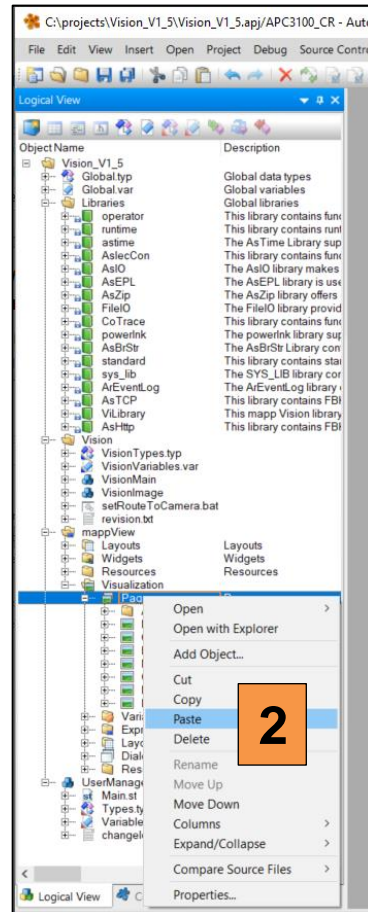
Existing Project



1. Open the mappView tree in the demo project and navigate to **RecorderPage**, right click and copy it
2. In the existing project paste the page onto pages
3. Assign the new task to the CPU



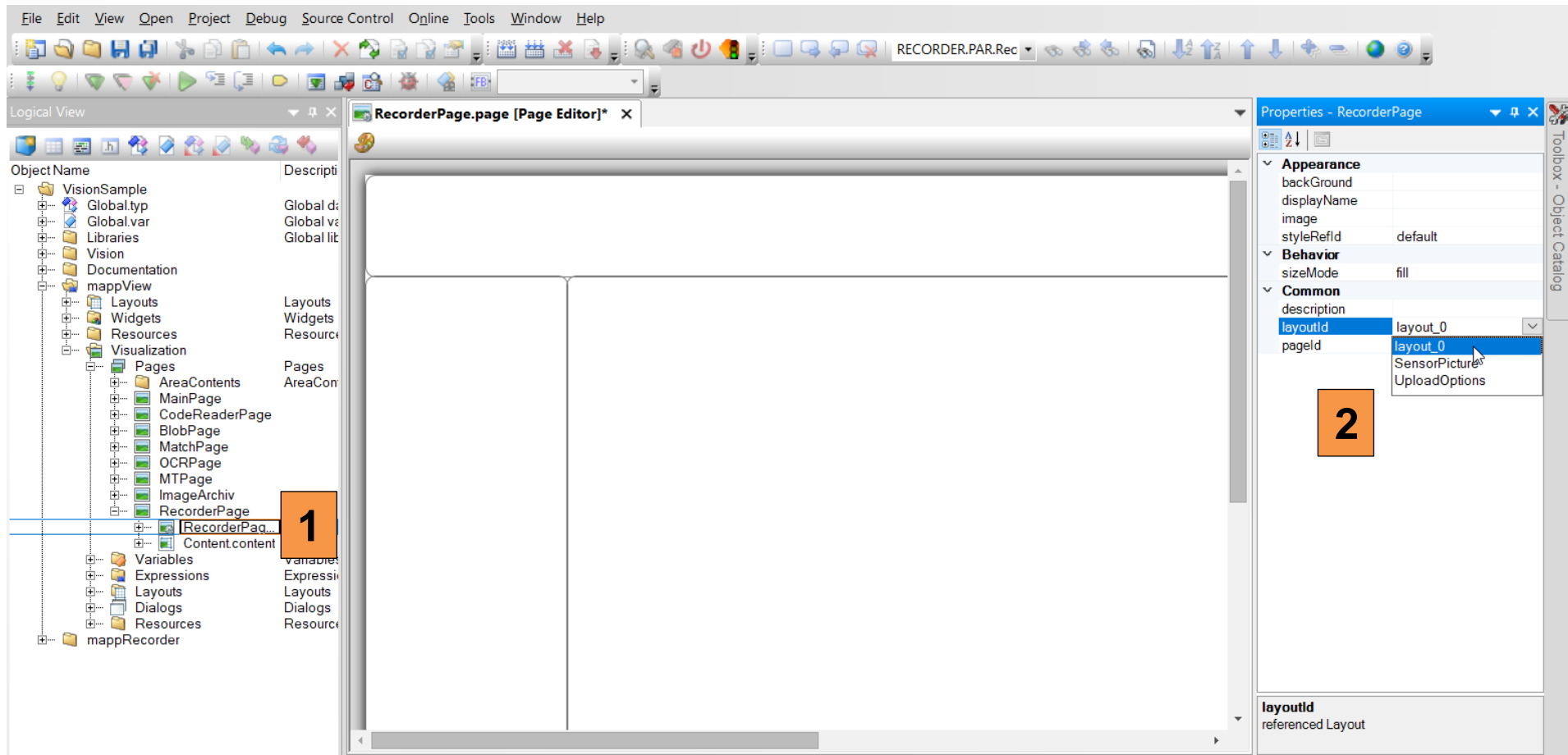
ArDemo Project



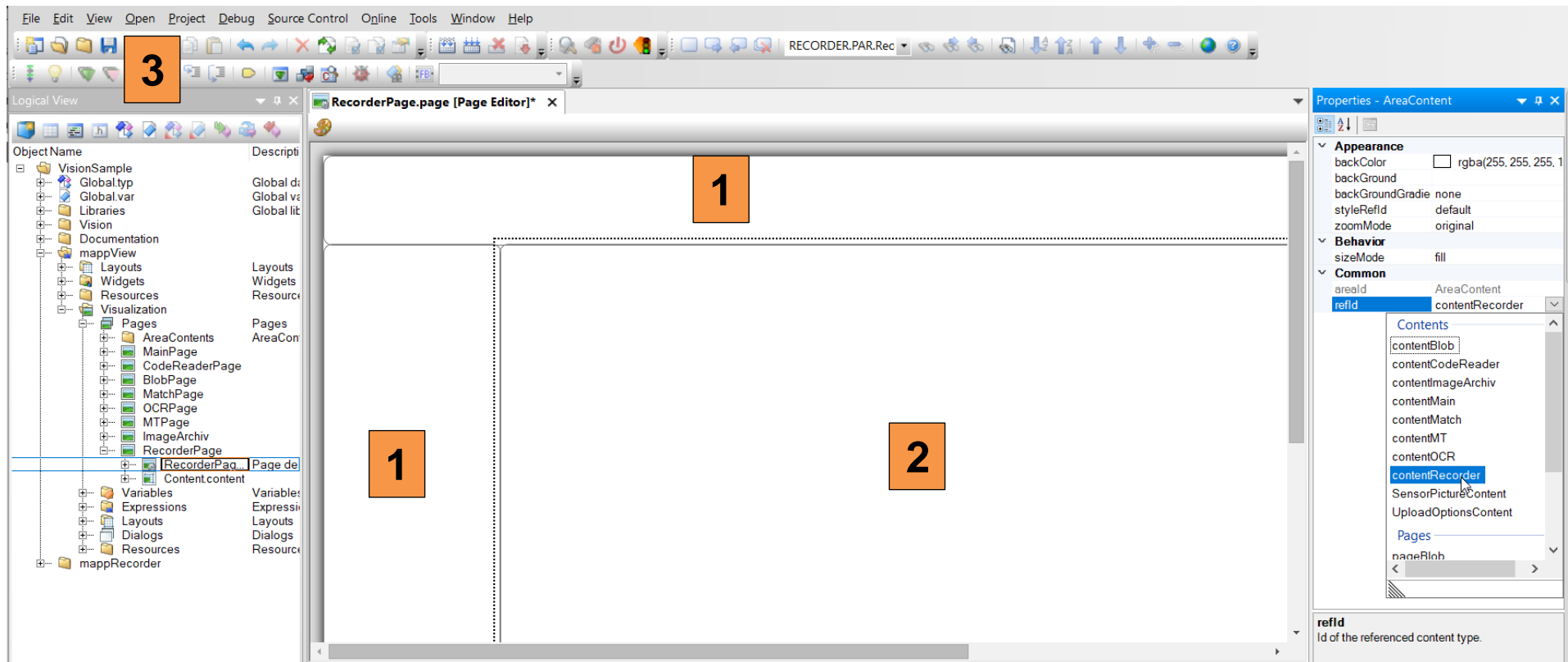
Existing Project



1. Expand the new page and double click on **RecorderPage.page**
2. Select the default layout for the existing project the properties window

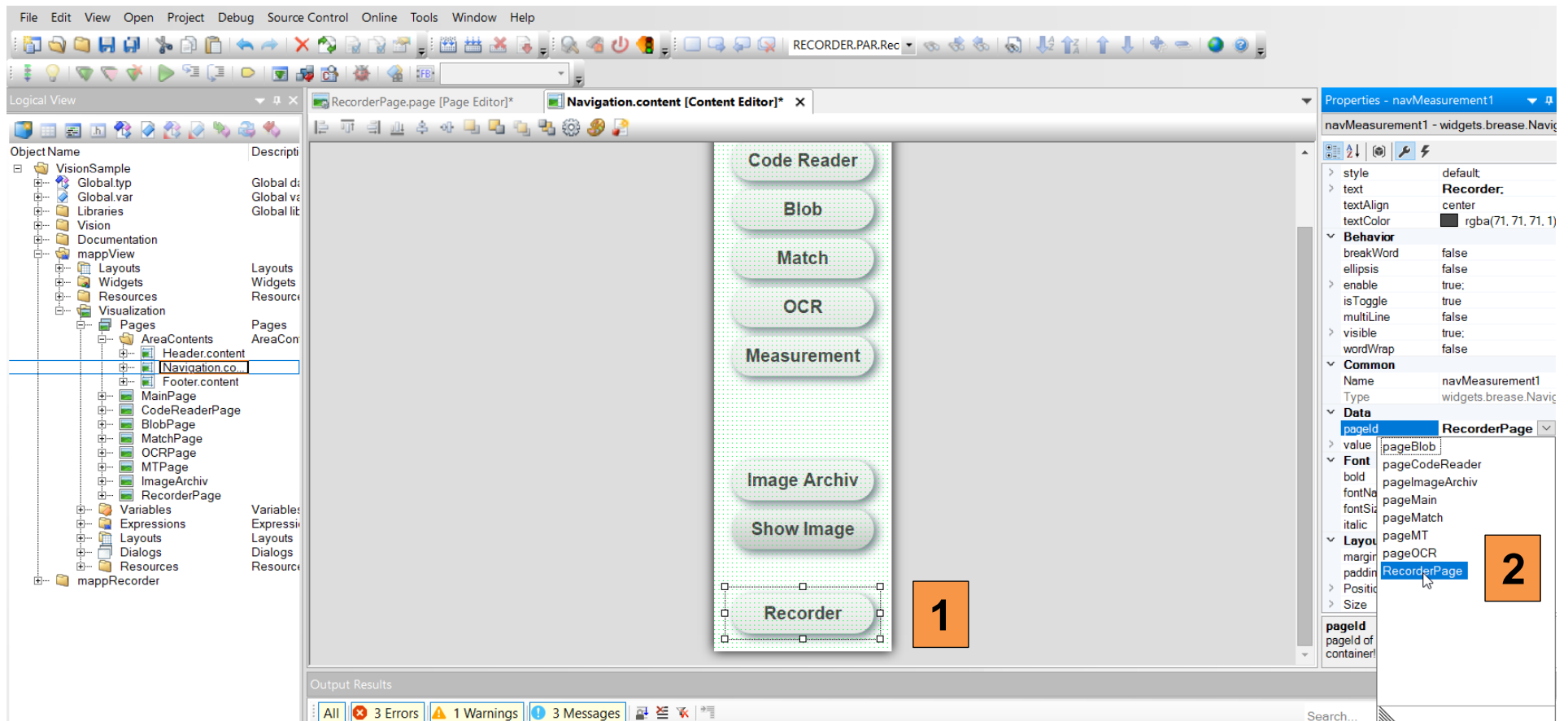


1. Once the default layout is set in the existing project click each section and make sure that correct content is selected
2. Select **contentRecorder** for the main section
3. Save the project

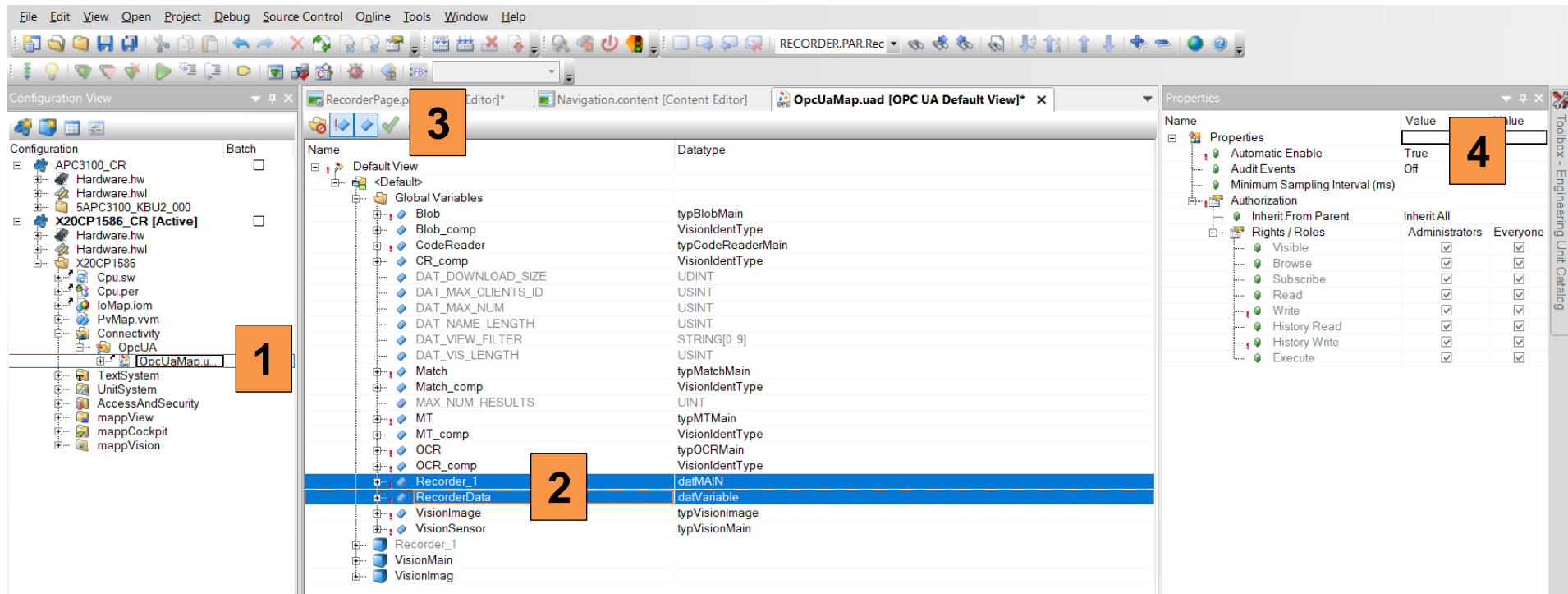


1

1. If the existing project uses a navigation bar add a new button that points to the new recorder page
2. Assign the recipe page to the new navigation button



1. Open the configuration view in the existing project and open the OPC configuration
2. Select the global variable "Recorder\_01" and "RecorderData",  
**if the variables does not show up, save and compile the project, then reopen the window**
3. Enable the variables with green checkmark
4. Set "Automatic Enable" to true in the properties window



1. Select the variable **Recorder\_01.VIS**
2. Set “Show array elements” to true

The screenshot shows the B&R Studio IDE with the following components:

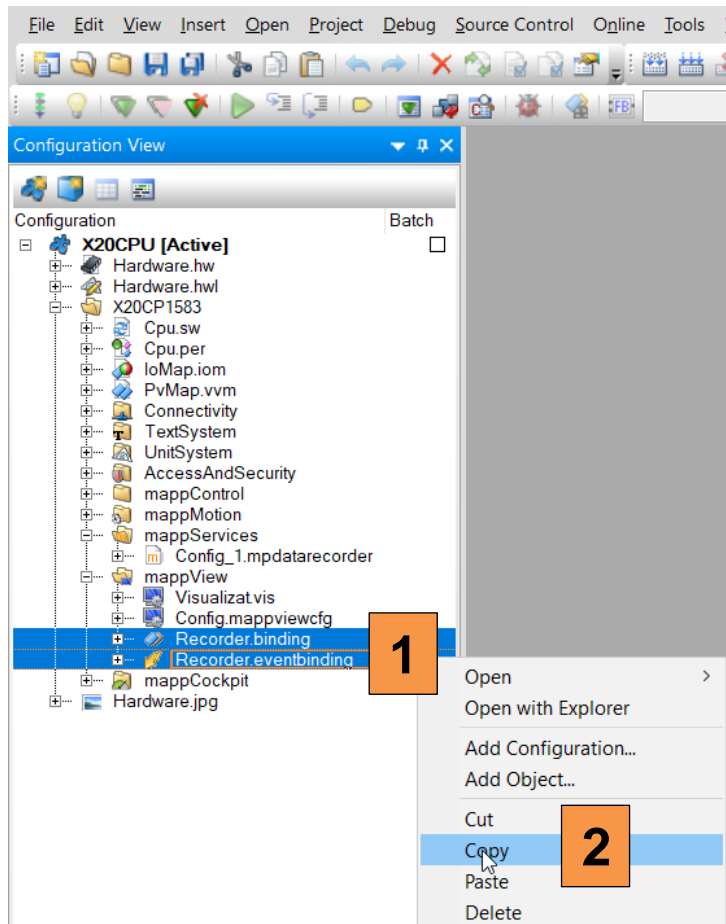
- Configuration View (Left):** A tree view showing the project structure. The 'OpcUaMap.uad' file is selected under the 'OpcUA' folder.
- Central Editor:** A table listing variables and their datatypes. The 'VIS' variable is highlighted with an orange box labeled '1'.
 

Name	Datatype
Default View	
<Default>	
Global Variables	
Blob	typBlobMain
Blob_comp	VisionIdentType
CodeReader	typCodeReaderMain
CR_comp	VisionIdentType
DAT_DOWNLOAD_SIZE	UDINT
DAT_MAX_CLIENTS_ID	USINT
DAT_MAX_NUM	USINT
DAT_NAME_LENGTH	USINT
DAT_VIEW_FILTER	STRING[0..9]
DAT_VIS_LENGTH	USINT
Match	typMatchMain
Match_comp	VisionIdentType
MAX_NUM_RESULTS	UINT
MT	typMTMain
MT_comp	VisionIdentType
OCR	typOCRMain
OCR_comp	VisionIdentType
Recorder_1	datMAIN
CMD	datCMD
PAR	datPAR
DAT	datDAT
<b>VIS</b>	<b>datVIS[0..DAT_MAX_CLIENTS_ID]</b>
ERR	datERR
RecorderData	datVariable
VisionImage	typVisionImage
VisionSensor	typVisionMain
- Properties - VIS (Right):** A panel showing the properties of the selected 'VIS' variable. The 'Show array elements' property is set to 'True' and is highlighted with an orange box labeled '2'.
 

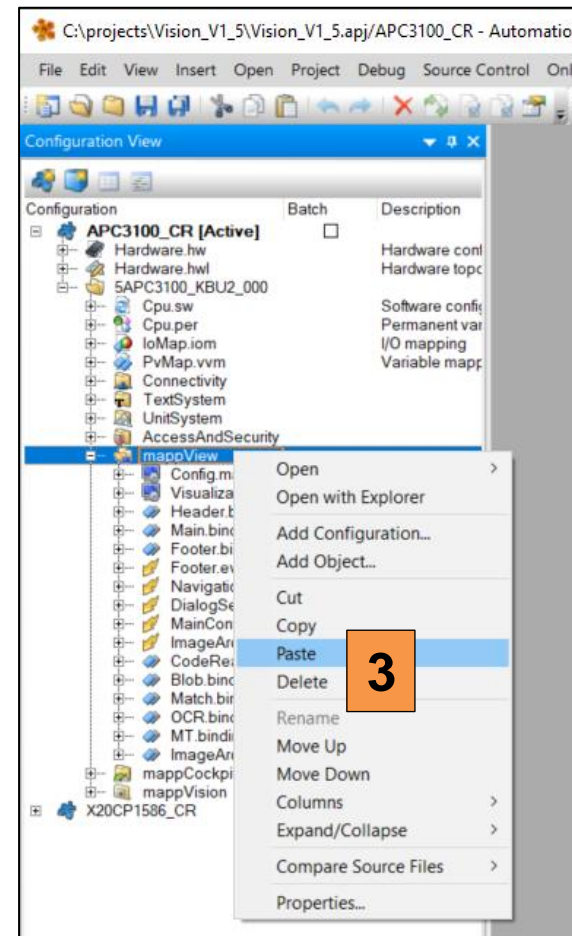
Name	Value
Show array elements	True
Audit Events	Off
Minimum Sampling Interval (ms)	
Authorization	
Inherit From Parent	Inherit All
Rights / Roles	Administrators Everyone
Visible	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Browse	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Subscribe	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Read	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Write	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
History Read	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
History Write	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Execute	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/>



1. Expand the section mappView in the existing project and select all files ending with “binding” and “eventbinding”
2. Right click and copy the files
3. Paste the files in the existing project under mappView



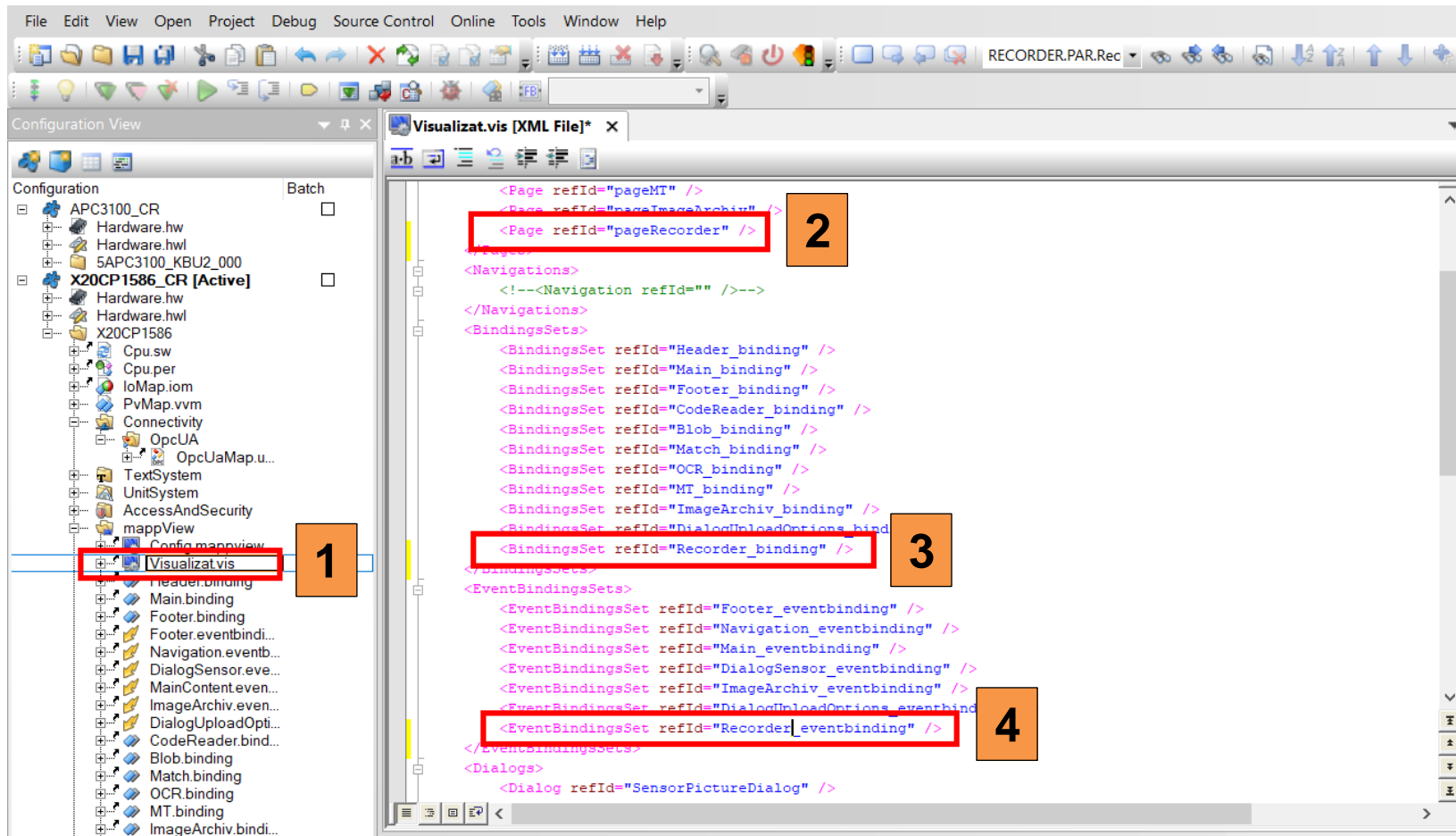
ArDemo Project



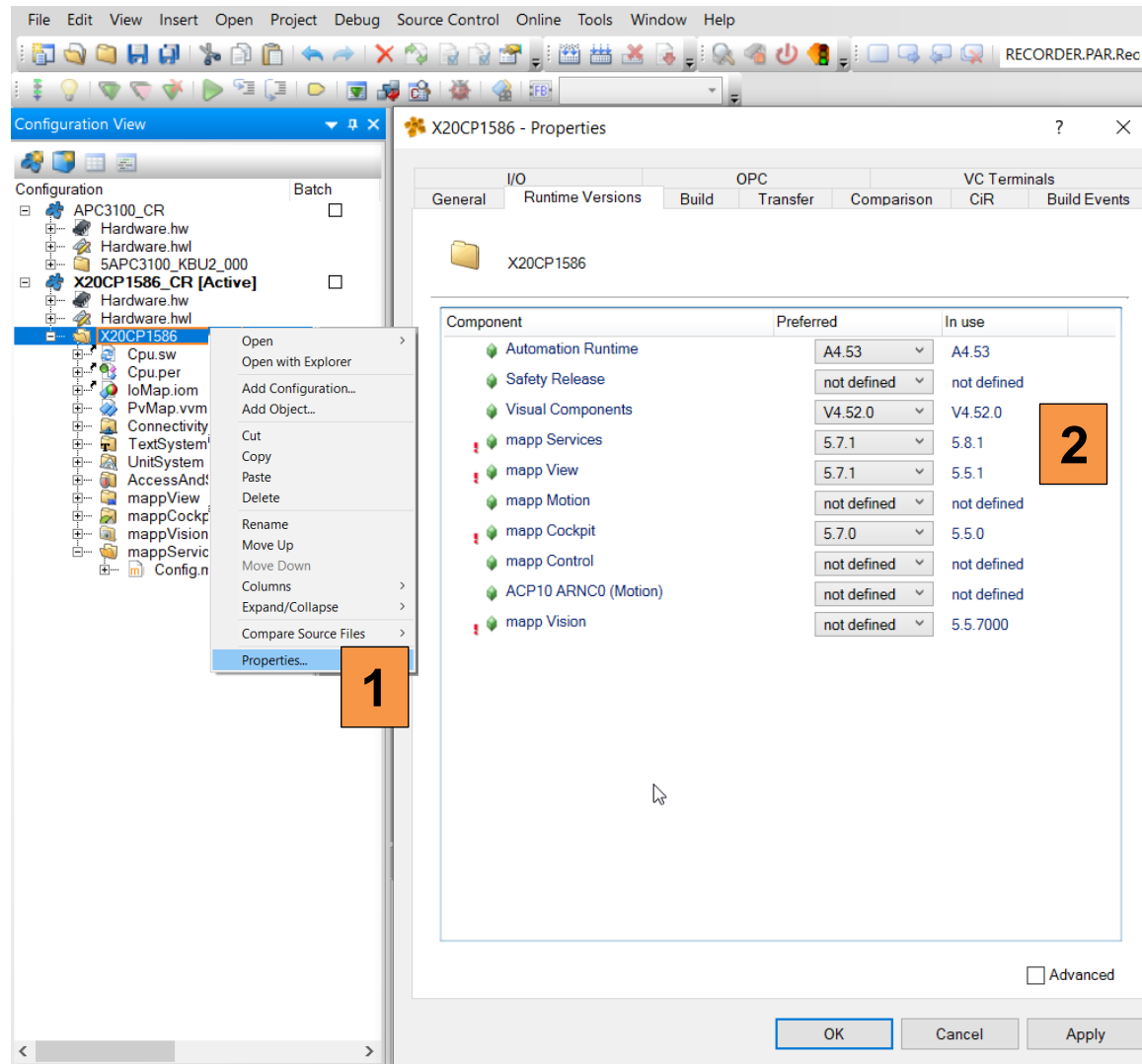
Existing Project



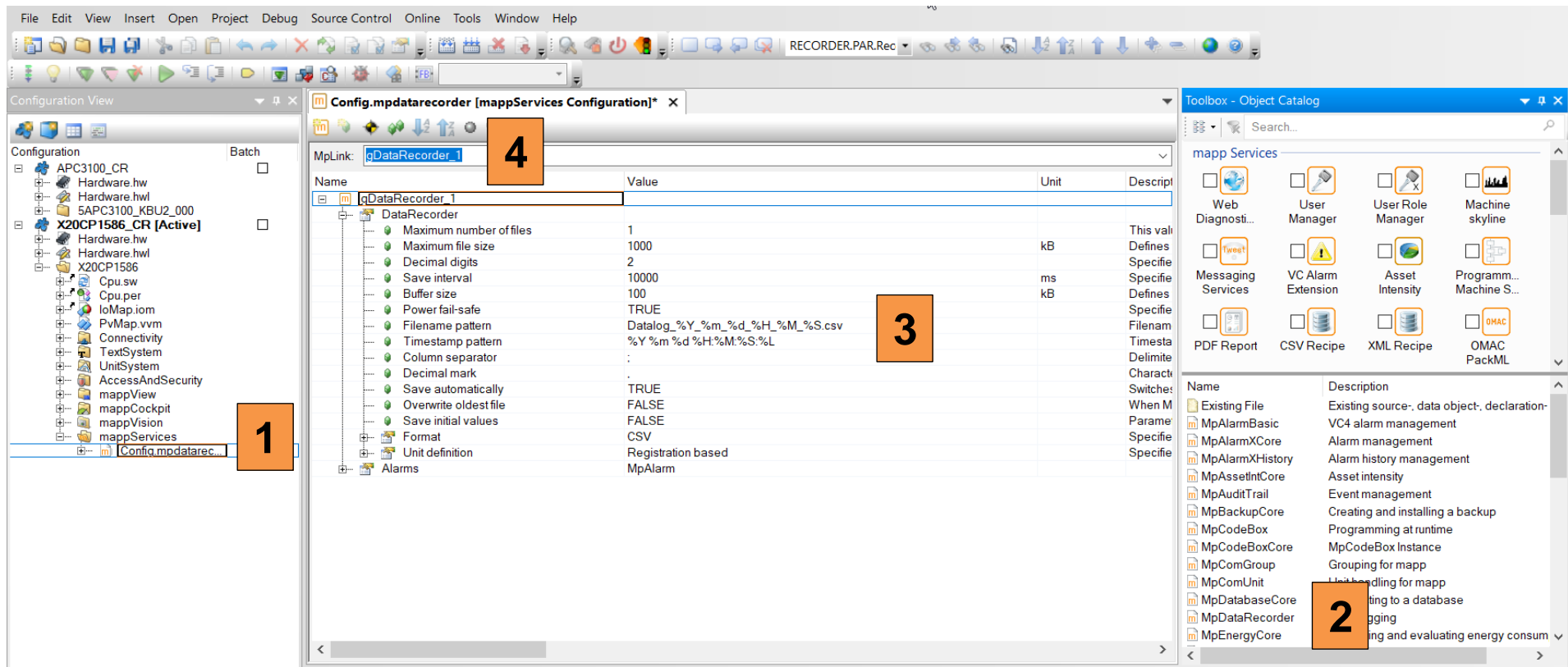
1. In the existing project open the file "Visualizat.vis"
2. Add the RecorderPage in the section pages
3. Add the Recorder\_binding in the section binding sets
4. Add the Recorder\_eventbinding in the section EventBindingSets



1. Right click on the CPU configuration and select properties
2. Make sure that a mappServices version is selected



3. Select the mappServices folder in the configuration view, if it does not exist, add the folder from the toolbox
4. Select "MpDataRecorder" from the toolbox
5. Open the configuration and adjust the settings to your needs
6. Rename the MpLink to "gDataRecorder\_1" for CSV



1. Switch to the physical view and open the CPU configuration
  2. Make sure "Minimum user partition size" is larger than 0.
  3. Define a file device "RECORDER\_DEVICE" and point it to the user partition "F:/"
- Define a file device "SIM\_DEVICE" and point it to the user partition "C:/Temp" or "C:/" for simulation mode.

The screenshot shows the X20CP1586 configuration tool. The 'Physical View' on the left lists the components of the X20CP1586, with the 'X20CP1586' component selected (indicated by a red box with the number 1). The 'Configuration' tab on the right shows the configuration parameters for the selected component. The 'Minimum user partition size' is set to 400 (indicated by a red box with the number 2). Under the 'File devices' section, two file devices are defined: 'File device 1' with Name 'RECORDER\_DEVICE' and Path 'F:\' (indicated by a red box with the number 3), and 'File device 2' with Name 'SIM\_DEVICE' and Path 'C:\Temp'.

Name	Value
Configuration ID	Vision_Sample
Configuration version	1.0.0
Module system on target	
Minimum user partition size	400
Automatic transfer of userfiles	off
Module system on target	SAFE
Simulation	
Memory configuration	
System	
Reboot	
Communication	
Timing	
Resources	
File devices	
File device 1	
Name	RECORDER_DEVICE
Path	F:\
File device 2	
Name	SIM_DEVICE
Path	C:\Temp
File device 3	
Name	
Path	

## Optional

1. To change the recipe data from the sample values to the “real” data open the Types.typ file in the mappRecorder package
2. Remove the sample variables under recVariables and add the new variables that should be included in the recipe.

The screenshot shows the Siemens SIMATIC Manager software interface. The left pane displays the project tree with the following structure:

- VisionSample
  - Global.typ
  - Global.var
  - Libraries
  - Vision
  - Documentation
  - mappView
  - mappRecorder
    - Types.typ** (selected)
    - datCMD
    - datDAT
    - datERR
    - datMAIN
    - datPAR
    - datSTATE
    - datVariable
    - datVIS
    - Variables.var
    - Recorder\_1
    - changelog.txt
    - HowToImport.pdf

The main pane displays the 'mappRecorder::Types.typ [Data Type Declaration]' file. The table below represents the content of this file:

Name	Type	& Reference	Replicable	Value
<b>Global enumerations</b>				
datSTATE				
<b>Global structure</b>				
datERR			<input checked="" type="checkbox"/>	
datCMD			<input checked="" type="checkbox"/>	
datPAR			<input checked="" type="checkbox"/>	
datDAT			<input checked="" type="checkbox"/>	
datVIS			<input checked="" type="checkbox"/>	
datMAIN			<input checked="" type="checkbox"/>	
<b>Structure that contains the recorder variables</b>				
datVariable			<input checked="" type="checkbox"/>	
Temperature1	INT	<input type="checkbox"/>	<input checked="" type="checkbox"/>	11
Temperature2	INT	<input type="checkbox"/>	<input checked="" type="checkbox"/>	22
MotorSpeed	DINT	<input type="checkbox"/>	<input checked="" type="checkbox"/>	33
Position	REAL	<input type="checkbox"/>	<input checked="" type="checkbox"/>	44.55