

COMBIVIS Studio HMI 4.0



Lesson 3

First objects



You will learn in this lesson...

Goal:

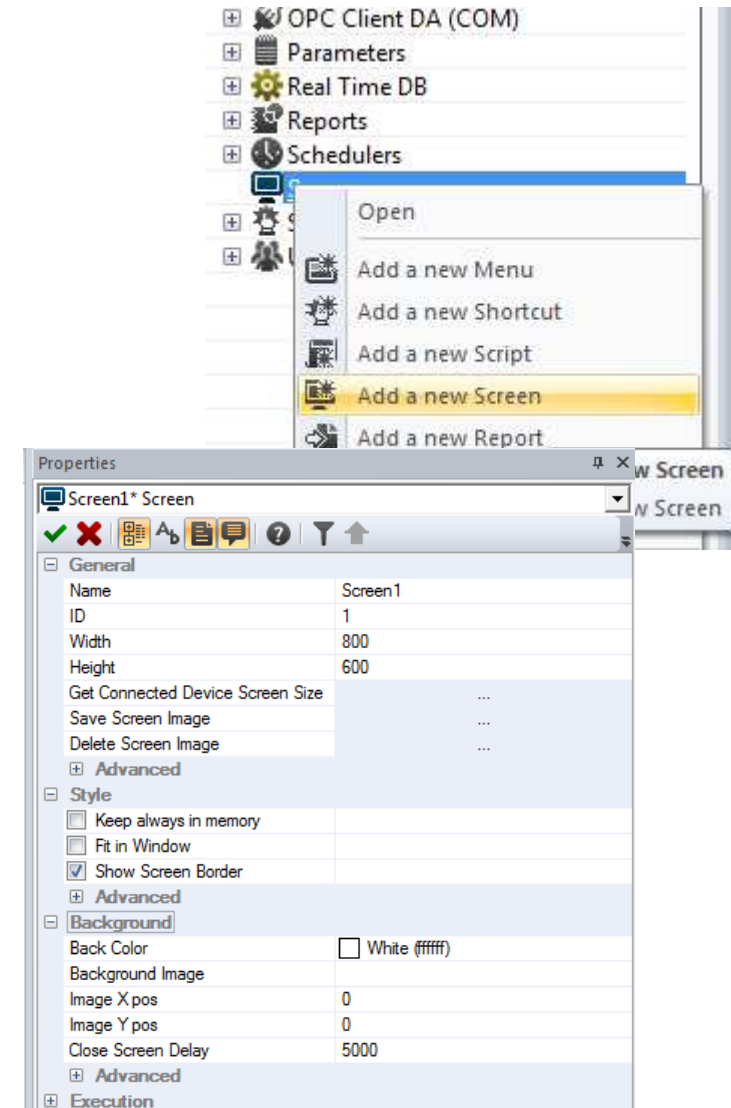
- Creating of:
 - Screens
 - Variables
 - Switches
 - LEDs/ Round lights
 - Numeric pad
- Connection of variables and objects
- Edit properties of objects

Creating a screen



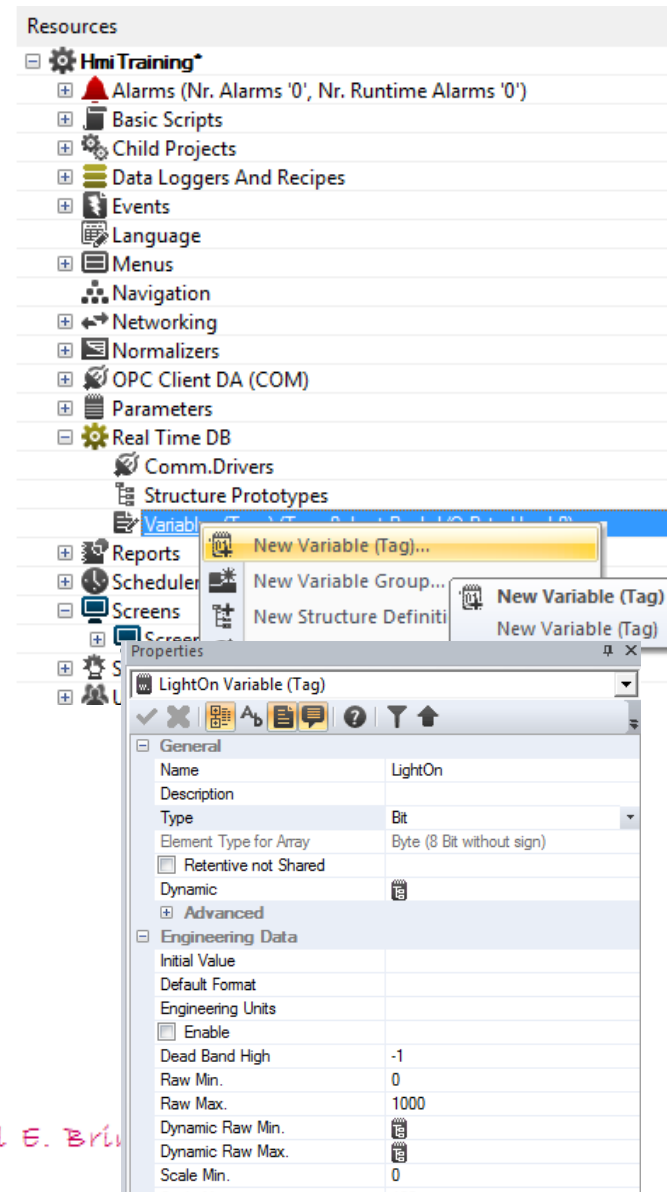
- All objects will be embedded in screens
- Following settings can be made in the properties of screens:
 - Resolution
 - Screen-ID
 - Background-image or - color
 - Automatic resizing of screens
 - And many more...

Tipp: For a faster loading of screens, the function „keep always in memory“ can be activated. Also the „Pre-load screens“ must be activated to enable this function.



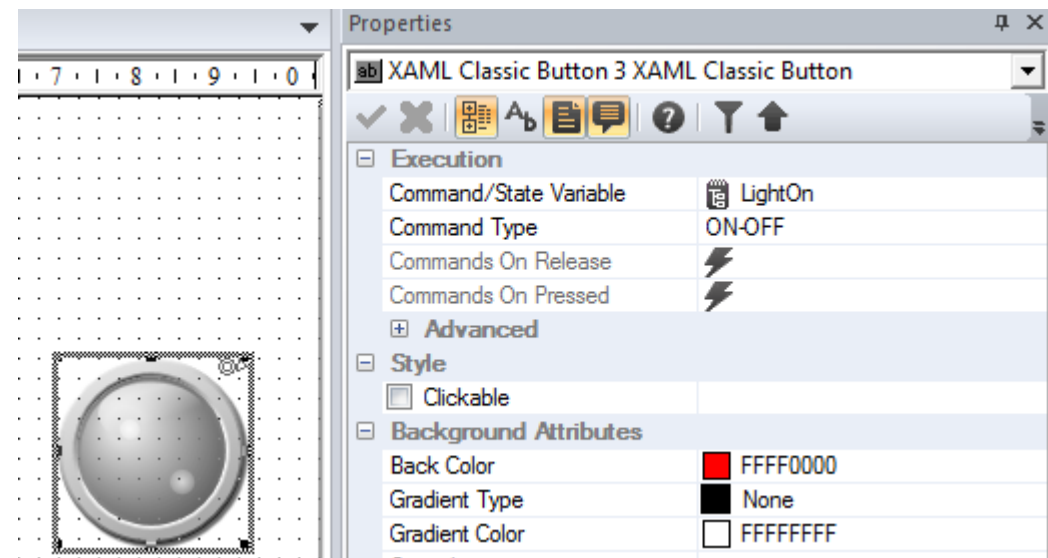
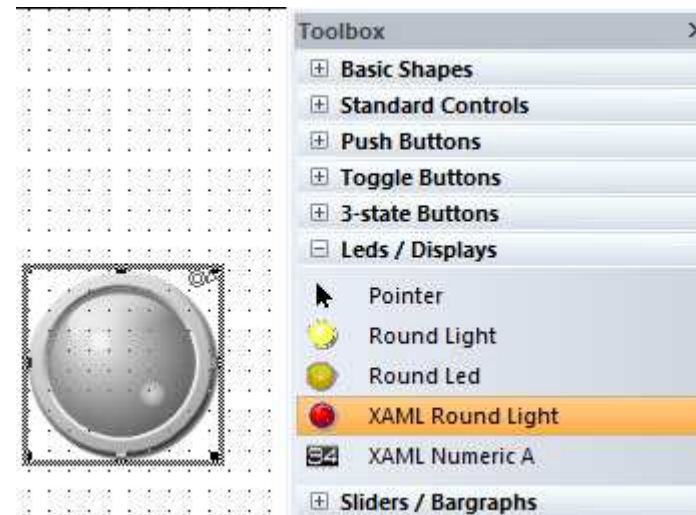
Create variables

- All variables are placed in the „Real Time DB“
- Add a new variable via right-click on „Variables“ and „New Variable (Tag)...“
- Following properties can be changed:
 - Name
 - Type
 - Initial Value
 - Default-Format
 - Engineering Unit
 - And many more....
- If the variable should be used in a script the option „IntelliSense“ has to be enabled



Add objects

- You can add objects via drag&drop out of the Toolbox (default: right side of the screen).
- The Toolbox contains both standard-elements (Switches, lights, texts, etc.) and complex objects (Datalogger, Alarm manager,...)
- A lot of objects will be offered as XAML-objects
- Double click to open the properties



Supported graphics:

Win32: basic / gradient / XAML / 3D

WinCE7: basic / XAML

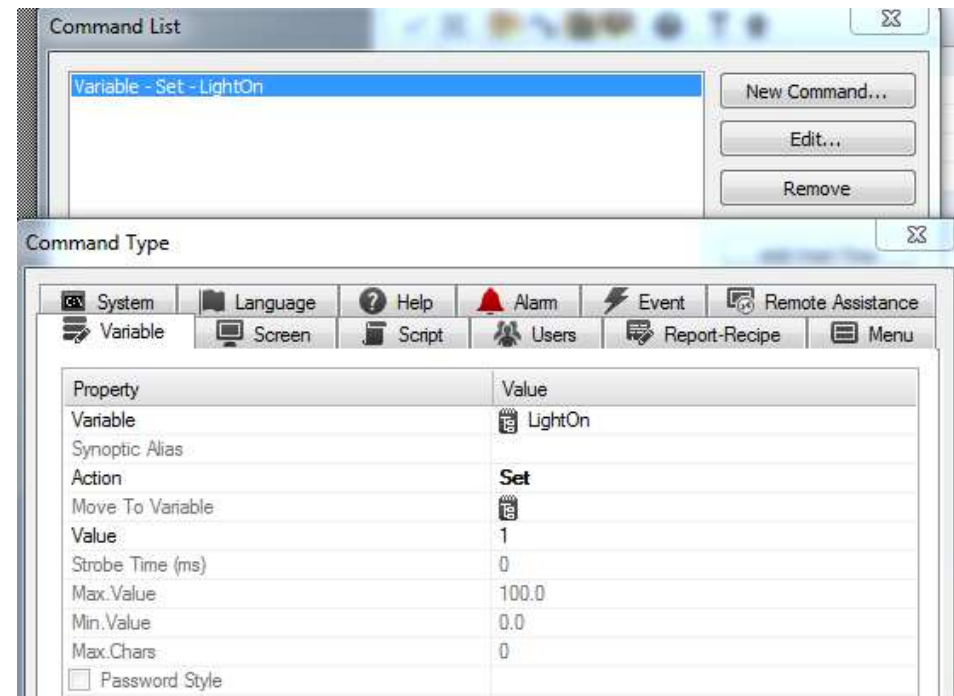
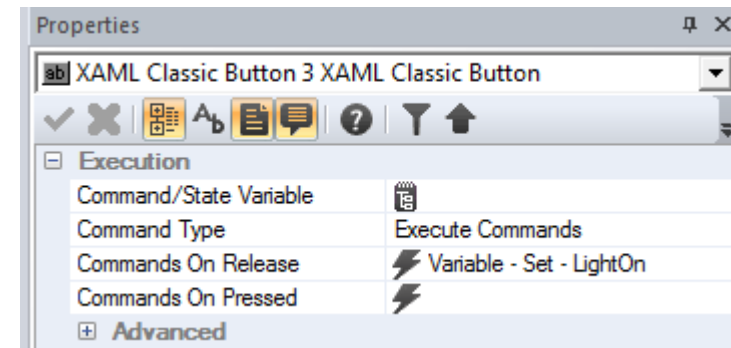
WinCE6: basic

KEB recommends the XAML objects for a better visual effect.



Edit object-properties

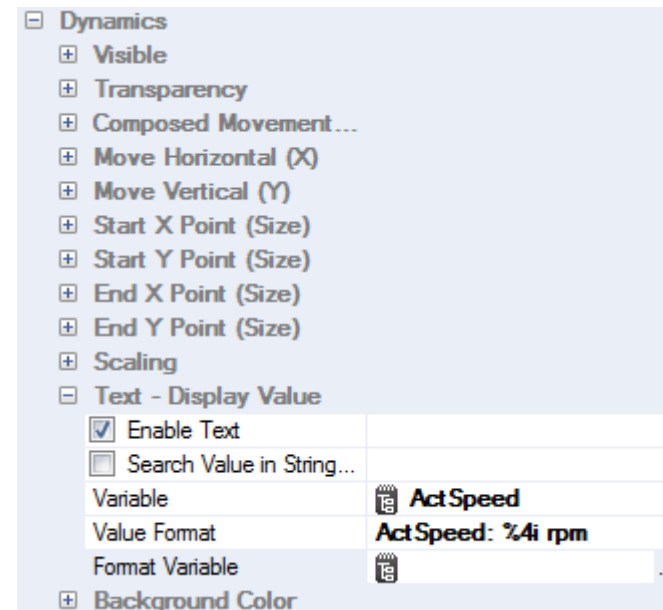
- Every object get the command list, besides the basic properties
- Following command can be used:
 - Set a variable to a value
 - Increment / decrement a variable
 - Open the numeric pad to input a value
 - Jump to the next screen
 - Start a script
 - Open user-management
 - Select a language
 - Stop the projects
 - And many more ...
- It's also possible to add multiple commands to one list



Insert variables to a text



- Go to the properties of an object „Dynamics > Text – Display Value“
- Insert the text and variable with placeholder
- %i for Integer, %f for Floating Point, %s for Strings



Group objects

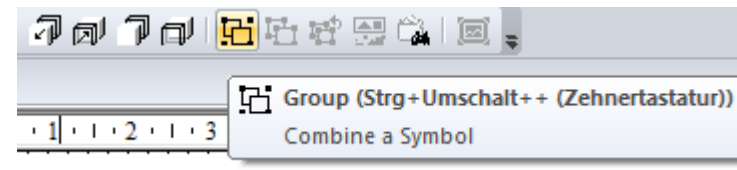


- It's possible to group multiple objects to one Head-object
- The drag & drop function is also available with grouped objects
- The group got the own properties (e.g. it's possible to move the whole group...)
- To separate the properties of the sub-object use: Ctrl + left mouse click

- Mark objects:



- Group:



Practice

Create a new Screen (**Screen1**) with following objects:

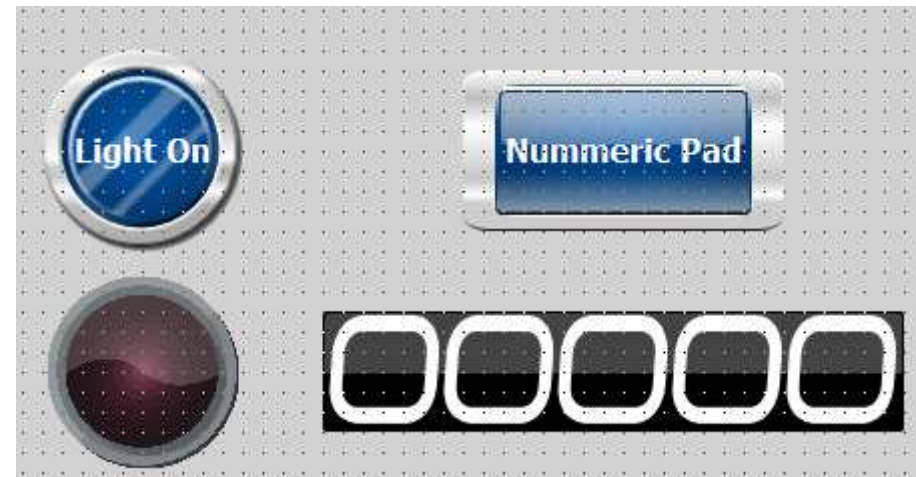
- XAML Round Light
- XAML Numeric A
- 2 x Round or Square XAML Buttons

Functions:

Connect the button and the Light („**LightOn**“, Bit)

The second button shall open a numeric pad, which influences a value.

This value („**Counter**“, Word) shall be displayed in the numeric display-object.



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✓ Lesson 3

..go on with lesson 4 – Test & upload
of projects