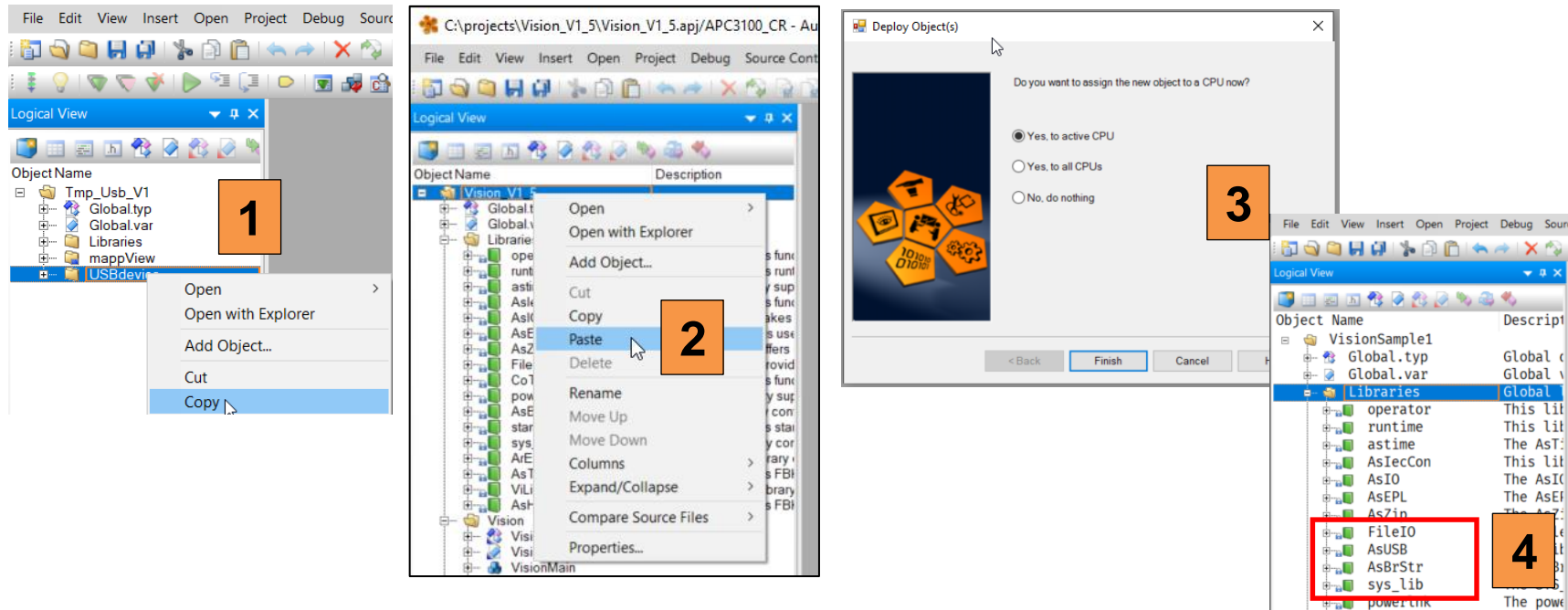


## This guide shows how to import the demo project into an existing project

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

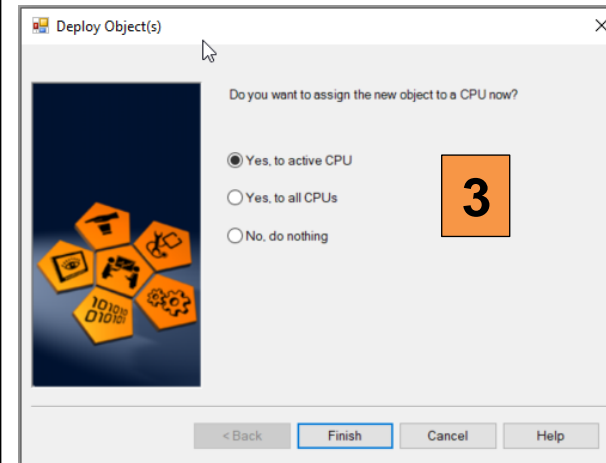
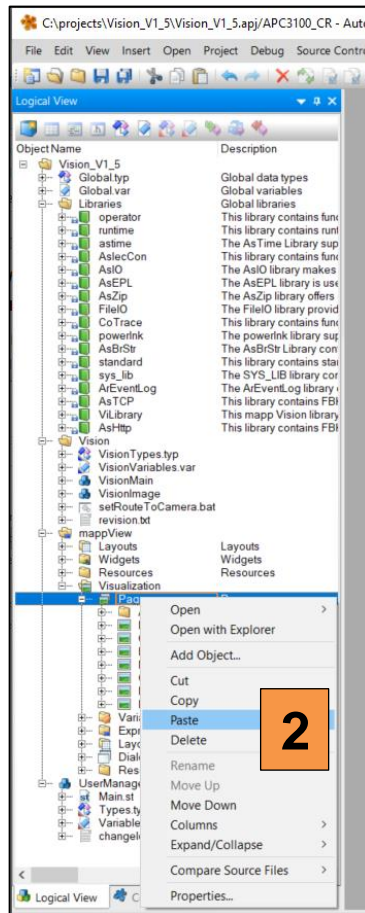
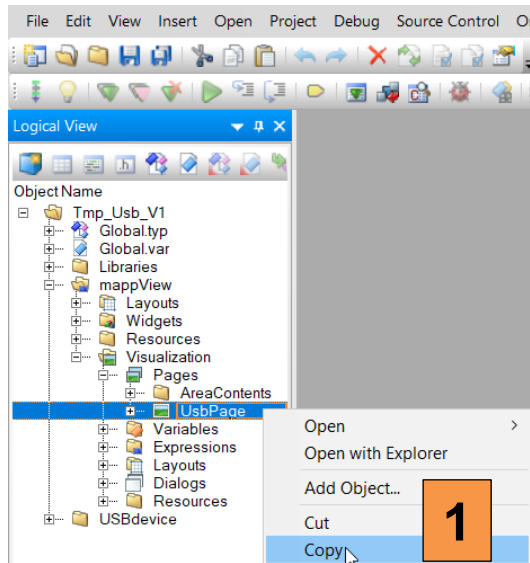
1. Copy the package USBdevice from the demo project
2. Paste the packages into the existing project at the top
3. Assign the new task to the CPU
4. Make sure that the B&R libraries AsUSB, AsUSB, SysLib and FileIO are in the existing project, add the libraries if needed.



ArDemo Project

Existing Project

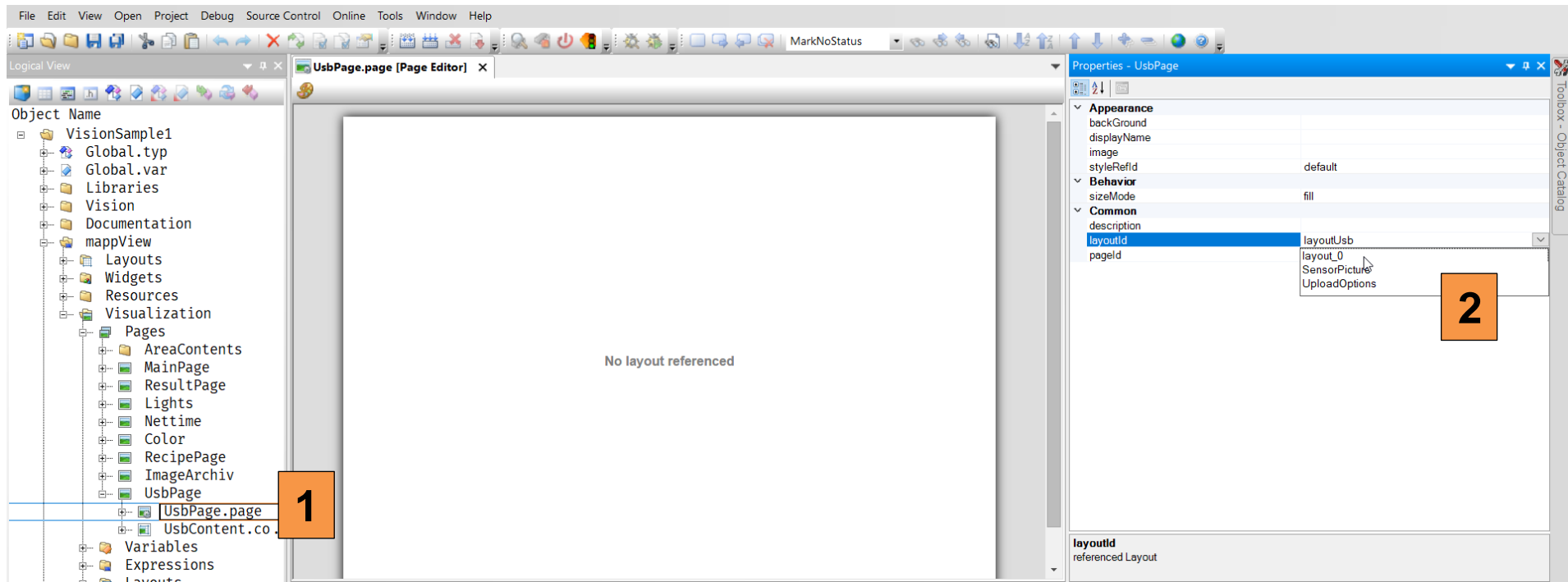
1. Open the mappView tree in the demo project and navigate to UsbPage, right click and copy it
2. In the existing project paste the page onto pages
3. Assign the new task to the CPU



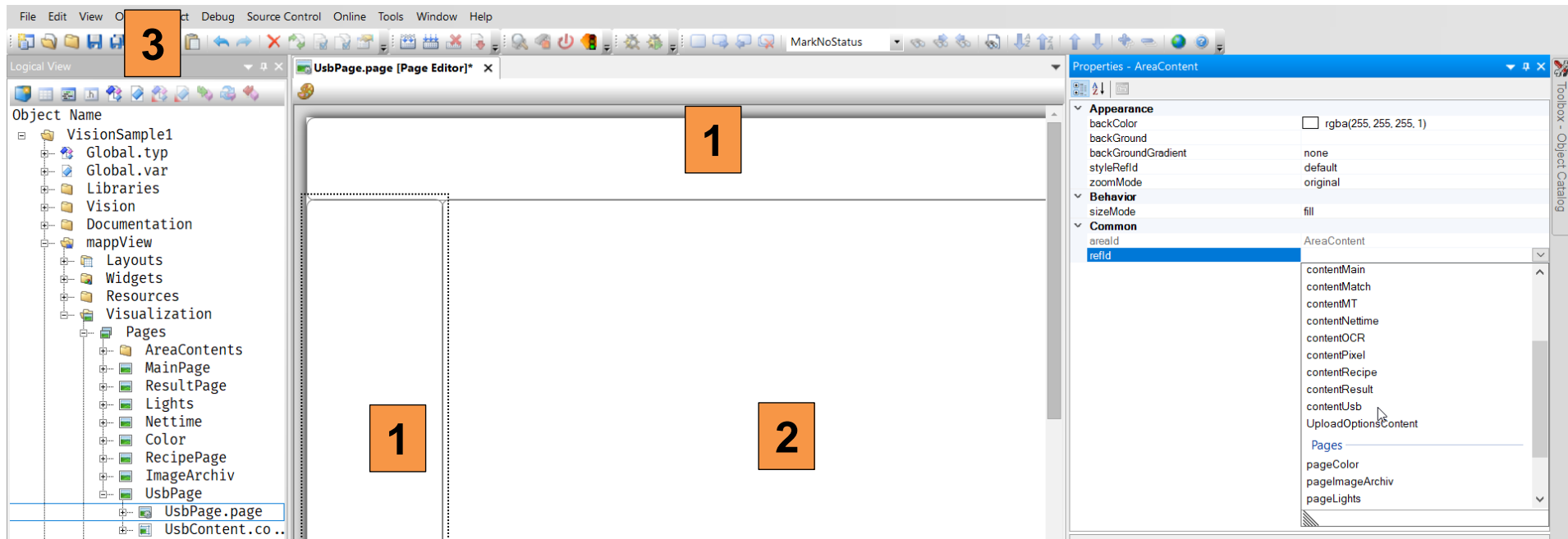
ArDemo Project

Existing Project

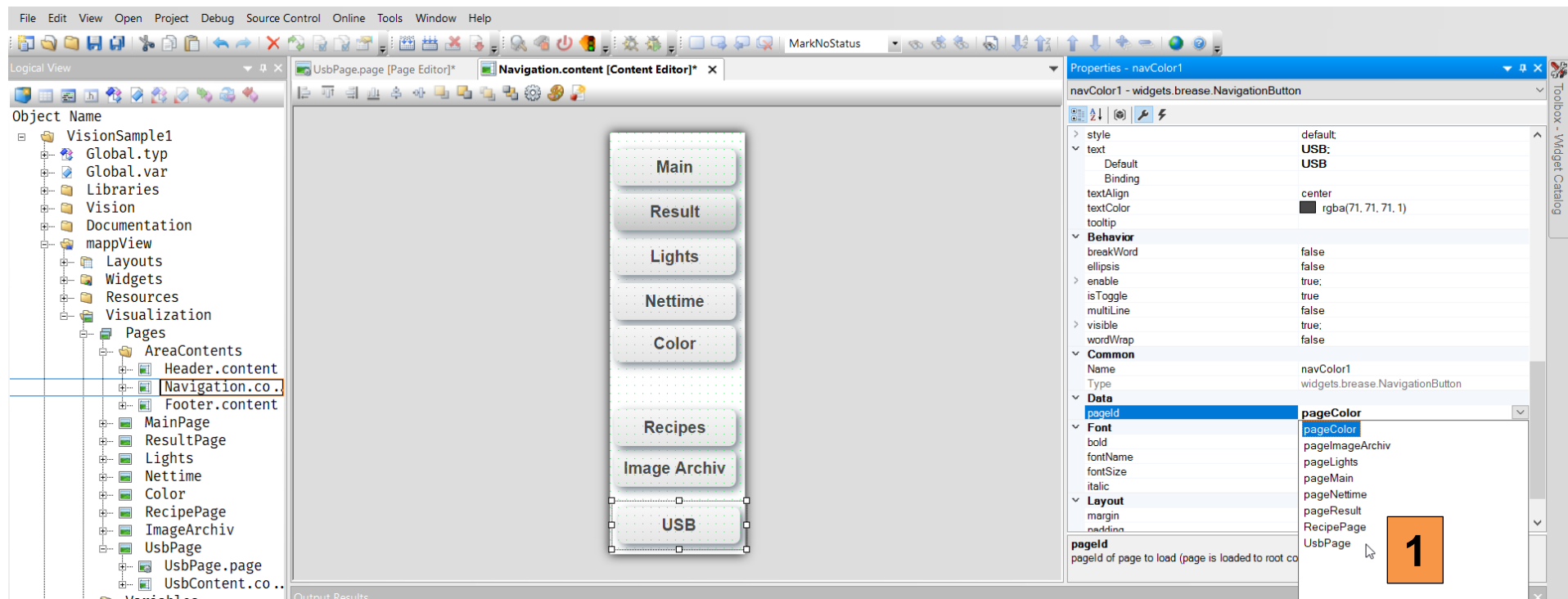
1. Expand the new page and double click on “UsbPage.page”
2. Select the default layout for the existing project the properties window



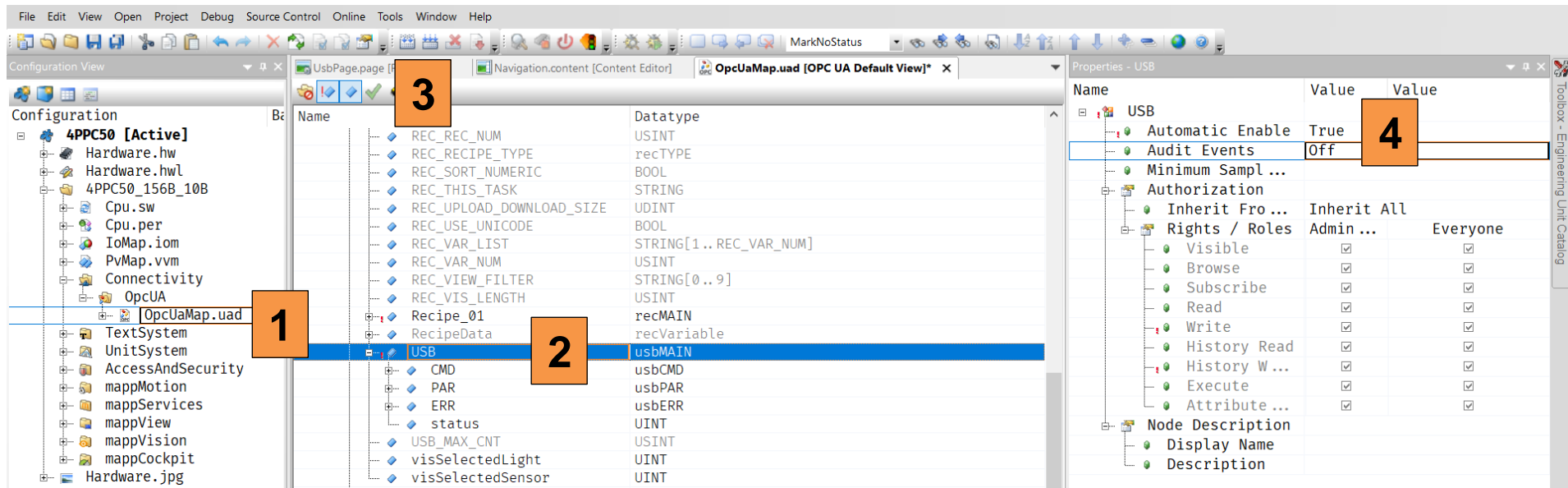
1. Once the default layout is set in the existing project click each section and make sure that correct content is selected
2. Select contentUsb for the main section
3. Save the project



1. If the existing project uses a navigation bar add a new button that points to the new USB page



1. Open the configuration view in the existing project and open the OPC configuration
2. Select the global variable USB. **if the variable 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



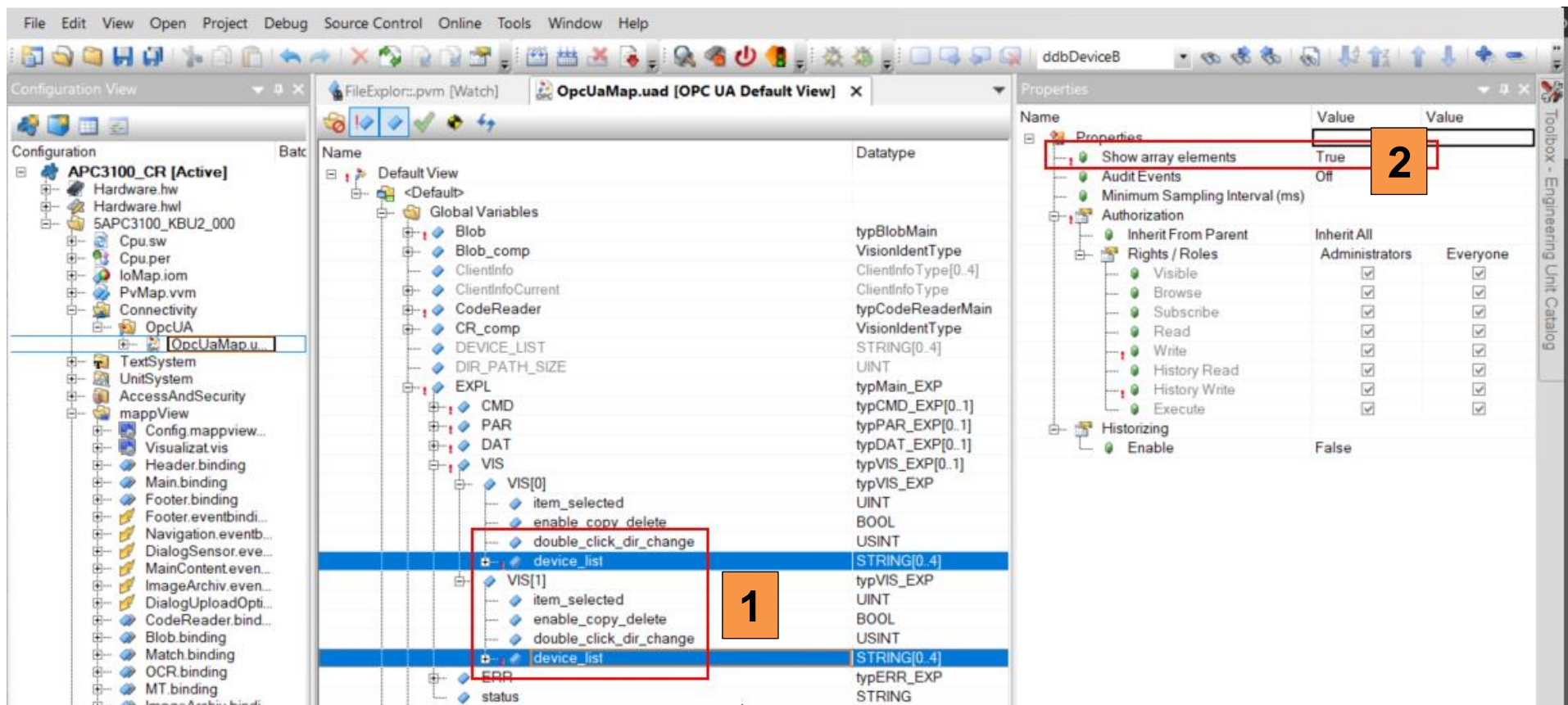
1. Select the element USB.PAR.is\_connected
2. Set “Show array elements” in the properties to true

The screenshot displays the Siemens SIMATIC Manager interface with three main panes:

- Configuration View (Left):** A tree structure showing the project hierarchy. The 'OpcUaMap.uad' file is selected under the 'OpcUA' folder.
- Object Tree (Middle):** A list of objects and their datatypes. The 'is\_connected' object, which is a BOOLEAN array with a range of 1 to USB\_MAX\_CNT, is highlighted. An orange box with the number '1' points to this object.
- Properties - is\_connected (Right):** A table showing the properties of the selected object. The 'Show array elements' property is set to 'True'. An orange box with the number '2' points to this property.

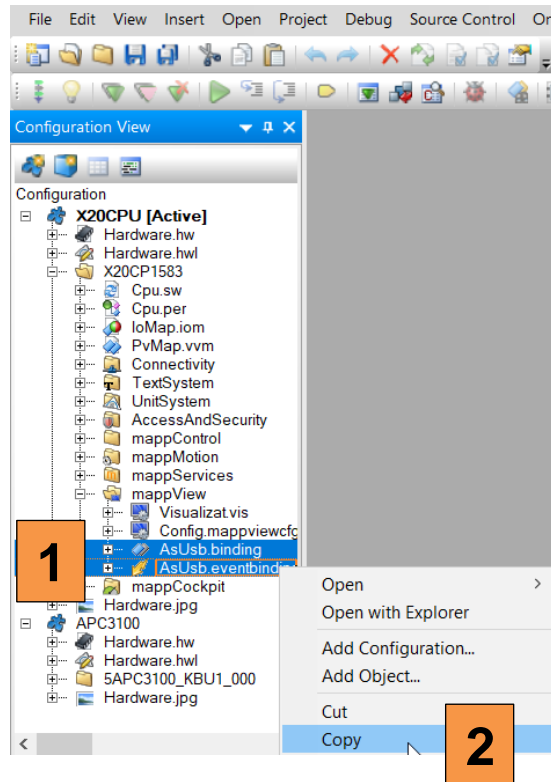
Name	Value	Value
is_connected		
Show array el ...	True	
Audit Events	Off	
Minimum Sampl ...		
Authorization		
Inherit Fro ...	Inherit All	
Rights / Roles	Admin ...	Everyone
Visible	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Browse	<input checked="" type="checkbox"/>	<input 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 W...	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Execute	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Attribute ...	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Historizing		
Enable	False	
Node Description		
Display Name		
Description		



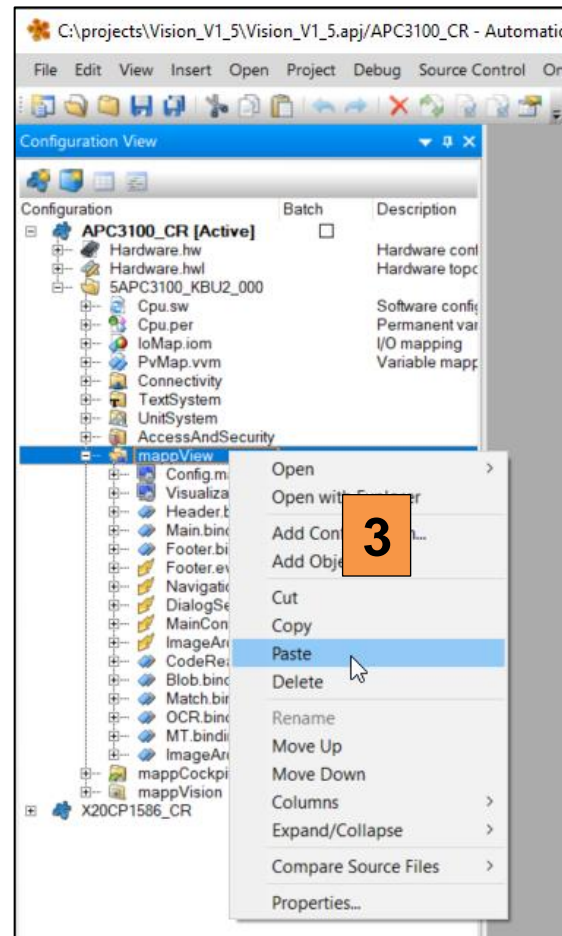




1. Expand the section mappView in the existing project and select “AsUsb.binding” and “AsUsb.eventbinding”
2. Copy the two files
3. Paste the two files in the existing project under mappView



ArDemo Project



Existing Project

1. In the existing project open the file “Visualizat.vis”
2. Add the UsbPage in the section pages
3. Add the AsUsb\_binding in the section BindingSets
4. Add the AsUsb\_eventbinding in the section EventBindingSets

