KingView Quick Start Manual – How to create a new project

KingView Hardware Requirements (recommended):

- Processor Pentium IV and above
- CPU speed 1GHz and above
- 32 bit CPU
- 256MB RAM and above (512 MB RAM is recommended when using WEB function or when the number of points used in the application is more than 2,000)
- 20G HDD and above
- LPT or USB for the license key

KingView System Requirements:

- Support for Windows 32 bit operation system (English, Chinese, Japanese, Korean and Chinese-traditional characters)
- Windows 2000 (Professional, Server or Advanced Server)
- Windows 2003 Server(Standard and Enterprise Editions)
- Windows XP, SP3 and above
- Vista

Download the installation package from our website (www.icpdac-usa.com) or install the product from CD-ROM.   (Download link: http://www.icpdas-usa.com/documents/king/kingview6.53_EN.rar)

Set up "KingView" main program for data acquisition and display

Fig. 1 Installation Selections

- Click "Basic Information", to see the "Installation Statement" to show how to install the software.

- Click "Install KingView", and follow the installation setup steps to setup the main program.
- Click "Install KingView Drivers" to install the I/O drivers on your PC.
- Click "Install KeyDriver" to install the hardware key driver, if you have one.

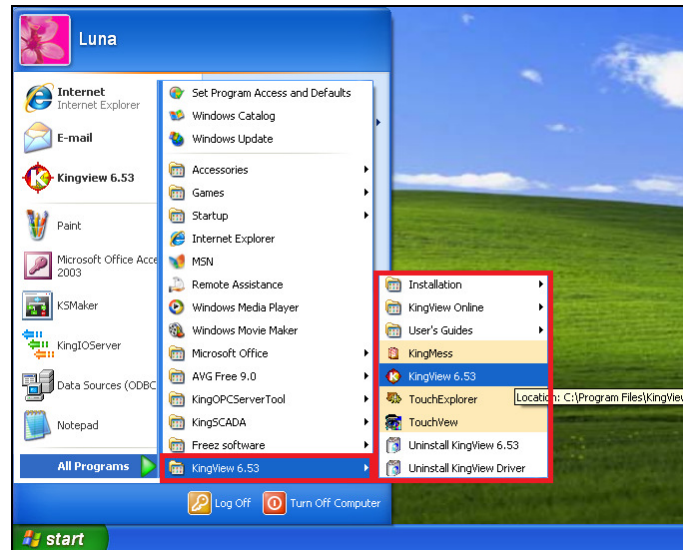After installing KingView, you can find it in the "Start Menu" on your system.

Fig. 2 Find KingView in Start Menu

Create a new project using KingView

Step1: Create a new project through "ProjectManager"

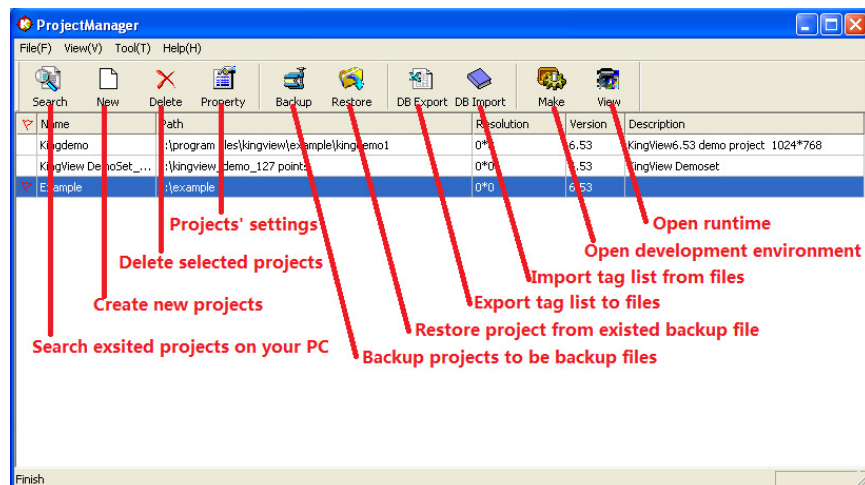1. Click "All Programs->KingView 6.53->KingView 6.53" from the "Start" menu in Fig. 2.

Fig. 3 Start at ProjectManager

Note: ProjectManager is used for managing projects. It can search for existing projects on your PC, create, delete and configure projects and other functions as seen in Fig. 3.

2. Create a new project by clicking the "New" button on the tool bar as Fig. 3 shown.   And then follow the steps to configure the new project as Fig. 4, Fig. 5 and Fig. 6 shown.
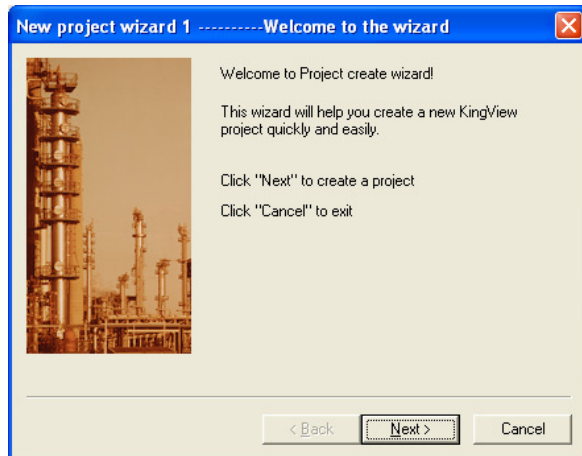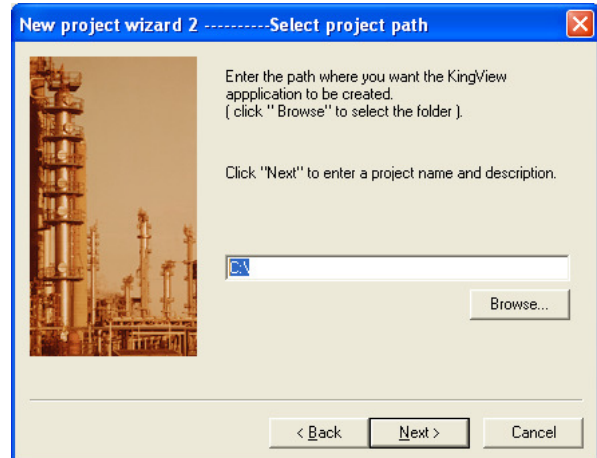

Fig. 4 New Project Wizard -1

Fig. 5 New Project Wizard -2

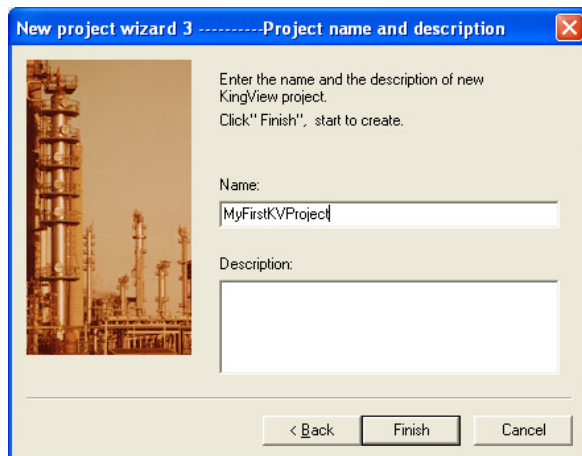Input a name for the new project, "MyFirstKVProject" for example.

Click "Finish" to complete all steps of creating the new project.   A new project is created and a new folder with the project name is created at the location path.   The new project is shown in "ProjectManager" as shown in Fig. 7.
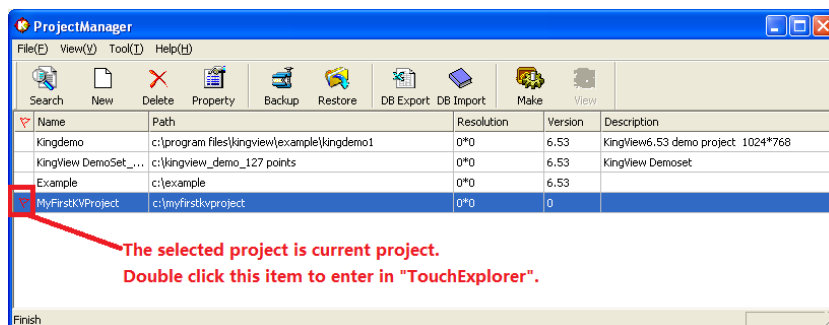
Fig. 6 New Project Wizard -3

Fig. 7 New Project in ProjectManager

Step2: Define Connections with Hardware Devices

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After creating the new project, enter KingView's development environment, "TouchExplorer" by double clicking on the new project.
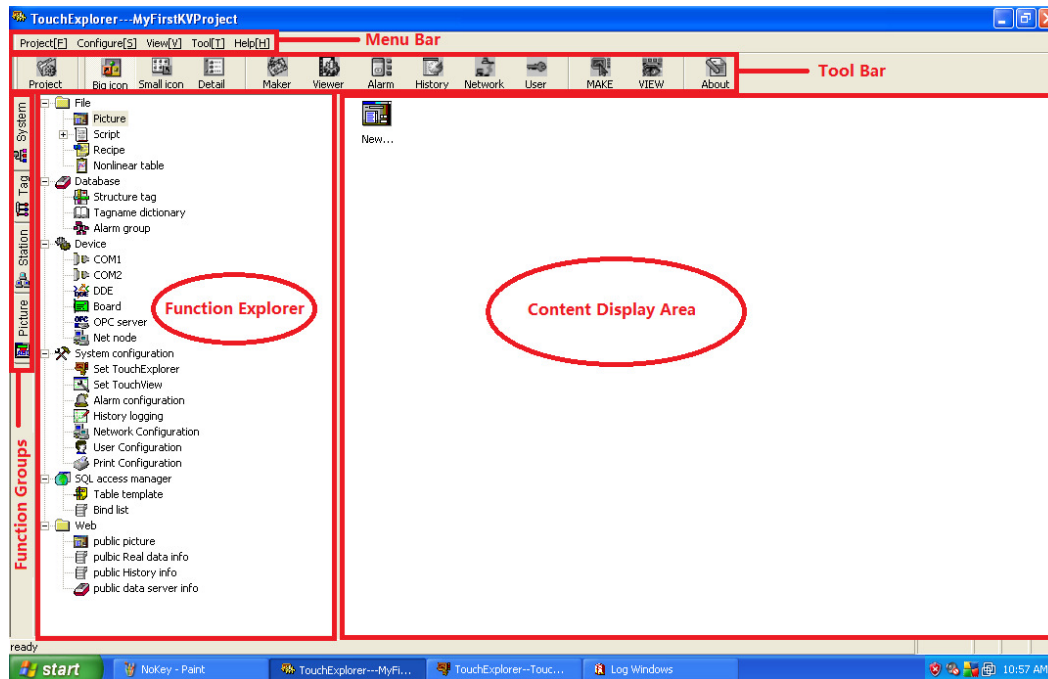

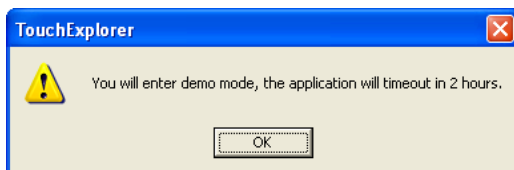Fig.8 KingView Development Environment Interface - TouchExplorer

Fig. 9 Enter 2 Hours Demo Mode

Note: If a license is not available, click "OK" to enter the demo mode which offers 2 hours for development and runtime environment.
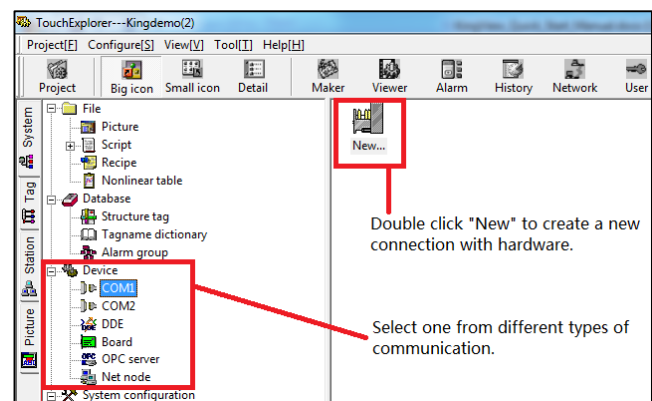

Fig. 10 Create a new I/O connection

Create a new device by clicking on "COM1" under "Device" directory and double clicking the "New…" icon at the top left of the Content Display Area as Fig. 10 shown, and get the device configuration wizard window as Fig. 11 shown.
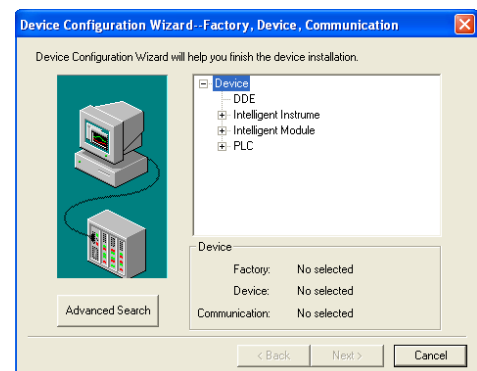

Fig. 11 Device Configuration Wizard-1

Let's use simulate PLC for this example. It is provided by

WellinTech to generate simulation data for customers.

1. Expend "PLC" and choose "WELLINCONTROL->Simulate PLC->COM", click "Next" to continue the configuration. (See Fig. 12);
2. Input a valid name for this "device", "simulator" for example. (See Fig. 13);
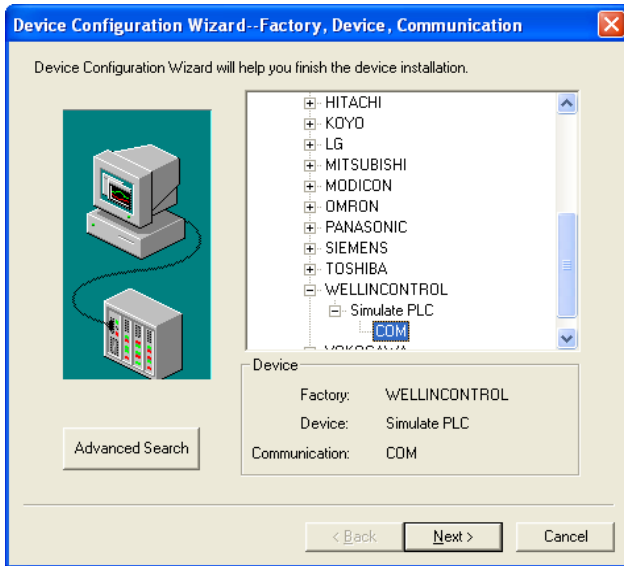

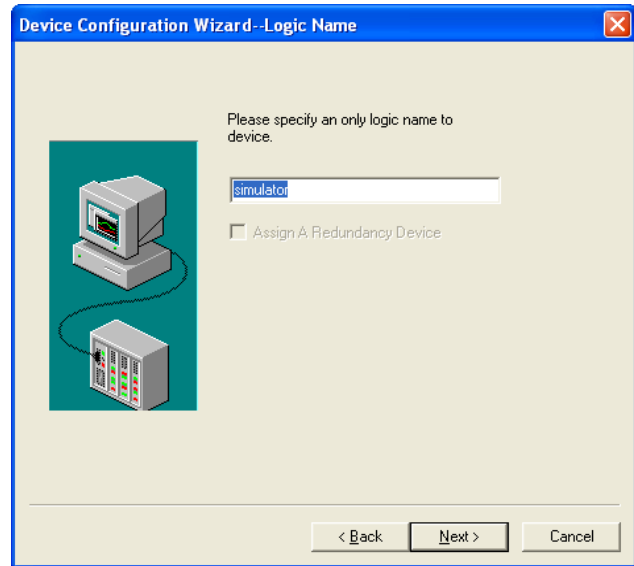Fig. 12 Device Configuration Wizard-2

Fig. 13 Device Configuration Wizard-3

3. Choose "COM1" or other COM ports as a channel, but it won't use the true COM port unless the device is connected with PC via serial ports.   Click "Next" to continue. (See Fig. 14);
4. Fill in an address to install device. Input any number for the simulate PLC, 0 is available here. See Fig. 15);
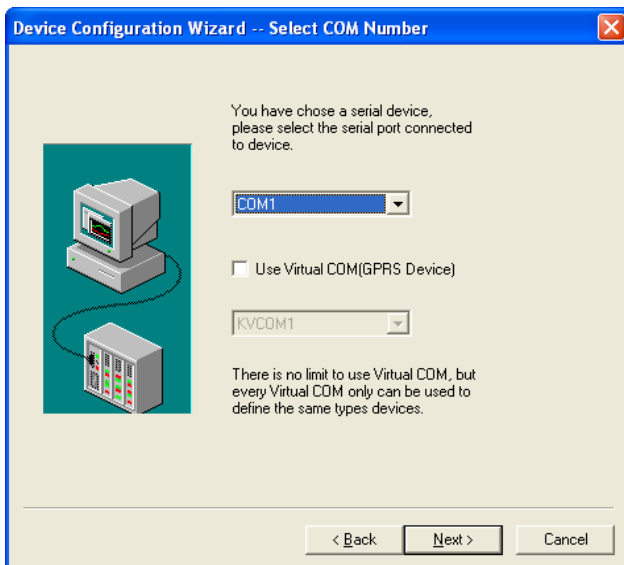

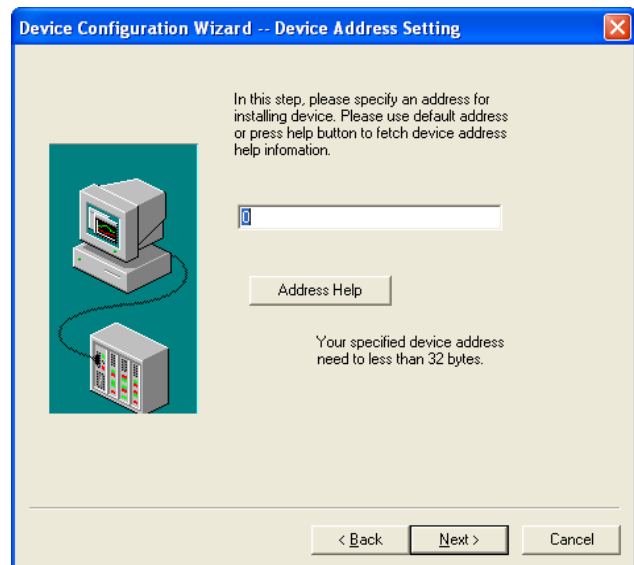Fig. 14 Device Configuration Wizard-3

Fig. 15 Device Configuration Wizard-4

5. For the other steps, use the default settings, and click "Finish" to complete the configuration.   The new I/O connection is shown as Fig. 16.
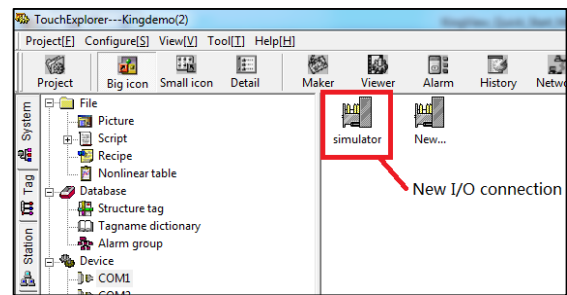

Fig. 16 Device Configuration Wizard-3

Step3: Create a tag under "Tag Dictionary"

Tags in the projects can be used to get values from hardware devices.   They also can be internal variables used in making the picture.   To create a new tag inside the project, expand "Database", and select the "Tagname Dictionary".   Double click the "New…" at the bottom of the tag list, or right click the "New…" to create a new tag. See Fig. 17 and Fig. 18.
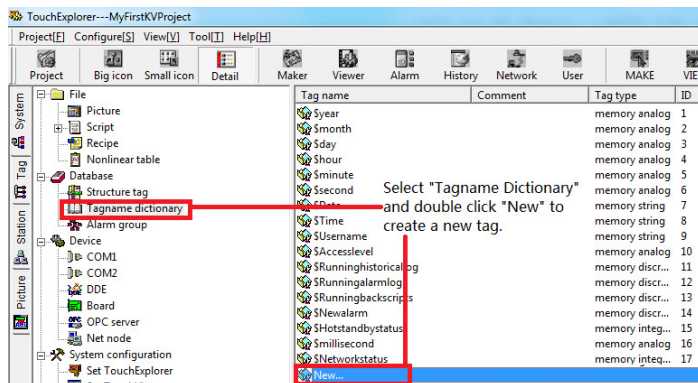

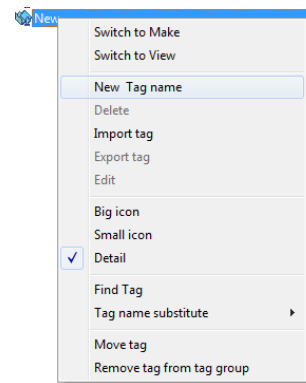Fig. 17 Create a new tag using "New…"

Fig. 18 Create a new tag using right click menu

Several settings are needed to define a tag: (See Fig. 19)

1. Tag name: A valid name is needed;
2. Choose the data type from the drop-down list;
3. For I/O tags, choose "simulator" from the drop-down list as the device setting;
4. Under register from the drop-down list, choose "INCREA" for example, and add an address, such as "INCREA100"; "Data Type" should be "SHORT" for such registers.
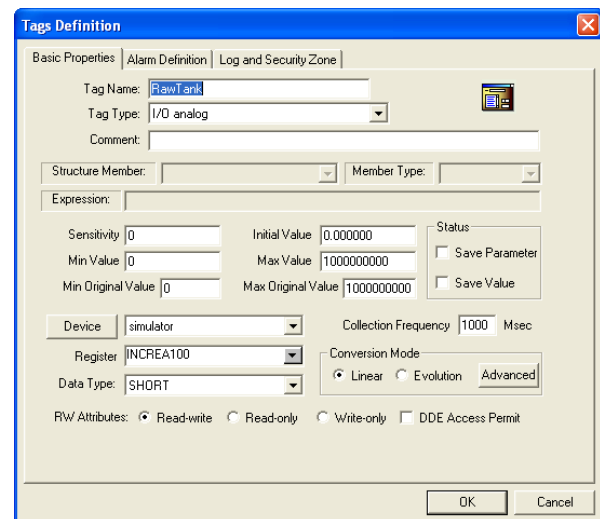5. Click "OK" to complete the tag definition.

Fig. 19 Tag Definition Example

Note: Please create following tags for this quick start manual practice project: (See Fig. 20)

Tag name	Tag Type	Device	Register	Data Type	RW Attributes
RawTank	I/O analog	Simulator	INCREA100	SHORT	Read-write
Catalyst Tank	I/O analog	Simulator	INCREA101	SHORT	Read-write
RefinedTank	I/O analog	Simulator	INCREA102	SHORT	Read-write
Valve1	Memory discrete	-	-	-	-
Valve2	Memory discrete	-	-	-	-
Valve3	Memory discrete	-	-	-	-

Fig. 20 Create tags for practice

Step4: Create a new picture

"Pictures" are used to display data and interact with the user.

To create a new picture in "TouchExplorer", expand "File" and choose "Picture", then double click the "New…" icon at the top left of the Content Display Area, as Fig. 21 shows, or switch to the "Make" environment to create the picture.
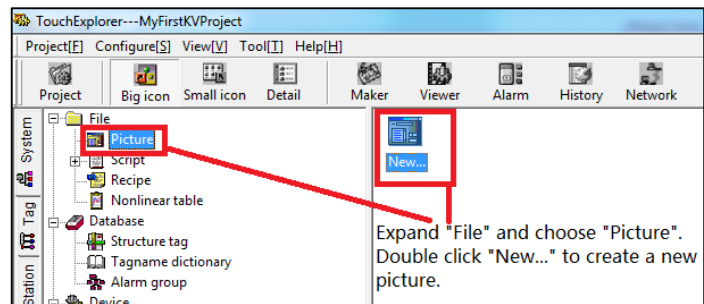

Fig. 21 Create a new picture in the project

After double clicking "New…" you will see a picture properties setting window as in Fig. 22.

1. Enter a valid name for the new picture, such as "FirstPicture";
2. Set "Dimension" as shown;
3. Set "Style" as shown;
4. Click "OK" to complete the process.

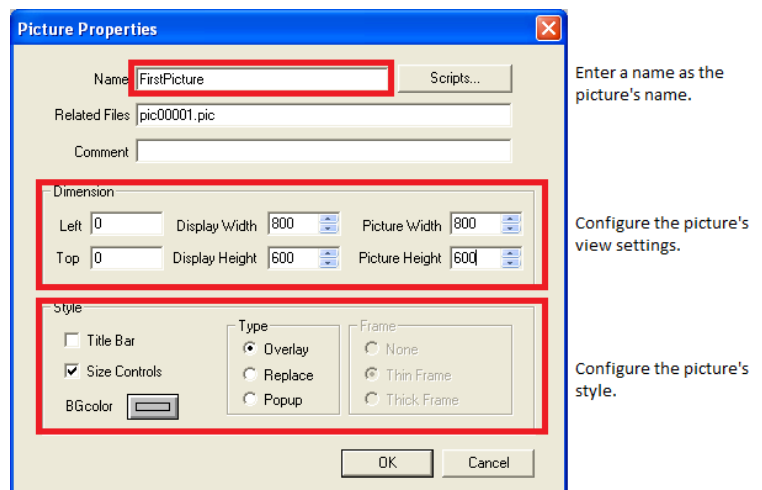### Step5: Draw graphics on the new picture

Fig. 22 Configure the properties of the picture

After creating the picture, we need to create a graphic object to show the data from "Simulate PLC". KingView has a tool box to help you to make the graphics. You can also use the genius in the gallery to easily make the graphics. See Fig. 23.

1. From "TouchExplorer", open the genius wizard by selecting "Open Wizard" from the wizard drop-down menu or pressing F2; See Fig. 23.
2. Choose the Genius from the gallery and double click it to insert it onto the picture and change the size as needed.   Follow the steps to insert the following Geniuses onto the new picture. See Fig. 24-27.
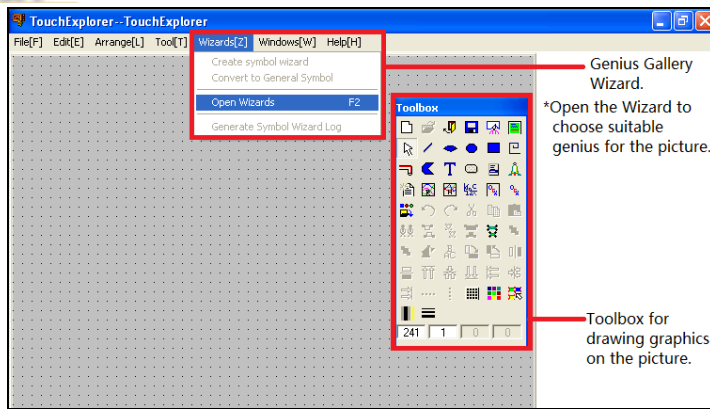
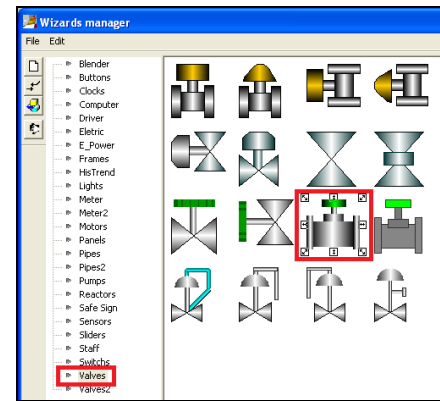Fig. 23 Toolbox and Genius gallery
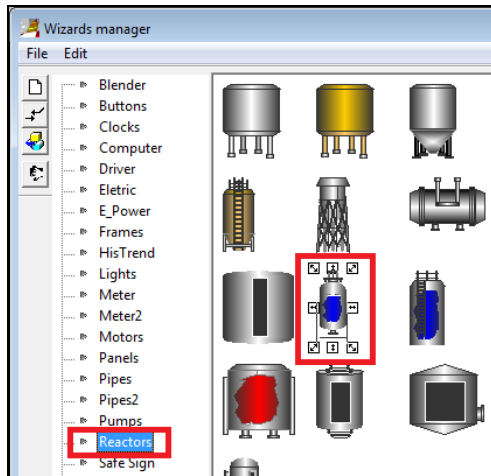

Fig. 24 Insert a Genius from Valves

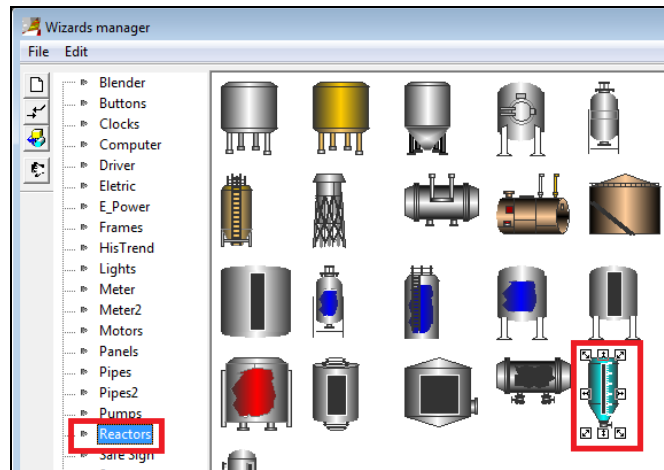Fig. 25 Insert a Genius from Reaction

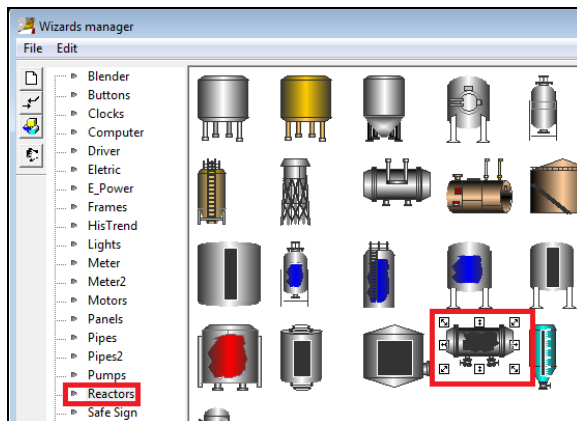Fig. 26 Insert a Genius from Reaction
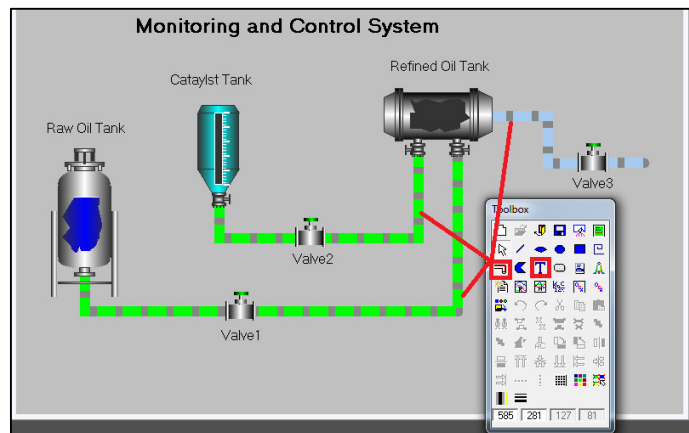

Fig. 27 Toolbox and Genius gallery

Fig. 28 Insert a Genius from Reaction

3. Place the genius on the picture as shown in Fig. 28.
4. Use "Pipe" to connect tanks and valves such as Fig. 28 shown.   Right click the pipe and choose "Pipe Property" to configure it. See Fig. 29 and Fig. 30.
5. Put "Text" on the picture as shown in Fig. 28.   If you want to change the text font, select the text and click menu "Tool->Font" to configure the font style as needed.

Step6: Add animations to output the value of the tags

Normally, double click the graphics on the picture, and then you can get the animation configuration window. Configure the animations with existing tags.   Be sure the tag you choose matches with the animation.

1. Double click the tank named "Raw Oil Tank", and configure the animation using tag "RawTank"; (See Fig. 31, 32)

2. Configure the other tanks "Catalyst Tank" and "Refined Oil Tank" using the corresponding;

3. Double click the valve named "Valve1". Configure the animation using tag "Valve1" as Fig. 34;

4. Configure the other valves "Valve2" and "Valve3" using the corresponding;

5. Double click the pipe which connects 2 tanks through "Valve1", and check the flow box and set the condition to be "Valve1*10". See Fig. 35;

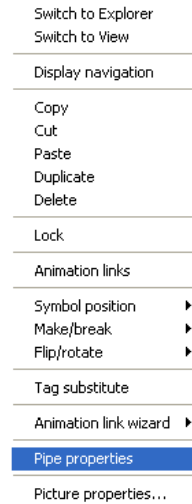6. Double click the other 2 pipes and configure them as above with "Valve2*10" and "Valve3*10".
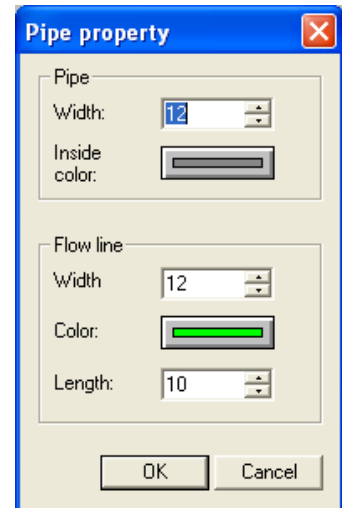
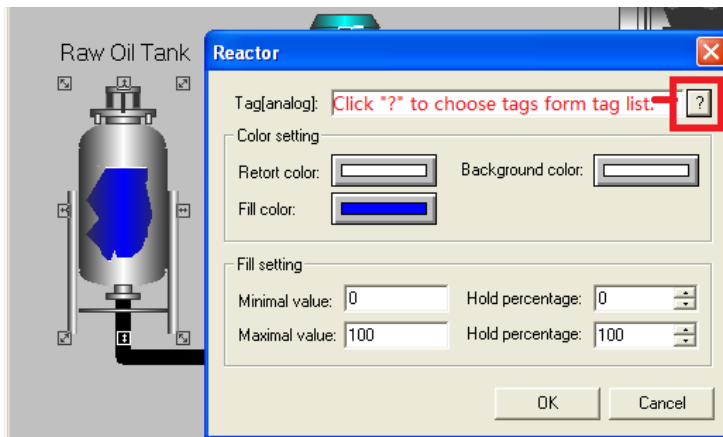Fig. 29 Pipe Menu   Fig. 30 Pipe Setting

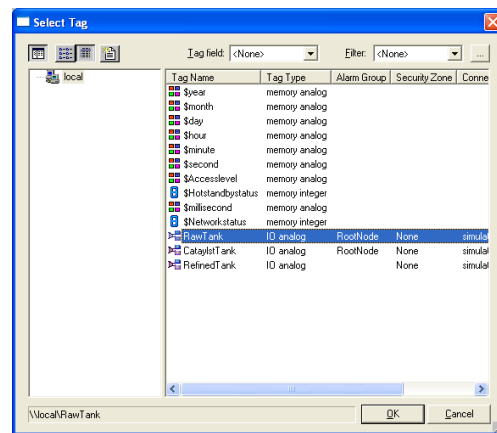Fig. 31 Animation Configuration with existed tags   Fig. 32 Choose tags for animations from tag list
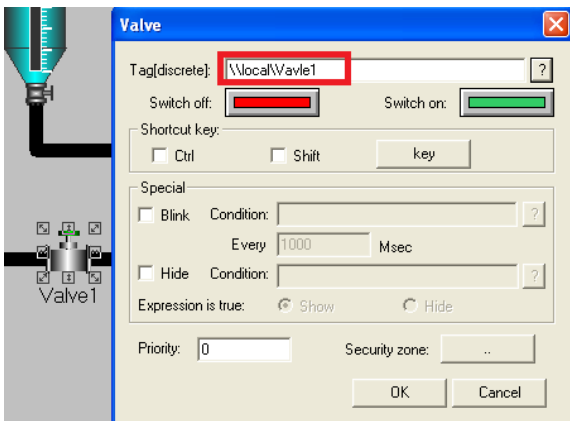
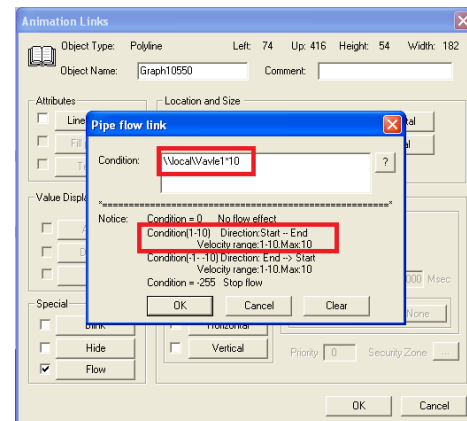Fig. 33 Animation Configuration for "Valve1"   Fig. 34 Animation Configuration for the pipe

Step7: Save and run the project

After configuring the animations for the graphics, save the project by selecting "File-> Save picture" or "File-> Save all pictures".

Close the graphics development, and switch back to "TouchExplorer". Double click "Set TouchView", and choose the "Main Picture Setting" tab. Choose a picture as the default picture for the runtime environment, so that this picture is shown when runtime system starts. See Fig. 35.

Switch KingView to runtime by clicking the "View" button on the toolbar as Fig. 36 shown.
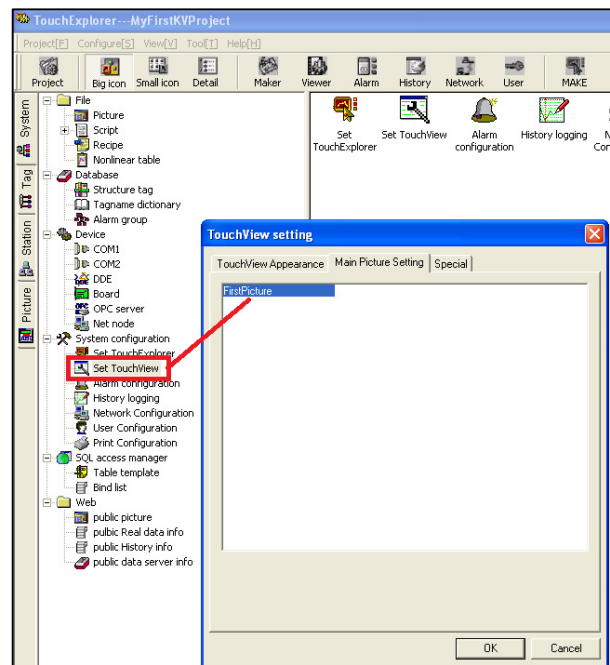

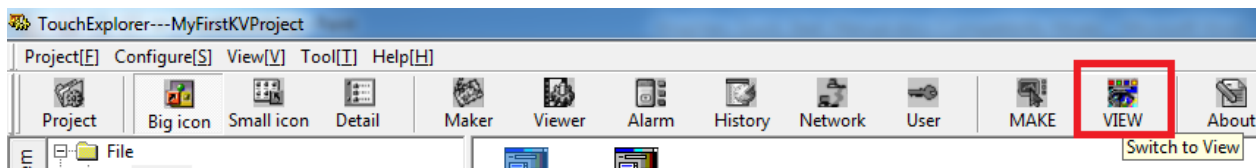Fig. 35 TouchView Settings (Set main picture)

Fig. 36 Switch into runtime

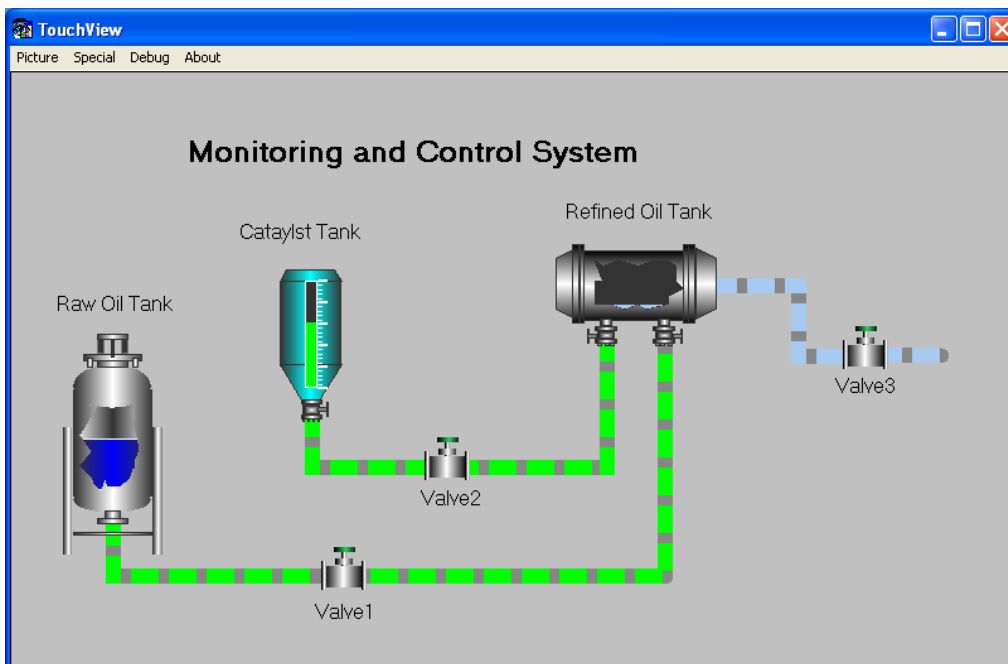After clicking the "View" button, KingView will be in runtime, see Fig. 37.

Fig. 37 KingView Runtime