

Rockwell Automation

TechED™

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THINK.
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FactoryTalk ProductionCentre培训

应用开发 - 用户界面编程

ISPB (信息软件部门)
2016年9月18日



PUBLIC INFORMATION

 Allen-Bradley • Rockwell Software

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- **课程名字：**

FTPC应用开发培训 – 用户应用编程

- **课程描述：**

本课程介绍FactoryTalk ProductionCentre的用户应用编程。

- **目标受众：**

业务用户，项目经理，开发人员

- **培训目标：**完成该课程之后，学员将能够

- 了解FTPC的用户应用编程
- 了解Pnuts编程语言



- **课堂纪律：**
 - 关闭手机铃声，设置为静音模式
 - 举手提问、发言



FTPC编程环境

FTPC编程语言

FTPC界面编程

FTPC编程调试

QA

■ 环境说明

本章介绍如何搭建基于FTPC的开发环境

□ 集成开发软件

- Java : [1.7 update 25](#)
- Eclipse : [Eclipse IDE for Java EE Developers](#)
 - ❖ MARS Release

□ FTPC SDK

- FTPC 9.4 MR1 SDK for JBoss

□ FTPC JBoss

- FTPC 9.4 MR1

□ 数据库

- Microsoft SQL Server 2008



FactoryTalk® ProductionCentre



FTPC编程环境

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■ EDI配置说明

□ 创建Eclipse项目

□ Debug配置

□ Main Class :

`com.datasweep.compatibility.buildtime.Buildtime`

□ Arguments :

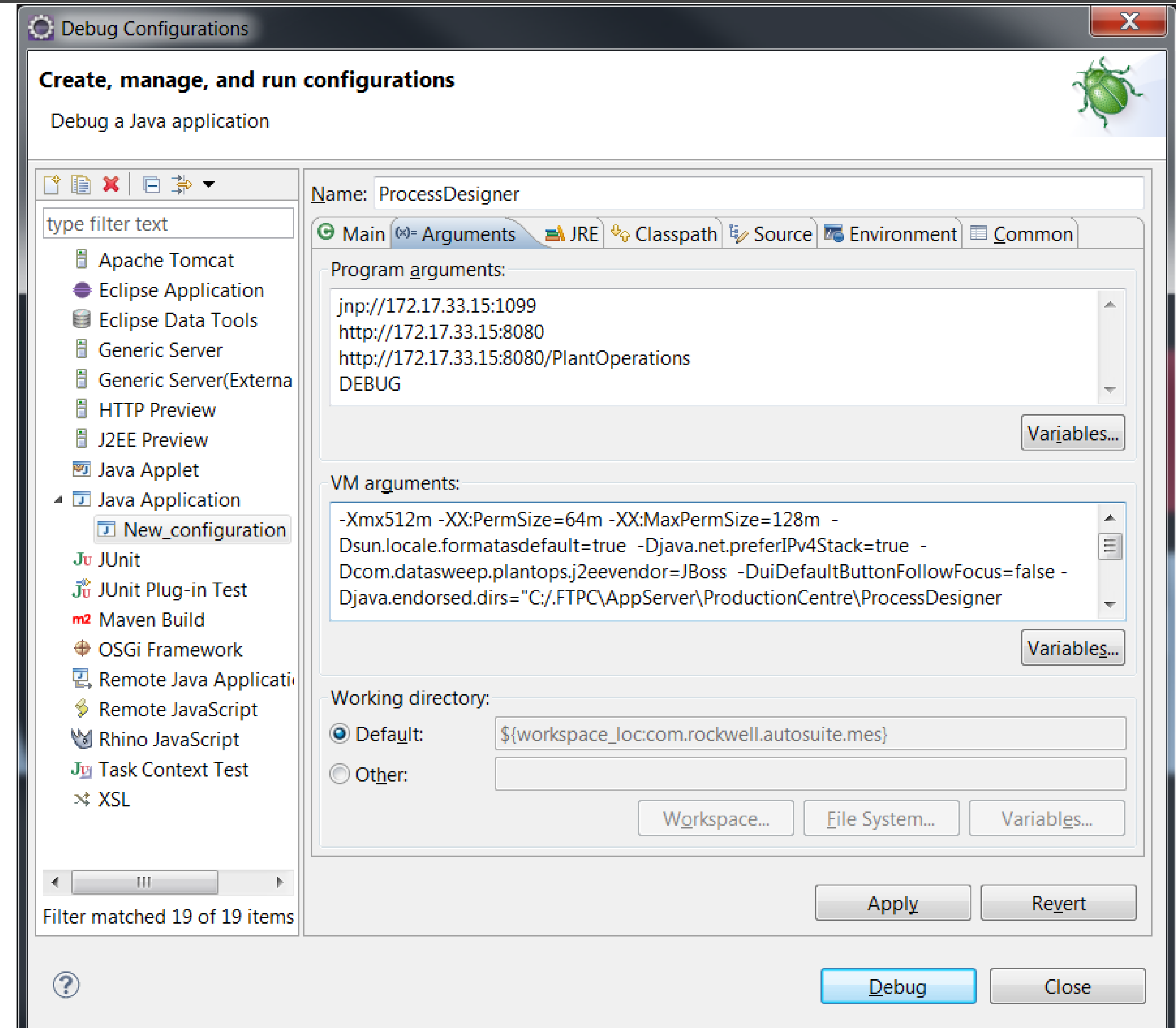
➤ 设置Program Arguments

指向开发、测试服务器

➤ 设置VM Arguments

□ JRE :

选择JavaSE-1.7 (jdk1.7.0_xx)

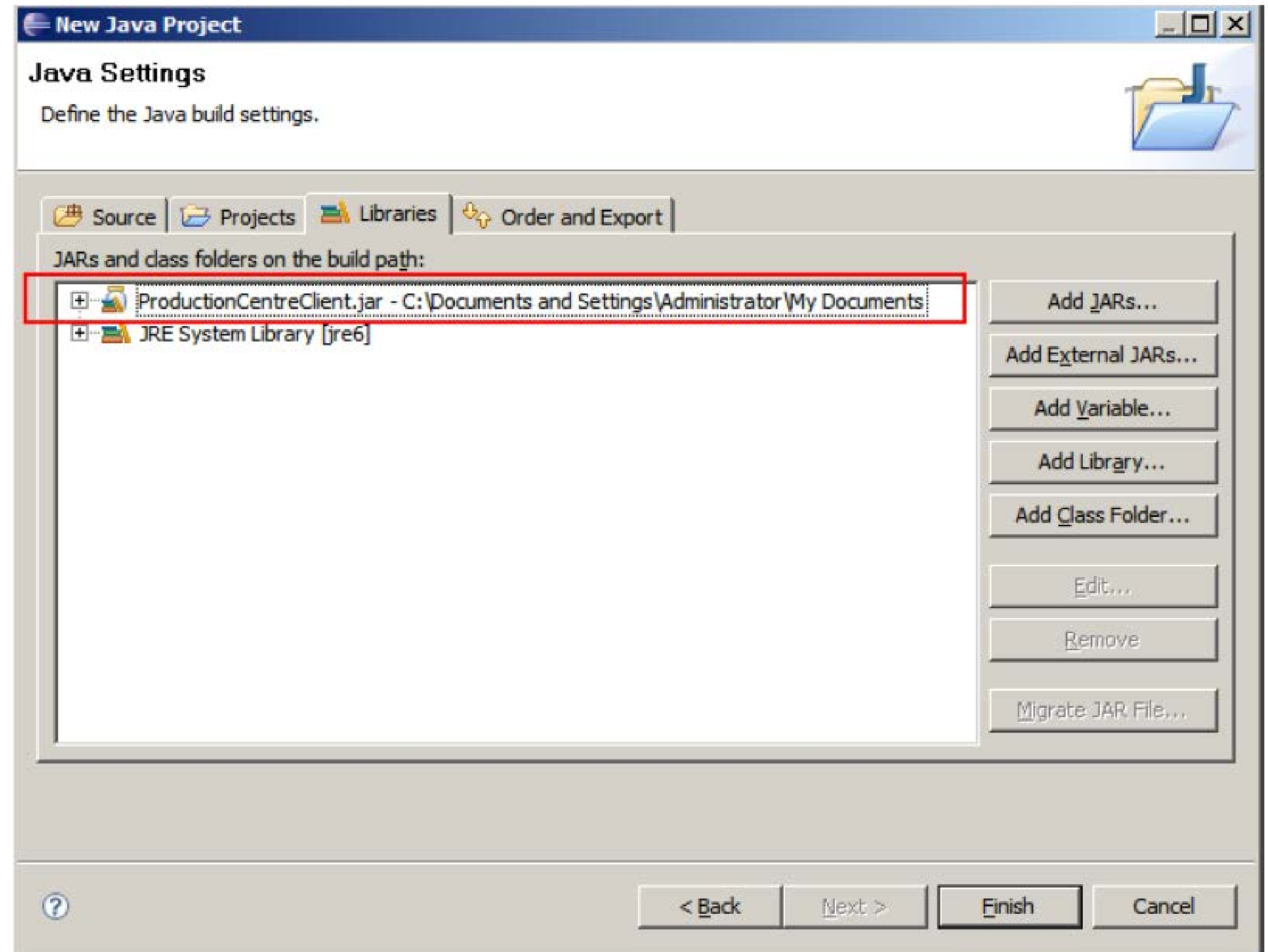


FTPC编程编程

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- EDI配置说明

- 添加SDK

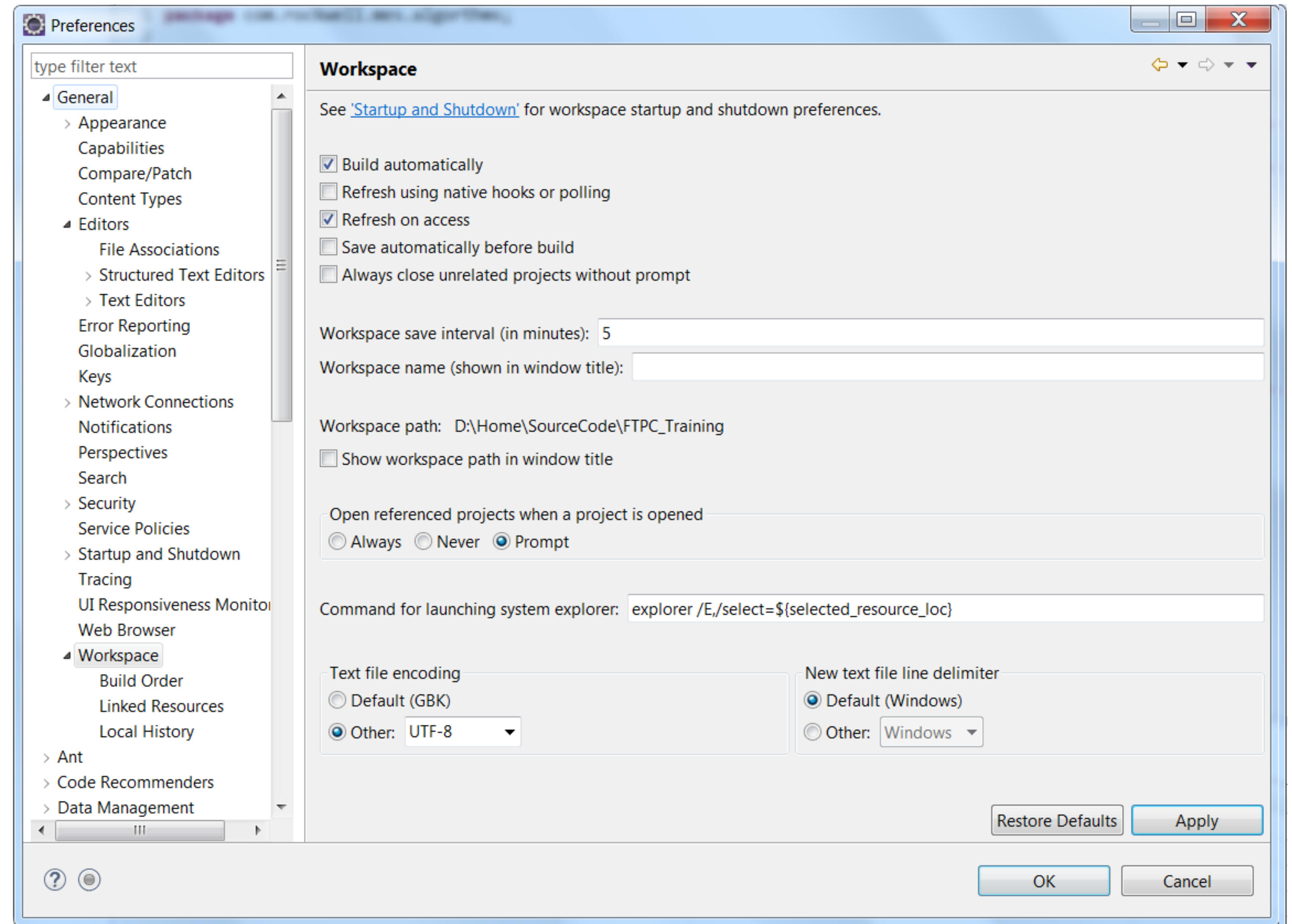


FTPC编程环境

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代码格式

- ☐ [RACodeStandard.xml](#)
- ☐ [RACodeTemplates.xml](#)



▪ 培训用环境

| 应用服务器 | 用户 | 密码 |
|---|----|----|
| http://xxx.xxx.xxx:8080/PlantOperations | | |

FTPC编程环境

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- **Pnuts编程说明**

Process Designer提供面向对象和基于事件驱动的脚本编程语言。用户可以使用Process Designer提供的API或Java API来构成应用程序。

- ☐ 基于表达式 (Expression Based)
- ☐ 简单数据 (Primitive Data)
- ☐ 函数 (Functions)

- **Java编程：**

属于FTPC高级编程课程，本课程不涉及该方面的介绍。

- **.Net编程：**

属于FTPC高级编程课程，本课程不涉及该方面的介绍。

- **Web编程：**

属于FTPC高级编程课程，本课程不涉及该方面的介绍。

▪ Pnuts基础知识（1）

▣ 预留关键字

| | | | | | | | | |
|-------|----------|--------|------|---------|------------|-------|----------|-------|
| if | else | while | for | foreach | switch | case | default | break |
| null | continue | return | true | false | instanceof | class | function | macro |
| catch | | | | | | | | |

▣ 注释

```
// text
/* text */
```

▣ 特殊字符

| Character | Meaning |
|-----------|---------|
| ' | ' |
| \n | LF |
| \t | TAB |
| \\ | \ |
| \0 | NULL |
| \f | ^L |
| \b | ^H |

支持Unicode转义

```
'\u0041' ==> 'A'
```


▪ Pnuts基础知识（2）

□ 内置函数

| | | | |
|--|--|--|--|
| import (<className>) | throw(<exception or string>) | catch(<exceptionClass>, <function>) | class(<class_name>) |
| import() | defined(<symbol>) | hex(Object integerOrByteArray) | println(Object objects, ...) |
| sleep(int msec) | CreateObject(String ProgId) | print(Object objects, ...) | quit() |

```
import ("com.datasweep.compatibility.ui.*")
import ("java.io.*")

function exceptionHandler(e)
{
    println(e.getMessage()) // Output is "ThereAreProblems"
}
catch(RuntimeException, exceptionHandler)

throw("ThereAreProblems")

//a evaluates to 310e
a = hex(12558)

println("UnitSaved")
```

```
import("com.datasweep.compatibility.ui.Color")
ctrlStartButton.setBackgroundColor(Color::RED)

// declare the most generic exception class first
catch(class java.lang.Exception, catchGeneric)
// declare more specific exception classes after
catch(class java.lang.NumberFormatException, catchConvert)
catch(class java.lang.ArithmeticException, catchCalc)

ok = defined("X") //ok evaluates to false

X = 100
ok = defined("X") //ok evaluates to true

X = null
ok = defined("X") //ok evaluates to true
```

说明：
define（）函数不支持本地变量，不能在函数中调用

- PNuts**基础知识**（3）
 - ❑ 附加模块（打包在pnuts-modules.jar）
 - ❑ `pnuts.io`: 定义I/O 函数。其不支持HTML模式。
 - ❑ `pnuts.lib`: 定义公共类库行数。
 - ❑ `pnuts.math`: 定义支持在java.lang.Math类中定义的基本数字操作符函数。
 - ❑ `pnuts.regex`: 提供正则表达式函数。
 - ❑ `pnuts.text`: 定义文本I/O操作的函数。
 - ❑ `pnuts.util`: 定义其他使用标准Java API的函数。
 - ❑ `pnuts.xml`: 提供XML文档支持函数。
 - ❑ 扩展模块
 - ❑ `vbscript`:
 - ❑ `win32com.jacob`:

FTPC编程语言

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▪ Process Designer API (1)

❑ 函数方法

```
vecAllUnits = getAllUnits()
```

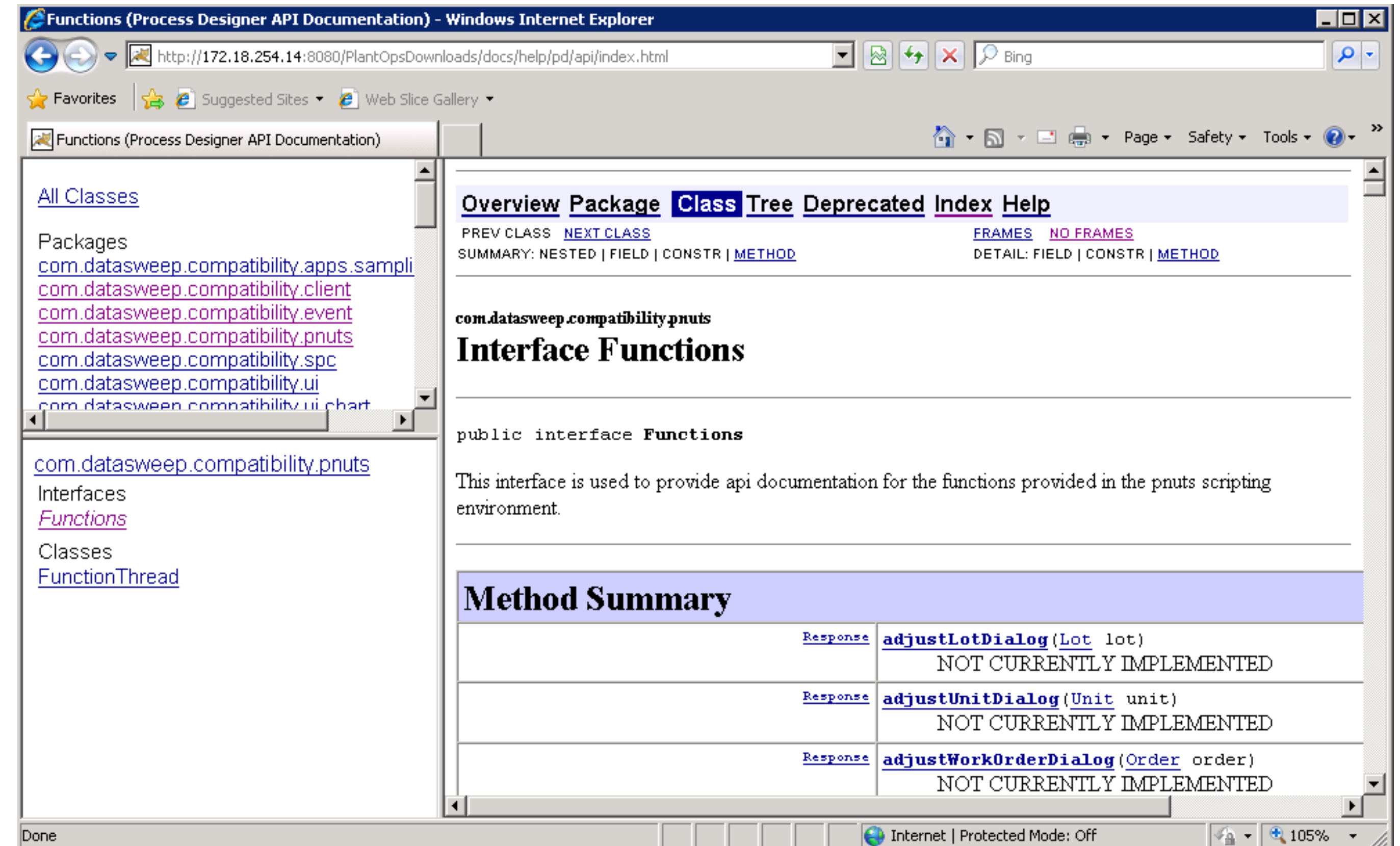
❑ 对象方法

```
unit.finish("Finished on Route A")
```

❑ 函数定义

```
function <identifier> ( <argument>, ... ) { <expression-block> }  
function <identifier> ( <argument [' ']> ) { <expression-block> }
```

```
function topLevel() {  
    dialogError("You have run the Top Level function")  
    function secondLevel(){  
        dialogError("You have run the second Level function")  
        function thirdLevel(){  
            dialogError("You have run the third Level function")  
        }  
    }  
}
```



- Process Designer API (2)

- 子程序 (Subroutine)

```
importSubroutine(...)          createGlobalFunctions(...)

subroutine(String name)
subroutine(String name, Object arg1)
subroutine(String name, Object arg1, Object arg2)
subroutine(String name, Object arg1, Object arg2, Object arg3)
subroutine(String name, Object arg1, Object arg2, Object arg3, Object arg4)
```

- 声明变量

```
<identifier> = <expression>

<expression> [ <expression> ] = <expression>
```

```
newBoolean = true
newChar = 'A'
newString = "abc123"
newInt = -1
newDouble = 4.2345e+3
newNull = null

arrArray1 = createArray(2)
arrArray1 = ["Cat",2]
arrArray1[0] = "Dog"
```

```
<class> :: <identifier>
```

- 使用对象字段 (静态字段)

```
import("com.datasweep.compatibility.ui.Color")
ctrlStartButton.setBackgroundColor(Color::RED)
```


- Process Designer API (2)

- 子程序 (Subroutine)

```
importSubroutine(...)          createGlobalFunctions(...)
subroutine(String name)
subroutine(String name, Object arg1)
subroutine(String name, Object arg1, Object arg2)
subroutine(String name, Object arg1, Object arg2, Object arg3)
subroutine(String name, Object arg1, Object arg2, Object arg3, Object arg4)
```

- 声明变量

<identifier> = <expression>

<expression> [<expression>] = <expression>

```
newBoolean = true
newChar = 'A'
newString = "abc123"
newInt = -1
newDouble = 4.2345e+3
newNull = null
```

<class> :: <identifier>

```
arrArray1 = createArray(2)
arrArray1 = ["Cat",2]
arrArray1[0] = "Dog"
```

```
arrArray1 = createArray(1)
arrArray1[0] = 1.1
```

```
arrArray2 = createArray(2)
arrArray2[0] = "Dog"
arrArray2[1] = 9
```

```
arrMyArray = arrArray1 + arrArray2
```

```
length = arrArray1.length
```

```
arrArray1 = createArray(4)
arrArray1 = ["Cat",2,1.1,"Dog"]
animalType = arrArray1[0]
moreValues = arrArray1[1..]
lastValues = arrArray1[2..3]
```

```
arrArray1 = createArray(2)
arrArray1[0] = 1.1
arrArray1[1] = "Dog"
```

```
arrArray2 = createArray(2)
arrArray2[0] = "0"
arrArray2[1] = "1"
```

```
arrNewArray = createArray(2)
arrNewArray[0] = arrArray1
arrNewArray[1] = arrArray2
```

- 使用对象字段 (静态字段)

```
import("com.datasweep.compatibility.ui.Color")
ctrlStartButton.setBackgroundColor(Color::RED)
```

- 数据类型（1）
 - Process Designer支持的数据类型

| Type | Description | Example |
|--------------------------------|--|---|
| char | A character represents a java.lang.Character object. A char must be enclosed by single quotes. A unicode escape sequence can be used in a Character Literal. | newChar = 'A' newChar = '\u0041' |
| String | A string is a sequence of characters enclosed by double quotes. A unicode escape sequence can be used as part of a String Literal. | newString = "abc" newString = "123" newString = "\u0041B" |
| int | <p>Integers are any whole number and can be positive, zero, or negative. An integer is not restricted within <i>long</i> precision. The class of the number object is assigned automatically depending on the value:</p> <ul style="list-style-type: none">When the integer is between Integer.MAX_VALUE and Integer.MIN_VALUE, the class is java.lang.Integer.When the integer is between Long.MAX_VALUE and Integer.MAX_VALUE or Long.MIN_VALUE and Integer.MIN_VALUE, the class is java.lang.Long.Otherwise, the number is a java.math.BigInteger object. | newInt = -54 newInt = 0 newInt = 54 |
| double | A floating-point number is any number represented with a decimal point numeric. The number can be written either with a decimal point or in scientific notation--an "e" (uppercase or lowercase) to represent "times ten to the power of". There are two types of floating-point numbers: Float and Double. | newDouble = -1.2345 newDouble = 4.2345e+3 newDouble = 3.1 |
| Boolean | Contains either true or false. | newBoolean = true newBoolean = false |
| null | Contains no valid data. | newNull = null |
| Hexadecimal Integer | <p>Allows you to express a number as a hexadecimal rather than an int or long. Use the following characters:</p> <p>"#" ([0-"9", "a"-"f", "A"-"F"]) + "0" ("X" "x") ([0-"9", "a"-"f", "A"-"F"])+ (...)</p> <p>When the number is between Byte.MAX_VALUE and Byte.MIN_VALUE, "#" makes a <i>byte</i> object while "0xff" makes an <i>int</i> object.</p> | <p>x = #ffff00 //x evaluates to 268435200 - an int</p> <p>x = #ffff0000 //x evaluates to 68719411200 - a long</p> <p>x = 0xff //x evaluates to 255 - an int</p> <p>x = #ff //x evaluates to -1 - a byte</p> |
| Multi-precision Decimal Number | <p>Multi-precision decimal numbers are represented by java.math.BigDecimal objects. The value type can be indicated using the symbol B.</p> <p>x = 123.0e-4 //returns 0.0123</p> | <p>c = 1.2B*2 //c evaluates to 2.4 and is a java.math.BigDecimal object</p> <p>c = 123.0B //c evaluates to 123.0 and is a java.math.BigDecimal object</p> <p>c = 123.0 //c evaluates to 123.0 and is a double</p> |

数据类型（2）

数据类型转换

- toString()
 - toHexString()
 - toOctalString()
 - toCharArray()
 - toBinaryString()
 - doubleToLongBits()
 - floatToIntBits()
- stringToInt()
 - stringToDouble()
 - stringToBoolean()
 - stringToBigDecimal()
- <primitive> (<expression>)*

int("1") ==> 1
int('1') ==> 49

char(65) ==> 'A'
- (<type>) <variablename>*

a = 1.2290875
b = (int)a
- < String > + < String >*

strLetter = "ABC"
strNumber = "123"
strCombo = strLetter + strNumber

数字转换

| | BigDecimal | Double | Integer | Character | Byte |
|------------|------------|------------|------------|------------|------------|
| BigDecimal | BigDecimal | BigDecimal | BigDecimal | BigDecimal | BigDecimal |
| Double | BigDecimal | Double | Double | Double | Double |
| Integer | BigDecimal | Double | see Note | see Note | see Note |
| Character | BigDecimal | Double | see Note | Integer | Integer |
| Byte | BigDecimal | Double | see Note | Integer | Integer |

Note:

- When the integer is between Integer.MAX_VALUE and Integer.MIN_VALUE, the class is java.lang.Integer.
- When the integer is between Long.MAX_VALUE and Integer.MAX_VALUE or Long.MIN_VALUE and Integer.MIN_VALUE, the class is java.lang.Long.
- Otherwise, the number is a java.math.BigInteger object.

- 条件表达式 (1)

- if-else

```
if ( < boolean expression1 > ) {  
    < expression-block1 >  
} else if ( < boolean expression2 > ) {  
    < expression-block2 >  
...  
} else {  
    < expression-block >  
}
```

```
newArray = [1, 2, 3]  
if (newArray.length > 5){  
    arraySize = "Large"  
} else if (newArray.length > 4){  
    arraySize = "Medium"  
} else {  
    arraySize = "Small"  
}
```

- foreach

```
foreach < identifier > < array-expression > < expression-block >  
foreach < identifier > ( < array > ) < expression-block >  
foreach < identifier > ( < java.util.Enumeration > ) < expression-block >  
foreach < identifier > ( < java.util.Iterator > ) < expression-block >
```

```
sum = 0  
foreach i ([1, 2, 3]) {  
    sum = sum + i  
}
```

- while

```
while ( < boolean expression > ) < expression-block >
```

```
sum = 5  
while (sum > 0){  
    sum = sum - 1  
}
```


▪ 条件表达式 (2)

❑ for

for ([< identifier > = < expression > , ...] ; [< boolean expression >] ; [< iteration expression > , ...]) < expression-block >

```
j = 0
for (i = 0; i < 5; ++i){
    j = j + i
}
```

❑ switch

```
switch ( < expression > ) {
    case < expression > : < expression-block >
    ...
    default : < expression-block >
}
```

❑ break

```
for (i = 0; i < 5; i++){
    if (i == 2){
        break // exits the loop when i = 2
    }
    println(i)
}
```

```
month = 8
switch (month) {
    case 1: println("January"); break
    case 2: println("February"); break
    case 3: println("March"); break
    case 4: println("April"); break
    case 5: println("May"); break
    case 6: println("June"); break
    case 7: println("July"); break
    case 8: println("August"); break
    case 9: println("September"); break
    case 10: println("October"); break
    case 11: println("November"); break
    case 12: println("December")
}
```

- 运算符
 - 数学运算
 - 逻辑运算
 - 位运算
 - 赋值运算
 - 比较运算

| Computational | | Logical | | Bitwise | | Assignment | | Comparison | |
|------------------------------------|--------|-----------------------------|--------|--------------------------------------|--------|--------------------------------------|--------|--|--------|
| Decription | Symbol | Description | Symbol | Description | Symbol | Description | Symbol | Description | Symbol |
| Addition | + | Logical NOT | ! | Bitwise complement | ~ | Assignment | = | Less than | < |
| Subtraction | - | Logical AND | && | Bitwise Left Shift | << | A = A + B | += | Greater than | > |
| Multiplication | * | Logical OR | | Bitwise Right Shift | >> | A = A - B | -= | Less than or equal to | <= |
| Division | / | | | Unsigned Right Shift | >>> | A = A * B | *= | Greater than or equal to | >= |
| Modulus arithmetic | % | | | Bitwise AND | & | A = A / B | /= | Equality | == |
| Increment | ++ | | | Bitwise XOR | ^ | A = A % B | %= | Inequality | != |
| Decrement | -- | | | Bitwise OR | | A = A << B | <<= | | |
| | | | | | | A = A >> B | >>= | | |
| | | | | | | A = A >>> B | >>>= | | |
| | | | | | | A = A & B | &= | | |
| | | | | | | A = A ^ B | ^= | | |
| | | | | | | A = A B | = | | |

FTPC编程环境

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FTPC界面编程

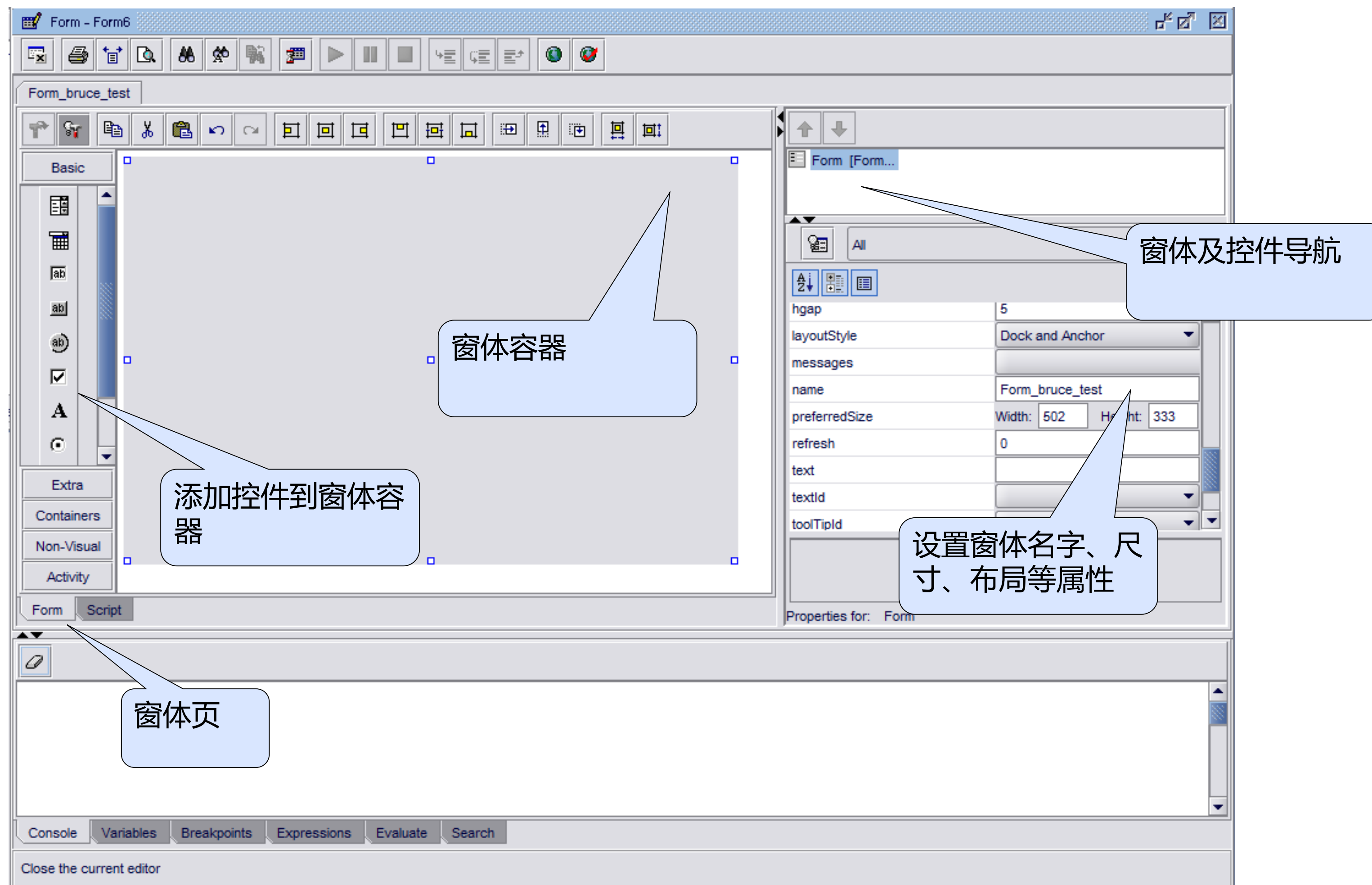
FTPC编程调试

QA

FTPC界面编程

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■ 创建Form



添加Form控件

The screenshot displays the Rockwell Automation FTPC interface programming software. The main window is titled "Form - Form6" and contains a design area for a form named "Form_bruce_test". The form has a title bar "[Title]" and a toolbar with buttons "[Reset]", "[Query]", "[New]", "[Edit]", and "[Delete]". Below the toolbar is a table with columns "Col1", "Col2", and "Col3". A callout points to the table with the text "设置控件名称、文字、提示" (Set control name, text, hint). The bottom of the form has a text area with the text "Note: XXXXXXXX".

On the right side of the software, there is a "Properties" window for the selected control, "DsGrid". It shows various properties such as "editingSupport", "enabled", and "foreColor". A callout points to this window with the text "设置控件dock, tabIndex...等方式" (Set control dock, tabIndex... etc.).

Below the "Properties" window is a "Tree View" showing the hierarchy of the form's controls. It includes a "Form [Form_bruce_test]" container, a "Panel [panelHeader]" with a "FlatLabel [labelTitle]", and a "GroupBox [groupboxToolbox]" containing five "FlatButton" controls (button1 through button5). A callout points to this tree view with the text "设置界面布局" (Set interface layout).

The bottom of the software window has a "Console" tab and a "Variables" tab, along with buttons for "Breakpoints", "Expressions", "Evaluate", and "Search".

▪ 添加界面事件代码（1）

| Event | Description |
|--|---|
| activate | Runs the script when the form gains focus (brought to the front). |
| background | Runs the script in a second thread. |
| click | Runs the script when the user clicks the form. |
| closeForm | Runs the script when the user closes the form. |
| deactivate | Runs the script when the form loses focus. |
| F2-9, F11-F12 | Runs the script when the user presses the corresponding function key. |
| formPropertyChanged | Runs the script when a form property has changed. |
| functions | Contains common functions that can be used by other scripts in the form. This allows you to share scripts between controls on the form. |
| globalPropertyChanged | Runs the script when a global property has changed. |
| initForm | Runs the script when the form is first opened. |
| subroutines* | If you associate subroutines with a form, then the subroutines will appear on the event drop-down. You can then view the subroutine or search for the subroutine within the associated form. You must call the subroutine() method to run it. |
| user1-5 | Allows you to break up scripts into smaller elements to simplify coding and debugging. You can call these scripts from other scripts in the form. |
| userChanged | Runs the script when the user has changed. |
| * Each subroutine name appears as a separate item in the list of events. | |

添加界面事件代码（2）

Form - Form6

Form_bruce_test

initForm

```
1 println("initForm ...")
```

2. 选择事件范围

3. 输入代码

1. 选择窗体或控件

Form [Form_bruce_test]

Panel [panelHeader]

FlatLabel [labelTitle]

layoutStyle Dock and Anc...

messages

name Form_bruce_test

preferredSize Width: Height:

refresh 0

text

textId

toolTipId

toolTipText

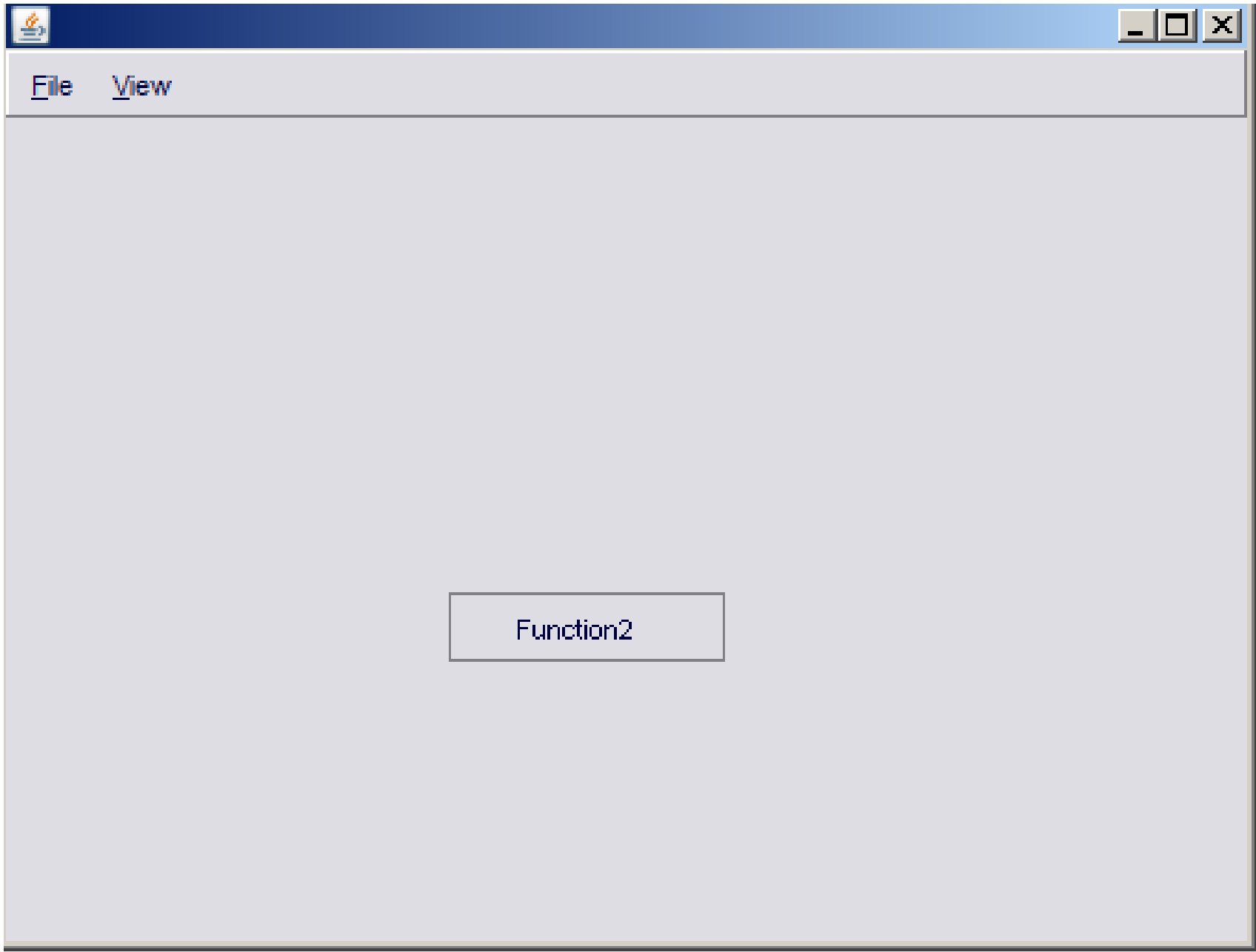
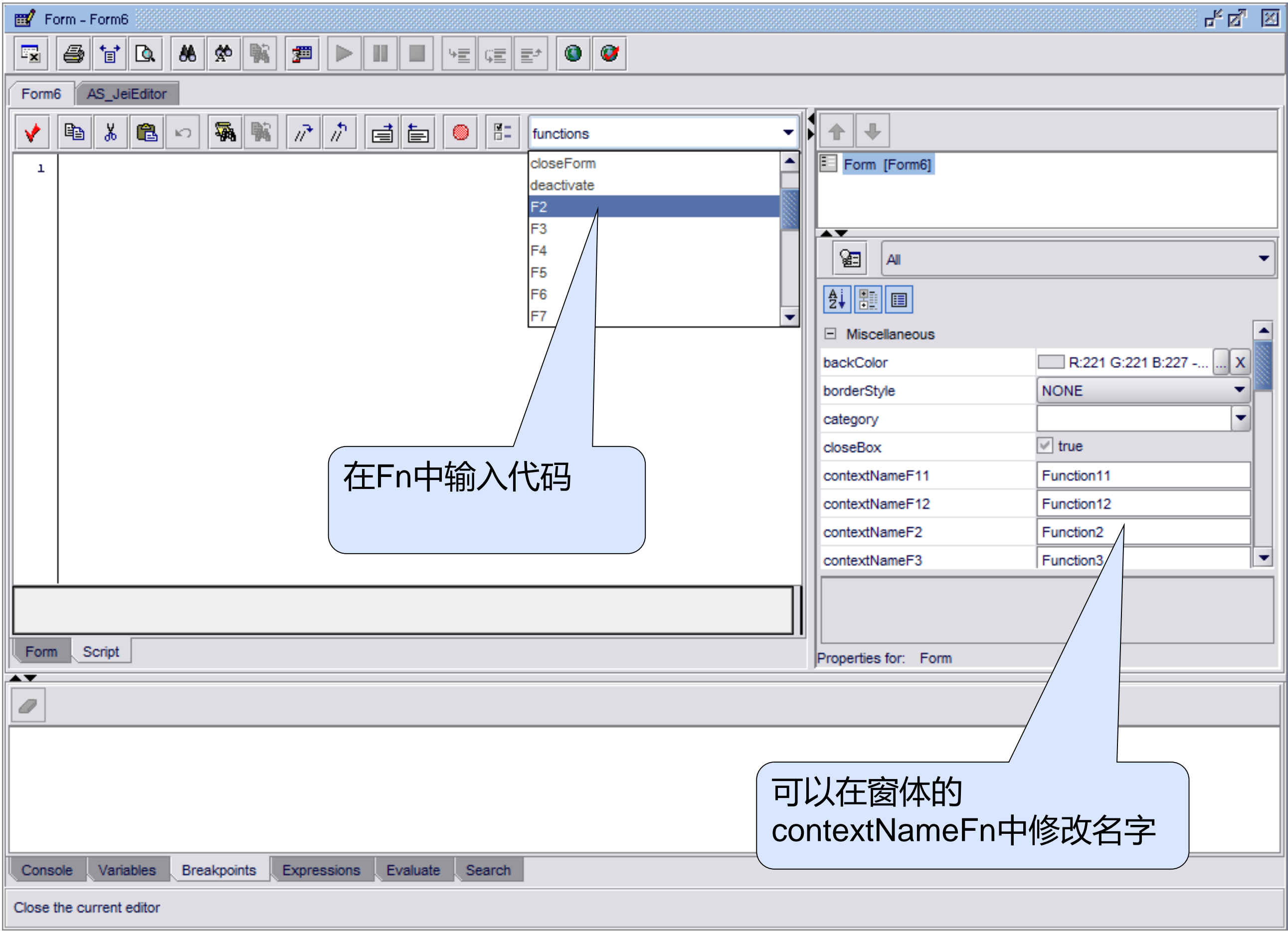
Properties for: Form

Form Script

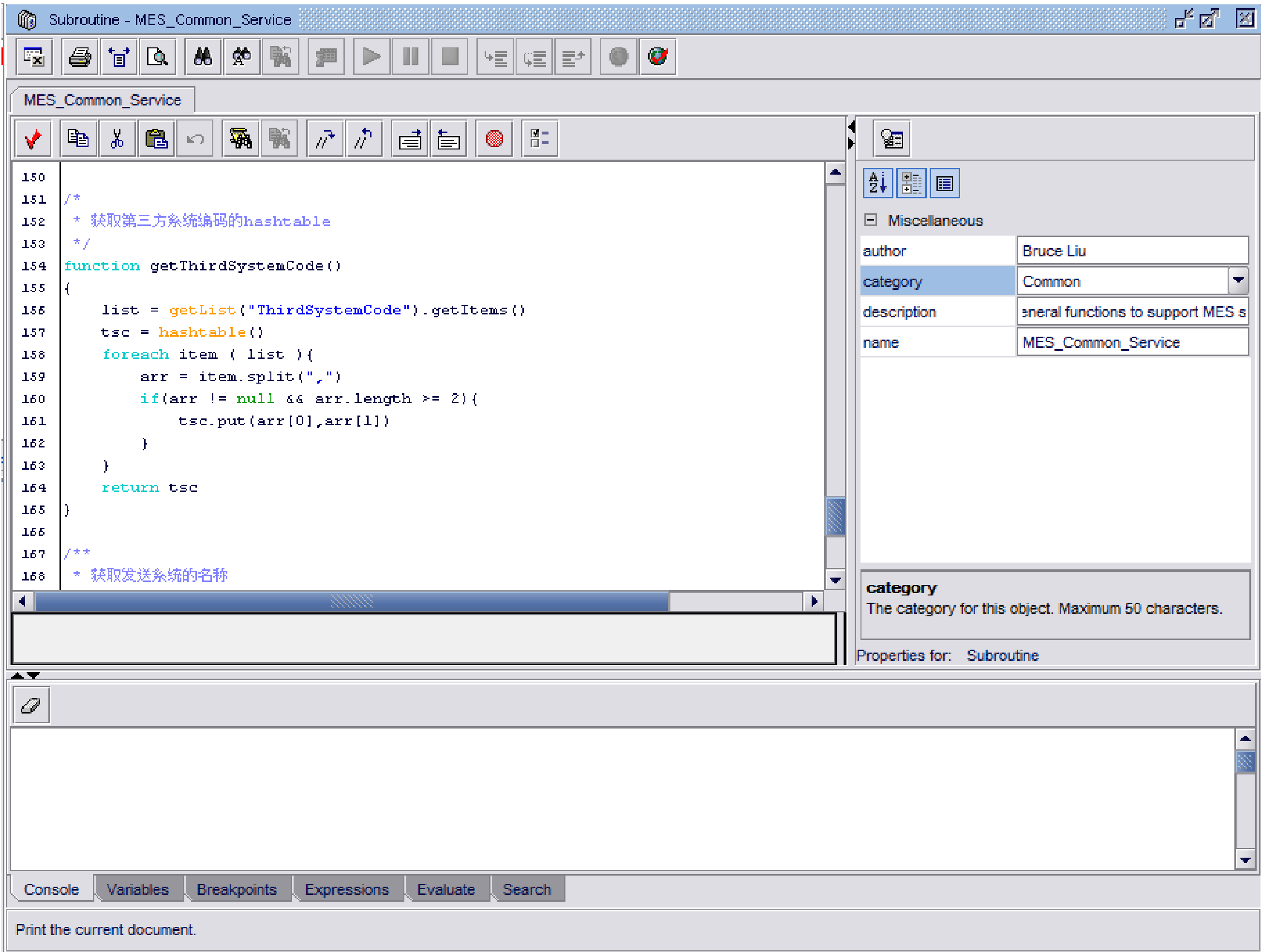
Console Variables Breakpoints Expressions Evaluate Search

Close the current editor

■ 创建快捷菜单



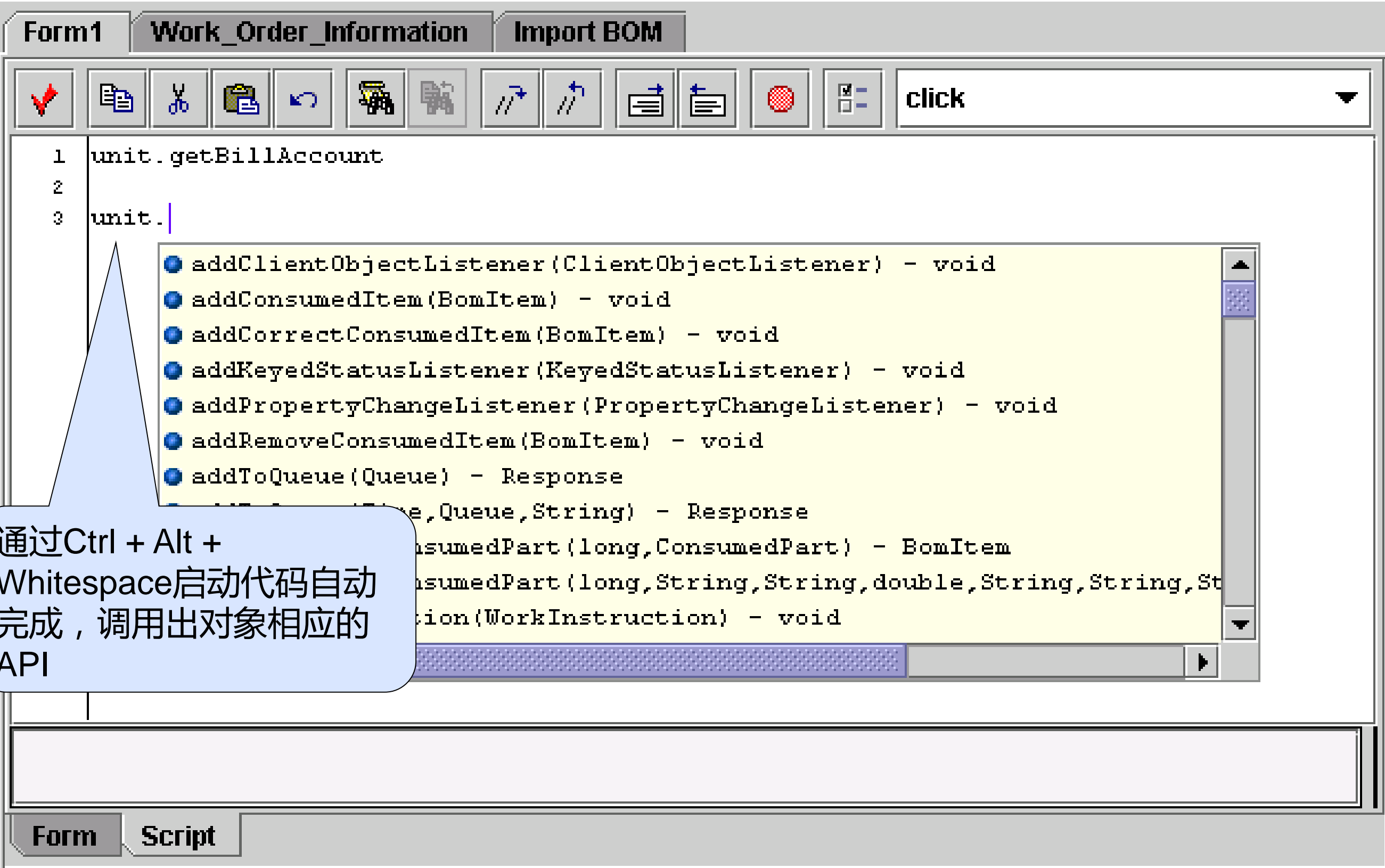
■ 创建子程序 Subroutine



```
importSubroutine(...)

subroutine(String name)
subroutine(String name, Object arg1)
subroutine(String name, Object arg1, Object arg2)
subroutine(String name, Object arg1, Object arg2, Object arg3)
subroutine(String name, Object arg1, Object arg2, Object arg3, Object arg4)
```

成员帮助 Member Help



FTPC编程环境

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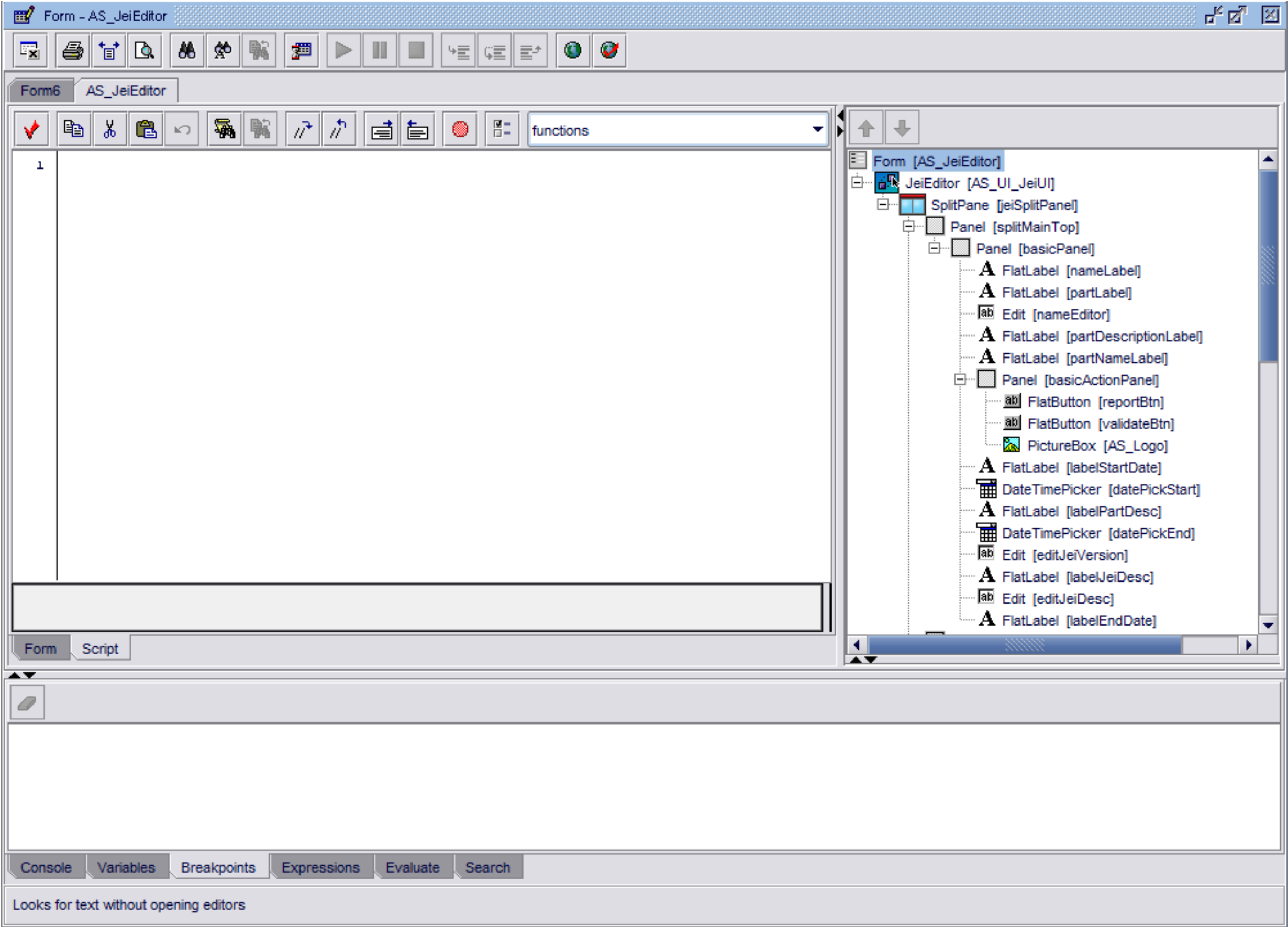
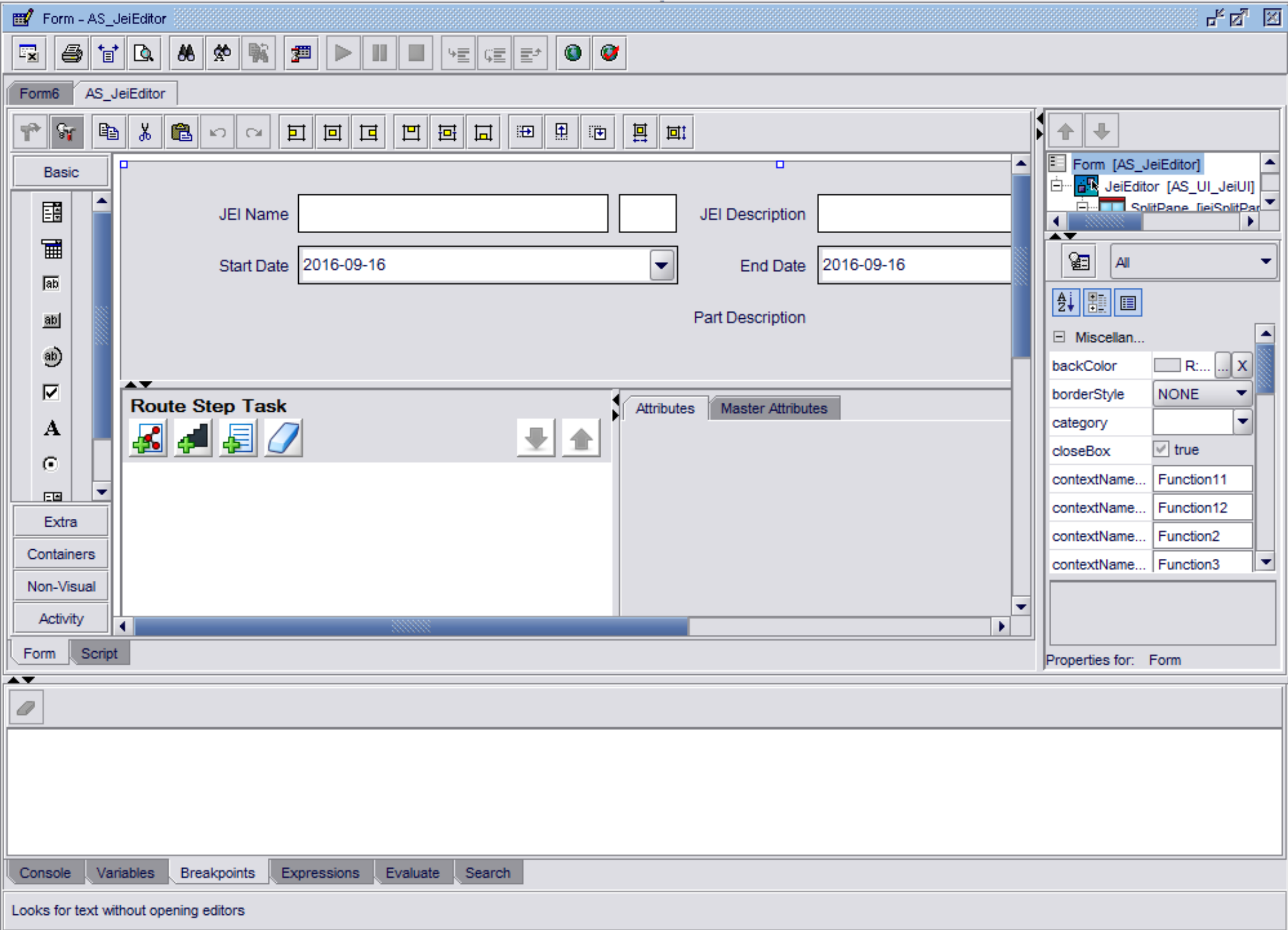
FTPC编程调试

QA



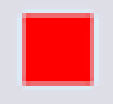




FTPC编程调试

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■ Process Designer调试器



▪ Process Designer调试器

| Debugger Toolbar Commands | |
|---|---|
|  | Continue Execution: Continue running the form or event sheet from the current line. |
|  | Break Execution: Pauses the form or event sheet but does not close the form's window. |
|  | Abort Execution: Stop the form or event sheet and close the form's window. |
|  | Toggle Break Point: Toggle on or off a break point at the current line the cursor is on. You can also add or remove break points by clicking in the grey margin where you want them. |
|  | Step Into: Execute the current line and display at the next executable line of code. If the current line calls a function or subroutine, the next executable line will be the first line in that function/subroutine. If you use the Step Into button while in a function/subroutine, then the script debugger will execute the current line and display at the next executable line of code in that function/subroutine. |
|  | Step Over: Execute the current line, and then continue to the next executable line of code. If the line of code is a function call or importSubroutine() statement, then the Script Debugger will execute the function/subroutine <i>without stepping into it</i> and display at the next executable line of code after the function/subroutine call. If the function/subroutine contains a breakpoint, then the normal behavior is overridden, and the Script Debugger will step into the function/subroutine and display at that breakpoint only. |
|  | Step Up: Step out of the current function or subroutine and to the next line after the one that called the function or subroutine. |

- Process Designer**控制台**

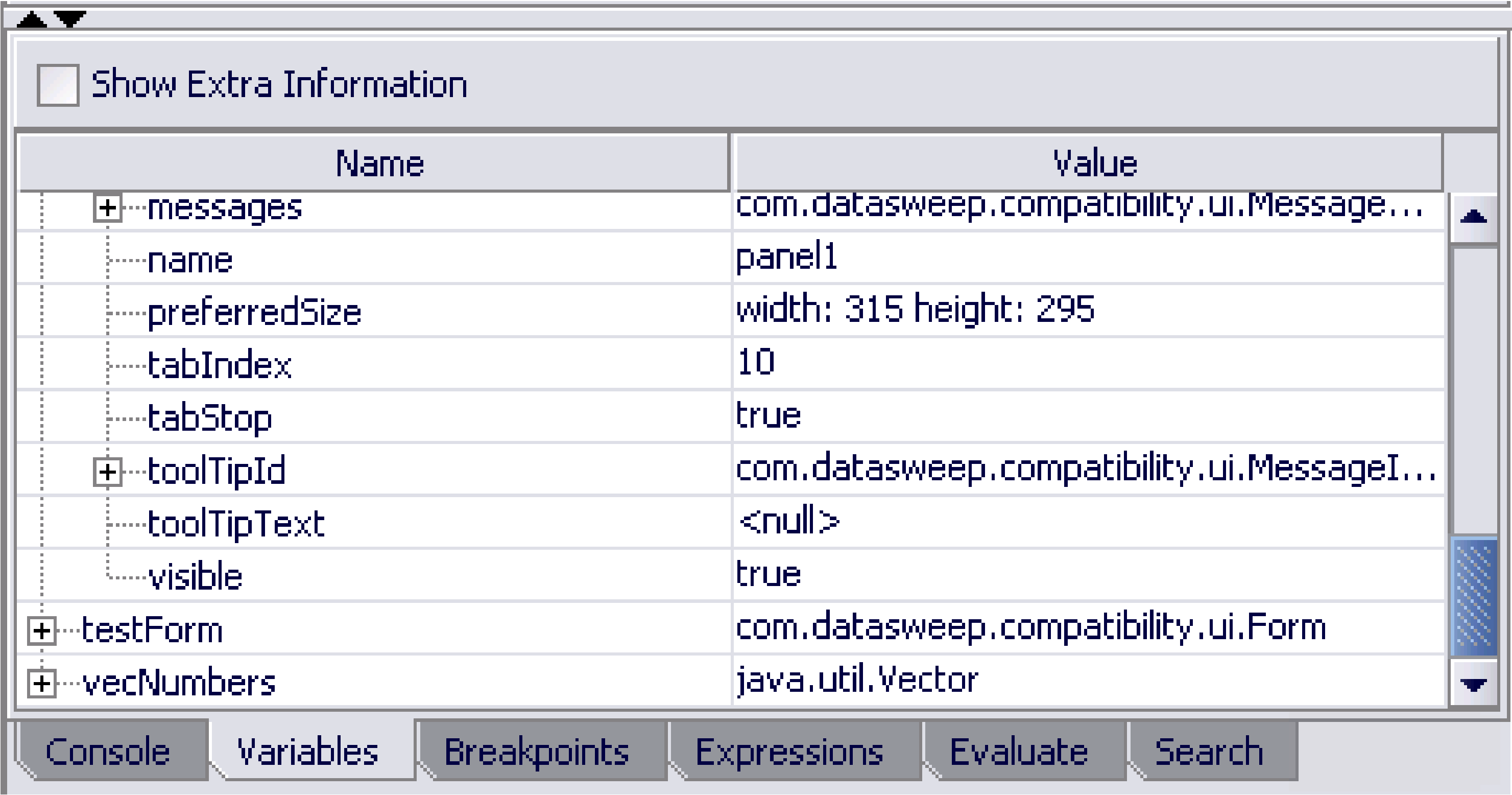
可以通过print(...)或println(...)函数输出内容到该控制台



```
[WC.A, WC.B, WC.D, WC.C]
```

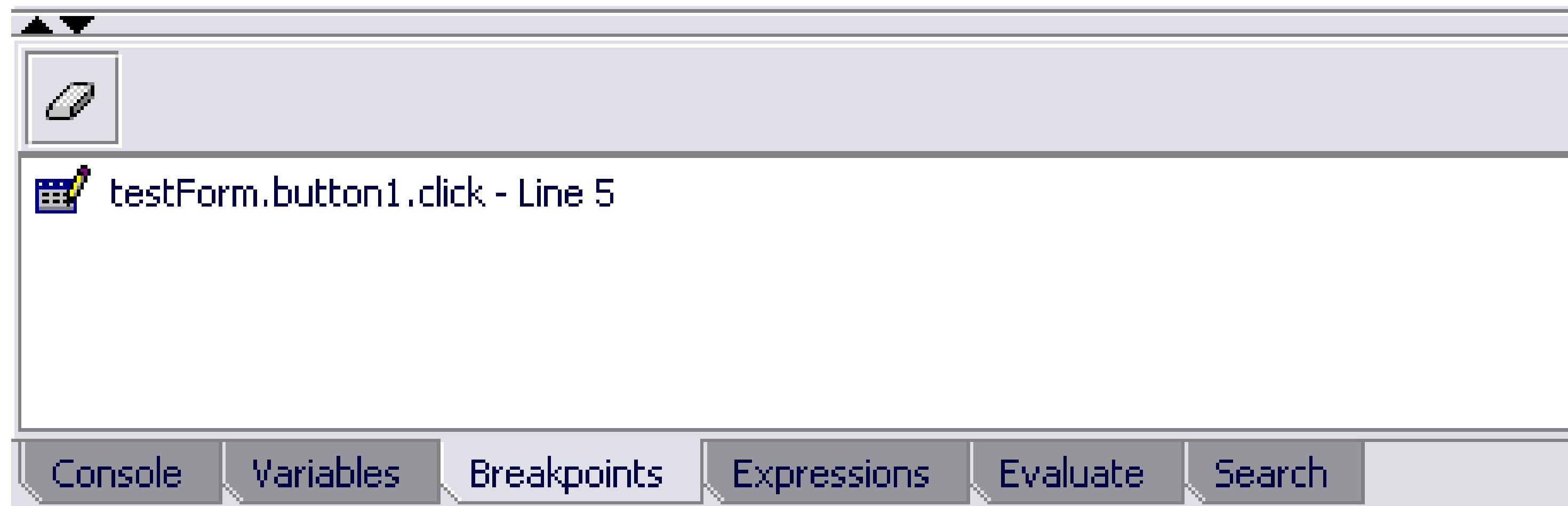
Process Designer**变量列表**

在单步执行或执行到断点位置时，可以通过变量列表查看当前程序的变量



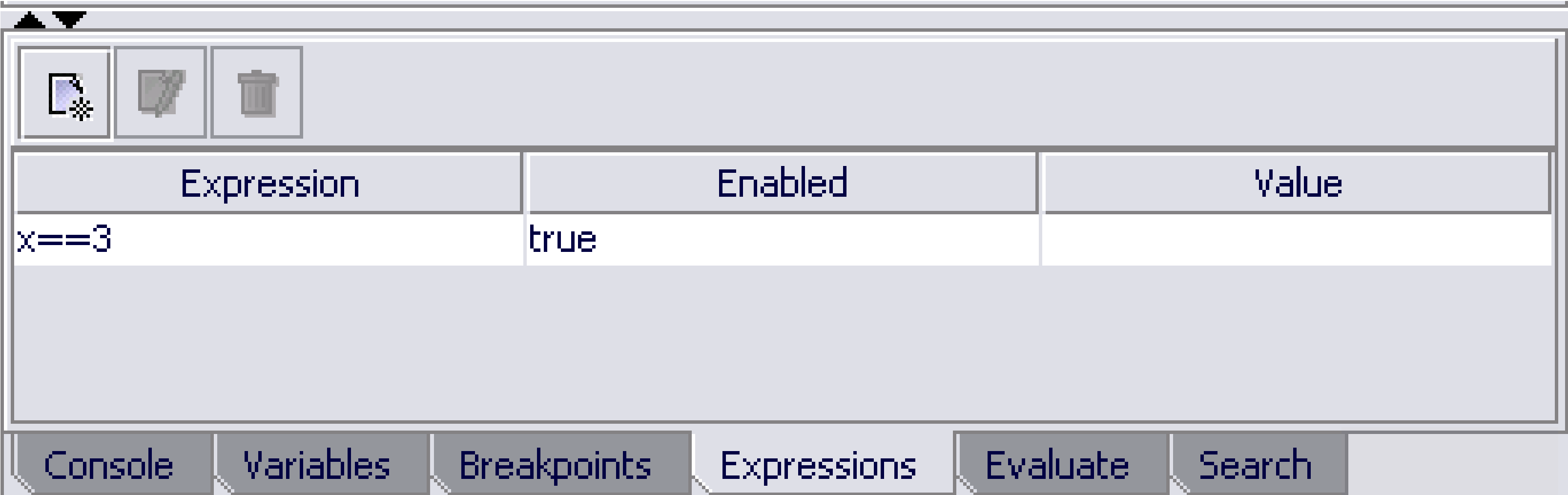
- Process Designer断点清单

列出当前窗体设置的所有断点位置



▪ Process Designer**表达式清单**（1）

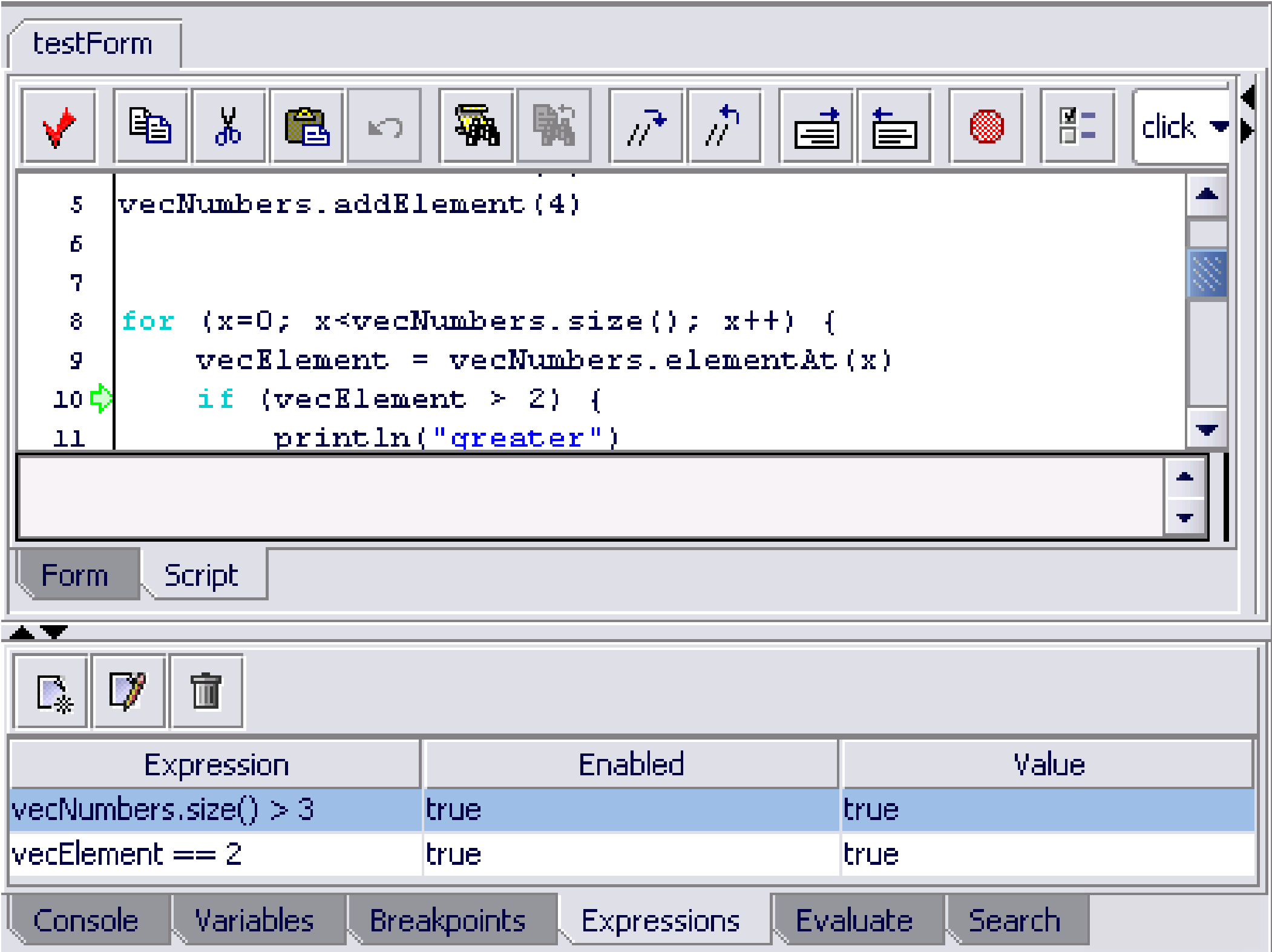
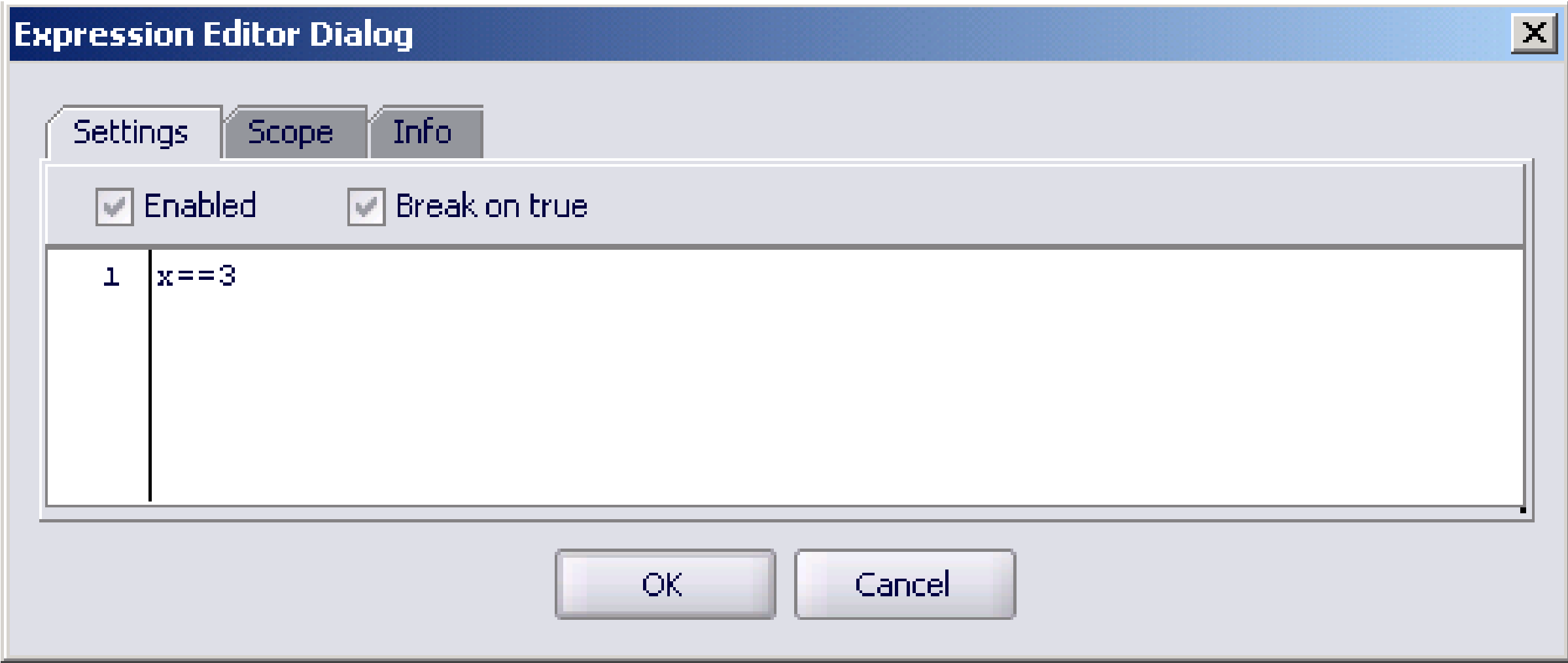
测试模式时，显示用户输入的表达式值



| Expression | Enabled | Value |
|------------|---------|-------|
| x==3 | true | |

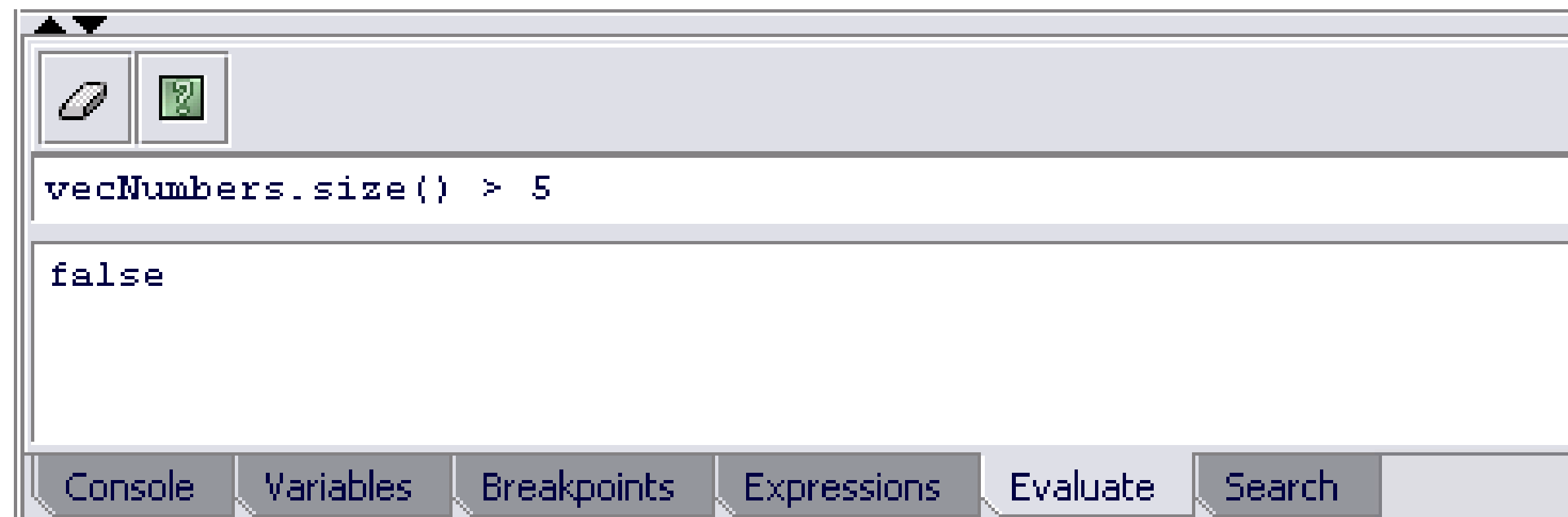
Process Designer表达式清单（2）

创建表达式清单，设置范围



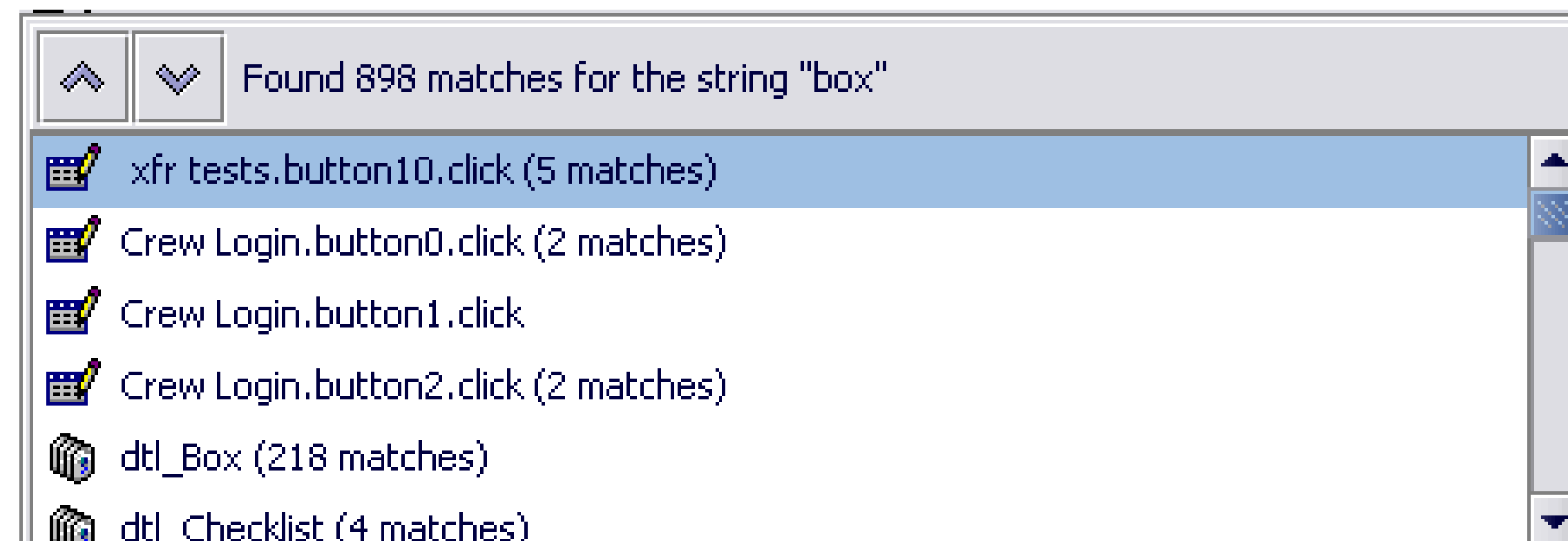
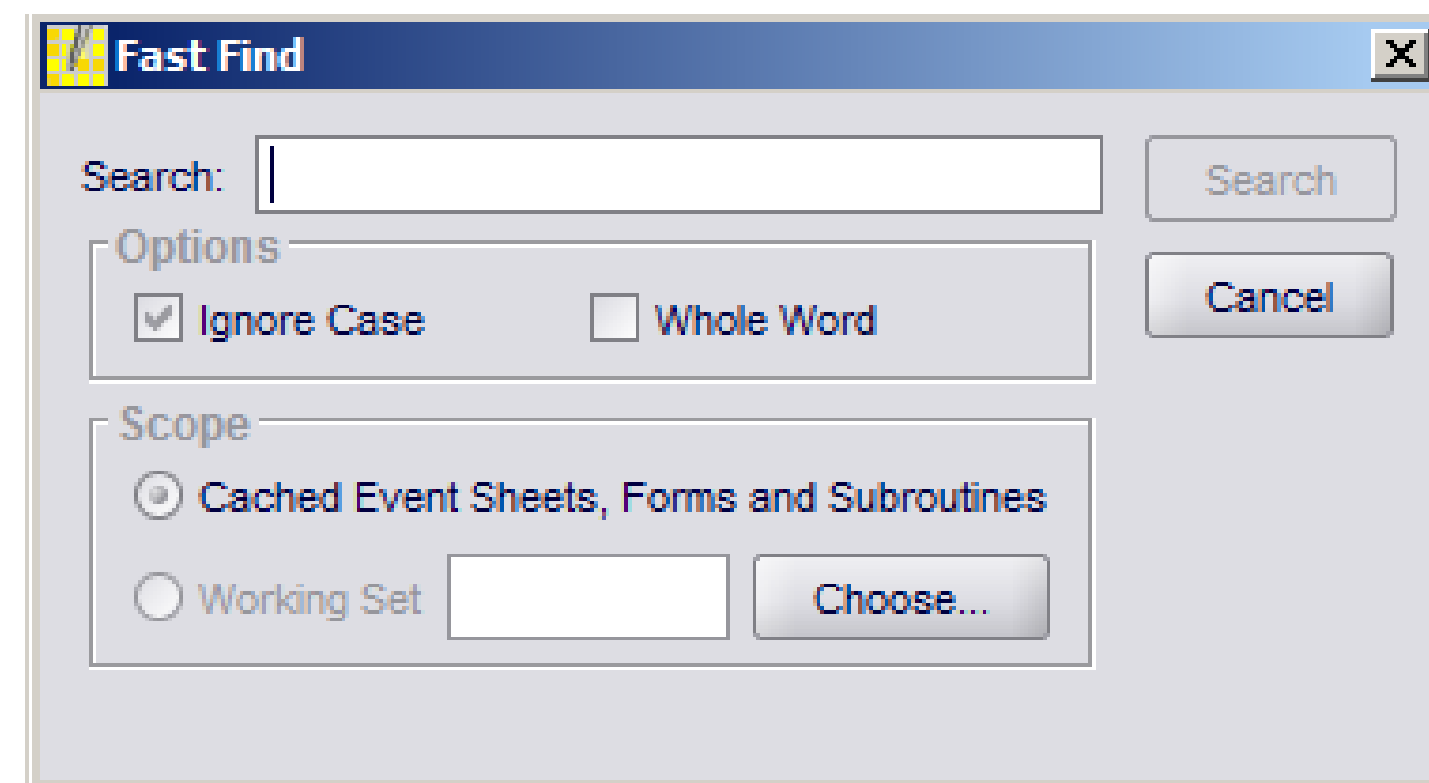
- Process Designer**评估**

创建表达式清单，评估真假或输出值



▪ Process Designer搜索

在缓存中搜索匹配关键字，显示在搜索结果列表中，用户可以上下遍历相关内容



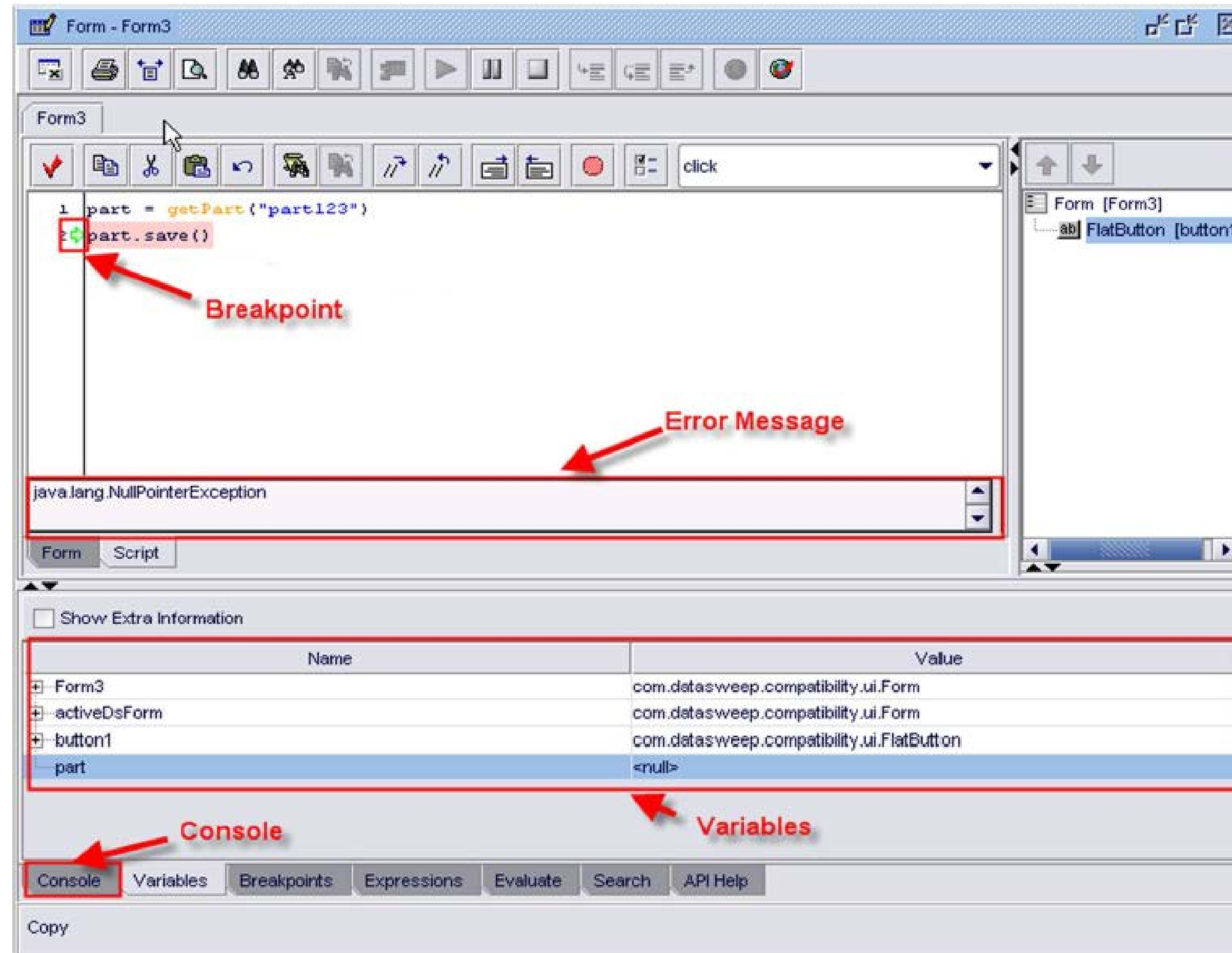
- 在代码里获得最近一次的代码调用返回，如果有错误则显示对话框

```
response = getLastResponse()  
checkAndDisplayResponse(response)
```

FTPC编程调试

Rockwell
Automation

Process Designer调试样例



- Demo

FTPC编程环境

FTPC编程语言

FTPC界面编程

FTPC编程调试

QA

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