

Lab Exercise – R200 Display Builder Differences

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This module supports **TotalPlant** Solution (TPS) system network.

TPS is the evolution of TDC 3000^X.

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Lab Exercise 1

Introduction

This short lab exercise will guide you through some of the features and functions available since R120 in the R200 Display Builder.

Objectives


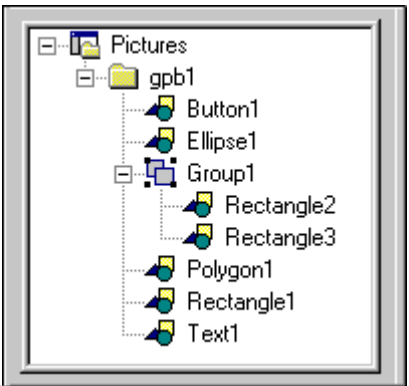
Upon completing this lab exercise, you will know the differences in the features and functions of the R200 Display Builder.

Lab Prerequisites

In order to complete the lab exercise, you will need GUS Display Builder at Release 200 or later.

Lab Procedure 1a—Using the Object Browser

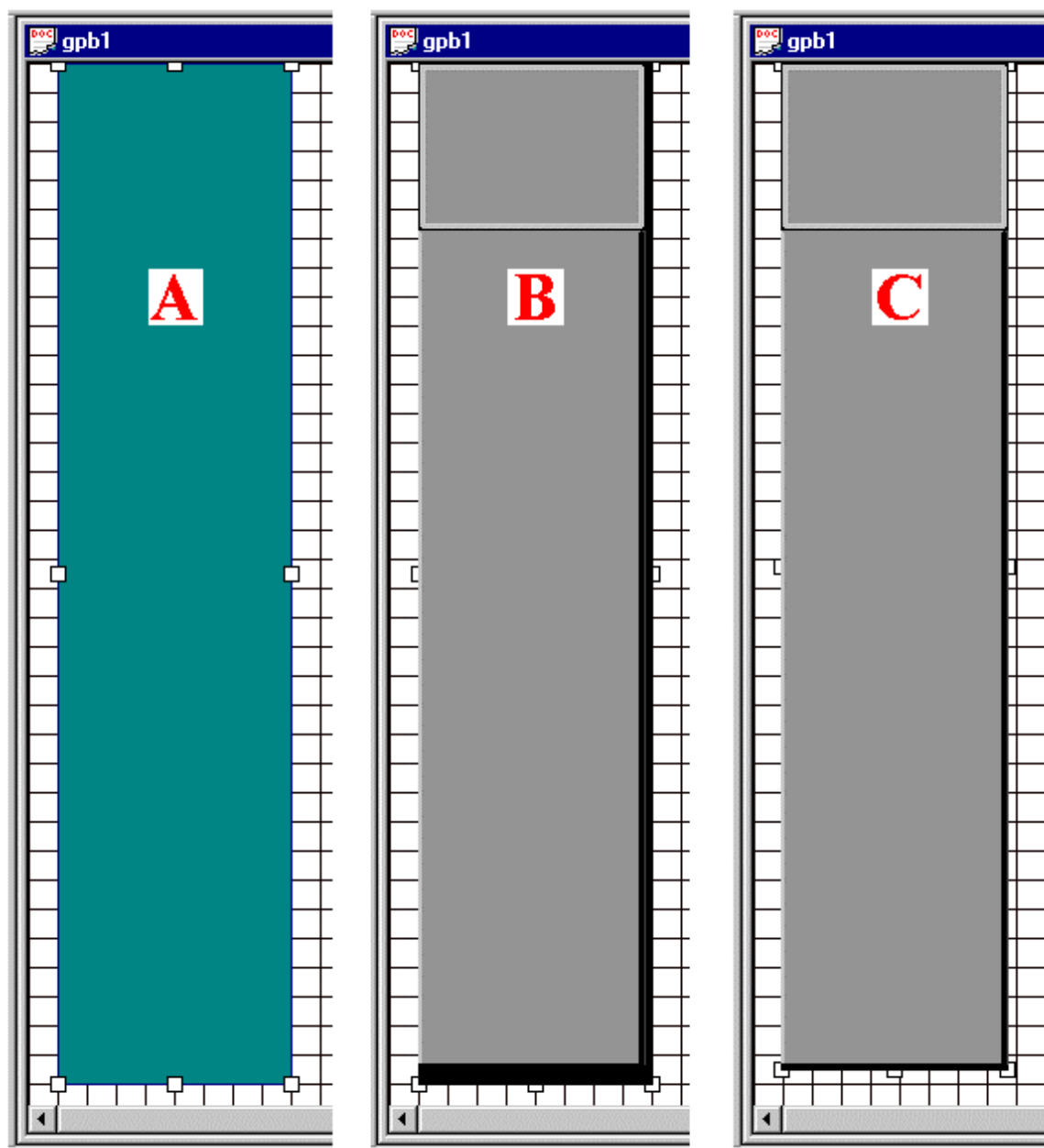
This exercise will familiarize you with the new Object Browser.


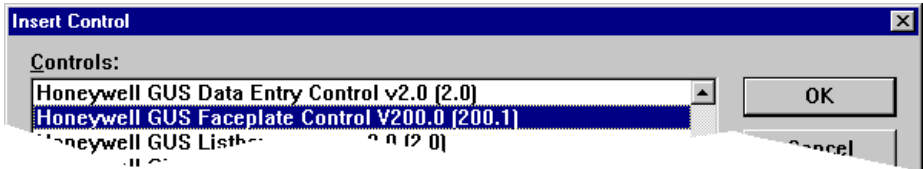

Step	Action
1.	Open a new GUS display.
2.	<p>Make sure the Object Browser button on the Standard Toolbar is depressed.</p>  <p>RESULT: If not already present, the Object Browser is displayed.</p>
3.	Draw some objects on the new display. Group two of the objects into one group.
4.	 <p>Open the “folder” on the Object Browser by clicking on the “+” at the left.</p> <p>Open the “folder” representing your display (“gpb1” here) by clicking on the “+” to the left of it.</p> <p>Open the “group icon” by clicking on the “+” to the left of it.</p> <p>RESULT: Each object you have drawn is shown in the Object Browser by a small icon and the name of the object. Notice they are listed in alphabetical order from top to bottom.</p>
5.	<p>Double-click one of the individual icons.</p> <p>RESULT: The Property Page for that object is displayed in the Object Browser.</p>
6.	<p>Close the Property Page and right-click-and-hold on the icon or its text.</p> <p>RESULT: A drop-down menu allows selecting either the Properties or the Edit Script window for that object.</p>
7.	<p>Move the mouse over the “Edit Script” item and release the mouse.</p> <p>RESULT: The Edit Script window opens for that object.</p>
8.	<p>Repeat steps 5 through 7 on the “folder” representing your display (“gpb1” here).</p> <p>RESULT: The DISPLAY Property Page and Edit Script windows open.</p>
9.	<p>Open the Edit Script window for the group and one of the objects in the group.</p> <p>NOTICE: If scripts were written on these objects, you would be able to edit each of them using the Object Browser.</p> <p>TIP: This feature is particularly useful for editing scripts on grouped objects.</p>

Lab Procedure 1b— Using the New Tools to Build a Faceplate

This exercise shows you how to build the new Faceplate using some of the new tools on the Standard Toolbar and the Drawing Toolbar.


Use this graphic to identify the faceplate object used in this exercise. The numbers on the graphic refer to step numbers in the lab that starts on the next page.



Step	Action
1.	On the Standard Toolbar, make sure the buttons representing the Object Browser, Grid, and Snap-to-Grid are all depressed as shown here. 
2.	Open the display window as far vertically as you can on a 1024 x 768 pixel monitor.
3.	Click the Insert Active-X button to open the Insert Control listbox as shown here. Scroll down until you find the Honeywell GUS Faceplate Control . Select it and click the OK button. RESULT: The listbox disappears and the cursor changes to crosshairs. 
4.	Start at the top of the display window, click-and-drag a dark gray object that is eight grids wide and 35 grids high (see graphic A on previous page). Release the mouse. RESULT: A black “ghost image” of the faceplate appears (see graphic B on previous page). For clarity, the graphic is shown lighter than the actual faceplate colors.
5.	On the Standard Toolbar, click once on the Snap-to-Grid button to turn it off. 
6.	Click and hold the bottom-right handle and slightly move it up and to the left so that the faceplate outline just shows (see graphic C on previous page). RESULT: You have finished drawing the faceplate. You may turn Snap-to-Grid back on again if you wish.



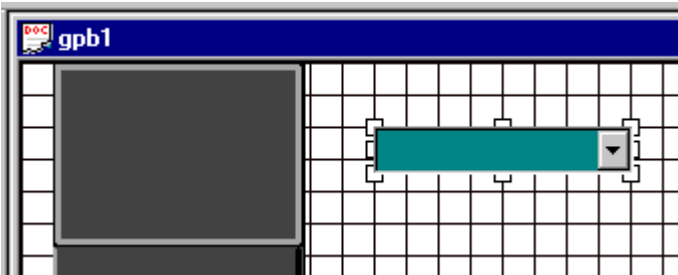

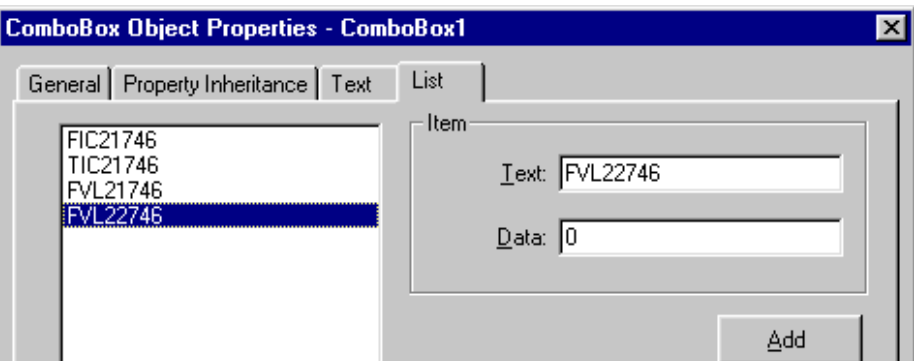
Lab Procedure 1d— Setting the Faceplate Properties

This exercise shows you how to set up the properties needed for the faceplate. In the graphics, we use partition 746 —be sure you substitute the partition number assigned to you so you will not interfere with other students.

Step	Action
1.	Make sure the faceplate is still selected, then click on the Properties button.  RESULT: The Properties dialog box opens. It has only the General tab and it must contain the default tagname you desire.
2.	Type the “FIC21###” tagname where ### represent your partition number.
3.	Click the OK button. RESULT: The faceplate properties have been set.

Lab Procedure 1e— Using the New Tools to Build a Combo Box

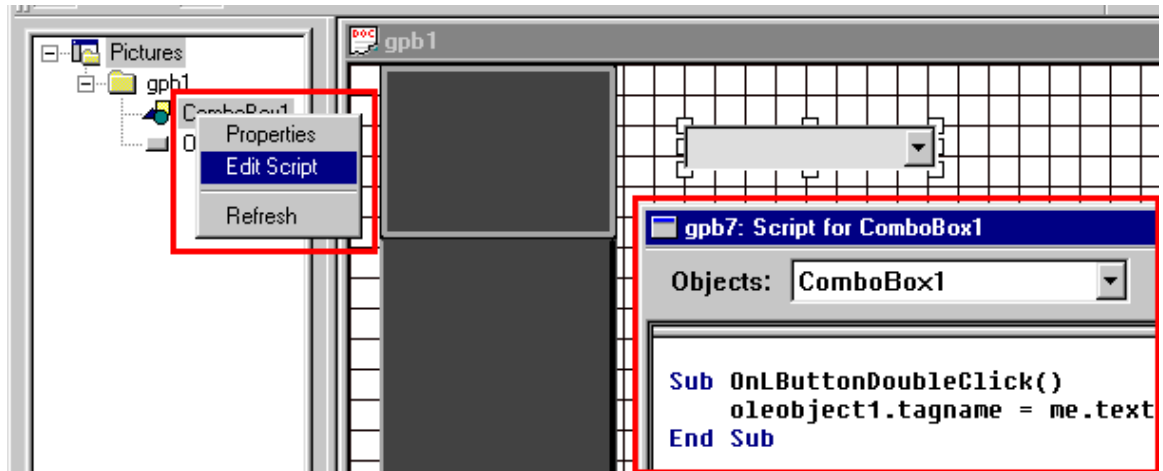
This exercise shows you how to build the new Combo Box using some of the new tools on the Standard Toolbar and the Drawing Toolbar.

Step	Action
1.	On the Standard Toolbar, make sure the buttons representing the Object Browser, Grid, and Snap-to-Grid are all depressed as shown here. 
2.	On the Drawing Toolbar, click the ComboBox to depress the button.  RESULT: The Combo Box tool is selected and the cursor changes to crosshairs.
3.	Click-and-hold the mouse where you want to draw the Combo Box, then drag and size the object on your drawing. Adjust the height of the object so it will show only one line of text. Make sure the width of the ComboBox is sufficient to display all of the text. Use this graphic as a reference. 
4.	Click the Paint Bucket button, then change the background fill color of your Combo Box. Chose a light gray color (RGB=221, 221, 221) so the black text will show.  NOTE: The 3 color buttons (Paint Bucket, Brush, and Letter) are used to change the Fill, Line, and Font colors respectively. You won't change Line and Font colors here.
5.	Double-click the combo box icon in the Object Browser to open its Properties dialog, then click the List tab where you will enter several tagnames. Use your own partition as you type in each tagname in the Text box, then click the Add button. This graphic shows how the items will look. Click the OK button when finished. 

Lab Procedure 1f— Scripting the Combo Box that Controls the Faceplate

This exercise shows you how to script the Combo Box.

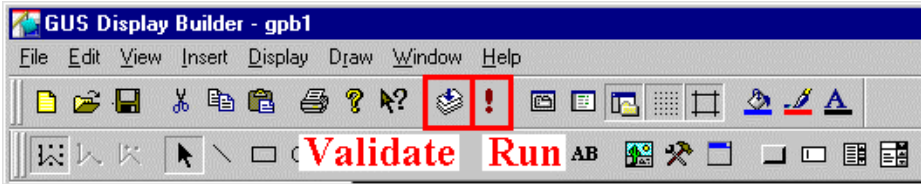
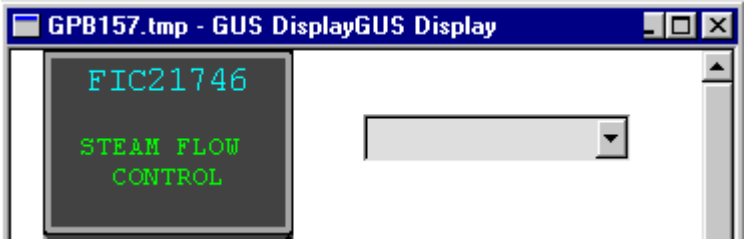
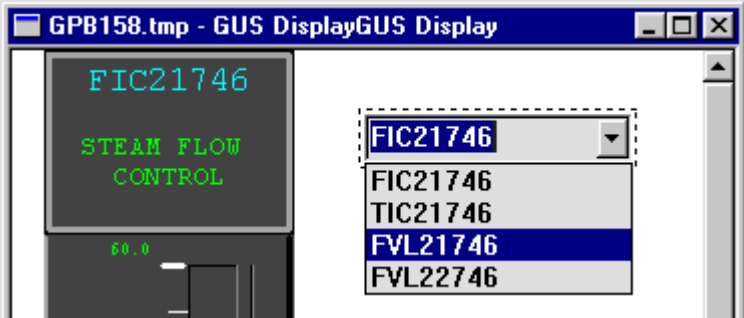
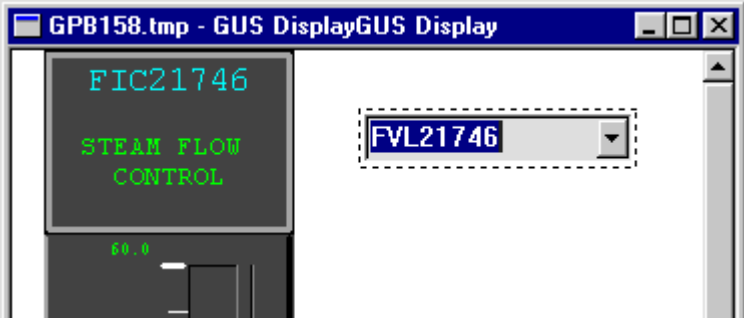
Use this graphic in conjunction with the text.

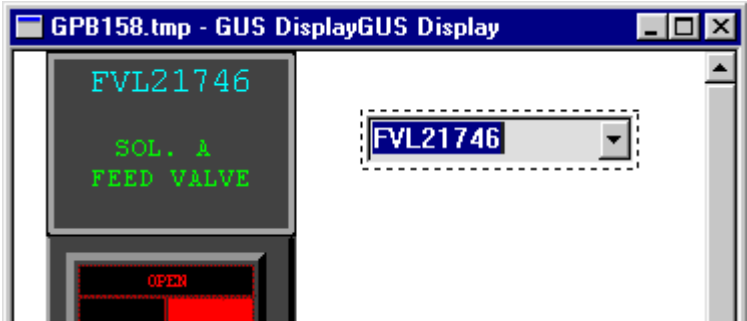


Step	Action
1.	In the Object Browser, right-click-and hold the mouse button on the Combo Box icon. RESULT: A drop-down menu appears.
2.	Select Edit Script and release the mouse button. RESULT: The Combo Box script window opens.
3.	Select OnLButtonDoubleClick from the Event menu.
4.	Enter this single line of code for that subroutine as follows: <div style="text-align: center;">oleobject1.tagname = me.text</div> You may close the script window if you wish. (Note: If you have previously drawn more than one combo box on this display, you may need to change the name "oleobject1" to match the actual name of the object.)

Lab Procedure 1g—Running the Combo Box with the New Tools

This exercise shows you how the new Combo Box works when running.

Step	Action
1.	<p>First, click on the Validate button, then click OK to the dialog box that appears if there are no errors.</p> 
2.	<p>Now, click the Run button.</p> <p>RESULT: A window opens containing the running Faceplate and Combo Box. It looks something like this graphic. Notice the Faceplate is showing the FIC21### tagname because you entered that as the default in the Faceplate property page.</p> 
3.	<p>Click-and-hold the Combo Box down arrow.</p> <p>RESULT: A pop-down list of items appears.</p> 
4.	<p>Select another tagname and release the mouse button.</p> <p>RESULT: The new tagname is selected but notice the faceplate <i>is still reading the FIC21### tagname!</i></p> 

Step	Action
5.	<p>Now, double-click on the tagname in the combo box.</p> <p>RESULT: The Faceplate changes now and shows the newly selected tagname.</p> <p>The reason the faceplate didn't change in the previous step is because we used the "OnLButtonDoubleClick" subroutine.</p>  <p>TIP: Using the "OnLButtonDoubleClick" subroutine is a precaution against the operator accidentally selecting the wrong tagname.</p>

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