

Lab Exercise – Change Key Level Access

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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

Introduction

The following concept lab exercise introduces the KEY_CHG and KEY_RST actors, which can be used to change the keylock access level of a GUS station to supervisor, engineer, and operator.

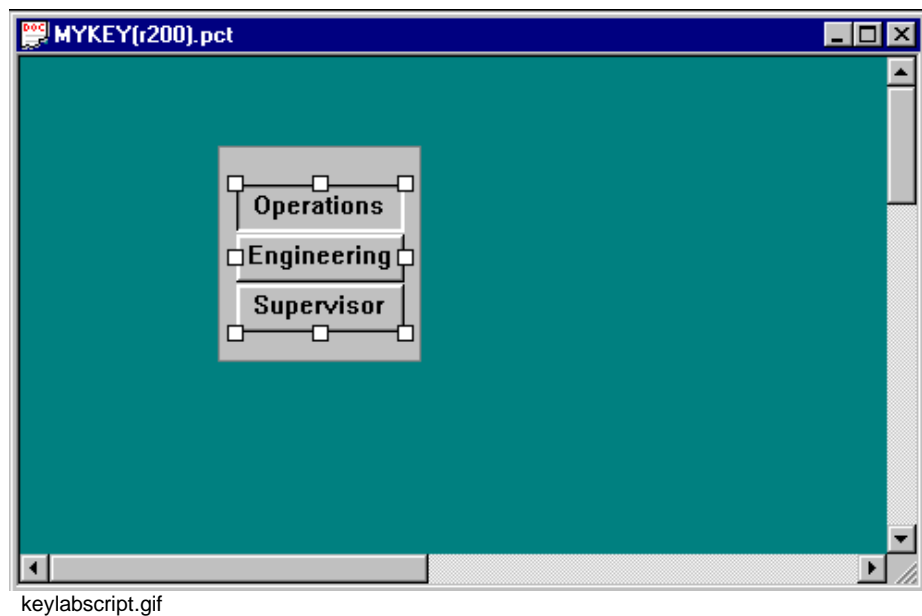
Objectives

At the end of this lab exercise, you will be able to write script to:

- Change the key access level of a GUS through the use of the KEY_CHG actor.
- Reset the key access level to that of the hardware keyswitch through the use of the KEY_RST actor.

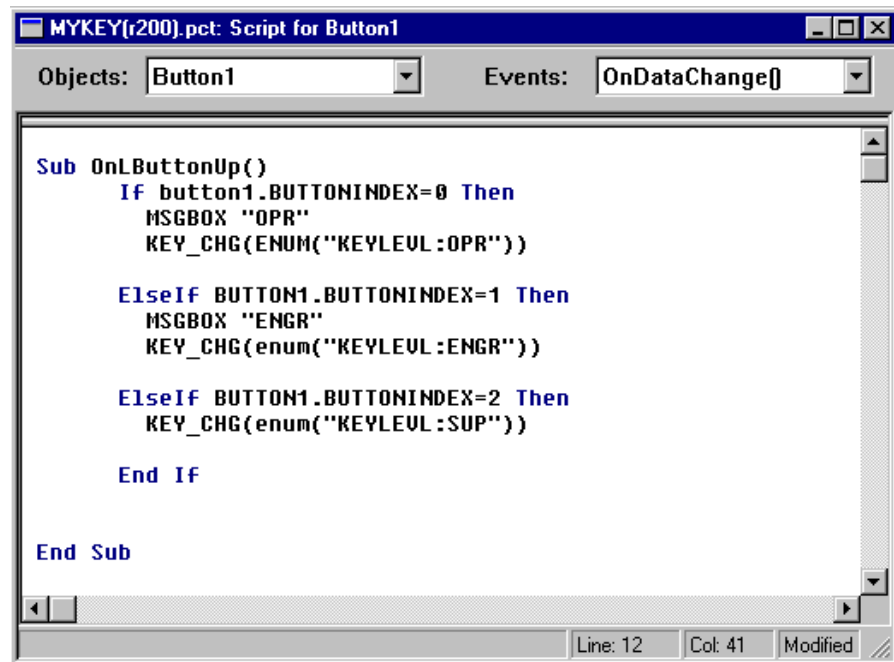
Design Criteria

You will add script to the prebuilt display shown below.



Lab Procedure

Step	Action
1.	Open the buttons.pct in your Student folder and add the script shown in the illustration below to the <i>buttons</i> in the prebuilt display.
2.	<p>Add the following script to the <i>display</i>.</p> <pre>Sub OnDisplayShutdown() KEY_RST End Sub</pre> <p>(When the display is shutdown, the software key level access will reset to match the hardware keyswitch.)</p>
3.	<p>Save and Run your display.</p> <p>Use the Console Status display of the Native Window to verify that the buttons change the access appropriately.</p>



Mykeydisplay.gif

Note: You must make a connection to the "LCN" object to access LCN functionality (much like you do to access the detail display or group display in the Native Window.) One way to do this would be to add an OnDisplayStartup subroutine and make the connection to the LCN.

```
Sub OnDisplayStartup()
```

```
    X = dispdb.ent01
```

End Sub

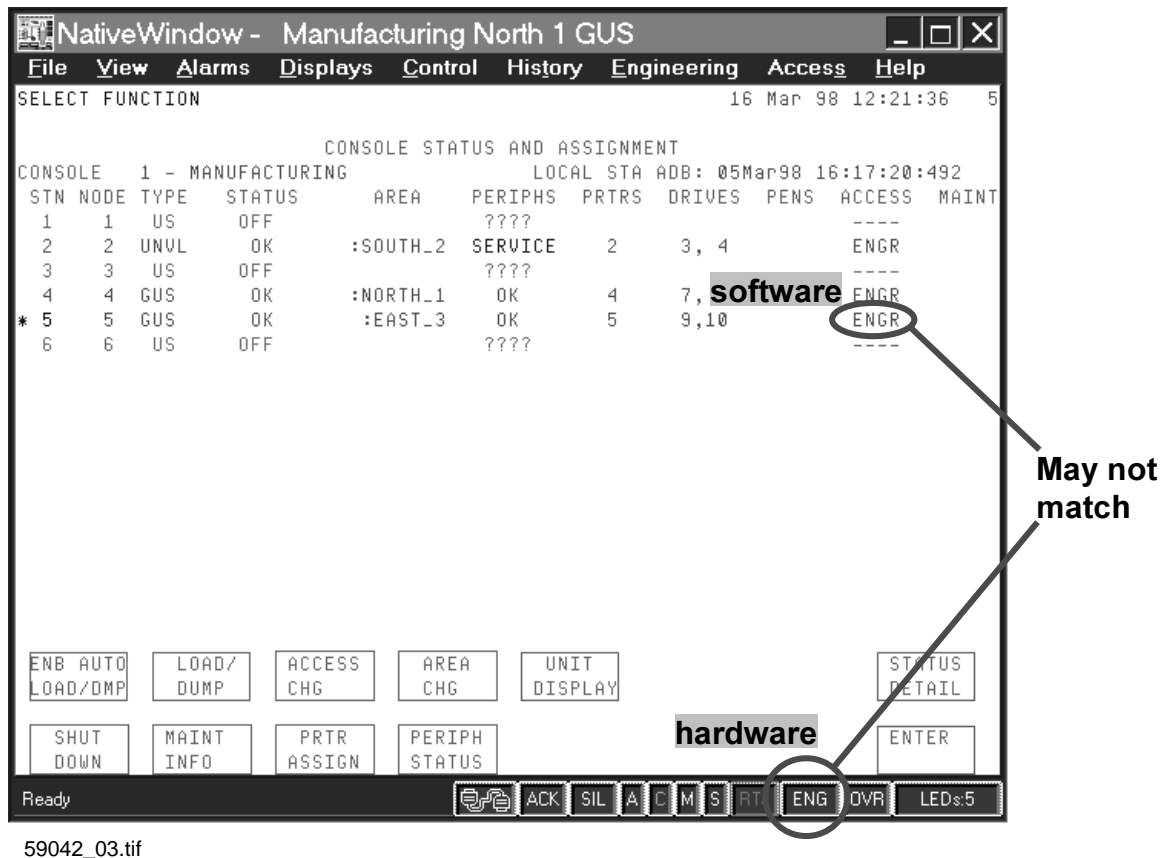
Helpful Hint

If the Console Status display is on the screen at the time you change the keylock access level using the KEY_CHG actor, the two keylock indicators in the Native Window (shown below) will not match.

The indicator in the ACCESS column on the Console Status display reflects the state of the software (changed using KEY_CHG actor).

The indicator in the Native Window status bar reflects the state of the hardware keyswitch.

If you reinvoke the Console Status display, it reads the hardware keyswitch and resets the software ACCESS to reflect the state of the hardware, so both states will match once again.



End of Lab

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