

# **Lab Exercise – Orientation to Popup Dialogs**

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

TPS is the evolution of TDC 3000<sup>X</sup>.

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# Lab Exercise 1

## Introduction

The following lab exercise introduces the use of an embedded display as a popup dialog. The use of popup dialogs accomplishes several goals:

1. It does not rely on a reserved space in your display for a changezone. Rather, the popup dialog appears next to the point name of interest, in the display where it is needed.
2. The popup dialog is inserted only once into the display but can be accessed by multiple tagnames.
3. The popup dialog illustrates usage of the object data type, which is a fast, powerful way to pass data between embedded displays.
4. The popup dialog has several subtle features that add to operator and author efficiency, such as highlighting control loop related points, highlighting the selected points, and providing access to detailed displays.
5. The popup dialog illustrates several advanced scripting techniques about building process control dialogs.
6. The popup dialog and its related target display become reusable objects that you can use in any of your new display builds.

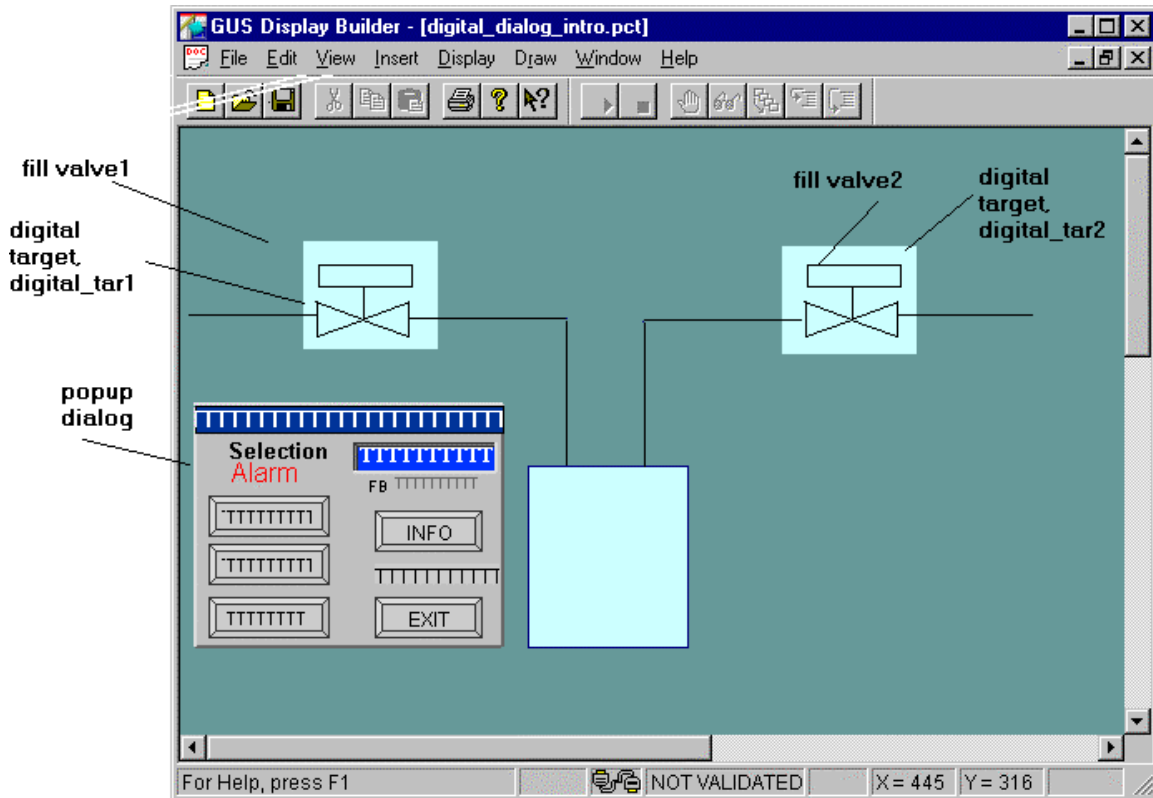
## Objectives

The lab exercise first shows you an operational popup dialog. Upon completing this lab exercise, you will be able to:

- Determine the functionality that you will need to include in the popup dialog you build in subsequent lab exercises.
- Use a popup dialog for process operations.

## Design Criteria

The following lab exercise provides a display that is almost complete. All you have to add are two HPM digital composite pointnames from your data base partition sheet. After adding the two tagnames, operate the display to see the popup dialog in action. An example display that you use in the lab exercise appears below.



## Prerequisites

Lab prerequisites are:

- Native Window is loaded.
- Two off process LCN digital composites points.
- Pre-built display `digital_dialog_intro.pct`

## Lab Procedure

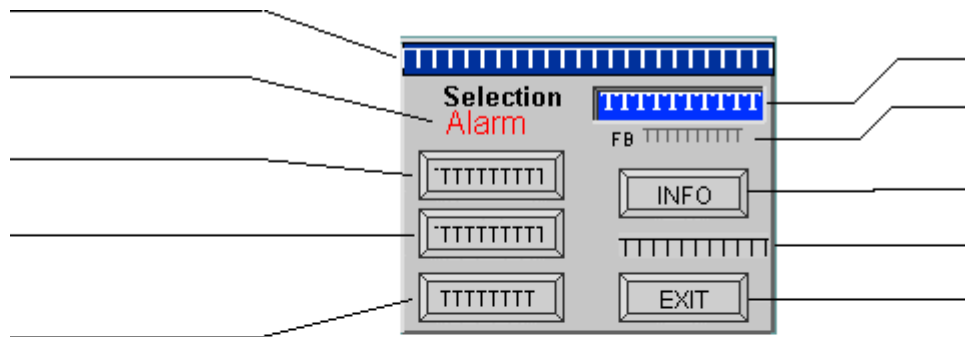
Step	Action
1.	Open the display called <b>digital_dialog_intro.pct</b> . (c:\student\ Embedlab1\ digital_dialog_intro.pct)
2.	<p>Enter 2 digital composite tagnames from your partition sheet. To do this:</p> <ul style="list-style-type: none"> <li>• Select the first digital target, <b>digital_tar1</b>.</li> <li>• From the Edit Menu, select <b>Enter Parameters</b> Result: The Enter Parameters dialog appears.</li> <li>• For the display parameter called Point, enter a digital composite tagname from your database partition sheet. Example entry: LCN.tagname, LCN.FVL21241, where the tagname represents an off process 2 state LCN digital composite point.</li> <li>• DO NOT change any of the remaining parameter entries; they have already been entered for you.</li> <li>• Choose <b>OK</b>.</li> </ul>
3.	<p>Select the other digital target, <b>digital_tar2</b>, and repeat the same steps for entering another digital composite point.</p> <ul style="list-style-type: none"> <li>• Select the second digital target, <b>digital_tar2</b>.</li> <li>• From the Edit Menu, select <b>Enter Parameters</b> Result: The Enter Parameters dialog appears.</li> <li>• For the display parameter called Point, enter another digital composite tagname from your database partition sheet. Example entry: LCN.tagname, LCN.FVL22241, where the tagname represents an off process 2 state LCN digital composite point.</li> <li>• DO NOT change any of the remaining parameter entries; they have already been entered for you.</li> <li>• Choose <b>OK</b>.</li> </ul>
4.	Select the popup dialog and move it to the upper-left corner of your display. The reason you need to do this is because your code references the dialog position from x, y pixel offsets of 0,0. (More details will be provided in the following lab exercises.)
5.	Validate the display.
6.	Save the display as <b>my_intro1.pct</b> in your EmbedLab1 folder.
7.	<p>Run the display.</p> <p>Result: The my_intro display starts. The targets and popup dialog are invisible at display startup.</p>

<b>8.</b>	Select <b>fill valve1</b> . Result: The popup dialog appears next to your target. Both targets are highlighted. The selected target itself goes to a darker gray color to indicate that it is the selected target.
<b>9.</b>	Make output changes. Confirm as needed. Result: The dialog selection text updates to reflect the changes. (Note: To avoid a runtime error, your digital composite tagnames must be in manual, not program manual.)
<b>10.</b>	Select the <b>INFO</b> button. Result: The Native Window detail display for the digital composite appears.
<b>11.</b>	Cause an alarm to occur on the digital composite. (To cause an alarm you could set the PVSOURCE to MAN and then attempt to open the valve, causing a FB alarm). Result: A blinking alarm indication occurs on the popup dialog.
<b>12.</b>	Acknowledge the alarm from the GUS display. Result: The alarm indication goes from blinking to a steady state condition.
<b>13.</b>	Select the other digital target and send similar commands to the second digital composite point. Result: The dialog moves to a new position in your display and behaves in a similar fashion as in the earlier lab exercise steps.
<b>14.</b>	Save the my_intro display (if you have not already done so) into your EmbedLab1 folder.
<b>15.</b>	Close the display.

## Lab Review: Popup Dialog Functionality

You may want to make notes regarding the previous lab exercise. Essentially this lab review helps you document the functionality you saw in the popup dialog.

Enter brief notes about the behavior observed in the popup dialog (for example, popup appears next to the tagname, INFO invoked another display, etc.). In the following lab exercises, you will re-create this popup dialog



**other functions:**

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