



Course Syllabus InTouch 10 – New Features

Course Description

The InTouch™ 10.0 New Features and ArcestrA Graphics course is a 2-day, instructor-led class that provides you with a fundamental understanding of InTouch integrated into the ArcestrA architecture including the differences between InTouch 10.0 and InTouch 9.5. InTouch 10.0 works in conjunction with the Wonderware System Platform to provide visualization for ArcestrA applications.

The InTouch 10.0 New Features and ArcestrA Graphics course includes the graphics capability built into the ArcestrA IDE. The ArcestrA IDE adds the functionality and ease of maintenance by deploying InTouch as an object in the Wonderware Application Server application. It allows you to create, edit, animate and deploy graphics within the ArcestrA environment. InTouch 10.0 retains all of the functionality from previous versions of InTouch.

Course Objective

- Upon completion of this course, students should be able to:
- Create, edit, and animate ArcestrA symbols
- Configure and apply scripts
- Demonstrate new features included in InTouch 10.0
- Demonstrate integration of InTouch and ArcestrA

Audience

All current users of InTouch 9.5 or earlier.

Prerequisites

The prerequisites for this course are:

- Completion of the InTouch™ HMI 9.5 Fundamentals of Application Development Course or the System Platform 3.0
- InTouch scripting experience
- Wonderware Application Server experience is helpful
- Extensive knowledge of Microsoft Windows
- Familiarity with networking
- Manufacturing industry experience

Agenda

- Module 1 – Introduction
- Section 1 – Course Introduction – This section will familiarize you with the objectives and agenda for the InTouch 10 – New Features course as well as Wonderware FactorySuite basics, System Requirements,
- Licensing and Technical Support.
- Module 2 – InTouch 10.0 Stand-Alone – Using InTouch Without Arcestra
- Module 3 – New Functionality Overview – Introduction and Demonstration Topics
- Module 4 – Import, Migration and Integration
 - Section 1 – About InTouch Arcestra Integration
 - Section 2 – Managing InTouch Applications with IDE
 - Section 3 – Using IDE-Managed InTouch Applications At Run Time
- Module 5 – Symbol Creation and Editing
 - Section 1 – Managing Symbols
 - Section 2 – Using Arcestra Symbols in WindowMaker
- Lab 2 – Symbol Creation
- Module 6 – Custom Properties and Animation
 - Section 1 – Using Custom Properties
 - Section 2 – Animating Graphic Elements
- Module 7 – Scripting
 - Section 1 – Associating Scripts with Symbols
- Module 8 – Other Features
 - Section 1 – Object Relationships -- This section illustrates the concept of containment and how it works with Application Objects and Templates.