



Course Syllabus - InTouch 10 Fundamentals

The InTouch HMI Fundamentals of Application Development course is a 3-day, instructor-led class designed to teach the basic functionality of the Wonderware visualization module.

The purpose of this course is to give you the InTouch HMI knowledge necessary to develop a Human Machine Interface (HMI) for their specific plant floor environment using basic InTouch HMI elements. This HMI system will be developed using many of the InTouch® HMI software features/functionality such as WindowMaker, Tagnames, Animation, Cells and Symbols, SmartSymbols, Scripting, Alarms, RealTime and Historical Trending, Advance Tag Functionality, Security, Application Backup. In addition, this course provides introductory material about creating managed InTouch applications and the basics of ArcestrA Graphics.

Upon completion of this course, you will be able to:

- Create stand-alone and IDE-managed InTouch applications
- Use WindowMaker to create windows and manipulate objects
- Create and import tags and use the Tagname DictionaryDefine animation links and generate SmartSymbols
- Use the scripting editor to create QuickScripts
- Add alarm functionality to an application
- Insert an ArcestrA Symbol into an IDE-managed InTouch application
- View user data in real-time and retrieve data from historical archives
- Establish communication with I/O aware programs and configure and troubleshoot I/O servers
- Implement InTouch® HMI security in an application
- Backup an application
- Develop a Human Machine Interface (HMI) application for your specific plant floor environment using basic InTouch® HMI elements

Agenda

- Module 1 Introduction

- Section 1 – Course Introduction
- Section 2 – System Requirements, Licensing and Support
- Section 3 – Introduction to Stand-Alone InTouch Applications
- Section 4 – Introduction to IDE-Managed InTouch Applications
- Module 2 Development Environment
 - Section 1 – Introduction
 - Section 2 – Using WindowMaker
- Module 3 Tagname Dictionary
 - Section 1 – Tags and Tag Features
- Module 4 Animation Links
 - Section 1 – Animation Links Overview
 - Section 2 – Animating Objects
 - Section 3 – Animation Links – Quick Reference
 - Section 4 – Using SmartSymbols
 - Section 5 – Introduction to ArcestrA Symbols
- Module 5 InTouch QuickScripts
- Section 1 – QuickScript Types
 - Section 2 – Working with the Script Editor
 - Section 3 – QuickScripts – Quick Reference
- Module 6 Alarms
 - Section 1 – Alarms and Events
 - Section 2 – The Distributed Alarm Object
- Module 7 Real-time and Historical Trending
 - Section 1 – Real-time Trends
 - Section 2 – Historical Trends
- Module 8 I/O Communication
 - Section 1 – I/O Communication Protocols
 - Section 2 – Wonderware I/O Servers
 - Section 3 – Troubleshooting I/O
- Module 9 Advanced Tag Functionality
 - Section 1 – Advanced I/O Functions
 - Section 2 – Indirect Tags
 - Section 3 – InTouch SuperTags
 - Section 4 – DBDump and DBLoad
 - Section 5 – Optimizing the Tagname Dictionary
- Module 10 Security
 - Section 1 – Security Models
 - Section 2 – BulletProofing the Application
- Module 11 Application Backup
 - Section 1 – Application Backup