

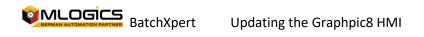
UPDATING

English V1.0

Updating the GraphPic 8 HMI

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1 General

The following Manual describes the procedure of updating the GraphPic8 HMI system. This process is necessary to actualize an existing BatchXpert Project with the data from a new version of the BatchXpert SDK framework. Thus the BatchXpert system can take benefit of the newly implemented functions and Bug fixes.

To Update an HMI with the data provided of a BatchXpert SDK the following Steps must be performed.

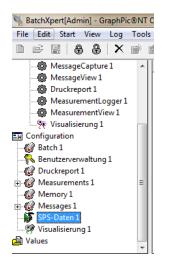


Updating the Variables

Since a new BatchXpert version might incorporate changes in its underlying variable structure, on which the HMI is relying, the variables must be updated first.

2.1 Start the PLC Variable editor

After starting up the Project, open Configuration and open the PLC Variables Editor.





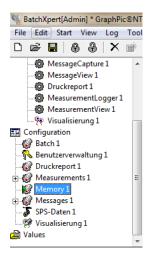
2.2 Update each PLC

In the Editor, select the respective PLC from the drop down list and click the import button. Then select the "PLCBaseVariables" file from your "Library\Variables" directory in your "BatchXpert SDK" installation path. After that the variables will be updated and/or appended if needed. Please repeat this action for every PLC in the dropdown list.

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2.3 Open the "Memory" variables editor

After updating the "real" PLCs, one also must update the PLCs that are not actually connected. This is done in the same way as for the "Real" PLCs, but in the "Memory" editor instead of the "PLC" variable manager.





2.4 Update each "PLC"

Now one must import the same "PLCBaseVariables" import file for each PLC in the dropdown list. Be careful to only import the "PLCBaseVariables" to the groups from the dropdown list that correspond to PLCs (all groups with the name "PLCxx" where xx corresponds to the PLC number).

2.5 Update each "TextPLC"

After updating the PLC groups one must also update all existing "TextPLCxx" (xx corresponds to the PLC number). This update works in the same way as the previous functions, but with the "TextPLCBaseVariables" file and a selected "TextPLCxx" group instead.

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Recipe3 StatusT	ent	String	True						



3 Update the Visu

After all Variables are updated, one can begin to update the objects, scripts and windows in the HMI.

3.1 Check and adjust the library path

First of all one must ensure that the GraphPic library path is correctly set. You can open the "Editor Settings" by opening "Options/Editor" from the menu bar.

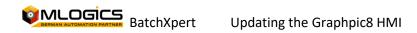
ies	Optio	ns	Help	_		
/	Editor					
		E.		Τ	b	

In the opening settings window you can adjust the path on "Library Path". This path must be set to the Library path inside your BatchXpert SDK installation.

Usually found at: "C:\Program Files\BatchXpert SDK\Visu\GraphPic\Library"

It can be necessary to extract the "ZIP" archive inside this folder.

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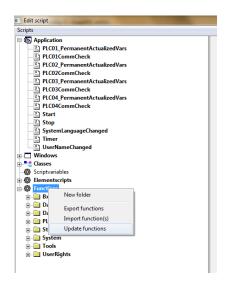


3.2 Update general "Functions"

In order to update the HMI correctly one must update the GraphPic Script functions first. To do this, one must enter the script editor by opening "Scripts\Edit Scripts"

25	Scripts Properties Options	
»	Edit scripts	2
100	Compile scripts	ļ

Inside the Script Editor one must right click on the functions option and select "Update Scripts". This starts the Update Process. On the end of this update process you will be asked to "Recompile" the scripts. This can be confirmed to compile them.



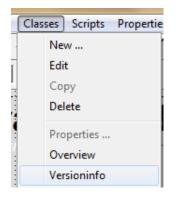


3.3 Update Objects

After updating the Script functions, one must update the Objects.

DO NOT UPDATE THE WINDOWS BEFORE UPDATING ALL OBJECTES!

To begin the update procedure, you must open the library screen of the objects. This can be opened by "Classes\Version Information"



In the Library screen you can see all objects color-coded in a list. It is advisable to "Update" all "Yellow" and "Red" objects.

DO NOT "EXPORT" the object, since this would export the object currently stored in the project and overwrite the one in the library.

Class	Modification time	Modification time in library
Allgemein MenuItem	23.12.2012 22:47:28	
Allgemein AmpelSkriptOrange	23.12.2012 22:47:10	
Allgemein AmpelSkript	23.12.2012 22:47:06	
Allgemein AmpelTasterOrange	08.08.2008 03:58:19	
Allgemein AmpelTaster	08.08.2008 03:57:40	
Allgemein sparkline_v	22.03.2010 09:31:50	
Allgemein sparkline	23.12.2012 22:48:07	
Allgemein Auto	11.01.2011 14:01:22	
Allgemein Feld	23.12.2012 22:47:27	
Allgemein ScrollText	23.12.2012 22:47:44	
Allgemein AnalogUhr	23.12.2012 22:47:14	
Allgemein Zeiger	23.12.2012 22:48:12	
Allgemein Slider	23.12.2012 22:48:04	
Schalter Schalter_Byte	08.08.2008 03:08:23	
Schalter Schalter	08.08.2008 03:20:36	
Schalter Licht	18.08.2008 22:34:17	
Schalter Schalter_Hebel_Schatten	04.02.2009 12:48:40	
Schalter Drehschalter-3stufig	08.08.2008 02:59:20	
Tankanlage Ventil_s	08.08.2008 03:47:44	
Tankanlage Ventil_w	08.08.2008 03:48:13	
Tankanlage Vollmeldung	08.08.2008 03:40:05	



3.4 Compile all Scripts

After importing the objects, one should compile all scripts to ensure all objects are compiled correctly. You can open the compile screen by "Scripts\Compile Scripts"

ses	Scripts	Properties	Options	Hel
	Ed	\Box		
100	Co	ompile scripts	;	

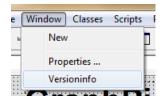
In the Compile dialog click "Start" to begin the completion.

Compile successful	68
App:Start	
App:Stop	
✓ App:Timer	
App:SystemLanguageChanged	
App:UserNameChanged	
✓ App:PLC01_PermanentActualizedVars	
Compile not successful	
Create debug info	



3.5 Update Windows

Updating the Windows works in the same way as updating the objects. To open the Window library open "Windows\Version Information"



In the Library dialog update all windows that are part of the BatchXpert Master project and are NOT modified as part of the Project engineering. Be careful not to overwrite images of the project with "Templates" from the Master Project

Window	Modification time Modification time in librar	<u>y</u> •
NavigatorWindow	06.07.2011 15:39:36	
Header	04.05.2013 15:46:47	
Parameter	23.12.2012 22:40:41	5
11_Tooltips	12.01.2011 12:54:48	
12_Highlightning	12.01.2011 12:54:53	
13_DBBefehle	23.12.2012 22:35:28	
14_Funktionen	12.01.2011 12:55:11	
15_Elementskripte	12.01.2011 12:55:16	
16 Dynamisierung	12.01.2011 12:55:24	
17_Prozessoperanden	12.01.2011 12:55:33	
18_Versionierung	12.01.2011 13:28:03	
19_Datengrid	23.12.2012 22:35:47	
21_Ampel	23.12.2012 22:47:10	
22_Mehrsprachigkeit	17.04.2013 17:29:42	
Fenstertitel	29.12.2010 21:09:22	
23_Library	12.01.2011 13:28:31	
24_Objektorientierung	23.12.2012 22:36:08	
25_Textscroll	23.12.2012 22:47:44	
26_Berechtigung	23.12.2012 22:36:22	



3.6 Import Objects that are not yet part of the project

If you wish to import Objects from the library that are not yet part of the project you must open the Import dialog by "File\Import\Objects".

Edit View New Arrange Window	Classes Scripts	Properties Options
Save	Ctrl+S] 函 / て P R
Import	•	Element
Export	۲	Classes
Update	•	Window
Translation editor		Application
Translation editor		Scripts
Change project resolution		Texts

In the opening dialog, you can select a category from the library to import and then select the Objects to import. Click "Open" to start the import Process. Repeat this process for each Object you like to import.

Organizar 🔻 Nueva carpeta				III • 🛄 🔞
🔆 Favoritos	<u>^</u>	Nombre	Fecha de modifica	Tipo Tama
👔 Descargas		💰 Act	12-05-2013 17:52	Carpeta de archivos
Escritorio		i AnalogInput	16-02-2013 21:10	Carpeta de archivos
Sitios recientes		🛃 Cnt	16-02-2013 21:10	Carpeta de archivos
		nigitalInput	16-02-2013 21:10	Carpeta de archivos
词 Bibliotecas		💰 Equipment	19-04-2013 12:21	Carpeta de archivos
Documentos		😼 Faceplates	15-04-2013 19:51	Carpeta de archivos
🔛 Imágenes		🏂 General	16-02-2013 21:10	Carpeta de archivos
🚽 Música		💰 Msg	08-05-2013 13:14	Carpeta de archivos
Subversion		🛃 PID	16-02-2013 21:10	Carpeta de archivos
🗧 Vídeos		🛃 ProdSchedul	16-02-2013 21:10	Carpeta de archivos
		💰 Silo	16-02-2013 21:10	Carpeta de archivos
🜏 Grupo en el hogar		💰 Switch	16-02-2013 21:10	Carpeta de archivos
		💰 System	16-02-2013 21:10	Carpeta de archivos
💵 Equipo		🌛 Unit	08-05-2013 13:14	Carpeta de archivos
🏭 OS (C:)		🛃 Valx	16-02-2013 21:10	Carpeta de archivos
KINGSTON (E:)		💰 WindowControl	16-02-2013 21:10	Carpeta de archivos
Projects (M:)				
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🕞 Software Siemens (O:)				
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- Software Misc 2 (O:)	-	4	m	
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3.7 Actualize Translations

Since a BatchXpert HMI update might bring new translated texts, these must be reloaded into the project. In order to do this, one must open the "Translation Editor" by clicking "File\Translation Editor"

File	Edit Vie	w New	Arrange	Window	Classes	Scrip	
	Save				Ctr	Ctrl+S	
	Import					•	
	Export					•	
	Update					+	
	Translation editor						
	Change project resolution						
	Test runtin	ne					
	Communication module						
	Project overview						
	Check pro	ect integr	rity				
	Hotkey ov	erview					
	Overview of open and close win dynamics						
	Exit				Alt	+ X	

The opening dialog can immediately be closed again. If asked to save the changes, select yes. This process updates the Translation texts internally of the GraphPic system. It is not necessary to adjust the text manually. It is only necessary to open and close the editor one time to update the texts.

ī				
	Elementname/Winname	Native_Text	langid:7_de	langid:9_en
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	@MenuWin.Menültem_53163	GP8 Features [F1]	GP8 Features [F1]	GP8 Features [F1]
	@MenuWin.Menültem_53162	Visualisierung [F2]	Visualisierung [F2]	Visualization [F2]
	@MenuWin.Menültem_53161	Extras [F3]	Extras [F3]	Extras [F3]
	@MenuWin.Menültem_53160	Meldesystem [F4]	Meldesystem [F4]	Alarm System [F4]
	@MenuWin.Menültem_53159	Messwertsystem [F5]	Messwertsystem [F5]	Measument [F5]
	@MenuWin.Menültem_53157	Add Ons [F6]	Add Ons [F6]	Add Ons [F6]
	@MenuWin.PopupMenü_53057.ToolTip			
	@MenuWin.Menültem_53163.ToolTip			
	@MenuWin.Menültem_53162.ToolTip			

