

Engineering Upgrading HMI Project



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1 General

The following Manual describes the procedure of updating the VisXpert 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.

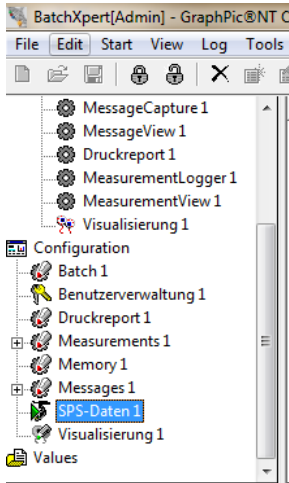
To Update an HMI with the data provided of a BatchXpert SDK the following Steps must be performed.

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.

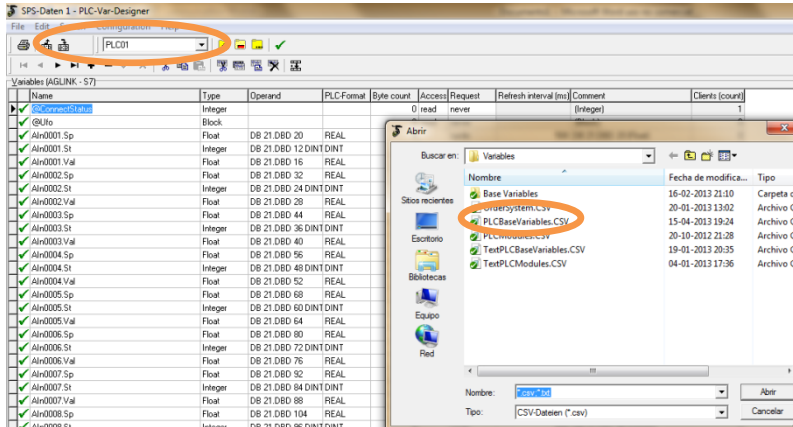
2.1 Start the PLC Variable editor

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



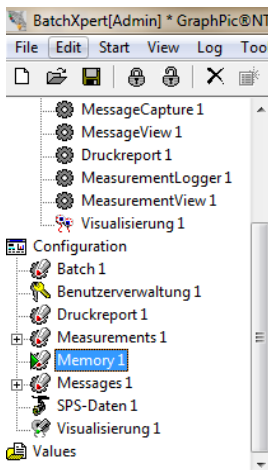
2.2 Update each PLC

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.



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.

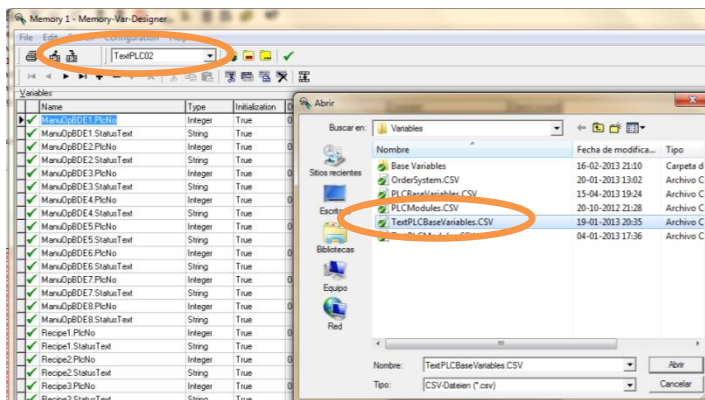


2.4 Update each “PLC”

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.

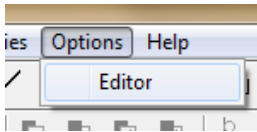


3 Update the Visu

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

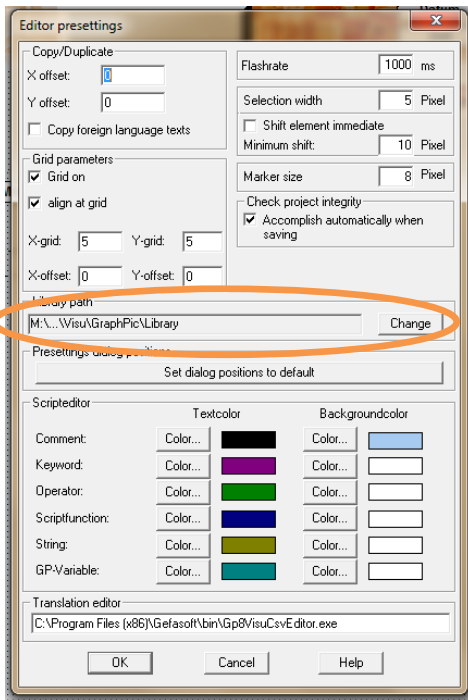
First of all one must ensure that the VisXpert library path is correctly set. You can open the “Editor Settings” by opening “Options/Editor” from the menu bar.



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.

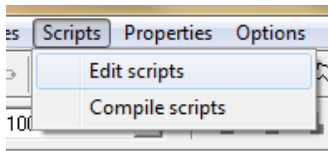
Usually found at: “C:\Program Files\BatchXpert SDK\Visu\VisXpert\Library”

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

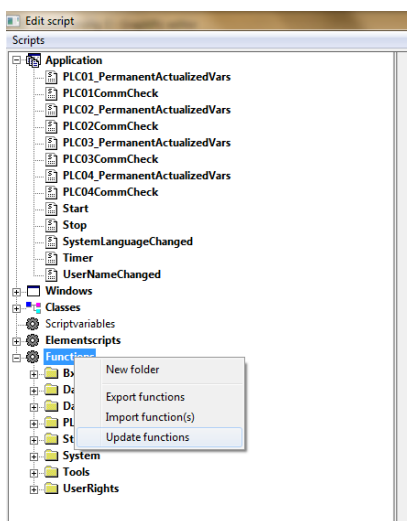


3.2 Update general “Functions”

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



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.

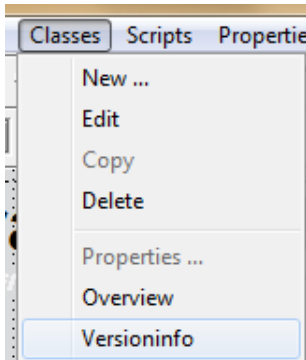


3.3 Update Objects

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

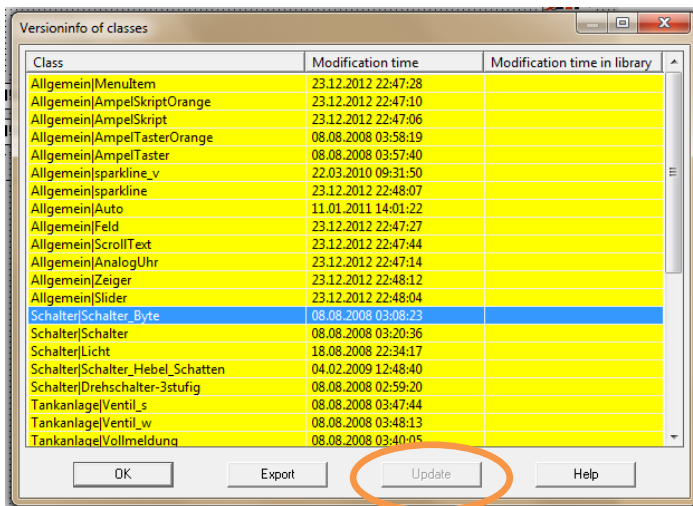
DO NOT UPDATE THE WINDOWS BEFORE UPDATING ALL OBJECTES!

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



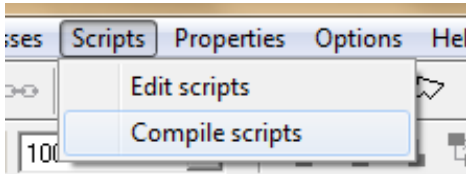
In the Library screen you can see all objects color-coded in a list. It is advisable to “Update” all “Yellow” and “Red” objects.

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

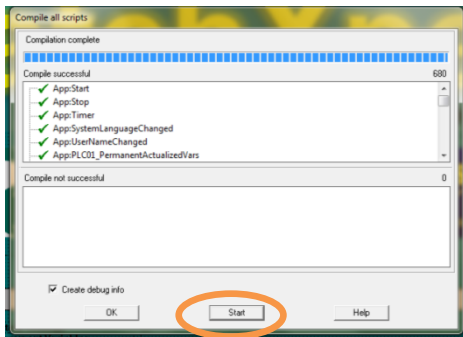


3.4 Compile all Scripts

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”

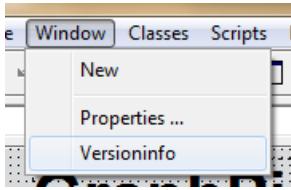


In the Compile dialog click “Start” to begin the completion.

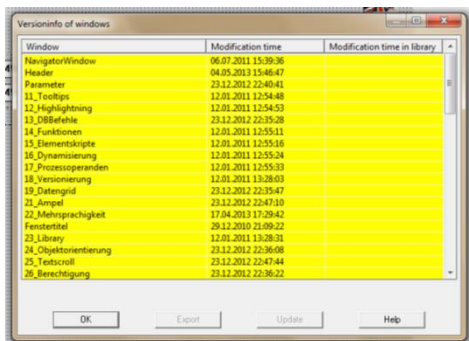


3.5 Update Windows

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

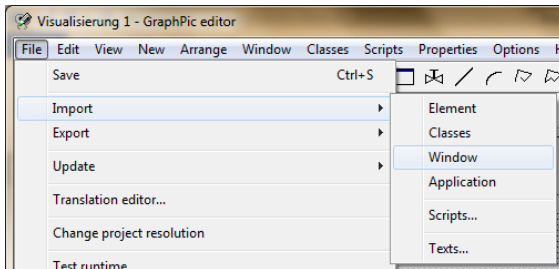


In the Library dialog update all windows that are part of the BatchXpert Master project and are NOT modified as part of the Project engineering. Be careful not to overwrite images of the project with “Templates” from the Master Project

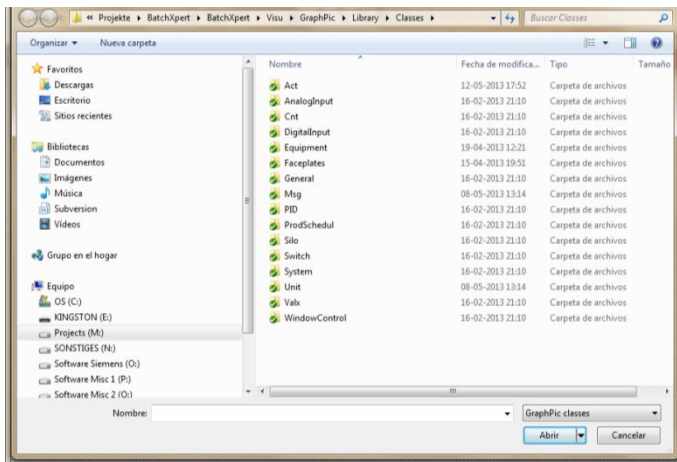


3.6 Import Objects that are not yet part of the project

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”.

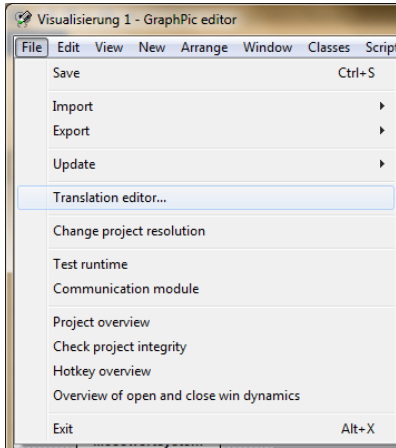


In the opening dialog, you can select a category from the library to import and then select the Objects to import. Click “Open” to start the import Process. Repeat this process for each Object you like to import.

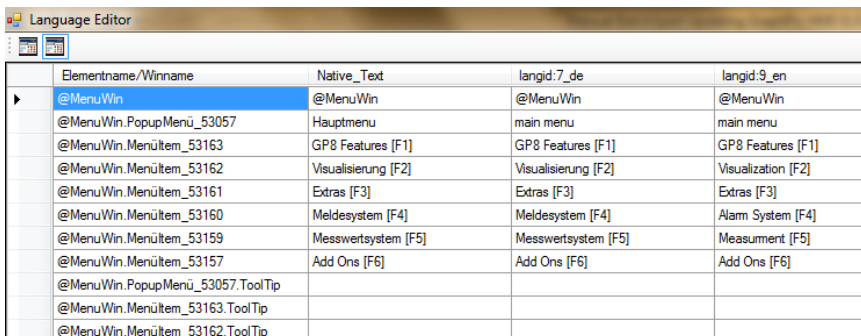


3.7 Actualize Translations

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”



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 VisXpert 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.

A screenshot of the 'Language Editor' window. It displays a table with four columns: Elementname/Winname, Native_Text, langid:7_de, and langid:9_en. The table contains several rows of data, including menu items and their translations in German and English.

Elementname/Winname	Native_Text	langid:7_de	langid:9_en
@MenuWin	@MenuWin	@MenuWin	@MenuWin
@MenuWin.PopupMenu_53057	Hauptmenu	main menu	main menu
@MenuWin.MenuItem_53163	GP8 Features [F1]	GP8 Features [F1]	GP8 Features [F1]
@MenuWin.MenuItem_53162	Visualisierung [F2]	Visualisierung [F2]	Visualization [F2]
@MenuWin.MenuItem_53161	Extras [F3]	Extras [F3]	Extras [F3]
@MenuWin.MenuItem_53160	Meldesystem [F4]	Meldesystem [F4]	Alarm System [F4]
@MenuWin.MenuItem_53159	Messwertsystem [F5]	Messwertsystem [F5]	Measurement [F5]
@MenuWin.MenuItem_53157	Add Ons [F6]	Add Ons [F6]	Add Ons [F6]
@MenuWin.PopupMenu_53057.ToolTip			
@MenuWin.MenuItem_53163.ToolTip			
@MenuWin.MenuItem_53162.ToolTip			