COPADATA
do it your way

zenon manual

Runtime help

v.7.20

COPADATA
do it your way

Contents

1. Welcome to COPA-DATA help

GENERAL HELP

If you cannot find any information you require in this help chapter or can think of anything that you would like added, please send an email to documentation@copadata.com (mailto:documentation@copadata.com).

PROJECT SUPPORT

You can receive support for any real project you may have from our Support Team, who you can contact via email at support@copadata.com (mailto:support@copadata.com).

LICENSES AND MODULES

If you find that you need other modules or licenses, our staff will be happy to help you. Email sales@copadata.com (mailto:sales@copadata.com).

2. Runtime help

zenon offers the possibility to create a context-sensitive help for projects running in the Runtime. This Runtime-Help is based on HTML-Pages that have been compiled into CHM-format.

The Runtime-Help is available for:

Parameters	Description
Main menus	The help text can be accessed directly via the main menu.
Dynamic elements	For the context menu of each dynamic element a separate help page can be defined.
Function **Open help**	Function open help (on page 10)

The Runtime help enables the use of all major graphics formats (e.g. JPG, BMP, GIF, PNG, ...), text formats and
back and forward navigation.

> **License information**
>
> *Part of the standard license of the Editor and Runtime.*

3. Preparatory work

INSTALLING HTML HELP WORKSHOP

The HTML Help Workshop compiles HTML-Files into CHM-format. The Runtime-Help is based on CHM-files. HTML Help Workshop is available on the zenon installation medium and can be found in the following path: `\AdditionalSoftware\HTML Help Workshop`.

CREATING A HELP PROJECT:

There are many different tools to create HTML-files. It is also possible to save texts in a HTML-format in MS Word.

All necessary settings are already defined in this standard help project.

PREPARATORY WORK IN THE HTML HELP WORKSHOP:

After starting the HTML Help Workshop the standard help project has to be loaded. With button `Add/Remove Topic Files` the HTM(L) files can be inserted into the help project.

Clicking the button `Save and Compile` or `Compile` creates a file `RT_Help.chm` in the folder of the current help project. All HTM(L) files for this help project are included in this CHM file.

If there are changes in the HTM(L) files later on, the help project has to be compiled again.

SEVERAL HELP FILES:

If the Runtime help should be distributed to several files, the files should be copied to a new folder for the next help file. Now the help project can be renamed and the HTM(L) files can be replaced by the new ones. A new compile of the new help project finishes the new help file.

PREPARATORY WORK FOR LANGUAGE CHANGEABLE HELP:

After the help project has been created in one language, all files of the folder should be copied to the folder of the next language. Now the HTM(L) files can be replaced with those of the new language. After starting the HTML Help Workshop the Language under International Settings has to be changed to the new language. A new compile of the help project finishes the help for the new language.

The names of the help projects (*hpp, *.chm) and the names of the HTM(L) files have to be identical in all languages!

4. Engineering in the Editor

In the context menu of `Files/Help` in the project-manager, CHM files can be inserted. The standard language is inserted directly into this folder. If no standard files are inserted, in the later projecting no files can be selected!

4.1 Language switch

For language changeable project a separate sub-folder for each language has to be created. The help files for each language are inserted into the appropriate sub-folder. Necessary steps:

- ▶ create in the context menu of `Files/Help` for each language an own sub-folder, e.g. `English` and `German`.
- ▶ translate the entries in the help file
- ▶ compile HTML-Help Workshop again
- ▶ create a `RT-Help.chm` in each language folder
  - • select `Add file` in the context menu
- ▶ all help files must then be put in the local work version via the context menu

4.2 Updating help files

If during projecting the existing help files should be replaced by newer ones, this has to be done manually. The new CHM files have to be copied to the appropriate subdirectory of the project. In the Editor the commands `Enable changes` and `Accept changes` also enter the new files into the database of the project.

4.3 Help in a main menu

After selecting the desired main menu, a new entry for the help is created. If this entry is selected, the properties can be set in the property-window:

Parameters	Description
`Context menu:` **Action type**	The action type has to be set to `Help`, otherwise the further settings are not available.
`Dynamic element:` **Help file**	Here the appropriate help file (*.chm) from the standard language is selected. This entry serves as a default used, if there is no separate help file for the dynamic element.
`Dynamic element:` **Help chapter**	Here the appropriate help chapter from the selected help file is selected. The help chapters always have the name of the HTM(L) file, they are based on. This entry serves as a default used, if there is no separate help chapter for the dynamic element.

4.4 Help for dynamic elements

For each dynamic element a context menu can be selected. If the context menu has an entry with the action type `Help`, a context-sensitive help for the dynamic element is displayed.

4.4.1 Defining the context menu

After selecting the desired context menu, a new entry for the help is created. The following settings in the properties are necessary:

Parameters	Description
`Context menu:` **Action type**	The action type has to be set to `Help`, otherwise the further settings are not available.
`Dynamic element:` **Help file**	Here the appropriate help file (*.chm) from the standard language is selected. This entry serves as a default used, if there is no separate help file for the dynamic element.
`Dynamic element:` **Help chapter**	Here the appropriate help chapter from the selected help file is selected. The help chapters always have the name of the HTM(L) file, they are based on. This entry serves as a default used, if there is no separate help chapter for the dynamic element.

This context menu now can be used with different dynamic elements.

4.4.2   Defining dynamic elements

The following settings in the properties of the dynamic element are necessary:

Parameters	Description
Context menu	Here the appropriate context menu is selected from the list.
Help file	Here the appropriate help file (*.chm) from the standard language is selected. If no separate help file is defined for the dynamic element, the settings in the context menu are used.
Help chapter	Here the appropriate help chapter from the selected help file is selected. The help chapters always have the name of the HTM(L) file, they are based on. If no separate help chapter is defined for the dynamic element, the settings in the context menu are used.

4.5   Help for alarms

For each alarm a context-sensitive help page can be offered. The appropriate settings are done directly in the alarm. This help is called in the alarm screen (screen of type Alarm Message List) After selecting an entry in the Alarm Message List and clicking the button `Help`, the corresponding help page is displayed.

The following settings in the properties of the **Limits** of a variable are necessary:

Parameters	Description
In Alarm Message List	This property has to be activated, otherwise the further properties are not available.
Help file	Here the appropriate help file (*.chm) from the standard language is selected.
Help chapter	Here the appropriate help chapter from the selected help file is selected. The help chapters always have the name of the HTM(L) file, they are based on.

5. Displaying Help

The display of the help can be done in two different ways:

1. External: via theHTML Help of the operation system (on page 9).
   Consider the restrictions for the language switch!

2. Intern: via the Help in the HTML screen (on page 9)

5.1 HTML Help of the operating system

This type of display is used as a default. No further projecting is necessary.

> ⚠ **Attention**
>
> *In general, language switching is not possible with the HMTL help on Microsoft operating systems. Help in which the language can be switched must be configured via a HTML screen (on page 9).*
>
> *Exception: Help under Windows CE (on page 11).*

5.2 Help in HTML screen

If a screen of the window class HTML and the name `HTML-Help` exists, it is used instead of the HTML Help of the operating system. The name of the screen is case-sensitive.

The help is displayed in the control element `Navigate`.

> **Information**
>
> *Language switch: If the language is changed after the CHM Viewer is closed, the new language is displayed when the help is called up again.*

6. Function open help

With this function a Help Site can be opened, e.g for menus, limits, dynamic elements:

1. in the context menu of node `function` select command `New function`

2. go to `Application`

3. select `Call help`

4. The configuration dialog is opened
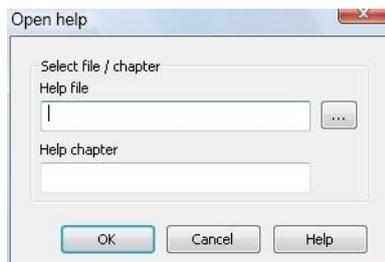
Parameters	Description
Help file	Help file (*.CHM), from which a page should be displayed. Click on button `...` in order to open the Explorer for selecting a CHM file.
Help chapter	Help page which should be displayed. Manual entry of the file name of the chapter before compiling it with the file name extension `htm`. Format: `Filename.htm`

All "Open Help" function calls can be configured:

▶ Combination of the name of CHM file and an included HTM file.

▶ Only name of the HTM file plus index of an included HTM file.

> 💡 **Information**
>
> *At the structure of an HTML presentation each HTM page should have a convincing tag title as this is displayed in Windows CE.*

7. Runtime help in CE

In Windows CE the CHM file is unpacked and the HTM(L) file is displayed in the Internet Explorer or in the screen of type HTML.

For CE devices no special characters such as umlauts, accents, etc. are allowed. All references for Windows CE help objects must be within the following characters:

- ▶ A-Z
- ▶ a-z
- ▶ 0-9

> 💡 **Information**
>
> *Language switching: In contrast (on page 9) to other Microsoft Windows operating systems, the language switch in the Runtime in Windows CE also works with the HTML help of the operating system.*

Note: Every call of the help in Windows CE closes all other open windows of the Internet Explorer of a user.

8. Call up EPLAN From help

An `EPLAN` document can also be called up in the event of an alarm (limit breach).

> ⚠️ **Attention**
>
> *The `EPLAN` connection must be licensed in zenon. You can obtain licenses from your zenon contact or at info@copalp.com.*

To call up `EPLAN` documents from zenon in Runtime:

1. Enter the path to the `EPLAN` program in zenon6.ini

2. In the zenon Editor, in the property help of the corresponding variables, go to the **Help** subgroup in the **Limits** group

3. In the field for the **Help file** property, enter the character sequence `$PRG:xxxxxx` (`xxxxxx` stands for the parameters to call up the correct document; for details, see the `Parameters for calling up EPLAN documents` section)

4. Enter a desired character into the field of the **Help chapter** property (this property is ignored, but must not be empty)

The configured `EPLAN` document is called up when the help is called up in Runtime.

> 💡 **Information**
>
> *This functionality can in principle be used for other type of documents such as PDF.*

CONFIGURATION OF ZENON6.INI

In `zenOn6.ini`, enter the path to `W3u.exe`. `W3u.exe` is the executable file of the EPLAN viewer. Version 1.7.11 or later is required.

To do this:

1. Navigate to the `[PATH]` entry or create this

2. Enter **EDOC_PATH** =`[path]`

    For example: **EDOC_PATH**=`C:\\Programs\EPLAN\View\1.7.11\BIN\W3u.exe`

    > 💡 **Information**
    >
    > *You can find* `zenon6.ini` *in the following path:*
    >
    > *Windows 7/8:* `%ProgramData%\COPA-DATA\System\`

PARAMETERS FOR CALLING UP THE `EPLAN` DOCUMENTS

A jump target with parameters must be provided for calling up an `EPLAN` document from Runtime help.

Syntax: `edit /[path of the EPLAN project] /[DEVICENAME:= (name of the view/page in project)]`

Parameters	Description
PROJECTNAME	Project name with complete path. ▸ Calling it up from the command line: **PROJECTNAME** must be given. Alternatively: **ProjectAction** is used previously. Otherwise the exceptional error **System.Argument Exception** is triggered. ▸ Call via the user interface: it need not be given when calling up via a script or the tool bar, for example. The selected project is used without it being stated.
PAGENAME	Name of page to be checked (optional). Mandatory if X and Y are used as parameters for cursor placement.
DEVICENAME	Name of a component (optional).

Examples:

- ▸ Opening a project:
  ```
  edit /PROJECTNAME:C:\Projects\EPLAN\PLAN100.elk
  ```

- ▸ Opening a page:
  ```
  edit /PROJECTNAME:C:\Projects\EPLAN\PLAN100.elk /PAGENAME:=AP+ST1/7
  ```

- ▸ Open the page and set the cursor to the X, Y position:
  ```
  edit /PROJECTNAME:C:\Projects\EPLAN\PLAN100.elk /PAGENAME:=AP+ST1/7/X:200/Y:100
  ```

- ▸ Open page with BMK:
  ```
  edit /PROJECTNAME:C:\Projects\EPLAN\PLAN100.elk /DEVICENAME:=AP+PT1-G1
  ```

Example of calling up from zenon help page:

```
edit /PROJECTNAME:"D:\##Projects\EPLAN\EPLAN_AlarmConnection\P8_DEMO.elk"
/DEVICENAME:=UNIT+PP-B1
```

You can find further information on configuration in **EPLAN** in your **EPLAN** documentation.