



COPADATA
do it your way

zenon manual

Project management and workspace

v.7.60





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1. Welcome to COPA-DATA help

ZENON VIDEO-TUTORIALS

You can find practical examples for project configuration with zenon in our YouTube channel (https://www.copadata.com/tutorial_menu). The tutorials are grouped according to topics and give an initial insight into working with different zenon modules. All tutorials are available in English.

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. Project and workspace

A workspace is assigned to every project.

The workspaces and projects are displayed in the project manager.



License information

Part of the standard license of the Editor and Runtime.

3. Workspace

Workspaces are stored in a file with the file suffix `.wsp6`. Double-clicking on this file starts the 32-bit version of the zenon Editor.

Within one workspace, several projects can be created and managed. All data which are defined and stored for a workspace are a component of the internal database of zenon.

The managing of several projects in one workspace recommends itself if the same plant parameters are present (screens etc.) and copying of the data makes the configuration significantly easier or if several projects in one plant are connected via a network. Several projects can be processed at the same time.

Alternatively, another workspace can be generated in another folder for the creation of projects.



Example

`/CUSTOMER1/PROJECT` (one or more projects in the database)

`/CUSTOMER2/PROJECT` (one or more projects in the database)

The structure of the database is defined by schema files. They are the basis for the completely new creation of a project database. An additional database file in MS-ACCES format (MDB) exists for the Recipegroup Manager.



Attention

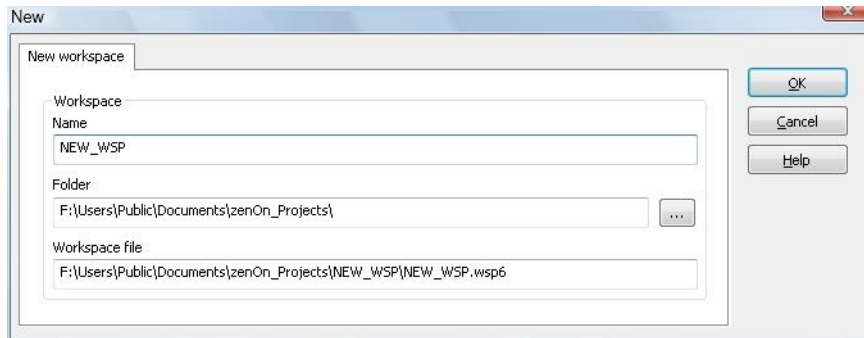
No preconfigured data are present!

3.1 Create new workspace

There are two methods for creating a new workspace:

- **Drop-down list > File -> Workspace -> New** or

- **Context menu** of entry workspace in the project tree / entry **Workspace** / **New**



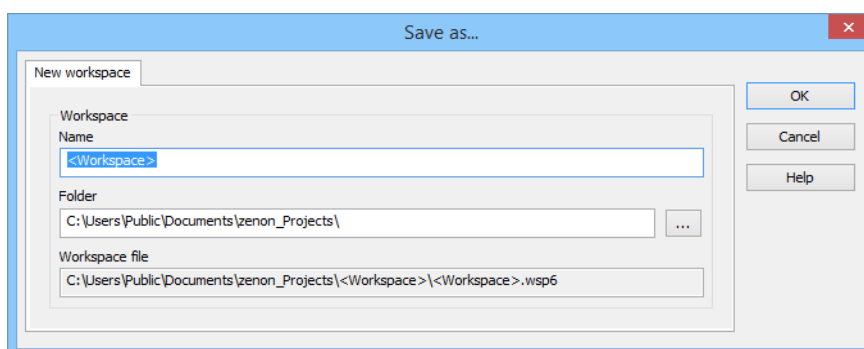
Parameters	Description
Name	Choose a name for your new workspace. The default name <Workspace> is invalid and must be replaced. Allowed are: Numbers, letters and the special underscore character (_).
Storage location	Select a folder for saving the new workspace. The user directory is suggested as a default save location.
Workspace file	The path is created automatically from your input.

3.2 Save workspace

There are two methods for saving a workspace:

- **Drop-down list** / **File** / **Workspace** / **Save** or **Save as** or
- **Context menu** of the entry workspace in the project tree / entry **Workspace** / **Save or Save as**

If you choose the entry **Save as** you can choose the storage location yourself. In this case, an existing workspace is saved under a new name.



Parameters	Description
Name	Choose any name you like for your workspace. The default name <Workspace> is invalid and must be replaced. Allowed are: Numbers, letters and the special underscore character (_).
Storage location	Select a folder for saving the new workspace. The user folder is suggested as a default save location.
Workspace file	The path is created automatically from your input.

The workspaces are saved as *.WSP files.



Information

If a project with a lower version number than the Editor exists in the workspace, you cannot select menu item "Workspace/save as ...". These projects must first be converted to the Editor version before the workspace can be saved.

3.3 Edit existing workspace

There are two methods for opening an existing workspace:

- ▶ **Drop-down list** File-> Workspace-> Open or
- ▶ Context menu of the **Workspace** node in the project tree -> Command Workspace-> Open

3.4 Backup and restore of workspaces

Information on the backup and restore of existing workspace can be found in the chapter Project backups / Section Backup and restore of workspaces.

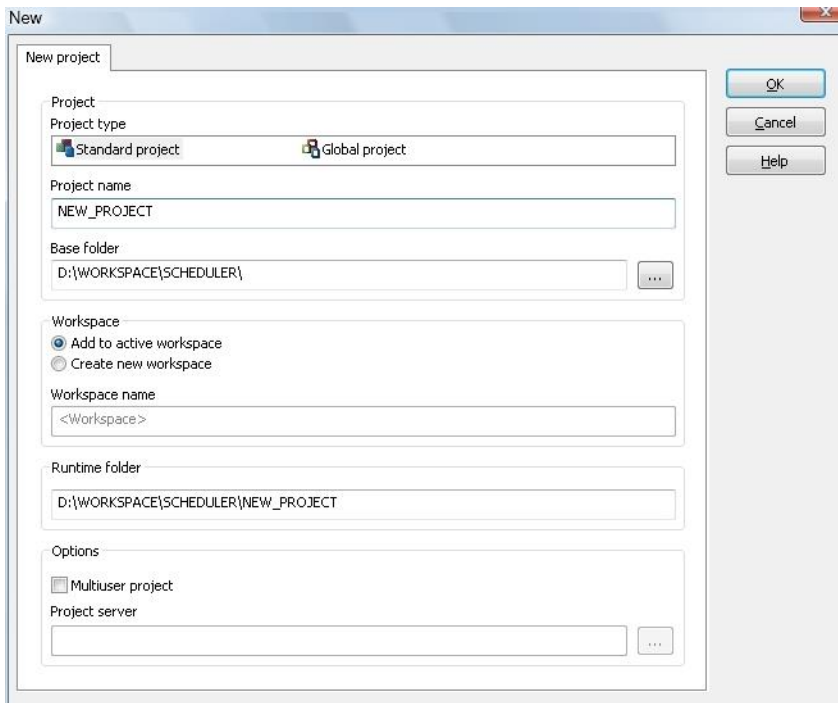
4. Project

Once the Workspace is open, one or more projects can be edited or selected in the Project manager. An existing project can be inserted into the current workspace.

4.1 Create new project

There are two methods for creating a new project:

- ▶ Drop-down list -> File ->New project or
- ▶ **Context menu** of the entry workspace in the project tree / entry **Project new**



The screenshot shows the 'New project' dialog box with the following fields and options:

- Project type:** A list box with 'Standard project' (selected) and 'Global project'.
- Project name:** A text box containing 'NEW_PROJECT'.
- Base folder:** A text box containing 'D:\WORKSPACE\SCHEDULER\'. To the right is a button with three dots.
- Workspace:** Two radio buttons: 'Add to active workspace' (selected) and 'Create new workspace'.
- Workspace name:** A text box containing '<Workspace>'.
- Runtime folder:** A text box containing 'D:\WORKSPACE\SCHEDULER\NEW_PROJECT'.
- Options:** A checkbox for 'Multiuser project' (unchecked).
- Project server:** A text box with a button with three dots to its right.

On the right side of the dialog are three buttons: 'OK', 'Cancel', and 'Help'.

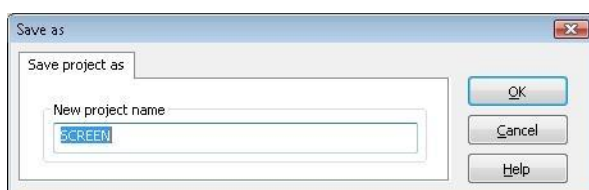
Parameters	Description
------------	-------------

Project type	Choose between standard project and global project (on page 19).
Project name	Choose a name for the project. Allowed are: Numbers, letters and the special underscore character (_). Note: The default name <Project> is invalid and must be replaced.
Base folder	Folder in which the new project should be saved.
Workspace	Selection of the workspace (on page 6): <ul style="list-style-type: none"> ▶ Add to active workspace: The new project is added to the workspace which is currently active. As default saving location, the workspace folder is suggested. ▶ Create new workspace: Together with the project a new workspace so created. The name of the workspace is automatically added in field Runtime folder.
Name of the workspace	Choose a name for your new workspace. Allowed are: Numbers, letters and the special underscore character (_). Note: The default name <Workspace> is invalid and must be replaced.
Runtime folder	The default storage space for the Runtime folder is already preset. The object type can be changed here. Note: Below the Runtime folder the data folder for the Runtime files is automatically created. The folder can be individually changed via the General/Data folder property. Pay attention that the folder can always be reached. Otherwise the Runtime data cannot be written anymore.
Options	
Multi-user project	Active: Several users can work on the same project at the same time (for details see distributed engineering).
Project server	Selection of the project server for multi-user projects.

4.2 Save project

In order to save a project under a new name, select the **Project / Save as** entry from the context menu of the project. You can enter the new project name in the following dialog.

If you want to use an already existing name, you will receive an according message.





Information

With this functionality e.g. it is possible to create a copy of the existing project, which can be edited independently.

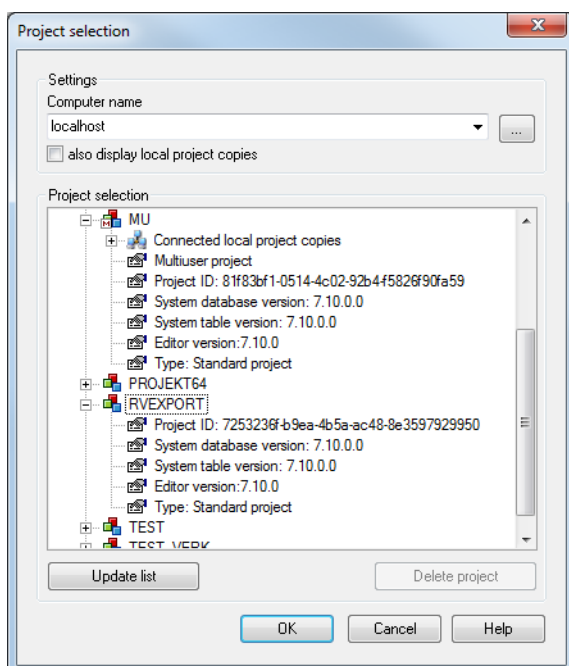
For this Project A is copied with Save as from the context menu and then can be edited. Then it is saved and Project B (again context menu - Save as).

Depending on how much the two projects differ, this can save more time than exporting/importing project parts.

4.3 Insert project into workspace

To insert an existing project into a workspace:

- ▶ right-click on the workspace
- ▶ Select the Insert existing project command
- ▶ the dialog for selecting projects will be opened

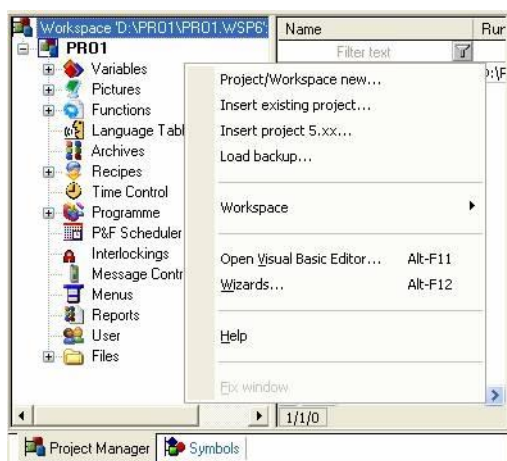


To obtain detailed information on the individual projects, in particular in respect of type, open the project nodes in the selection window. You receive information on:

Information	Description
Multuser project	Only displayed if the project is capable of distributed engineering.
Project ID	Unique project ID.
System database version	Version of system database
System report version	Version of system table
Connected local project copies	Display of project copies on other computers. Only for multi-user projects (labeled with the letter M in the symbol).
Editor version	Version of the Editor with which the project was created or last edited.
Type:	Displays project type: <ul style="list-style-type: none"> ▸ Standard project ▸ Global project

4.4 Edit existing project

Selection of an existing project is done by selecting the project in the Project Manager by clicking on it with the left mouse button. The right mouse button opens the following context menu.



The following commands are available

Parameters	Description
Runtime Files	
- Create changed	creates changed Runtime files for the active project
- Create all	creates all Runtime files for the active project
- Import	Files that can be edited in the Runtime are read back to the Editor path - Standard recipes - Recipes of the Recipegroup Manager - User administration - Schedules and profiles
Project as start project	sets the Runtime Startproject for the current computer
Start Runtime	Runtime is started with the project defined as start project
Project active	set active project for the toolbars of the Editor and the cross reference list. All other projects, not marked as "Keep project in memory", are deactivated
Keep project in memory	the project stays in the memory, even if another project is activated
Project	
- Rename	Rename selected project
- Save project as ...	saves the project under a new name in a new directory
- Properties	opens the properties window with the project properties
- Remove from workspace	removes the project from the current workspace, but does not delete it physically
- Delete	Deletes the project physically
- Create backup	creates a backup of the project
- Load backup	loads a saved project to the current workspace
Project Remote Transport	opens the submenu Project Remote Transport . The submenu Project Remote Transport has the following functions:
- Establish connection	Initiates remote connection
- Transport changed Runtime files	Transports only changed runtime files to target station
- Transport all Runtime files	Transports all runtime files to target station
- Transport all Runtime files	files which can be edited in the Runtime (e.g. recipes, user administration etc.) are read back to the Editor files
Project as start project	Set start project for target station
- Start Runtime	Starts Runtime on target station
- Stop Runtime	Stops Runtime on target station

- Project reload	Executes function Reload on target station (Runtime device)
- Get error file	Get error file from target station
- Restart OS	Restarts operating system on target station
- Get system status	Get system status of target station
- Remote password change	the password for the remote access to the project computer is changed
Profile	Opens a submenu, where a profile can be selected (see chapter Editor)
Help	Opens online-help

PASSWORD PROTECTION

Each project can be protected with a password. To do this:

- ▶ Create the required users in the user administration
- ▶ In **User Administration** in project properties, in the **Function authorizations** property, set the **Load project** entry to an authorization level greater than 0
- ▶ Assign this authorization level to all authorized users

This enables the project to only be opened by an existing user with the defined authorization level.

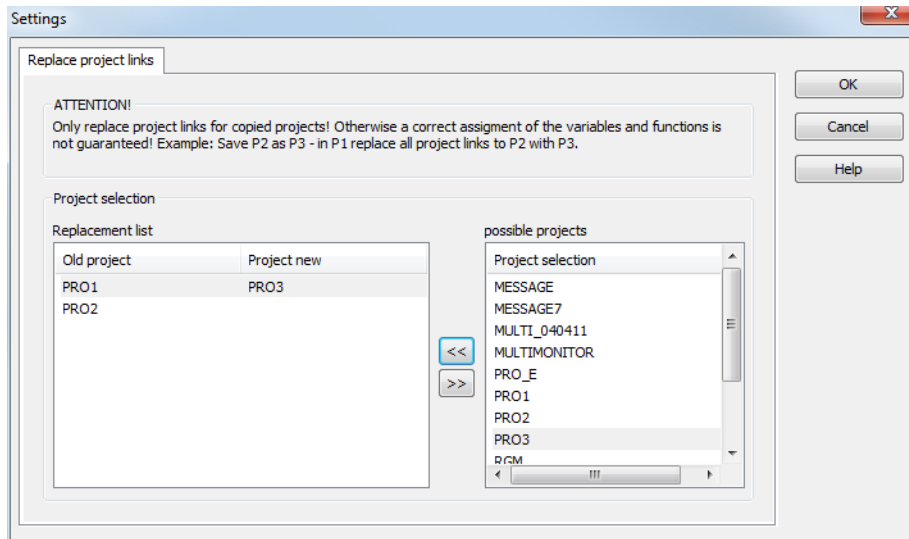
4.5 Replace project links

If projects are copied, their links to higher-ranked projects must be assigned newly if necessary. The assistant **replace project links** supports the automatic replacing of project links to screens, variables and functions. The control system searches for all project links, which then are replaced by the screens, variables and functions of another selected project.

To replace project links:

1. workspace and sub-projects must be saved
2. in the context menu of integration project (on page 16) select command **replace project links**
3. the dialog for selecting a project is opened
4. select the desired allocations

5. confirm the dialog by clicking **OK**



Parameters	Description
Replacement list	<p>List of project allocations for replacing links:</p> <ul style="list-style-type: none"> ▶ Old project: Automatically contains all source projects. If this list is empty, there are no superior projects with links to sub-projects in the workspace. ▶ New project: Project in which the links should be adopted. Selection from list of possible projects by clicking on the arrow button .
possible projects	<p>Projects with which source projects should be replaced. Selection:</p> <ul style="list-style-type: none"> ▶ highlight desired old project ▶ highlight desired new project ▶ click on button with arrow to the left <p>Cancel allocation:</p> <ul style="list-style-type: none"> ▶ highlight desired allocation in the replacement list ▶ click on button with arrow to the right
OK	<p>Take over allocation and carries out replacement.</p> <p>Number of replaced project links is displayed in the output window.</p>
Cancel	Discards settings and closes the dialog.
Help	Opens online help.

4.6 Save and reload project

Information about saving and reloading projects can be found in the chapter project backups.

4.7 Remove project from workspace

To remove a project from the workspace, choose the entry **Project / remove from workspace** in the context menu of the project.

The project is not deleted after that. See chapter Delete project (on page 16).

4.8 Delete project

You can find more information about deleting projects in the chapter project backups / Deleting projects.

5. Integration project

zenon offers the possibility of a multi-hierarchical project structure. In such a case an integration project with several sub-projects is realized.

As a central station the integration project contains overview screens, where process values of sub-projects can be displayed.

Details: see the **Multi-project administration** chapter in the **Network** manual.



Example

With the recipes in the integration project set values can be administered centrally in order to control the single projects in the best way.

With project overlapping archives in the integration project data from the sub-projects can be collected at a central location.

It is possible to use variables from sub-projects in the integration project.

You can find more information on **Replacing project links** in the chapter Replacing project links (on page 14).



Attention

Naming templates: Avoid using the same name for templates in integration and subprojects. Because:

- ▶ If a template with the same name is already opened, this is then used when the new screen is called up - regardless of which project it belongs to.
- ▶ If there is still not a template open with a suitable name, the name of the screen's project is used.

FILE FOLDERS

Sub-project which are located at the same folder node as the integration project during creation, always use the same structure as the integration project. Every sub project is entered into the **project.ini** with relative path to the integration project. If the Runtime path for the integration project is changed, the paths for the sub-projects also change. This guarantees that the Runtime can find the needed paths.

Note: You can find more information about this topic in the Network manual in the chapter titled The integration project.

5.1 Copying sub-projects

In order to avoid, that after copying the sub-projects the links of the integration project link to the wrong sub-projects, zenon offers the possibility to replace project links or to copy entire workspaces.

The links from an integration project to a sub-project can also be replaced with links to another sub-project without having to create a copy of the integration project.

5.1.1 Copying the complete workspace

A copy of the entire workspace is created. For each project a '**Speichern unter**' is executed and a new GUID is generated. But the projects keep their original names. The workspace is automatically loaded with the new projects. In this solution the entire integration project is searched for variable and function links, which point to other projects. In these links the GUID of the original project is replaced by that of the copied sub-project. With this solution the sub-project can be adopted and immediately will run with the new integration project.

5.2 Authorization

Operating authorizations can be implemented in zenon for projects in the network and for integration projects without a network.

Operating authorizations means that the user can actively intervene in the process, in order to write set values, for example. Even if the integration project itself is not a network project, but it contains network projects, you have the possibility to permit operation of the project consistently on just one station each.

AUTHORIZATION IN THE NETWORK

The operating authorizations in the network are unlocked or blocked using zenon functions on the respective computer. To use the operating authorization in the network:

1. navigate to the **Network** group in Project Properties.
2. In the drop-down list in the **Operating authorization in the network** property, select the type of operating authorization (*Global or via equipment model*).
3. Define the **Timeout for request [s]**:
4. Define the **Timeout for operating authorization [s]**:
Attention: Select a time period shorter than the network timeout in the **Timeout [s]** property.
5. Create the **Operating authorization in the network** functions in order to get the operating authorization or to approve this.

For details see the Operating authorization in the network chapter in the Historian manual.

AUTHORIZATION IN THE INTEGRATION PROJECT

You can even unlock or block operating authorizations in a project without a network. This happens via a local variable that unlocks the authorization for the value 0 and for a value that is not equal to 0.

To use operating authorizations in an integration project:

1. Create a binary, local variable of **internal driver** in the project.
2. In the project properties of the **Interaction** group, link this internal variable in the **Operation lock** property.
3. Determine the value of the variables for the operating block locally.
 You have the following possibilities for this:
 - **Function Write set value:**
 Update the value of the variables using **Write set value** functions that are linked to limit values of the **system variable: [Network] operating authorization present** of the subproject.

- **API.**
- Activate the **Externally visible** property for the variable and update its value using zenon Logic.

Variable value:

- **>0: No operating authorization available**
Runtime reacts as in a network project similarly to as if the operating authorization were not present.
- **0: Authorization available**
Runtime reacts as in a network project similarly to as if the operating authorization were present.



Attention

*Difference to **Operating authorization in the network**:*

If an operating lock has been activated via the internal variable, the attempt to write a process value is ignored. In doing so, there is no corresponding notification given to the user.

Not all variables are blocked during the operating block. The variables that are on the computer locally remain operable. The following is applicable for **internal** driver variables:

- ▶ Internal variables with the `local` setting for the **Calculation** property always remain operable, in projects both with and without a network.
- ▶ Internal variables with the `network` setting that come from a project without a network are also always operable. This is because the setting for the **Calculation** property without a network has no effect here.

In a network project, the internal values can only be operated with the **Calculation** `network` - like the process variables - depending on the operating authorizations. In detail:

- ▶ The variable for the **Operation lock** blocks the operating elements of its own project. No entry is possible. If operation is carried out using screen elements of a different project, the **Operation lock** prevents the final setting of the value.
- ▶ The **Operating authorization in the network** function blocks the variables. You can find further information in the **Network** manual in the **Operating authorizations in Runtime** chapter.

Example: The integration project is not blocked, the sub-project is blocked. If the variable of the sub-project has been linked to a screen element of the integration project, the user can open the dialog in the integration project, but the edited value is then not applied.

6. Global project

A global project is a project that is not connected to a process.

**Information**

For each workspace you can only create and use one global project.

The global project has a number of modules which are available for all projects in the workspace. If objects exist in the global and in the local project, the objects in the local project take priority.

Module	Description
Variables -> Alarm	Grouping of alarms in groups, classes and areas.
Frames	Frames, that do not exist in local projects are taken over by the Global project. The identification is the name.
Styles	<p>Styles make it possible to do the following with graphic properties of screen elements:</p> <p>Extract in frames of style groups</p> <p>Administer in style groups</p> <p>To assign them to other elements</p> <p>Styles are always administered in the global object.</p>
Font Lists	Font lists which do not exist locally are take over from the global project. The identification is the name. Pay attention to the consequences of same names in the global and local project.
Color Palettes	<p>All palettes of a project must always contain the same amount of colors; the number of colors can therefore differ between a global project and a local project.</p> <p>Attention: In the event of conflicts in the Runtime, the local project's color palettes take priority.</p>
Symbol Library	<p>Symbols are available for all projects of the workspace.</p> <p>Label when linking in the screen: Global project [Symbol name]</p> <p>Note: Direct copying from the symbol library into the symbol library in the project or copying from the project or global project into the general symbol library is not possible.</p>
Language File	Language files are managed in language tables and combined with the file names and key words. Keywords which do not exist in local projects are taken over from the global project.
User Administration	<p>Users are merged by the identification. Users which do not exist in local projects are taken over from the global project.</p> <p>Attention: Users form global projects are displayed in the Runtime in all sub projects but they cannot by changed via the Runtime user administration.</p>
Files	Files which do not exist in local projects are taken over from the global project.
History of Changes	Documents all changes in the global project.

Equipment Modeling	Depicts all levels of a company according to ISA S88 and S95. Is created in the global project and used in the local project.
Project backups	For backups of the global project.



Information

It is not possible to open the VBA Editor in a global project.

7. Definition of the project filter

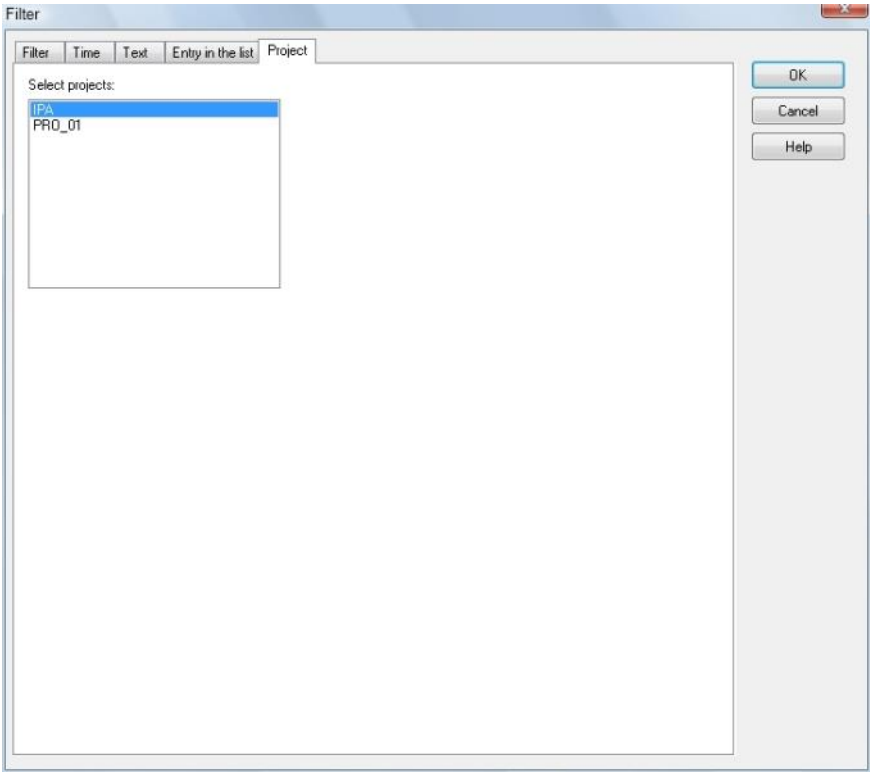
A project filter is used in a number of different functions (screen switch, exporting, printing, lists, etc.). It allows the selection of individual projects in multi-project administration.



Attention

This filter is only available if several projects are available in an integration project.

Exception: *With the filter configuration for faceplates, the project filter is also offered for individual projects.*



the selection from the integration project and all sub-projects is carried out via multi-select by pressing and holding key `Ctrl` and mouse click on the desired projects.

8. Configuration

The configuration is carried out via:

Parameters	Description
Standard Configuration (on page 24)	License product Standard (on page 24) Control Panel
Project Configuration (on page 28)	Project Alarm List Chronological Event List Monitor administration User administration Project backup Rename Project Save Project as...

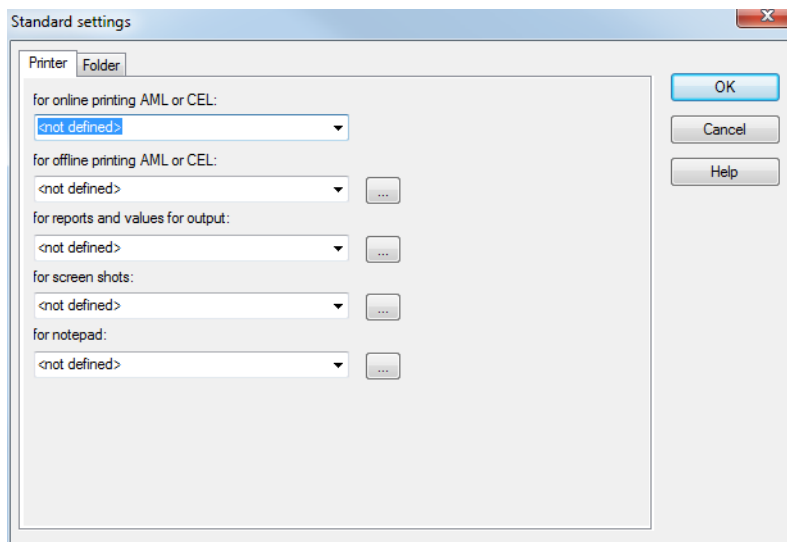
8.1 Standard

After selecting the menu entry **File/Standard configuration/Standard** the following not project-specific settings are available:

Parameters	Description
Printer (on page 24)	Global printer settings for all database projects
Directories (on page 30)	Definitions for projects being newly created

8.1.1 Printer

Different printers can be configured for the print-out.



ASSIGN PRINTER

Printers can be assigned for the following tasks:

Parameters	Description
for online printing AML or CEL	Online printer for Alarm Message List or Chronological Event List in the runtime. Selection if AML or CEL in the project properties in the group AML and CEL or over the files <code>ALAR . FRM</code> and/or <code>BTB . FRM</code> .
for offline printing AML or CEL	Offline printer for Alarm Message List or Chronological Event List by clicking the button print in the respective screen. Format configuration in the files <code>ALARM_G . FRM</code> or <code>BTB_G . FRM</code> .
Values and protocols for output	Printer for reports and if the function print the current value (output of the current values and tables) was selected.
for screenshots	Printer for screenshots
for notepad	Printer for general lists.

To select a printer:

1. Click in the drop-down list.

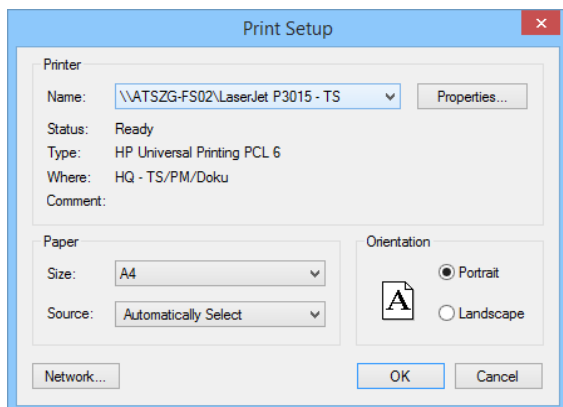
All printers installed on the computer are displayed.

In order to configure the page view:

1. Click on the ... button next to the printer.

The dialog for the page setting will be opened.

Configure printer



PRINTER

Parameters	Description
Printer	Settings for the printer.
Name	Selection of the printer from the drop-down list. The list contains all printers configured in the operating system.
Properties...	Opens printer configuration dialog.
Status:	Display printer state. For information only.
Type:	Display printer type. For information only
Location:	Display the location of the printer if configured. For information only.
Comment:	Display comment about printer if configured. For information only.

PAPER

Parameters	Description
Paper	Configuration of the printout.
Size	Select paper format from drop-down list.
Source	Select paper feed from drop-down list.

ALIGNMENT

Parameters	Description
Alignment	Select paper alignment. Possible parameters: <ul style="list-style-type: none"> • Portrait • Landscape
Network	Opens dialog for selecting a printer in the network.
OK	Applies configuration and closes the dialog. With this printing is started in the Runtime.
Cancel	Discards configuration and closes the dialog. In the Runtime this also cancels the printout.



Information

For different printer interfaces the same printers can be used with different parameters.

PRINTING UNDER WINDOWS CE

There is no printer spooler available with Windows CE. The print-out is in the process. The print-out thus also blocks the functionality of Runtime.

Under Windows CE, the print function is not available if it is already included in the CE image. It cannot be subsequently added, nor expanded to further printers.

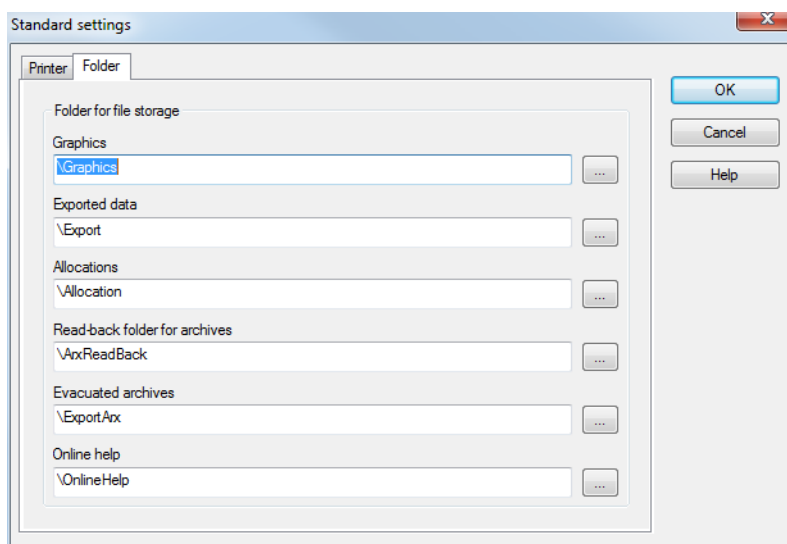
The following is applicable to printing under Windows CE:

- ▶ **Online printing:**
Printing is always direct to LPT1. This port must always be present on the CE device and a line printer must be connected.
- ▶ **Offline printing:**
Print-out is always on the standard printer configured on the system.
The printer cannot be configured from zenon Runtime and cannot be switched.

Note: In order for offline printing to work under Windows CE, the manufacturer of the device must provide it in the Windows CE image. There must also be the possibility to define the default printer, for example using applications such as Pocketword or Notepad CE.

8.1.2 General folder

In tab **folders** you define the default folders for the categories described below. Click on button ... to open the Explorer in order to define the storage location for the selected file type. The storage locations defined here are taken over as default for new projects and can be changed in the project settings via option **File storage**. The storage locations are created relative to the Runtime folder.



Parameters

Description

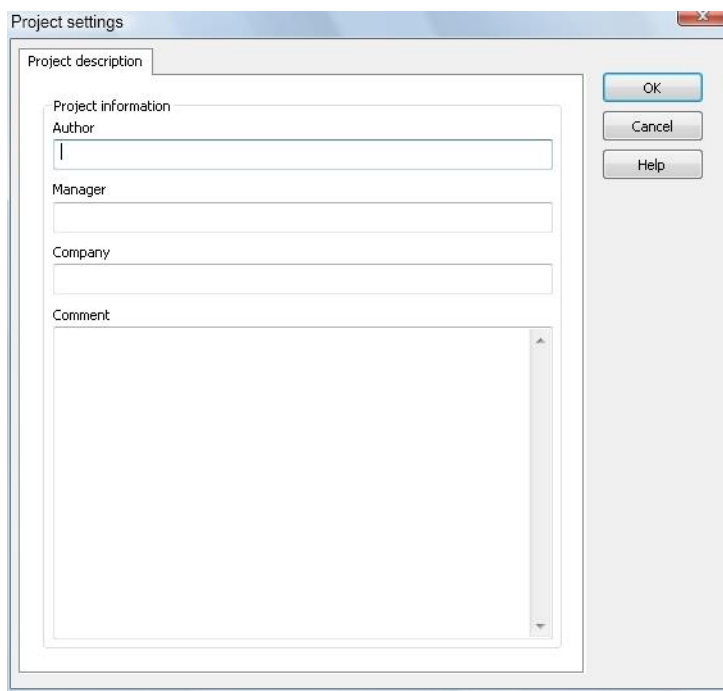
Graphics	Graphics Files Default: \Graphics
Exported files	Path for exported archives, reports, Chronological Event List, Alarm Message List. Default: \Export
Allocations	Path for project backups. Default: \Allocation
Read-back folder for archives	Folder for reading back the archive backup files. When loading archive data from the readback folder, the archive data from the Runtime path and from all subfolders of the readback folder is also read. Default: \Backup
Evacuated archives	Folder in which evacuated archives were saved. Default: \ExportArv
Online help	Folder for online help. Default: \ONLINE_HELP

8.2 Project manager

In the project project properties all details of a project are configured. To configure the properties you must:

- ▶ highlight the project in the project tree
 - ▶ open the property window
- (Open it via context menu of the project or menu **options**)

8.2.1 Project info



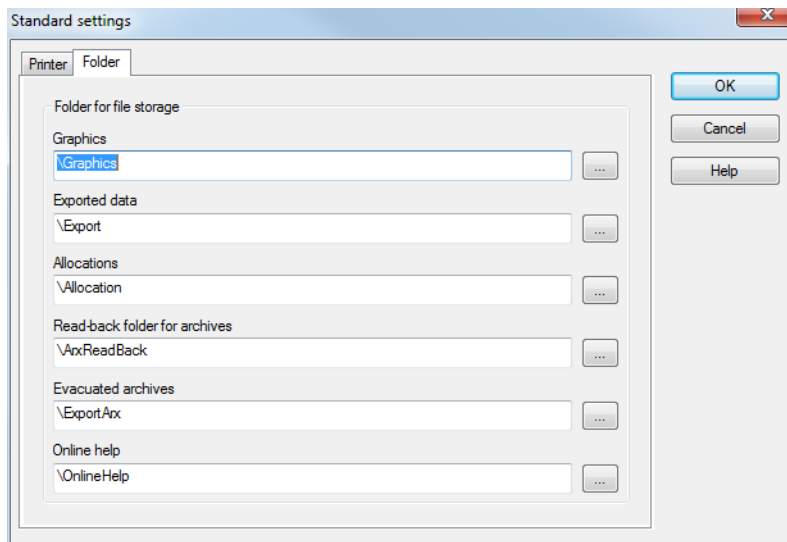
The screenshot shows a 'Project settings' dialog box with a 'Project description' tab. Inside the tab, there is a 'Project information' section with four input fields: 'Author', 'Manager', 'Company', and 'Comment'. The 'Author' field contains the letter 'I'. To the right of the input fields are three buttons: 'OK', 'Cancel', and 'Help'.

The following information on the project can be defined:

Parameters	Description
Author	Author of the project
Manager	Manager of the project
Company	Company for the project
Comment	Free comment for the project

8.2.2 Project-related folder

By selecting property **File storage** in project settings **General**, the dialog for defining the storage location is opened. The already existing locations were taken over from general settings for folders (on page 27). Click on button ... to open the Explorer in order to define the storage location for the selected file type. The storage locations are created relative to the Runtime folder.



Parameters	Description
Graphics	Graphics Files Default: \Graphics
Exported files	Path for exported archives, reports, Chronological Event List, Alarm Message List. Default: \Export
Allocations	Path for project backups. Default: \Allocation
Read-back folder for archives	Folder for reading back the archive backup files. When loading archive data from the readback folder, the archive data from the Runtime path and from all subfolders of the readback folder is also read. Default: \Backup
Evacuated archives	Folder in which evacuated archives were saved. Default: \ExportArv
Online help	Folder for online help. Default: \ONLINE_HELP

8.2.3 Graphics quality

In zenon the quality of the displayed graphics can be tuned to the resources for the system. This setting is made using the project setting **Graphics quality** in group **Graphical design**. These settings only have an effect on Runtime. **DirectX** is always used in the Editor.

Possible options are:

- ▶ **Windows Basic:** Basic graphics settings. Recommended for resource-weak hardware.
- ▶ **DirectX Software:** Graphics calculations are done by the CPU. Depending on the graphic you can use more than one CPU. Using **DirectX Software** may cause a high CPU workload.
- ▶ **DirectX Hardware:** A part of the graphic calculation is done by the graphics card by which the performance is increased. If this setting is not supported by the system used, zenon automatically switches to **DirectX Software**. In principle, **DirectX Hardware** is preferable and **DirectX Software** should only be used if necessary.



Attention

- ▶ **DirectX** is not available under Windows CE.
- ▶ **DirectX** cannot be used for **OCX**.

DIRECTX

DirectX allows a higher quality of graphics than **Windows Basic**.

To be able to use **DirectX**, several requirements must be fulfilled:

Requirement	Description
DirectX Hardware or DirectX Software must be activated.	In the project settings you must select DirectX Hardware or DirectX Software for property Graphical design .
The operating system must support DirectX 11.1.	<p>DirectX hardware and DirectX software only works on operating systems that support DirectX11.1.</p> <p>If the system does not support DirectX 11.1, it automatically switches to Windows Enhanced.</p> <p>The current DirectX- Runtime must be installed. For zenon it is installed together with the setup. For the zenon Web Client it must be installed manually.</p>
The screen or element must support DirectX.	Only supported elements or screens can be displayed with DirectX.
For DirectX Hardware the minimum requirements must be fulfilled.	<p>You can find details on the minimum requirements in the System requirements when using DirectX chapter . If they are not met, it automatically switches to DirectX Software.</p> <p>If the operating system does not provide any hardware acceleration (e.g. Remote Desktop), it may not be possible to use DirectX Hardware.</p>

DIRECTX 11.1

The following applies when using DirectX 11.1:

- ▶ DirectX 11.1 is available natively under Windows 8 and later versions of the operating system.
- ▶ DirectX 11.1 cannot be used under Windows 7 and Server 2008 R2 without a Service Pack and versions earlier than this.
- ▶ For Windows 7 SP1 and Server 2008 R2 SP1, a Windows Service Pack must be installed

INSTALL SERVICE PACK FOR WINDOWS 7 SP1 AND SERVER 2008 R2 SP1

To install the Service Pack:

1. Download the platform update KB2670838 from the Microsoft support website.
2. Select the version that corresponds to your operating system:
 - 32 bit
 - 64 bit
3. Select the corresponding installation file.

***Note:** This only concerns Windows 7 SP1 and Server 2008 R2 SP1. DirectX 11.1 is already present on more recent versions. The update cannot be installed on older versions.*

DirectX: Error Handling

Errors are output in the Diagnosis Viewer.

DIRECTX IS NOT INITIALIZED.

If DirectX cannot be initialized during the call up of a screen or in continuous operation, an attempt is made to initialize DirectX again. During this process, zenon Editor and Runtime continue to run normally. You can attempt to rectify the problem in this time. Possible causes and solutions can be found out with the Diagnosis Viewer.

A progress bar appears during reinitialization. To cancel the reinitialization:

1. Click on the **Cancel** button.
2. Confirm the error message that is shown to you.
3. Depending on whether you have canceled the process, either the editor or Runtime is ended.

Note: Errors that make reinitialization of DirectX impossible are announced by means of an error message.

DIAGNOSIS VIEWER

DirectX provides individual messages in the Diagnosis Viewer with:

- ▶ an error message.
- ▶ possible reasons for the error,
- ▶ error codes.

The display take place in an own module **DirectX**. For errors, the error text is displayed in the **Error** text field; for warnings and debug information, the corresponding messages are displayed in the **General** text field:

- ▶ For the successful call up of a screen at least one DEBUG success message is displayed.
- ▶ Warning point out events which can influence the operation.
- ▶ If an error occurs which cannot be fixed, an error message is displayed.



Information

If a message is not completely displayed in the table in the Diagnosis Viewer, open the entry via double click to display the whole message.

CHECK LIST FOR ERROR CHECKING

A check to see whether DirectX is working can be carried out by activating the debug messages in the Diagnosis Viewer. A corresponding message is shown if the check is successful.

- ▶ Are DirectX-specific warnings or error messages displayed in the Diagnosis Viewer?
- ▶ Is `DirectX Hardware` or `DirectX Software` set in the **Graphics quality** project property?
- ▶ Are the minimum requirements for DirectX met? You can find details on the minimum requirements in the `System requirements when using DirectX`.
- ▶ Is DirectX supported by the screen or the element?
- ▶ Does the display with `Windows Basic` work properly?
- ▶ Does the display work with another driver?
- ▶ Does the display work with a graphics card of another manufacturer?

8.2.4 Files that can be changed in Runtime

There are different data which can be changed in the zenon Editor as well as in the Runtime. These are files for:

- ▶ Recipegroup Manager
- ▶ Standard Recipes
- ▶ User Administration
- ▶ Scheduler

PROTECT RUNTIME FILES FROM OVERWRITING

If all Runtime files are created or transported, the files meanwhile changed in the Runtime would be overwritten. In order to avoid unwanted overwriting the files, that should not be created or transported, can be selected here in the section **Do not generate and transfer**.

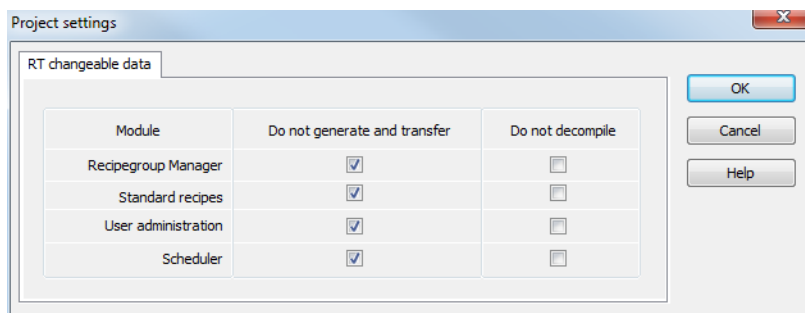
PROTECT EDITOR FILES FROM OVERWRITING

Data changed in the Runtime can be read back. In this case the corresponding Editor data are overwritten. In order to avoid unwanted overwriting the files, that should not be read back, can be selected here in the section **Do not decompile**.

DIALOG OF FILES THAT CAN BE CHANGED IN RUNTIME

You can reach the dialog for configuring the Runtime changeable files via project settings

General/Runtime changeable data:



The following file types can be selected:

Parameters	Description
Recipegroup Manager	Recipe groups and recipes of the Recipegroup Manager. At the transfer new files are transferred and new sub-folders are created, deleted files and sub-folders are also deleted on the target system.
Standard Recipes	Standard recipes.
User Administration	User administration for login and rights administration in the Runtime.
Scheduler	Changes in the time models and schedules of the PFS.



Attention

At the project conversion take care that Runtime changeable files are also converted. For this Runtime files must be imported to the Editor and after the Update copied back to the Runtime. For details see chapter Recommended procedure for converting Runtime files in manual project conversion.

TRANSFERRING THE FILES

IN THE RUNTIME

To transfer files to the Runtime:

1. all files can be transferred
2. only changed files can be transferred

Both possibilities consider the files defined in property **Runtime changeable data**.

FROM THE RUNTIME

To read files from the Runtime, there are two processes available:

1. Restore all Runtime files:
 - a) reads back all Runtime files in the folder which was defined in property **Runtime folder**
 - b) regardless of the settings of property **Runtime changeable data**
2. Import Runtime files:
 - a) imports the files defined in property **Runtime changeable data** and
 - b) replaces the engineering in the Editor by these Runtime files
 - c) is suitable for taking over data from a remote system in the Editor

CONNECTION ERROR

During the transfer existing data are overwritten in accordance with the settings.

If errors occur at the transfer from or to the Runtime or if the connection fails, the files must be retransferred completely.