

InTouch HMI Modern Application Guide



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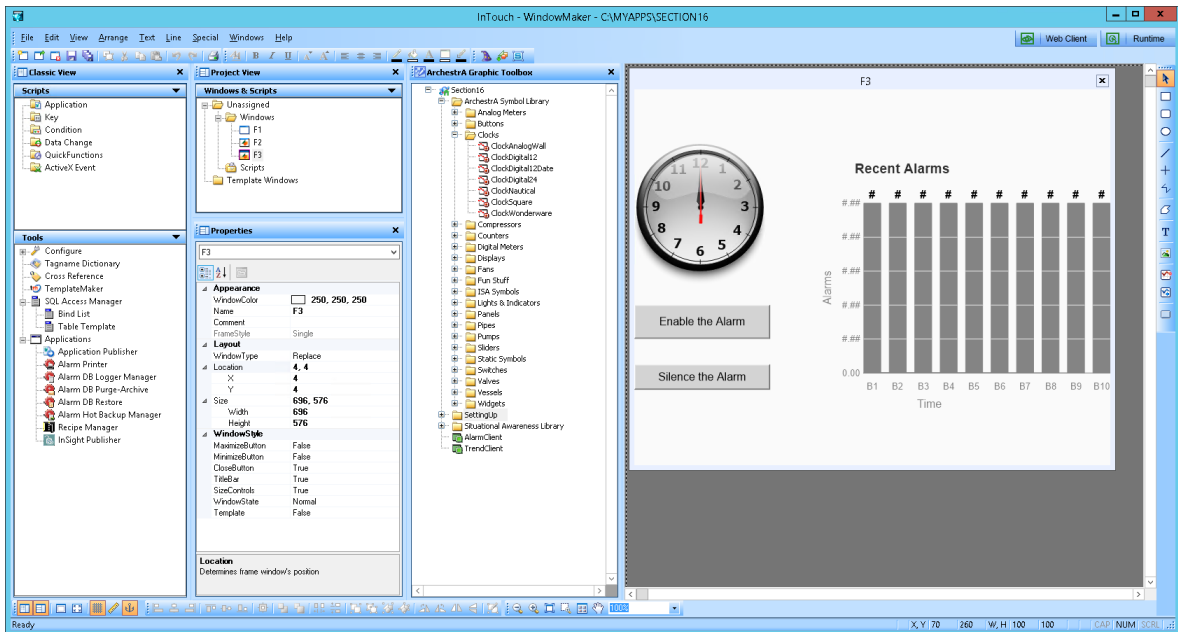
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CHAPTER 1

Working with InTouch Modern Applications

Modern InTouch applications give you the capability to easily integrate Arcestra symbols directly into your applications. You simply drag Arcestra or Situational Awareness Library symbols from WindowMaker's Arcestra Graphic Toolbox into Modern application windows. All configuration steps to use Arcestra Graphics are completed from InTouch WindowMaker.

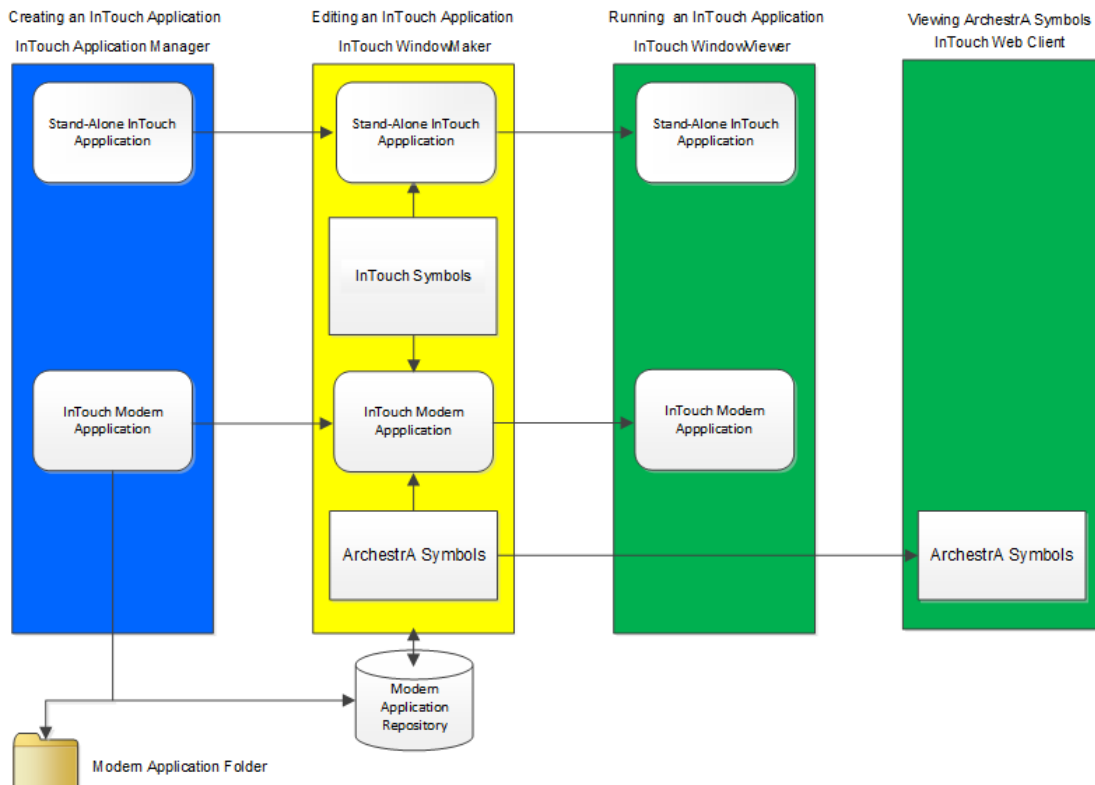


Modern applications combine the capability inherent in Arcestra symbols with the familiar workflow of legacy InTouch applications.

The following figure summarizes the workflow of managing and configuring Modern applications. Most management tasks are completed from InTouch Application Manager to:

- Create Modern applications
- Open and edit Modern applications
- Export and import Modern applications
- Migrate earlier versions of InTouch applications to Modern applications
- Publish Modern applications

- Delete Modern applications



Most Modern application configuration tasks are done from WindowMaker, including (but not limited to) those that:

- Configure support for other languages
- Configure the Application Style Library
- Configure Alarm Priority Mapping
- Export and import ArchestrA symbols
- Import client controls
- Configure NAD support
- Import Script Function Libraries
- Export and import Application styles
- Export and import localization strings for symbols

CHAPTER 2

Managing InTouch Modern Applications

This chapter includes the following topics that explain how to create and manage your InTouch Modern applications from the InTouch Application Manager.

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Creating an InTouch Modern Application

You create a Modern InTouch application from InTouch Application Manager. When you create a Modern InTouch application, you must:

- Provide a base folder path to save your Modern applications.
- Specify the name of a folder that stores the Modern application's files.
- Specify the name of the application.
- Select your template from the **Template Browser**.
- Specify use of a template in the **Create New Application** dialog

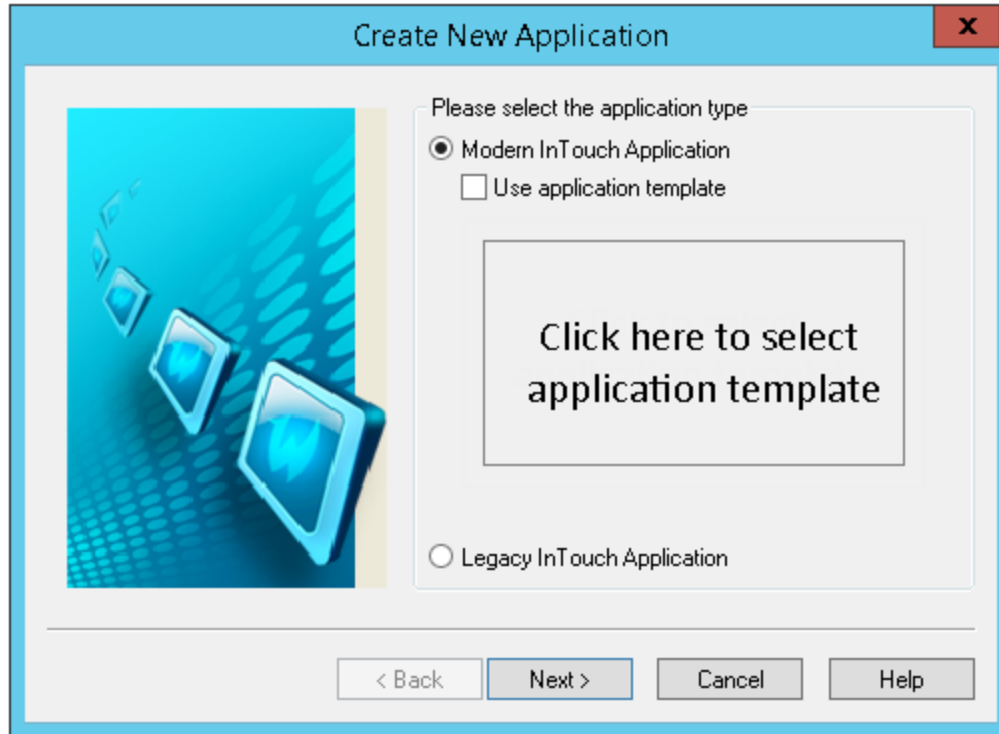
After creating a Modern application you can access the Modern application's folder to define it as NAD master folder, share the folder on the network, and copy additional files to the folder.

Important: You cannot use Windows Explorer to move a Modern application's folder after it has been created. Use the Modern application export and import options to move your Modern application to another folder or computer.

To create an InTouch Modern application

1. Open InTouch Application Manager.
2. Select **New** by one of the following methods:
 - a. Select **New** from the **File** menu.
 - b. Right-click within Application Manager and select **New** from the shortcut menu.
 - c. Select the **New** icon from the menu bar.
 - d. Press the Ctrl + N keys.

The **Create New Application** wizard appears with options to create a Modern application, Modern application from a template, or legacy application.



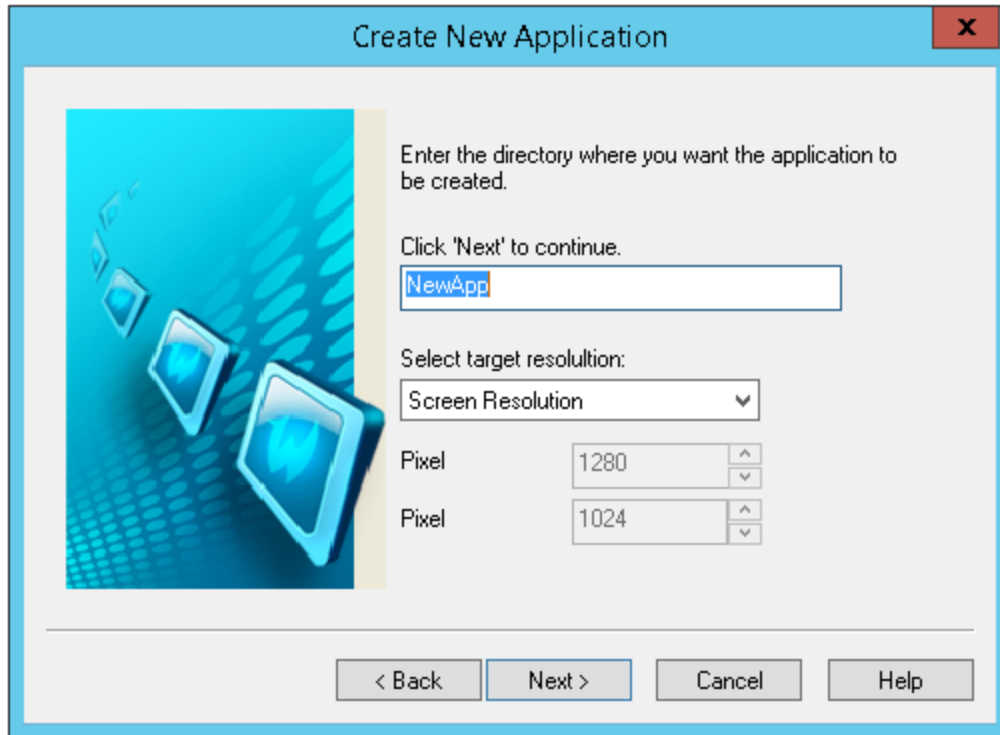
3. Select **Modern InTouch Application** and click **Next**.

The **Create New Application** wizard updates to show a field to enter a base directory path to save InTouch applications.

4. Click **Browse** and select a directory path.
5. Click **Next**.

The **Create New Application** wizard updates to show a field to enter the name of the folder for the new Modern application being created.

It is also updated with fields to select the application target resolution.



6. Type the name of the folder and specify a target resolution if different than the default screen resolution.

Options for the target resolution are as follows:

- a. Click the **Select target resolution** dropdown menu to view a list of predefined target resolutions.
- b. Click the **Select target resolution** dropdown menu and select **Custom**. The Pixel width and height fields become editable. The boundary limits are 150x150 to 10000x10000.

7. Click **Next**.

The **Create New Application** wizard updates to show fields to enter a name and a description of a new Modern application.

8. Type the name of the Modern application in the **Name** field.

Important: Application names must be 32 characters or less.

9. If you want, enter an optional description of the application in the **Description** field.

The description appears in the **Description** column of Application Manager's list of applications.

10. Click **Finish**.

A horizontal bar shows the progress of creating a new Modern application. After the application is created, it appears in Application Manager's list of applications.

Working with InTouch Application Templates

You can create a Modern application using an application template. Application templates enable you to quickly create a new application based on the standards specified in the template.

You select which template you want to base your application on using the **Application Template Browser**. The templates available in the **Application Templates Browser** are exported .aaPKG files that are loaded from an Application Templates folder in the InTouch installation directory. For example:

C:\Program Files(x86)\Wonderware\InTouch\ApplicationTemplates

The folder hierarchy in the Application Template Browser will mimic the hierarchy in this directory.

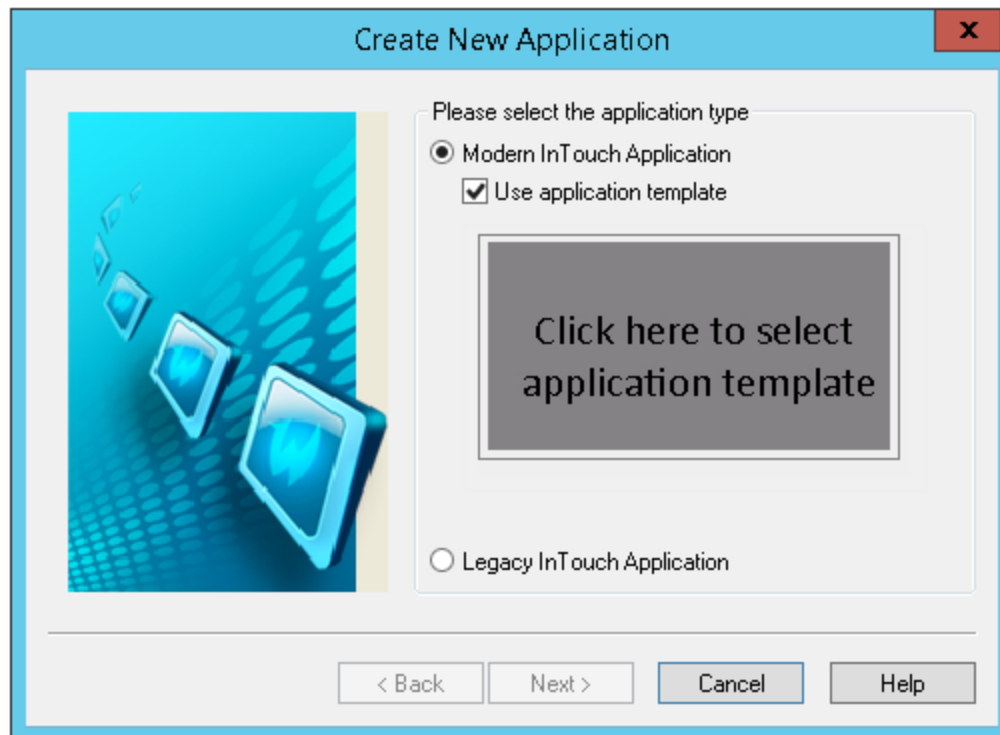
To create a Modern application from an application template:

1. Open InTouch Application Manager and select **New**.

The **Create New Application** wizard appears with options to create a Modern InTouch application, Modern application from template or legacy application.

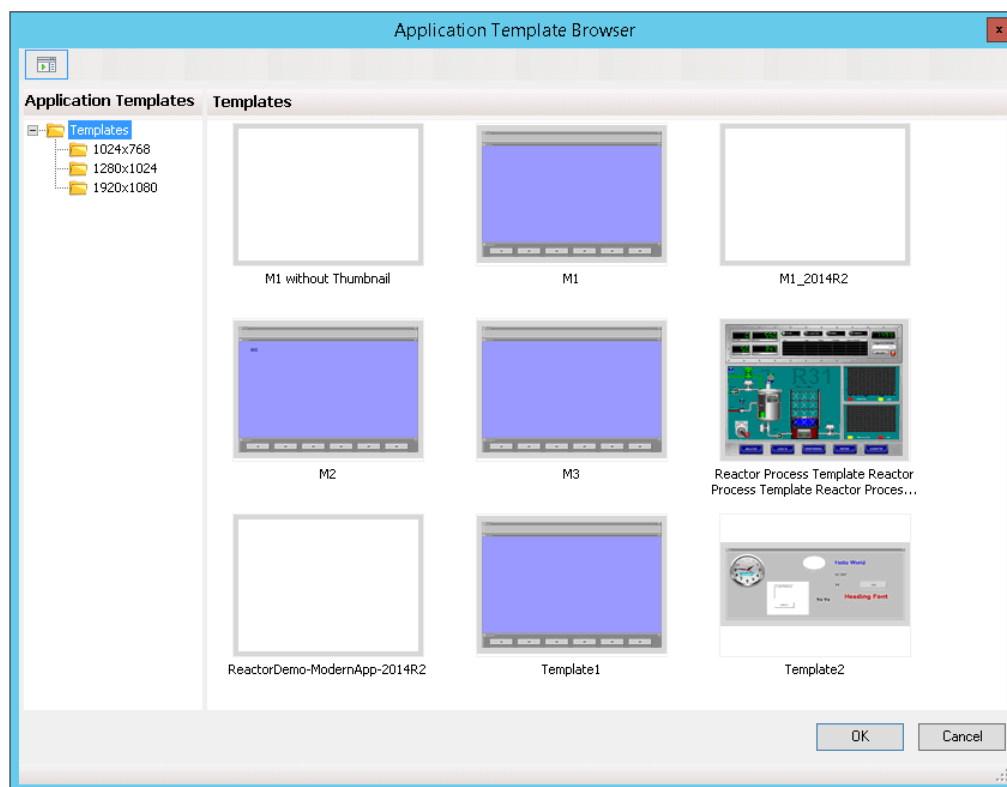
2. Select **Modern InTouch Application** and check the **Use Application Template** checkbox.

The **Click to select application template command** button becomes enabled.



3. Click the **Click to Select Application Template** command button.

The **Application Template Browser** appears.

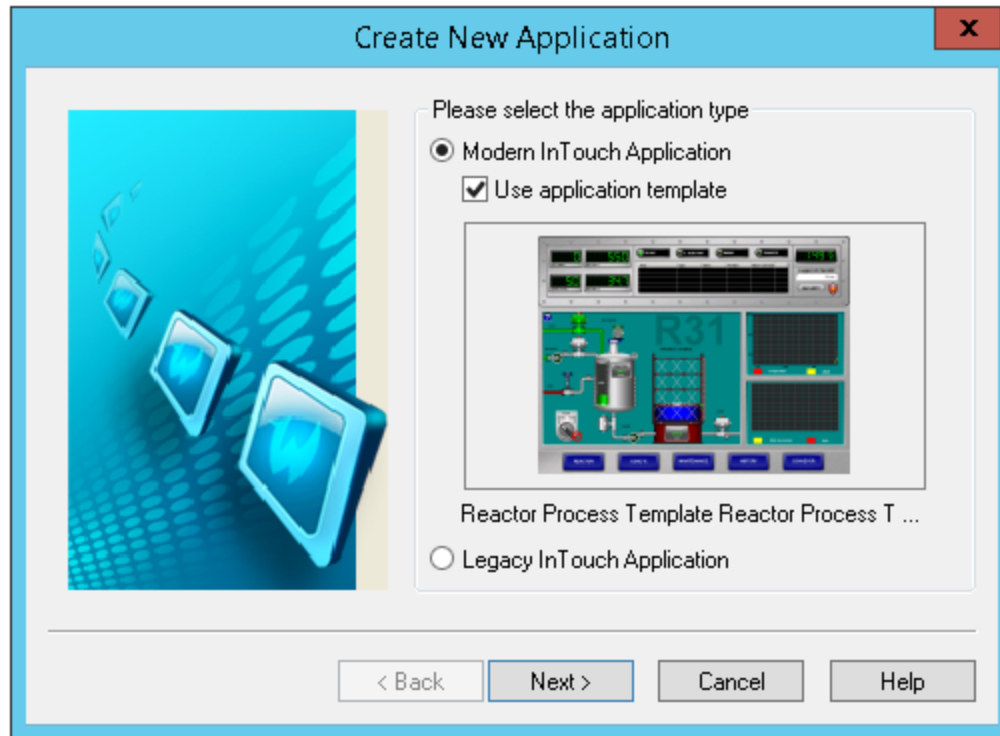


The left pane displays a tree view of the application template folders. The right pane displays thumbnail previews of the contents of the selected folder.

Each thumbnail in the browser maintains its aspect ratio.

4. Select the template you want and click **OK**.

The **Create New Application** wizard displays again. A thumbnail of your selected template populates in the wizard.



The name of the application template populates beneath the thumbnail.

5. Click **Next**.

The remainder of the procedure is the same as *Creating an InTouch Modern Application*.

Working with Application Templates

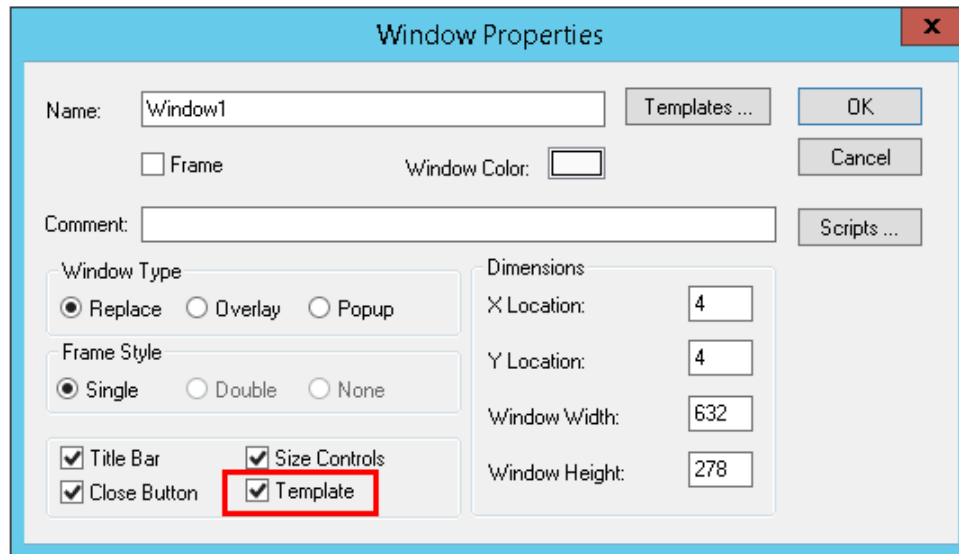
You can develop your own application template from a Modern application. Developing an application template is a three-step process.

First, you must create a Modern application and set appropriate windows in the application to template windows. You then create an application thumbnail for preview in the Application Template Browser. Lastly, you export the .aaPKG file to make it available as a template in the Browser.

To set application windows as template windows:

1. Create a Modern application.
 - a. Develop your application using graphics, scripts and windows.
2. Do the following for all windows in the application:
 - a. Right-click each window and select **Properties**.

- b. In the **Window Properties** dialog box, select the **Template** checkbox.



Upon click of **OK**, each window is automatically placed in the Template Windows folder in the Windows & Scripts pane.

You must now create and assign a thumbnail to the application you want to make into a template.

To create and assign an application thumbnail:

1. Using any screen capture program, take a screen capture of your application at either configuration or run time.
 - a. Save the image to any picture file format, such as a .bmp or .png file, and copy it to your application folder.
2. From your application folder, open the INTOUCH.INI file with a standard text editor such as Notepad.
3. Edit the INTOUCH.INI file to include the file name of the image in the **ApplicationThumbnail** field.

Note: The **ApplicationThumbnail** field is case sensitive and must exactly match the name and extension of the thumbnail image.

```

INTOUCH.INI - Notepad
File Edit Format View Help
[InTouch]
ApplicationThumbnail=ModernApplication1_Template.bmp
AppMode=2
AppName0=ModernApplication1
AppName1=
AppName2=
AppName3=
AppDesc0=New InTouch application
AppDesc1=
AppDesc2=
AppDesc3=
LanguageBase=English (United States)
LanguageBaseID=1033
InTouchView=0
ScaleForResolution=1
  
```

4. Save your changes and close.

The application must now be exported as a .aaPKG file that will populate in the **Application Template Browser**.

To export application and create template:

1. In the Application Manager, right click your Modern Application.
2. Export your application to create an .aaPKG file.

For details on how to export a Modern Application, see *Exporting an InTouch Modern Application*.

3. Copy the exported .aaPKG file into the following directory:

```
C:\Program Files (x86)\Wonderware\InTouch\ApplicationTemplates
```

Your Modern application is now available as a template in the Application Template Browser.

Note: The application template thumbnail you created in the previous procedure is extracted from the exported .aaPKG file. If your application template appears in the **Application Template Browser** with a blank thumbnail, a valid image could not be extracted. Be sure a valid image file format was used to save the thumbnail and the exact filename is entered into the ITOUCH.INI.

Editing an InTouch Modern Application

Opening a Modern application is similar to a legacy InTouch application. You open a Modern application from the InTouch Application Manager to edit in WindowMaker or run in WindowViewer.

To open and edit a Modern application

1. Open InTouch Application Manager showing InTouch applications listed by name.
2. Double-click on the name of a listed Modern application to open it in WindowMaker.

You can also open Modern application by other methods:

- a. Click on the Modern application's name to select it.
 - b. Do one of the following:
 - Select **WindowMaker** from the **File** menu.
 - Right-click within Application Manager and select **WindowMaker** from the shortcut menu.
 - Select the **WindowMaker** icon from the menu bar.
 - Press the Ctrl + M keys.
3. Save your editing changes to a Modern application.

When you edit an InTouch Modern application, your changes are saved to the application folder.

4. Close the application.

Exporting an InTouch Modern Application

To copy or share a Modern application, you can export an application to an aaPKG file. Then, you can import the application with another name or to another folder or computer.

An exported aaPKG file contains the Modern application's:

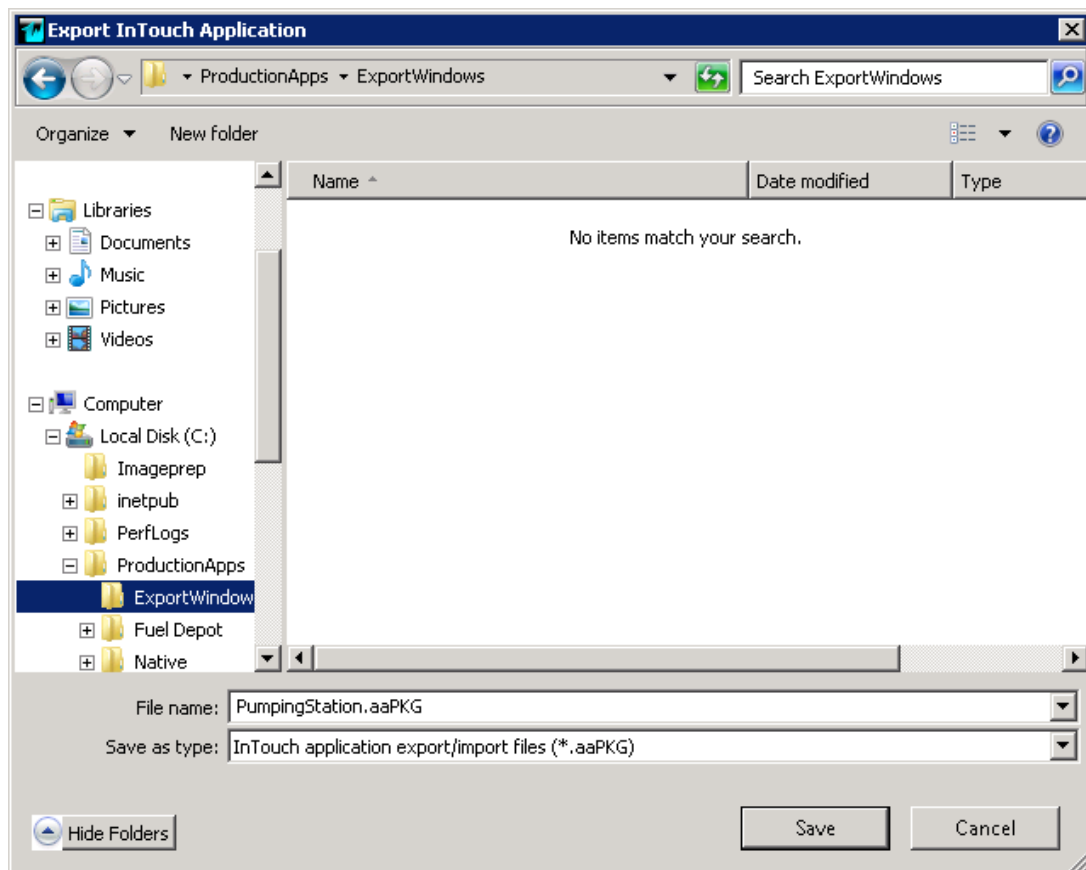
- ArchestrA Graphic Toolbox
- Application Style Library
- Alarm Priority Mapping

- Language strings
- Application folder contents

To export a Modern application

1. Open InTouch Application Manager.
2. Click on a Modern application name to select it from Application Manager's list of InTouch applications.
3. Select the **Export** wizard by one of the following methods:
 - a. Select **Export** from the **File** menu.
 - b. Right-click within Application Manager and select **Export** from the shortcut menu.
 - c. Select the **Export** icon from the menu bar.
 - d. Press the Ctrl + E keys.

The **Export InTouch Application** wizard appears with a field to name the export file. The default name of the export aaPKG file is the application name.



4. If desired, change the export file name and the destination folder to save the export file.
5. Click **Save**.

A horizontal bar shows the progress of exporting the application. After the export operation is complete, Window Explorer opens to show the exported aaPKG file in the designated folder.

Importing an InTouch Modern Application

You can create a new Modern InTouch application by importing an existing Modern InTouch application package file or a legacy InTouch application. However, published Modern applications cannot be imported to create a new application.

Importing an exported Modern InTouch application also imports the application's existing style library, Alarm Priority mapping, and language strings.

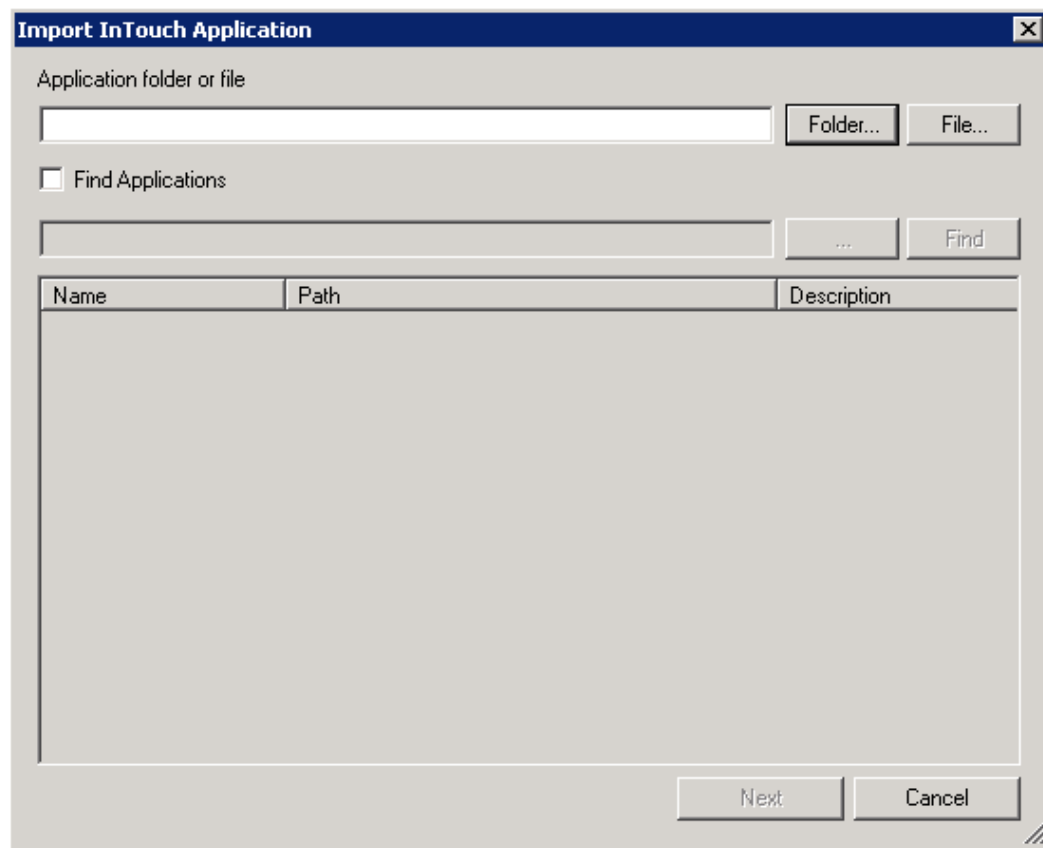
Importing a Modern application:

- Creates a new InTouch application folder under a base application folder path you select.
- If the import source is an aaPKG file, ArcestrA graphics are imported and replace the existing ArcestrA graphics.

To import a Modern application using the Application Manager

1. Open InTouch Application Manager.
2. Select the **Import** wizard by one of the following methods:
 - a. Select **Import** from the **File** menu.
 - b. Select the **Import** icon from the menu bar.
 - c. Press the Ctrl + I keys.

The **Import InTouch Application** wizard appears with buttons and fields to select the root folder of a legacy InTouch application or an exported Modern application package file (aaPKG). You can also select applications by searching a folder for all available InTouch applications.



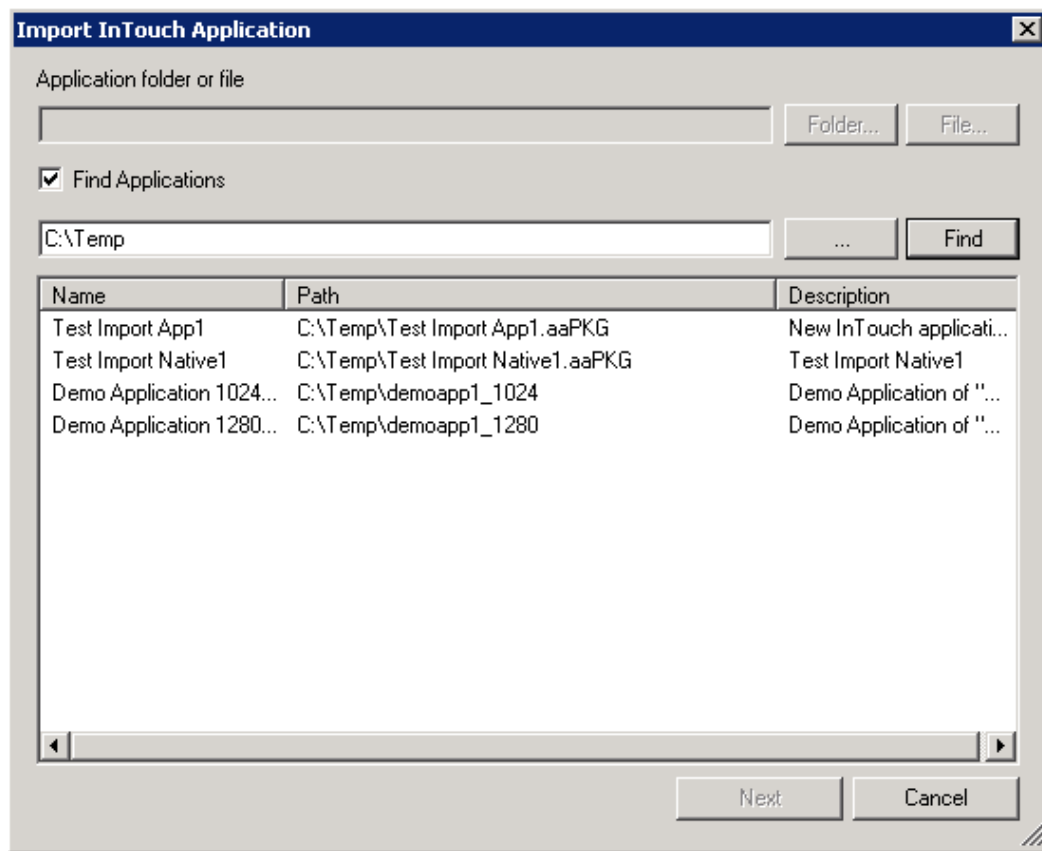
The **Import InTouch Application** wizard provides three options to select a file or folder to import a Modern application:

- o Search for a file or folder
 - o Select a file
 - o Select a folder
3. Search for or select a file or folder for the InTouch application you want to import.

Search for a folder or a file to import

- a. Select **Find Applications**.
- b. Click the ellipsis button (...) and go to a folder to search for an application folder or file.
- c. Click **Find**.

A message appears indicating a search is being conducted. After the search finishes, the **Import InTouch Application** dialog box lists folders and files that can be imported.



- d. Select a folder or file from the list to import.
- e. Click **Next**.

The **Create New Application** wizard shows a field to specify the base folder path to import the folder or file you selected.

- f. Continue at step 4.

Select a file to import

- a. Click **File**.
- b. Go to the folder where the file to be imported is located.
- c. Click the file to be imported. The selected file appears in the **File name** field.

- d. Click **Open**. **The selected file appears in the top field of the Import InTouch Application wizard.**
- e. Click **Next**.

The **Create New Application** wizard shows a field to specify the base folder path to import the file you selected.

- f. Continue at step 4.

Select a folder to import

- a. Click **Folder**.
- b. Go to the folder where the folder to be imported is located.
- c. Click the folder to be imported and click **OK**. **The selected folder appears in the top field of the Import InTouch Application wizard.**
- d. Click **Next**.

The **Create New Application** wizard shows a field to specify the base folder path to import the folder you selected.

- e. Continue at step 4.
4. Click **Browse** and go to a folder to import the application.
5. Click **Next**.

The **Create New Application** dialog box appears with a field to enter a name of the folder to place the imported application.

There is also a field to specify the application target resolution if different than the default screen resolution. Options for this field are as follows:

- a. Click the **Select target resolution** dropdown menu to view a list of predefined target resolutions.
- b. Click the **Select target resolution** dropdown menu and select **Custom**. The Pixel width and height fields become editable. The boundary limits are 150x150 to 10000x10000.

Note: If a different target resolution is selected upon import, there will be no application resolution conversion from the source application resolution to the target resolution. The aspect ratio of the application will be maintained.

6. Type the name of the folder to place the imported application.
7. Click **Next**.

The **Create New Application** wizard updates to show fields to enter a name and a description of the imported application. Both fields show the existing file or folder name and any existing description of the application.

8. In the **Name** field, accept the existing name or type a new name for the application.
9. If you want, enter an optional description of the application in the **Description** field.
10. Click **Finish**.

After the application is imported, it appears in Application Manager's list of applications.

If the aaPKG file you attempt to import includes non-supported components, the import fails and a dialog box with an error is shown.

To import a Modern application using the Command Prompt

To import an InTouch Modern application using the InTouchConsole command-line utility, execute InTouchConsole.exe (located in the InTouch installation folder) as per the example below:

```
InTouchConsole.exe /import:"c:\test\m1.aaPKG" /param:"c:\test\app1", "m2", "My modern app"
```

This command will import **m1.aaPKG** to create the InTouch Modern application **m2** under the path **C:\test\app1** with the description **My modern app**.

At the end of the import operation, you can use the `%errorlevel%` environment variable to check the return code (1= success, 0 = failure).

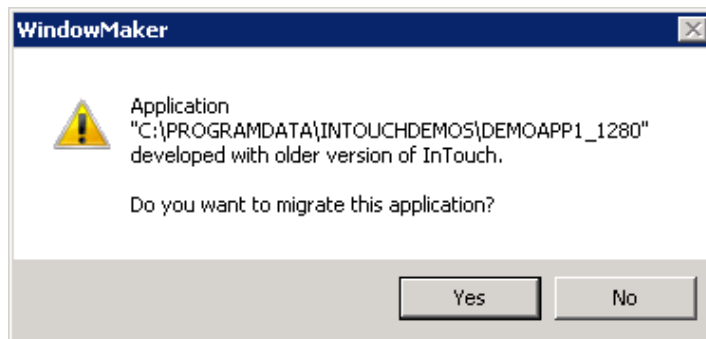
Migrating to an InTouch Modern Application

You can migrate a legacy or Modern application to the current version of InTouch. Migration enables you to convert your legacy InTouch applications into Modern applications that support ArcestrA graphics. Migrating an application keeps the migrated files in the original application folder.

To migrate an application

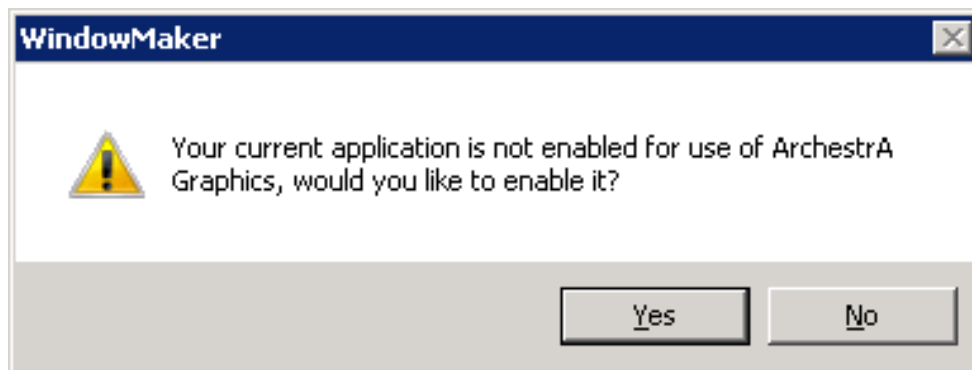
1. Open Application Manager.
2. From the application list, double-click on an application.

A pop-up message asks if you want to migrate your older InTouch application.



3. Click **Yes**.

A pop-up message asks if you want to migrate the application to be able to use ArcestrA graphics.



- If you click **Yes**, your application is converted to a Modern InTouch application.
 - If you click **No**, the application is migrated as a legacy InTouch application.
4. Click **Yes** or **No** to migrate the application.

If you are migrating a legacy InTouch application to a Modern application, you see a pop-up message asking if you want to create a back up before migrating the application.

No pop-up messages appear if you are migrating an older version of a Modern application. Migration begins immediately.

- For a legacy InTouch application, click **Yes** or **No** to back up the application.
If migration finishes without problems, the migrated application is opened.

Publishing an InTouch Modern Application

You can publish a Modern InTouch application from Application Manager. A published Modern application can be distributed like a legacy InTouch application, but continues to support the functionality provided by ArchedraA symbols.

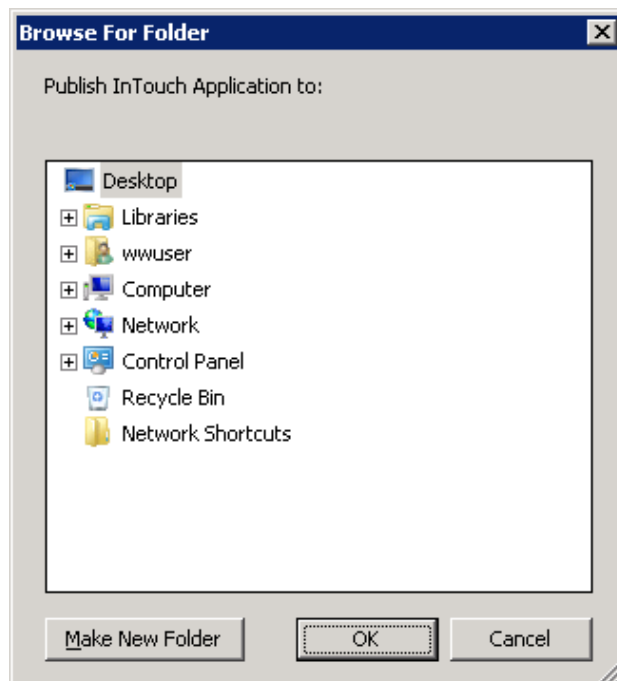
You cannot edit a published Modern application. You must re-publish an application if any updates are made to the source windows in WindowMaker.

You can use WindowMaker to migrate a published Modern application from a version of InTouch prior to version 2014 R2 Service Pack 1. You can then modify the published application by updating the application source files and re-publishing.

To publish an InTouch Modern application

- Open Application Manager.
- Select the Modern application that you want to publish.
- Select the **Publish** wizard by one of the following methods:
 - Select **Publish** from the **File** menu.
 - Right-click within Application Manager and select **Publish** from the shortcut menu.
 - Press the Ctrl + P keys.

The **Browse for Folder** dialog box appears to select a folder to publish the Modern application.



- Select a folder to publish the Modern application.
If you want to create a folder for the published Modern application, click **Make New Folder** and assign a name to the folder.
- Click **OK**.

The Modern application is selected in InTouch Application Manager after it is published.

Deleting an InTouch Modern Application

Deleting an InTouch Modern application permanently deletes the application's folder and associated repository on the local computer. Also, the Modern application no longer appears in the list of applications shown from Application Manager.

Note: If a Modern application's folder is placed on another computer's shared directory, the delete operation only removes the application from Application Manager. The delete operation does not delete a Modern application folder residing on another computer.

To delete a Modern application

1. Open Application Manager.
2. Select the Modern application that you want to delete from the list.
3. Select the **Delete** wizard by one of the following methods:
 - a. Select **Delete** from the **File** menu.
 - b. Right-click within Application Manager and select **Delete** from the shortcut menu.
 - c. Click the **Delete** icon from the menu bar.
 - d. Press the Del key.

The **Confirm Application Delete** dialogue box appears, requesting confirmation that you want to delete the Modern application you selected.

4. Click **Yes** to delete the Modern application.

The application you deleted no longer appears in the Application Manager list of InTouch applications.

To delete a Modern application using the Command Prompt

To delete a Modern application using the InTouchConsole command-line utility, do the following:

1. Run the Windows Command Prompt as an administrator.
2. Change the directory to the InTouchConsole.exe install folder:

```
C:\Program Files (x86)\Wonderware\InTouch>
```
3. Enter the following command to execute the InTouchConsole.exe and delete the application:

```
InTouchConsole.exe /delete:"C:\Users\Public\Wonderware  
\InTouch Applications\App1"
```

This command will delete the entire application folder and the contents of the application specified. Deletion progress will display in the command prompt window.

CHAPTER 3

Configuring InTouch Modern Applications

This chapter includes the following topics that explain how to configure your InTouch Modern applications from WindowMaker.

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Configuring Languages for a Modern Application

You can configure additional languages for a Modern application that can be used in run-time language switching. You can also change the text font while configuring an application's languages.

To configure languages for a Modern application

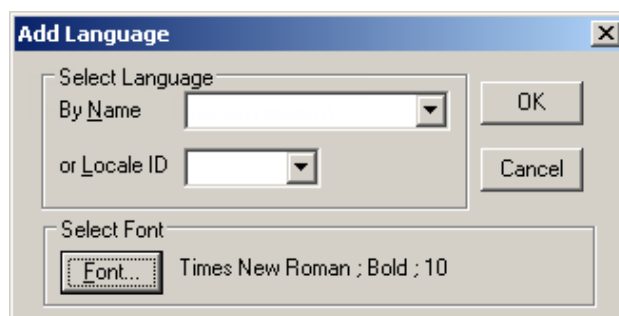
1. Open the Modern application in WindowMaker.
2. On the **Special** menu, click **Language**, and then click **Configure Languages**.

The **Configure Languages** dialog box appears with buttons to add, remove, and set a default language for an application.

To add a language:

- a. Click **Add**.

The **Add Language** dialog box appears to select another language by name or locale ID.



- b. Click the **By Name** or **Locale ID** drop-down button and select a listed language to add to the application.

- c. If you want to change the font for the language you are adding to the application, click the **Font** drop-down button and select the font for the language.
- d. Click **OK** to add the language to the application.

To remove a language:

- a. Select the language you want to remove from the **Configure Languages** dialog box.
- b. Click **Remove**.

The **Confirm Delete** dialog box appears to verify that you want to remove the language from the application.

- c. Click **Yes**.

The **Configure Languages** dialog box refreshes and shows the language has been deleted.

To set a default language:

- a. Select the language you want to set as the default for the application on the **Configure Languages** dialog box.
- b. Click **Set Default**.

The **Configure Languages** dialog box refreshes and shows the default language of the application in the bottom left corner.

Configuring the Application Style Library for Modern Applications

You can configure style libraries for a Modern InTouch application. You can configure application styles for Quality and Status, Element Styles, and numeric Format Styles. Your configuration changes are saved to the Modern application's repository.

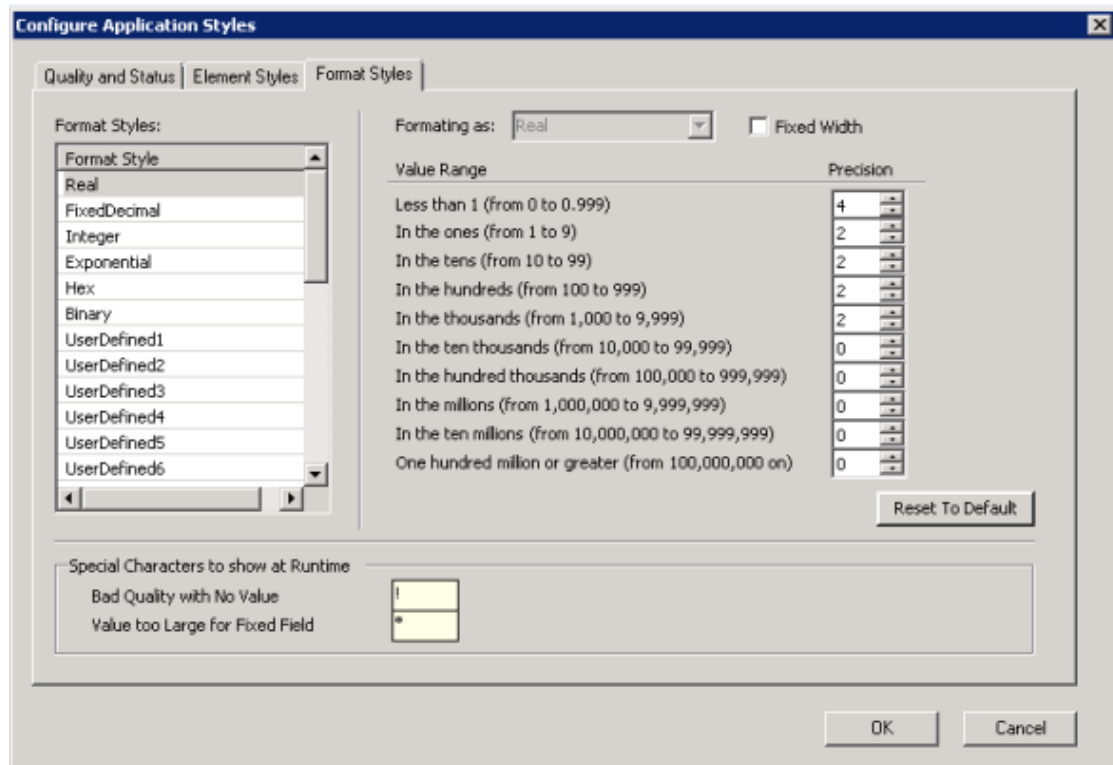
- Quality and Status indicators are graphic icons that represent the current quality of application data and the state of equipment shown by application symbols.
- Element Styles define a set of visual properties that determine the appearance of text, lines, graphic outlines, and interior fill shown in ArchestrA Symbols or graphics.
- Format Styles provide options to individually configure application-wide styles for common types of numbers used in Modern applications.

Important: This section describes the workflow within WindowMaker to access a Modern application's style libraries. For more information about editing application styles, see WindowMaker online help or the *Creating and Managing ArchestrA Graphics User's Guide*.

To configure the Application Style Library for Modern Applications

1. Open a Modern application in WindowMaker.
2. On the **Special** menu, click **Configure**, and then click **Application Style Library**.

The **Configure Application Style** dialog box appears with tabs to configure quality and status indicators, graphic Element styles, and number format styles.



3. Select a tab for the application style you want to edit.
4. Refer to WindowMaker online help or the *Creating and Managing ArchestrA Graphics User's Guide* for more information about editing application styles.

Exporting and Importing the Application Style Library

You can export an Application Style Library from a Modern application and then import it to another Modern application. The settings for quality, Element Styles, and numeric formats are exported to an XML file.

To export an Application Style Library from a Modern Application

1. Open WindowMaker.
2. From the **File** menu, select **Export** and then **Application Style Library**.

The **Export Application Style Library** dialog box appears with fields to specify a file name.

3. Select the folder to place the exported XML file and the name for the file.
4. Click **Save**.

A dialog box confirms that the Application Style Library was exported successfully.

To import an Application Style Library into a Modern Application

1. Open WindowMaker.
2. From the **File** menu, select **Import** and then **Application Style Library**.

The **Import Application Style Library** dialog box appears with fields to specify a file name.

3. Select the folder where the exported XML file is located and select it to show the name of the export file in the **File Name** field.

4. Click **Open**.

A dialog box confirms that the Application Style Library was imported successfully.

Configuring Alarm Priority Mapping for Modern Applications

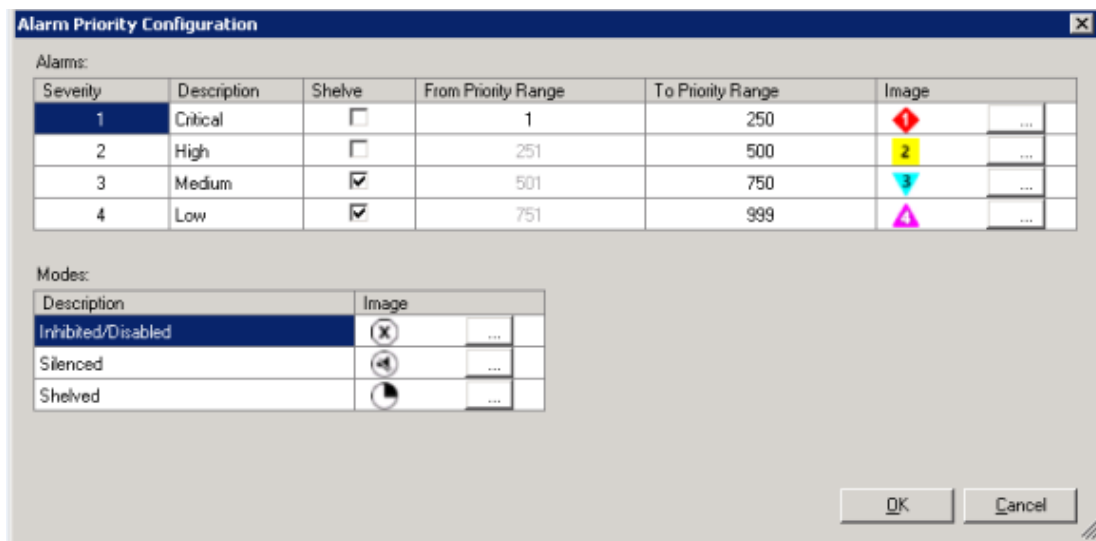
You can configure the alarm priority mapping of a Modern InTouch application to set a priority range for each alarm severity level.

Important: This section describes the workflow within WindowMaker to map alarm priority ranges to alarm severities. While InTouch does not have built-in Alarm Severity management as does Application Server, users can make use of InTouch tags to implement Alarm Border animation. In this case, the priority to severity mapping in the dialog box is used only as a visual aid to associate priorities to alarm border colors and alarm indicator icons. For more information about configuring alarm priority mapping and alarm shelving, see WindowMaker online help or the Creating and *Managing ArcestrA Graphics User's Guide*.

To configure Alarm Priority Mappings for Modern Applications

1. Open a Modern application in WindowMaker.
2. On the **Special** menu, click **Configure**, and then click **Alarm Priority Mapping**.

The **Alarm Priority Configuration** dialog box appears with fields to map a priority range to each alarm severity. The **Alarms Priority Configuration** dialog box also contains fields to enable alarm shelving based on alarm severity.



3. In the **From Priority** and **To Priority Range** fields, click and enter numbers from 1 to 999 to set the lower and upper boundaries of an alarm priority range for each alarm severity.

Each priority range should be contiguous without overlap between priority ranges. Alarm severity 1 starts at priority 1 by default.

4. In the **Shelve** column, select or clear the check box to enable alarm shelving for each alarm severity.
5. Click **OK** to save your changes.

Your changes are saved to the Modern application's Galaxy Repository and application folder.

Exporting ArcestrA Graphics from a Modern Application

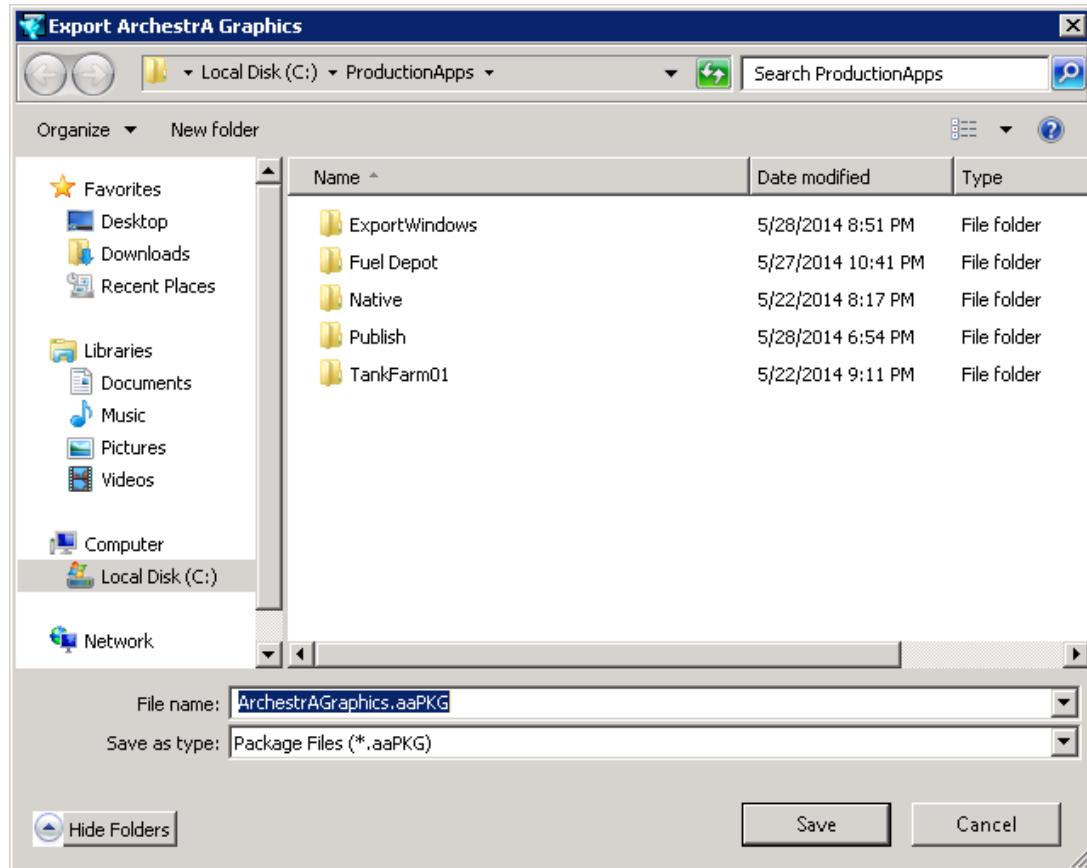
You can export all ArcestrA graphics from a Modern application to an aaPKG file. You can then import the graphics from the file to another Modern application on the same or different computer.

You cannot select which ArcestrA graphics to export from a Modern application. All ArcestrA graphics are exported from a Modern application.

To export ArcestrA graphics from a Modern application

1. Open the Modern application in WindowMaker containing the ArcestrA graphics that you want to export.
2. On the **File** menu, click **Export**, and then click **All ArcestrA Graphics**.

The **Export ArcestrA Graphics** dialog box appears to specify the destination folder and the name of the export file.



3. Select the destination folder to export the aaPKG file.
4. If you want, enter the name of the export file in the **File name** field.
The default export file name is ArcestrAGraphics.aaPKG.
5. Click **Save**.
A horizontal bar shows the progress of the ArcestrA graphics being loaded into the export file.
6. Once the export process is finished, navigate to the destination folder in Windows Explorer, and verify that the export file has been created.

Importing ArcestrA Graphics to a Modern Application

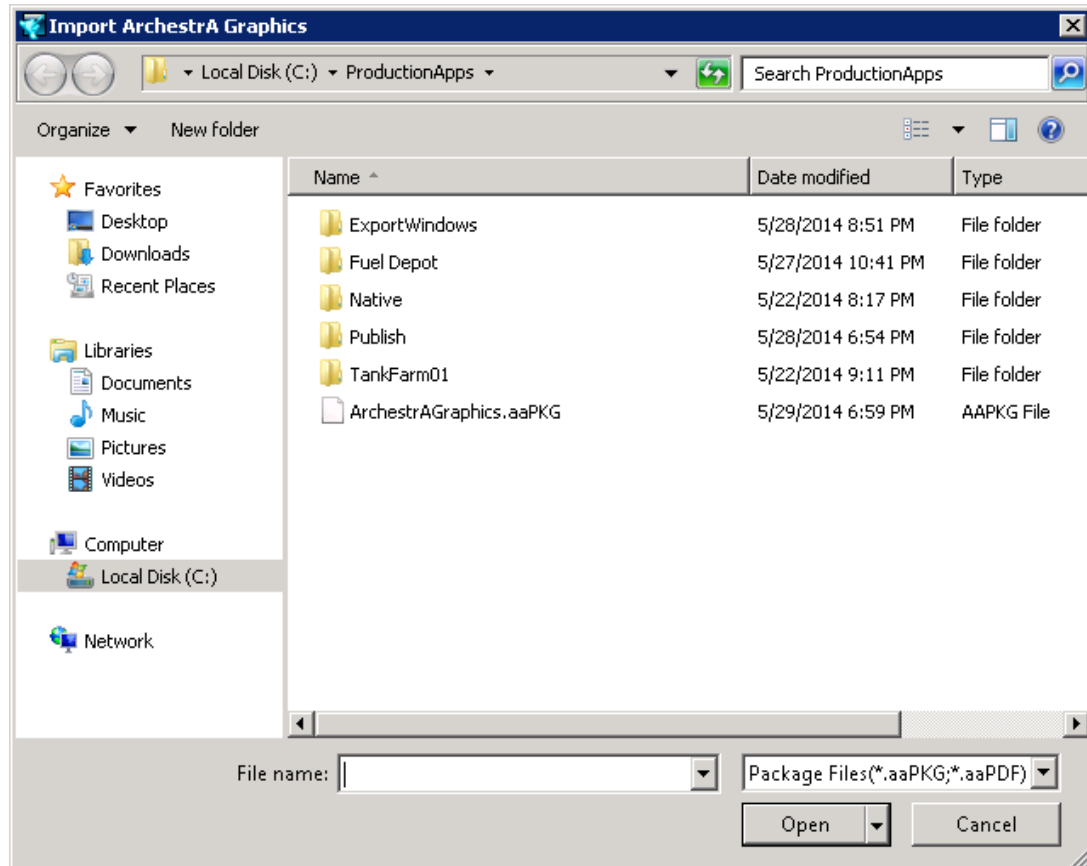
You can import ArcestrA graphics created in another Modern application to the active Modern application running in WindowMaker.

Only ArchestrA graphics from the aaPKG file are imported. The imported graphics overwrite any graphics of the Modern application open for editing in WindowMaker. If the aaPKG file contains non-supported components, the import fails and a dialog box with an error is shown.

To import ArchestrA graphics to a Modern application

1. Open the Modern application in WindowMaker that you want to import ArchestrA graphics.
2. On the **File** menu, click **Import**, and then click **ArchestrA Graphics**.

The **Import ArchestrA Graphics** dialog box appears to specify the folder containing an export file of ArchestrA graphics.



3. Using Windows Explorer, go to the folder containing an aaPKG file of exported ArchestrA graphics.
4. Select the aaPKG file to import.

The **File name** field shows the name of the file you selected.

5. Click **Open**.

The Import ArchestrA Graphics dialog box appears with the following options for overwriting graphics:

- Skip: Do not Import - The graphics will not be imported
 - Overwrite if the importing graphic change version is higher - Will import the graphics only if the version of the file imported is higher than the installed version.
 - Overwrite regardless of graphic change version - The graphics will be imported.
6. Click **OK**.

A horizontal bar shows the progress of the ArcestrA graphics being imported into the active Modern application. When finished, the progress indicator disappears.

Exporting Selected Symbols from the ArcestrA Toolbox

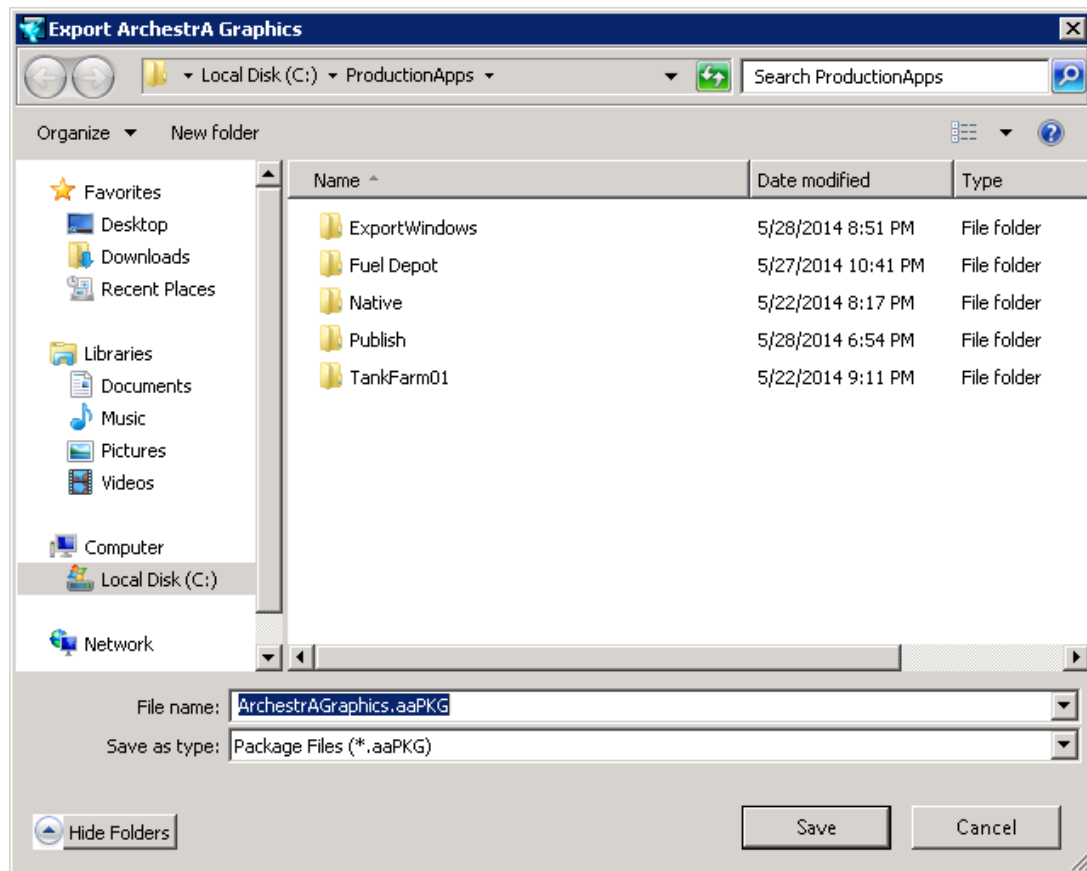
You can export selected ArcestrA symbols from the ArcestrA Graphic Toolbox of a Modern application to an aaPKG file. You can then import these graphics from the file to another Modern application on the same or different computer.

Note: This procedure explains how to export selected ArcestrA symbols. See *Exporting ArcestrA Graphics from a Modern Application* for instructions to export all ArcestrA symbols.

To export selected ArcestrA graphics from a Modern application

1. Open the Modern application in WindowMaker containing the ArcestrA graphics that you want to select to export.
2. Select the symbols you want to export in the ArcestrA Graphic Toolbox.
3. Right-click on a selected symbol to show the shortcut menu.
4. Select **Export** and then **Symbol(s)...** from the shortcut menu.

The **Export ArcestrA Graphics** dialog box appears to specify the destination folder and the name of the export file.



5. Select the destination folder to export the aaPKG file.
6. If you want, enter the name of the export file in the **File name** field.

The default export file name is the name of the first selected symbol from the ArcestrA Graphic Toolbox.

7. Click **Save**.

A horizontal bar shows the progress of the ArcestrA graphics being loaded into the export file.

Importing and Embedding Custom Client Controls

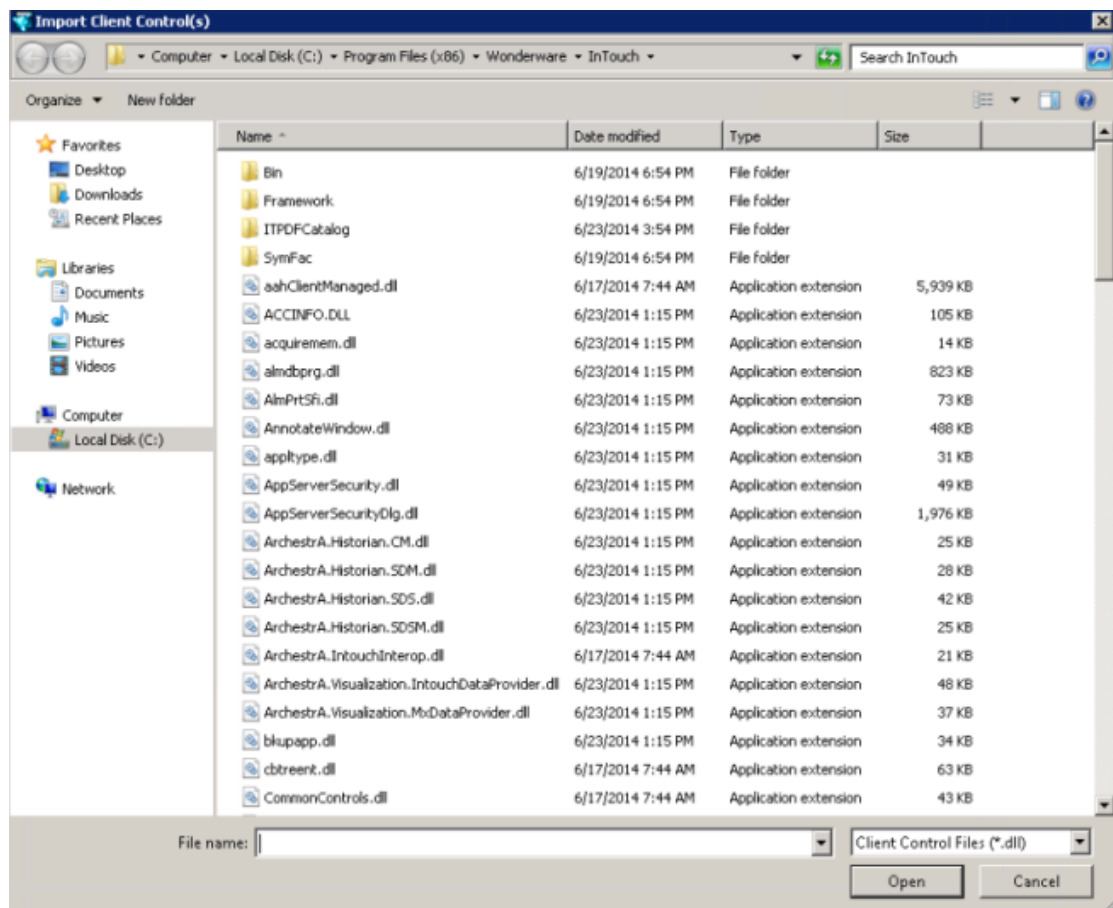
You can create a custom Windows client control and embed it in an ArcestrA symbol in your Modern application. First, you must import the client control to WindowMaker's ArcestrA Graphic Toolbox. This section describes the steps to import and then embed a custom client control in separate procedures.

To import a custom client control

1. Create a custom client control for your Modern application.
2. Place the client control in a folder accessible to the computer where InTouch WindowMaker is installed.
3. On the **File** menu, click **Import**, and then click **Client Control**.

Important: Only Modern applications can import custom client controls. You cannot import custom client controls to legacy or published InTouch applications.

The **Import Client Control(s)** dialog box appears with a field to enter the name of a custom client control you created.



4. Using Windows Explorer, go to the folder where you placed the client control .dll file.
5. Select the client control .dll file and click **Open**.

WindowMaker updates and shows the custom client control you imported in the ArcestrA Graphic Toolbox.

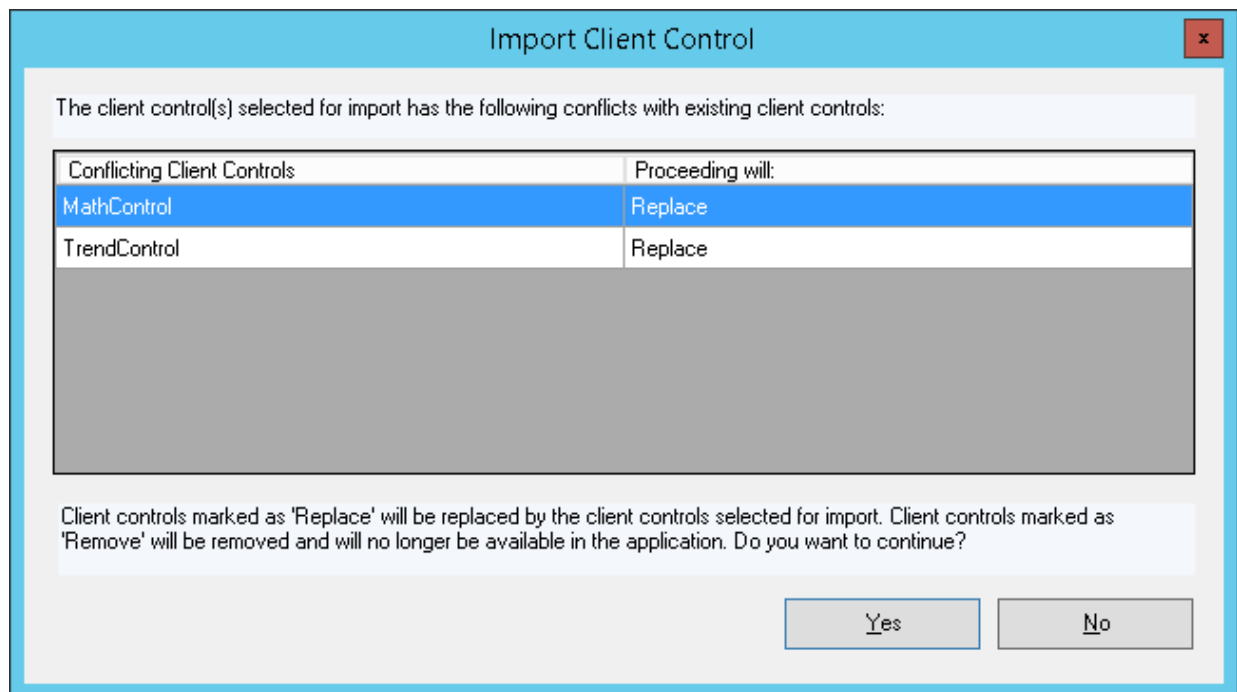
You can also remove an imported client control from the ArchestrA Graphic Toolbox. First, select the client control within the ArchestrA Graphic Toolbox. Then, right-click to show the shortcut menu and select **Delete**.

Resolving Conflicts When Importing Duplicate Client Controls

You can import a different version of a client control and overwrite the existing control. The .dll hosting the existing control will be replaced by the importing library. Conflicting client controls will be detected upon import of the new client control .dll.

Note: Conflict detection is based solely on the name of the control. Library filenames or versions have no affect on conflict detection.

For example, if you import a client control .dll containing the two controls MathControl and TrendControl and the current library contains controls of the same name, the Import Client Control dialog box will display:

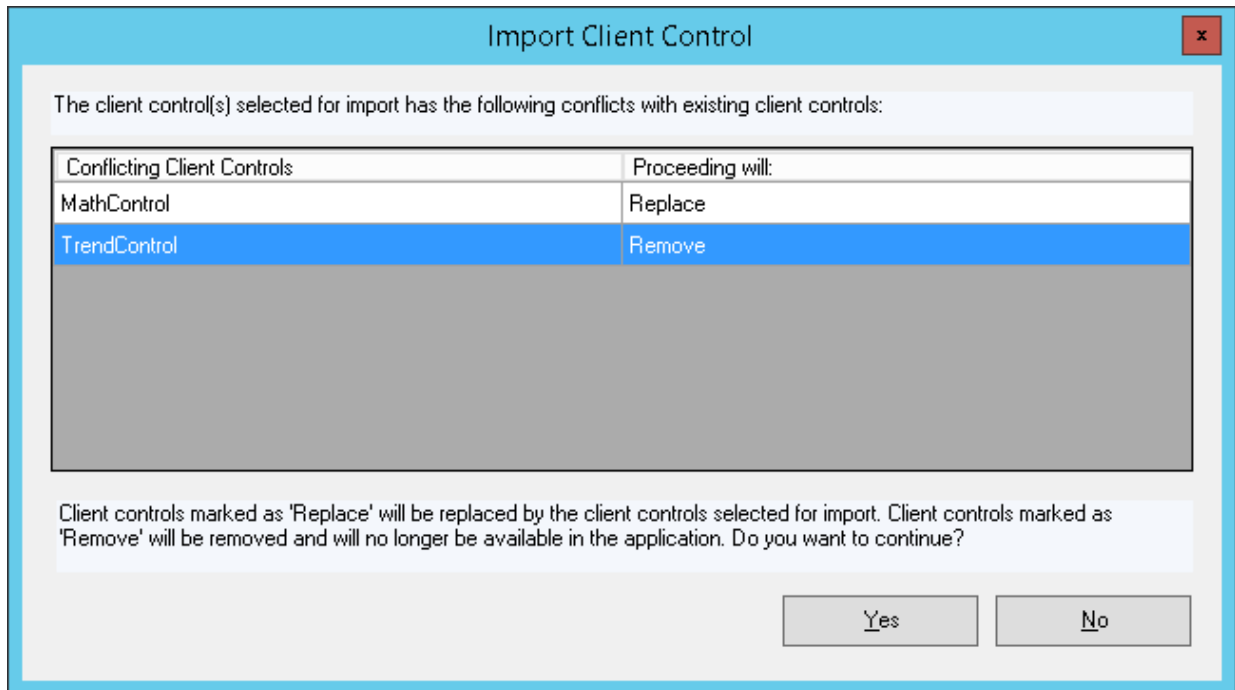


The existing client control .dll will be replaced, and the new control will now be available in the library.

If you see "Remove" in the "Proceeding will" column, it means there are controls in the current library that are not in the importing library. Because the hosting .dll must be replaced to resolve the conflicting controls, any controls that are in the current.dll but not in the importing .dll will be removed upon proceeding with the import.

For example, importing a client control .dll containing the controls MathControl and DatabaseControl and the current library contains MathControl and TrendControl, TrendControl will be removed from the library upon import.

The Import Client Control dialog box will prompt you to acknowledge the removal:



The library will be replaced and TrendControl will be removed upon completion of the import.

Restart WindowMaker to update the controls in the Graphic Toolbox.

Note: If you have imported a newer version of client control already embedded in a symbol, restarting WindowMaker and refreshing the graphic thumbnail will not update the contents of the control. You must edit and save the symbol for the new client control to be reflected in the thumbnail.

Embedding Client Controls in ArcestrA Symbols

Client controls are embedded from the ArcestrA Graphic Toolbox. The Graphic Toolbox already contains several client controls. You can embed these existing controls into ArcestrA symbols, or you can import custom controls and embed those.

To embed a client control into an ArcestrA symbol:

1. Open the Modern application in WindowMaker that you intend to embed a custom client control.
2. Open the window containing the ArcestrA symbol that you intend to embed a custom client control.
3. Select the ArcestrA symbol.
4. From the menu bar, click the **Embed ArcestrA Graphic** icon.

Important: You cannot drag and drop the custom client control from the ArcestrA Graphic Toolbox onto the ArcestrA symbol. You must always embed the custom client control.

5. Configure your custom client control as needed for the Modern application.

Exporting ArcestrA Symbol Text Strings from a Modern Application

If your Modern application is intended to support run time language switching, you can export the text strings of its ArcestrA symbols to a dictionary file. You can then translate the strings within the dictionary file to other languages using a text editor, an XML editor, or a spreadsheet program like Microsoft Excel or the Wonderware Language Assistant.

When you export the symbol text strings, you must specify an output folder for the dictionary file. A best practice is to create a separate folder for each dictionary file whose strings will be translated into another language.

All exported dictionary files follow a naming convention:

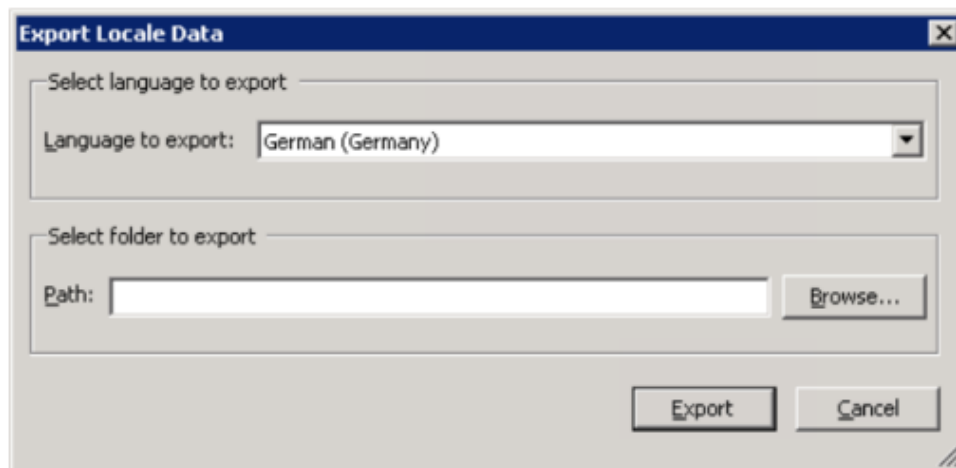
<ModernAppFolderName>AA_<LanguageID>.xml. For example, if a Modern application folder name is PumpStation and the language being exported is French (Language ID = 1036), then the file name is PumpStationAA_1036.xml.

If you will be exporting language strings for different objects at different times, use separate target folders to prevent subsequent exports from overwriting the first export.

To export ArcestrA symbol text strings

1. Open the Modern application in WindowMaker.
2. On the **Special** menu, click **Language**, and then select **Export ArcestrA Graphics Localization**.

The **Export Locale Data** dialog box appears with fields to select the exported language and a folder to place the exported dictionary file.



3. Configure the symbol text strings to export.
 - o In the **Languages to export** list, select the language dictionary to export. The default language is not listed.
 - o In the **Path** field, type the folder to which you want to export the dictionary file. Click **Browse** to select an existing folder or create a new folder.
4. Click **Export**. A bar shows the progress of the export operation.

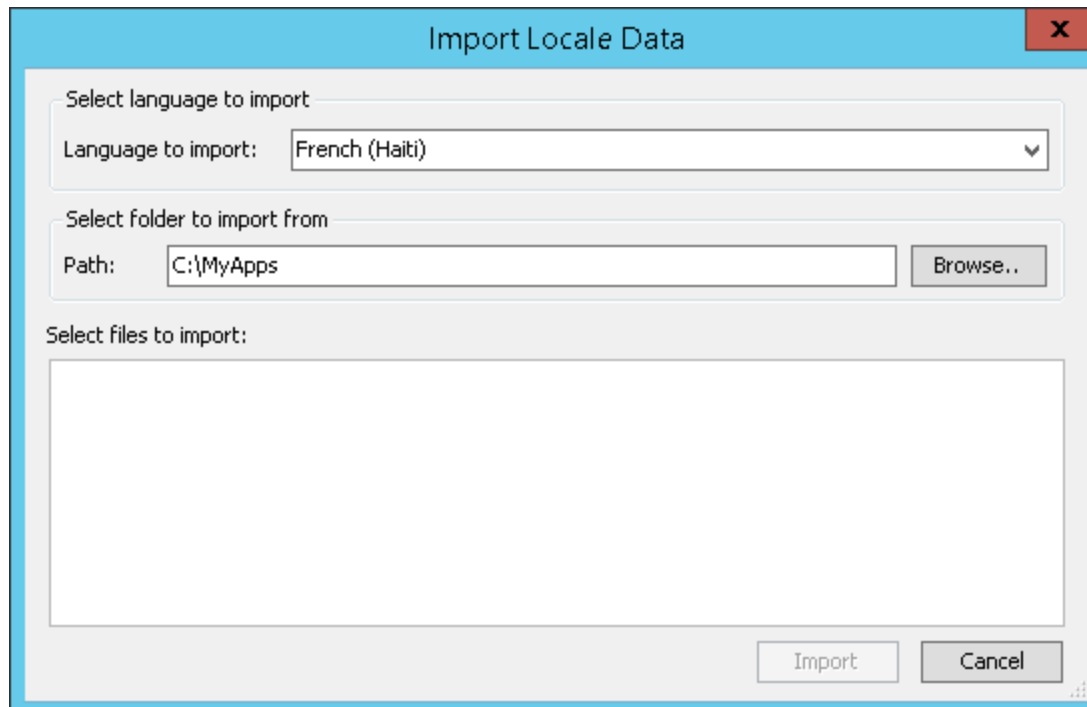
Importing Text Strings of ArcestrA Symbols to a Modern Application

For symbol text, you must import the translated dictionary files for each language to enable run-time language switching for those languages. All dictionary files for a given language should be placed in the same folder.

You can import files for only one language at a time. When you import, you select the desired language and specify the dictionary files to import.

To import a translated dictionary file

1. Open the Modern application in which you want to import symbol text.
2. On the **Special** menu, click **Language**, and then select **Import ArcestrA Graphics Localization**.



3. Configure the import settings.
 - In the **Language to import** list, select the language dictionary to import.
 - In the **Path** box, specify the folder that includes the dictionary file to import.
 - In the **Select files to Import** box, select the .xml files to import. Only files that include the current Modern application folder name and the locale ID for the selected language are shown.
4. Click **Import**. The import progress is shown.
5. Click **Close**.

Exporting Localization Strings from a Symbol

If your Modern application is intended to support run time language switching, you can export the text strings of one or more symbols selected from the ArcestrA Graphic Toolbox. You can then translate the exported strings within the file to other languages using a text editor, an XML editor, or a spreadsheet program like Microsoft Excel.

When you export the text strings from a symbol, you must specify an output folder. A best practice is to create a separate folder for each file whose strings will be translated into another language.

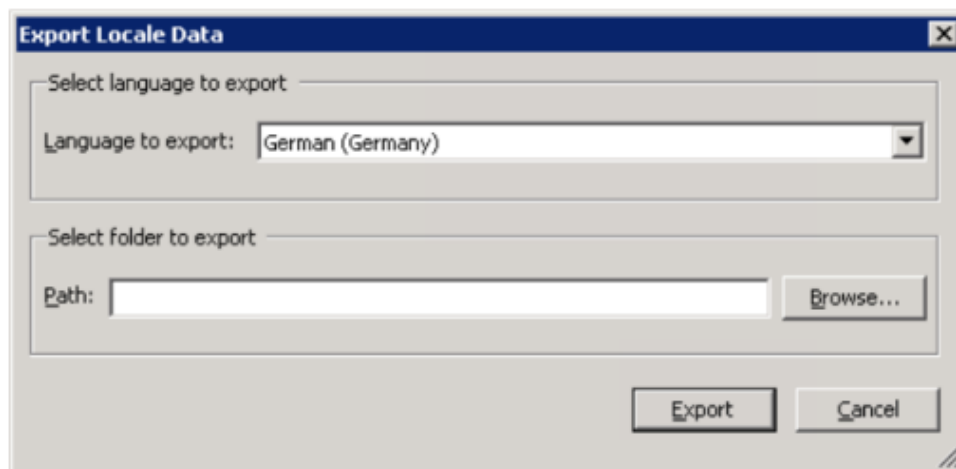
All exported localization files follow a naming convention:

<ModernAppFolderName>AA_<LanguageID>.xml. For example, if a Modern application folder name is PumpStation1 and the language of the localization strings being exported is Mexican Spanish (Language ID = 2058), then the file name is PumpStation1AA_2058.xml.

To export localization strings from a symbol

1. Open the Modern application in WindowMaker.
2. Select the symbols from the ArchestrA Graphic Toolbox whose localization strings you want to export.
 - Left-click on a symbol name to select a single symbol.
 - Press the Ctrl key and left-click on symbol names to select two or more symbols.
 - Left-click on a symbol name and then press the Shift key and left-click on another symbol name to select all symbols between the two selected symbols.
3. Right-click on a selected symbol to show the shortcut menu.
4. Select **Export**, then **Localization**, and finally **Selected Symbols(s)...**

The **Export Locale Data** dialog box appears.



5. Configure the symbol text strings to export.
 - In the **Languages to export** list, select the localization strings to export from the symbols. The default language is not listed.
 - In the **Path** field, type the folder to which you want to export the localization strings. Click **Browse** to select an existing folder or create a new folder.
6. Click **Export**. A bar shows the progress of the export operation.
7. Click **View Details** and verify the localization strings within each selected symbol were exported successfully.

Importing Script Function Libraries to an InTouch Modern Application

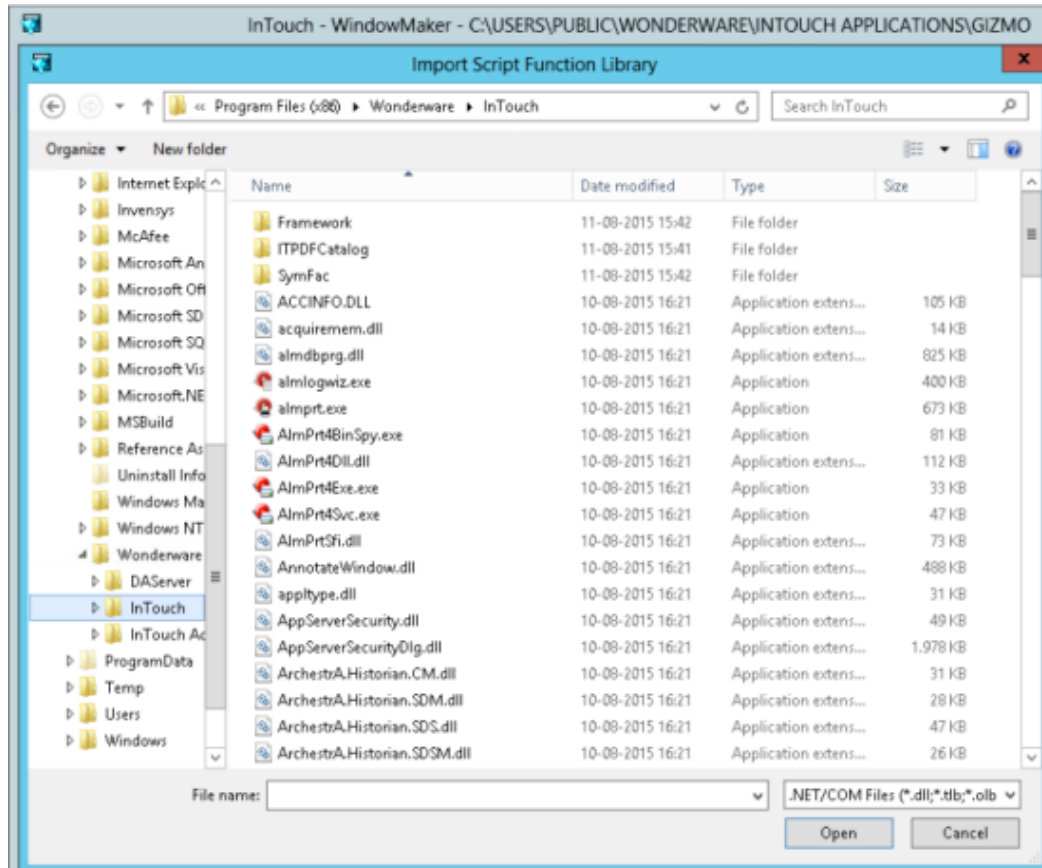
You can import script function libraries to an InTouch Modern Application. Different types of script function libraries can be imported, including .NET (*.dll and other .NET file extensions), script library files (*.aaSLIB), and InTouch script extension files (*.wdf).

The script function library you imported to one Modern application is automatically included when exporting the application to create another Modern Application. The script function library also is available when publishing the Modern application to which it was imported.

To import a script function library to a Modern application

1. Open the InTouch Modern application to which you want to import a script function library.
2. Click **File** on the WindowMaker main menu, then click **Import**, then click the **Script Function Library** option.

The **Import Script Function Library** dialog opens.



3. Browse to the function library you want to import.
4. Select the file to import and click **Open** to start importing the script function library.

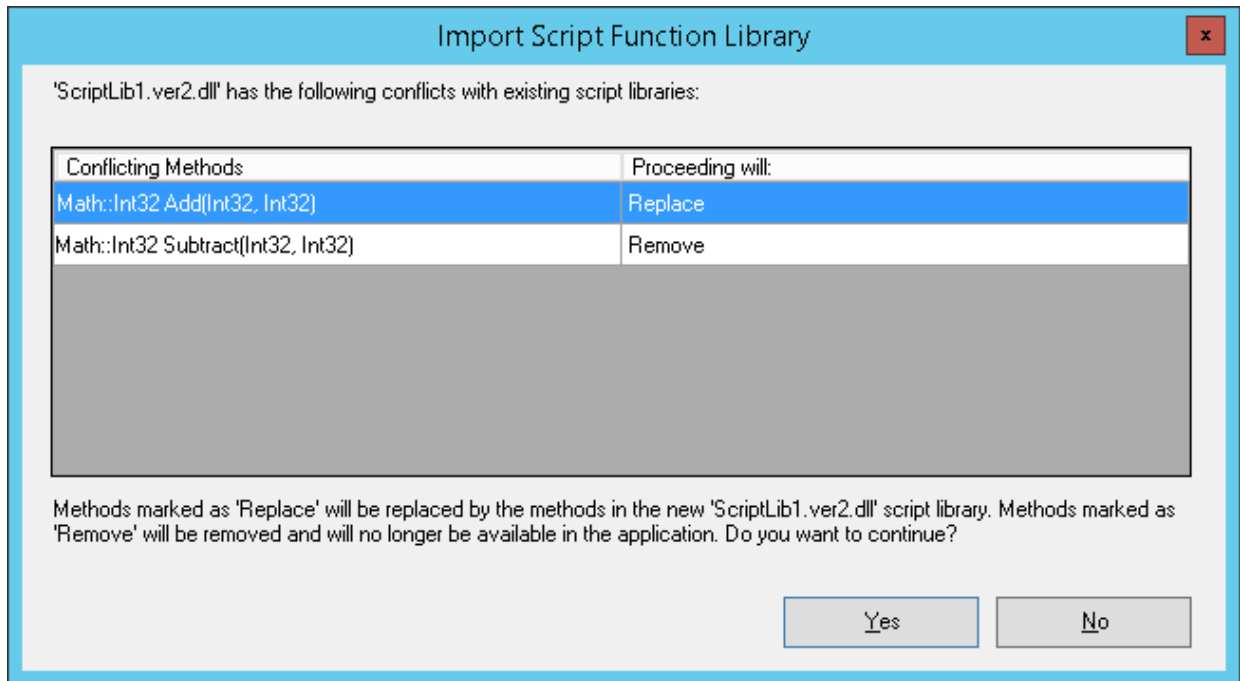
Note: No progress bar or progress information window appears during the import. An information window opens when the import successfully completes.

Resolving Imports of Conflicting Methods in .NET Script Libraries

When importing a .NET class script library into a Modern application, the existing script library will be replaced by the importing library. Conflicting script methods will be detected at this time. Conflict detection is based on name space, class name, method name and parameter declaration.

Note: The version or filename or either .dll have no affect on method conflict detection.

Upon import, conflicting methods will be display in the Import Sript Function Library dialog box:



In this example, the `Math::Int32 Add(Int32, Int32)` exists in the current library and contains the same class, method name and parameters as a method in the importing library. It is marked "Replace" in the "Proceeding will" column. Proceeding with the import will replace the entire script library in the application with the importing library.

The `Math::Int32 Subtract(Int32, Int32)` is marked "Remove" because the importing library does not contain the `subtract` method. Script method conflict resolution requires replacing the entire script library, which will also result in the removal of this method if it is not in the importing library.

You cannot cancel the import of an individual method that would remove an existing method from the library, as in the example above. You must proceed with all the conflicting methods or cancel the entire import.

Important: Only .NET class library files can be detected as duplicates at time of import. .aaSLIB library and .wdf script extension files will not import if they conflict with methods in the existing library. In this case, no notification of the conflict will be given.

Configuring NAD Support for Modern Applications

Network Application Development (NAD) combines a client server architecture with automatic notification of application changes. Based on user preferences, NAD can automatically distribute updated applications from the master to the client nodes running the application in WindowViewer.

A Modern application supports NAD in the same way as a legacy InTouch application. A Modern InTouch application folder can be shared as the NAD master location. A NAD client is notified when there are changes to the Modern application on the master node.

In addition to the updates to the components of legacy InTouch applications, a Modern application notifies client nodes when there are updates to:

- Archestra Graphics
- Application Style Library
- Alarm priority mapping

Modern applications impose some restrictions on NAD:

- Any changes to ArcestrA graphics can be loaded to NAD client nodes only after restarting WindowViewer. Also, the **Notify Clients** command must be selected one time in order to generate ArcestrA symbols on disk to be available to the NAD client.
- Any changes to a Modern application's ArcestrA graphics, style library, and alarm priority mapping are distributed to client nodes only after selecting the **Notify Clients** command from the master node.
- The **Notify Clients** command is always enabled for Modern applications on the master node. As a result, the state of the **Notify Clients** command does not indicate if there are any pending changes that need to be sent to client nodes.
- If the **Load changes into WindowViewer** or **Prompt user to load changes into WindowViewer** options are selected from the client node, the user is prompted to restart WindowViewer when any changes to a Modern application are detected.

To configure NAD master support for a Modern application

1. Start Application Manager from the NAD master node.
2. Edit the Modern application in WindowMaker.
3. From the **Special** menu, click **Notify Clients**.
4. Click **Notify Clients Now** to notify clients immediately.
5. Click **Prompt to Notify Clients on Close**, to be reminded to notify NAD clients, when WindowMaker is closed.

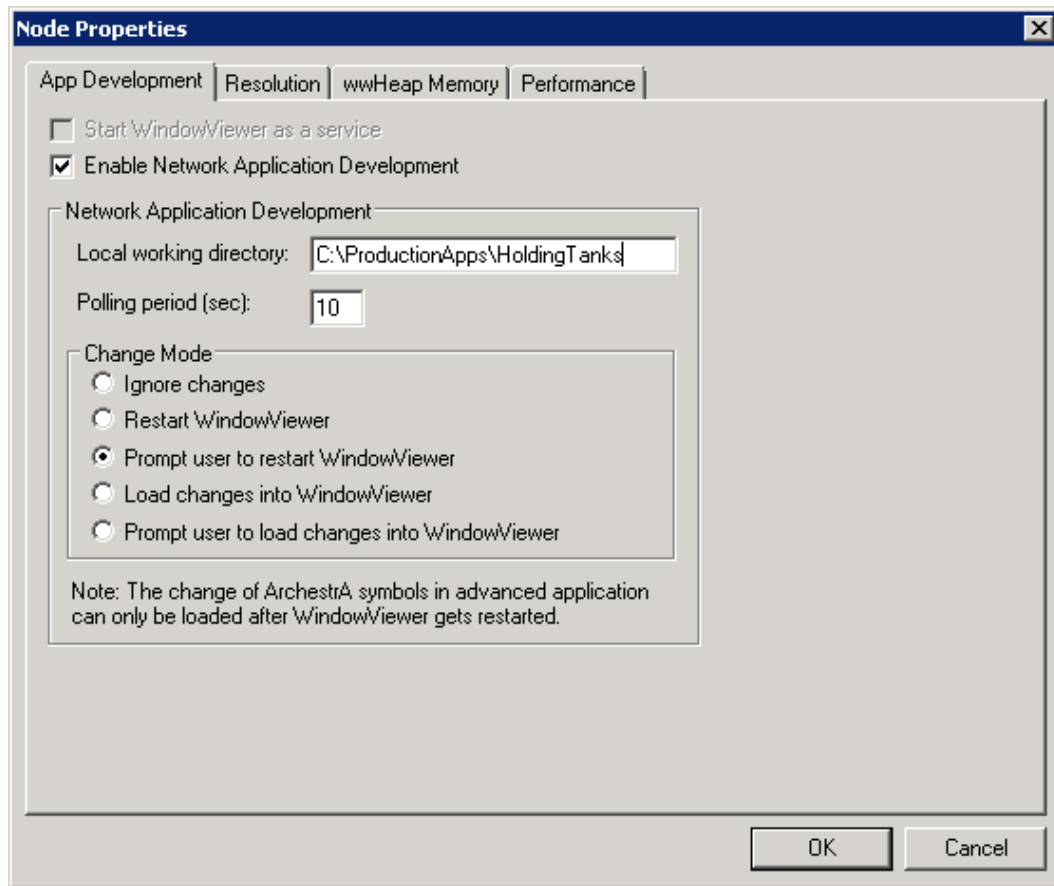
Note: If the **Prompt to Notify Clients on Close** option is selected, every time WindowMaker is closed it will verify if there are any changes from the last notification. If there are any changes, a dialog box with the prompt 'Do you want to notify the NAD clients?' will appear. Click **Yes** to notify the clients, click **No** to ignore the changes.

The first time a Modern application (with embedded ArcestrA graphics) is opened on a NAD client node, graphics may not appear and errors are logged in the SMC Logger. To avoid this, run the **Notify Clients** command from the NAD master node and the ArcestrA graphics will be loaded on the NAD client node based on the **Change Mode** option.

To configure NAD client support for a Modern application

1. Start Application Manager from the NAD client node.
2. Select the Modern application to configure for NAD support.

- From the **Tools** menu, click **Node Properties**.



- Select the **Enable Network Application Development** check box.
- In the Local working directory box, type the path to the master folder that contains the application distributed to client nodes.
- In **Polling period (sec)**, type the interval in seconds at which a client node checks the master node for application updates.
- In the **Change Mode** area, select the option that determines the action WindowViewer takes when the master application changes.
 - Click **Ignore changes** to have the WindowViewer node ignore any changes made on the development node.
 - Click **Restart Window Viewer** to have the WindowViewer node copy over the updated master application (if configured to do so) and then restart itself.
 - Click **Prompt user to Restart** to show a message from WindowViewer that the application has changed. The operator can either restart WindowViewer with the application updates or continue using the current application.
 - Click **Load Changes into** WindowViewer to dynamically load in WindowViewer the changes made in the development node. This may affect performance for large updates.
 - Click **Prompt user to load changes into** WindowViewer to show the operator a message that the application has changed. The message prompts the operator to load the changes.
- Click **OK**.
- From a client node, find the shared application from the master node in Application Manager.

Users can run the shared application in WindowViewer.