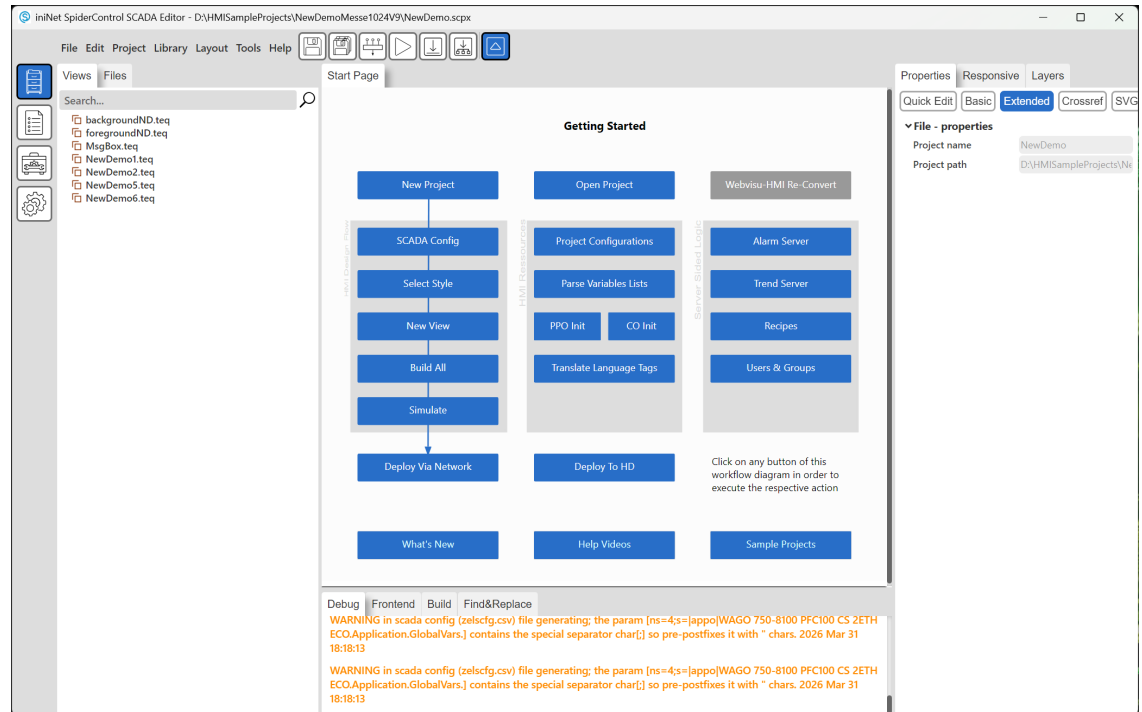


HMI Editor 9 Overview

Überblick über Aufbau und Funktionsprinzip

Struktur nach Flow-Chart Prinzip

Projektbearbeitung erfolgt von links nach rechts

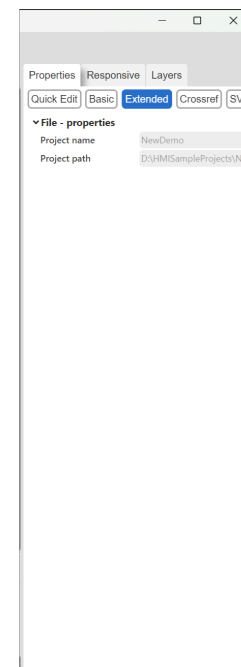
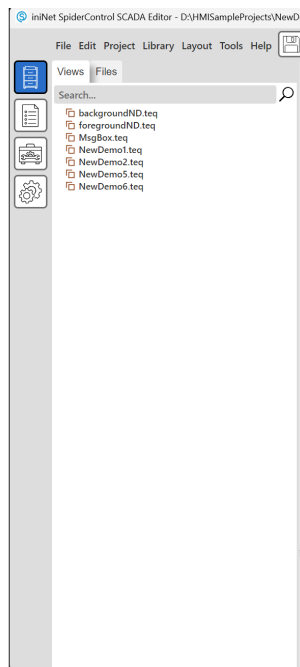


Editor Layout

**Linke Seite:
Projektressourcen
und Variablen**

**Mitte: Arbeitsbereich
mit Views**

**Rechte Seite:
Eigenschaften und
Konfiguration von
Objekten**

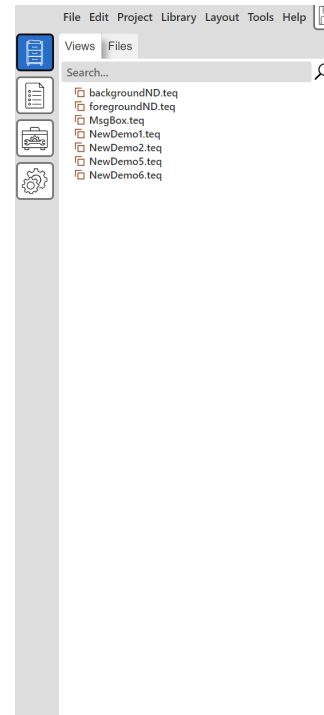


Project Files & Views

Verwaltung aller Views und Projektdateien

Öffnen und Bearbeiten von HMI-Screens

Grundlage für die grafische Visualisierung

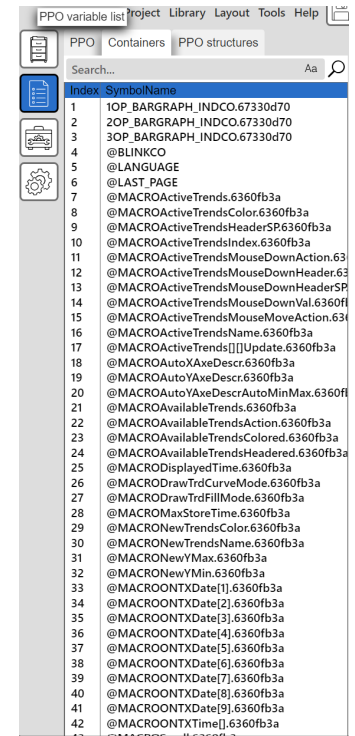
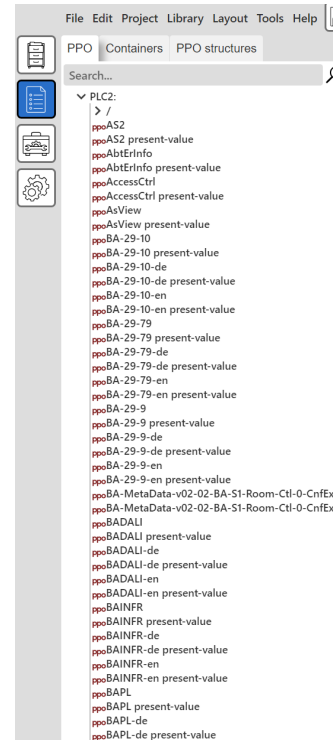


Process Points & Container Variables

Process Points (PPO): globale Variablen aus dem Zielsystem

Container Variables: lokale Variablen im Projekt

Einbindung per Drag & Drop



Structured Variable Browser

Filter für strukturierte Variablen

Zuweisung kompletter Datenstrukturen

Vereinfachte Konfiguration komplexer Objekte

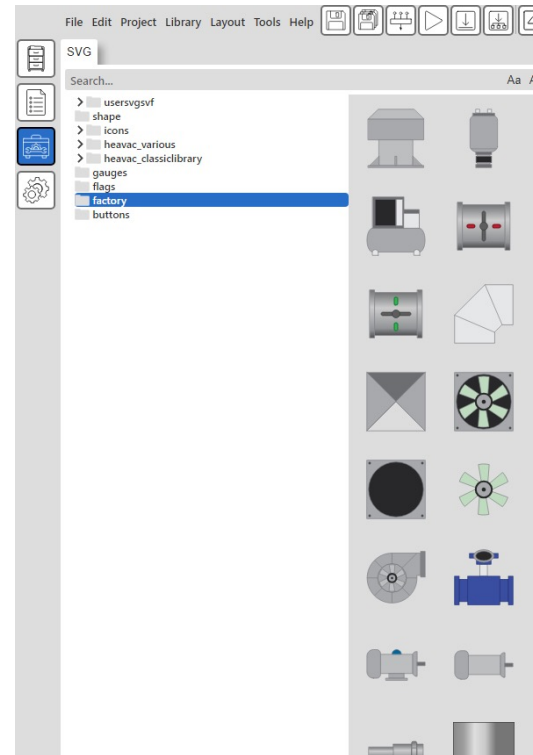
The screenshot displays the iniNet SpiderControl SCADA Editor interface. The top menu bar includes File, Edit, Project, Library, Layout, Tools, and Help. The main window shows a search bar with 'PPO structures' entered and circled in red. Below the search bar is a tree view of PLC structures, with 'Anlage' and 'LFT5' circled in red. The main configuration area shows a form for 'Anlagenschalter' and 'Motor' with various input fields and buttons. The right-hand side features a 'Properties' panel with tabs for 'Quick Edit', 'Basic', 'Extended', 'Crossref', and 'SVG'. The 'Quick Edit' tab is active, and the 'Structured-PPO start name to replace' field is circled in red. The bottom of the window shows a 'Debug' console with various error messages.

SVG Library

Bibliothek mit SVG-Icons und Objekten

Verwendung als grafische HMI-Elemente

Skalierbare und wiederverwendbare Grafiken

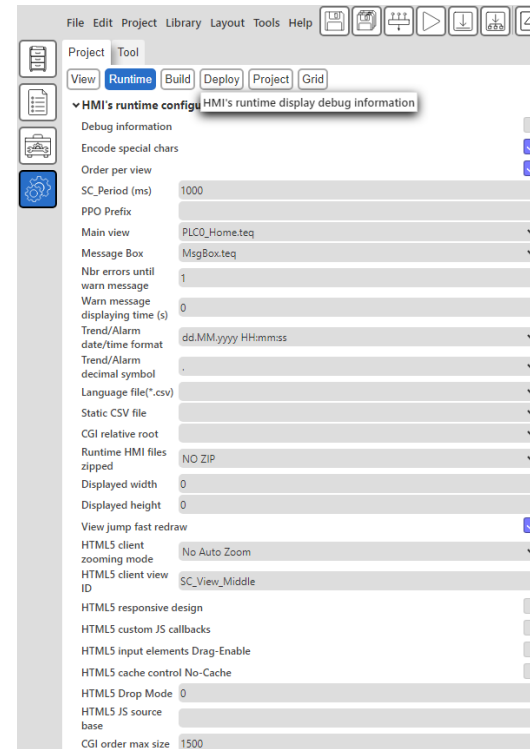


Editor Settings

Standardparameter für Views

Runtime-Einstellungen (Refresh, Start-View, Sprache)

Build- und Deployment-Konfiguration



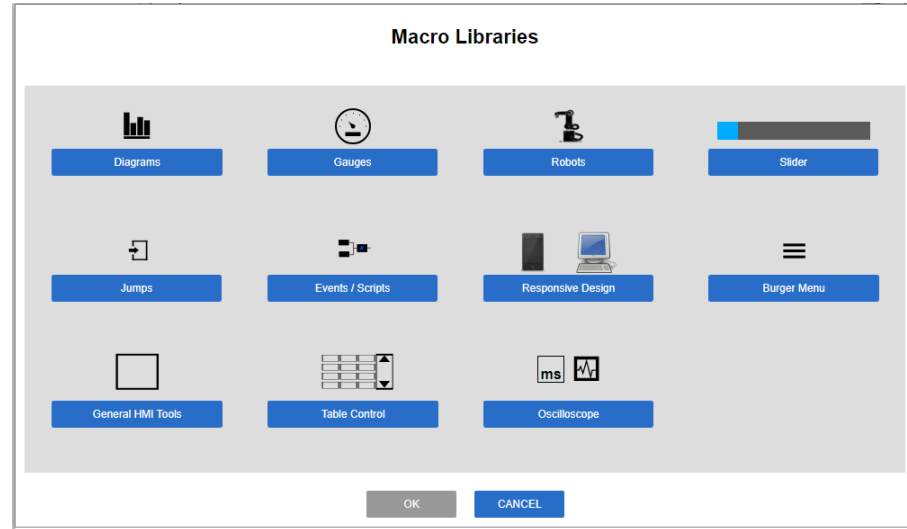
Toolbox & Object Library

Toolbox mit wichtigen
Projektfunktionen



Sammlung von Standard-HMI-
Objekten

Grundlage zur Erstellung der
Visualisierung



Macro Galleries

Vorbereitete Beispiele und Layouts

Import in Projekte möglich

Analyse und Anpassung der Konfiguration

The image displays a configuration interface for 'Macro Galleries' with several panels:

- Buttons:** A grid of button styles including Latched Push Buttons (On/Off), Multistate (Stop), Ramp Push Buttons (Up/Down), Interlocked Push Buttons (Radio Buttons A-E), Momentary Push Buttons (Button), and Maintained Push Buttons (Toggle Value).
- Image:** A panel with options like 'MouseOver Animation Color', 'Hover drop-shadow', 'Image Change On PPO Enam', and 'Image Blinking', each with a corresponding visual preview.
- StaticText:** A panel with settings for Color (Change color, Change color with 2nd Var), Time&Date (Local Time, Local Date), Else (Language Dependant Text, Float with limited decimal points, Autoscroll for long texts), and Blinking (Blinking Text Show_Hide, Blinking Text OutlineColor, Blinking Text InteriorColor).
- EditBox:** A panel with settings for EditBox with DropShadow, Additional Action on Enter/Leave, MouseOver Animation Outline, MouseOver Animation Drop Shadow, User Level Dependant, Show and Edit, Float with limited decimal points, and Float with local min/max.

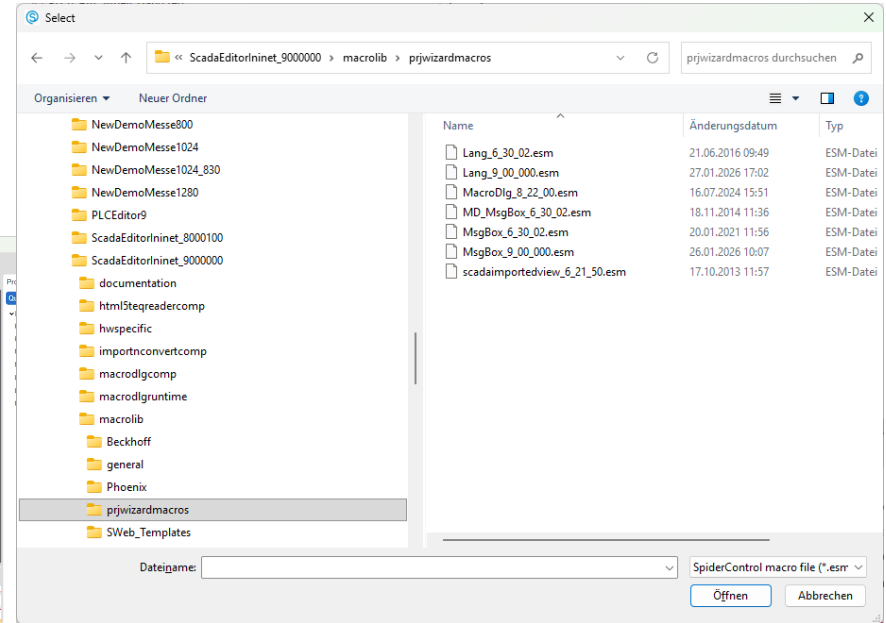
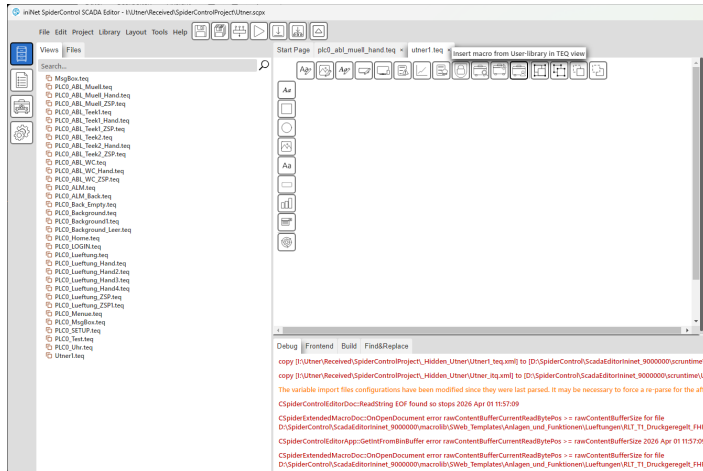
Each panel includes 'OK' and 'CANCEL' buttons at the bottom.

Custom Macro Libraries

Import von Makros aus dem Dateisystem

Erstellung eigener Objektbibliotheken

Wiederverwendbare Komponenten für Projekte



Property Pane

Zentrale Einstellung aller
Objekteigenschaften

Basic Mode: einfache Konfiguration

Extended Mode: detaillierte
Objektlogik

Properties Responsive Layers
Quick Edit Basic Extended Crossref SVG

Image - Properties

General

X 408
Y 205
W 60 Painter Height
H 60
Font Arial, 0, 12
Has interior
Interior color
Has outline
Outline color
Outline width 1
Outline style Solid Dashed Dotted
Layer ID 0

Repaints

Adjust image
Has drop shadow
Interior color1
Use interior color1
Edit 1
Edit a source 1
FILE \$CI_1j2r4.gif
Condition type UNDEFINED
Edit 2
Edit a source 2
Move
Painter X offset
Painter Y offset
Hide-Disable Painter

Properties Responsive Layers
Quick Edit Basic Extended Crossref SVG

Image - Properties

Repaints

0_PAINT_SOURCE_SCI_oykx03.gif

Type PAINT_SOURCE
FILE \$CI_oykx03.gif
Condition type UNDEFINED

Actions

0_SOURCE_TO_DEST_PLCO_ABL_TeeK2.teq

Type Action's event type
Event type MOUSE_DOWN_EVENT
STRING PLC0_ABL_TeeK2.teq
TEQ_INDEX
Condition type UNDEFINED

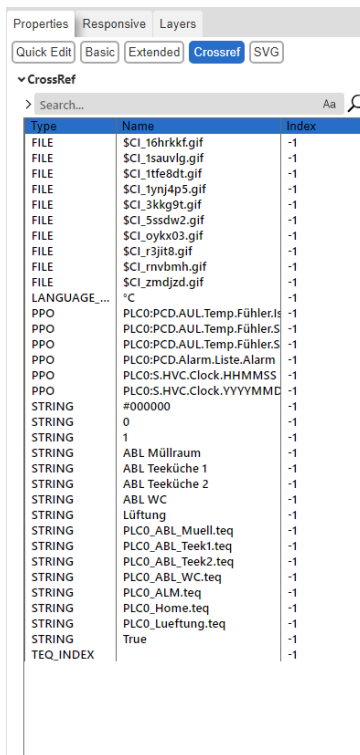
Infos list

Cross Reference & Quick Edit

Zentrale Verwaltung von Variablenreferenzen

Schnelle Änderung von Parametern

Optimierung für eigene Objektbibliotheken



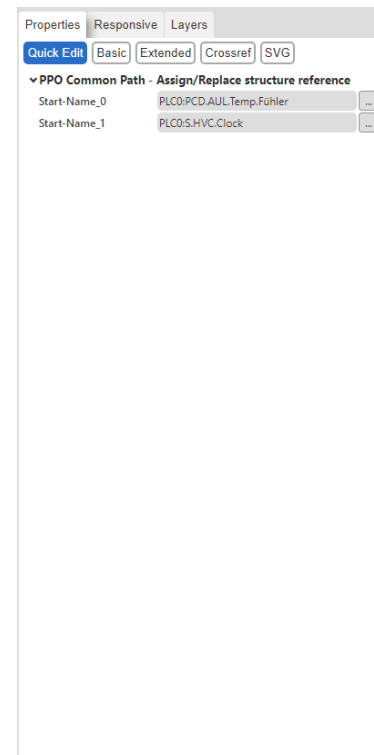
Properties | Responsive | Layers

Quick Edit | Basic | Extended | **Crossref** | SVG

▼ CrossRef

> Search... Aa 🔍

Type	Name	Index
FILE	SCI_16hrkkf.gif	-1
FILE	SCI_1sauvlg.gif	-1
FILE	SCI_1tte8dt.gif	-1
FILE	SCI_1ynj4p5.gif	-1
FILE	SCI_3kkg9t.gif	-1
FILE	SCI_3ssdw2.gif	-1
FILE	SCI_oykx03.gif	-1
FILE	SCI_r3jtt8.gif	-1
FILE	SCI_rmbmjh.gif	-1
FILE	SCI_zmdjzd.gif	-1
LANGUAGE,...	°C	-1
PPO	PLCO:PCD.AUL.Temp.Fühler.1	-1
PPO	PLCO:PCD.AUL.Temp.Fühler.5	-1
PPO	PLCO:PCD.AUL.Temp.Fühler.S	-1
PPO	PLCO:PCD.Alarm.Liste.Alarm	-1
PPO	PLCO:S.HVC.Clock.HHMMSS	-1
PPO	PLCO:S.HVC.Clock.YYYMMDD	-1
STRING	#000000	-1
STRING	0	-1
STRING	1	-1
STRING	ABL Müllraum	-1
STRING	ABL Teeküche 1	-1
STRING	ABL Teeküche 2	-1
STRING	ABL WC	-1
STRING	Lüftung	-1
STRING	PLCO_ABL_Muell.teq	-1
STRING	PLCO_ABL_Teek1.teq	-1
STRING	PLCO_ABL_Teek2.teq	-1
STRING	PLCO_ABL_WC.teq	-1
STRING	PLCO_ALM.teq	-1
STRING	PLCO_Home.teq	-1
STRING	PLCO_Lueftung.teq	-1
STRING	True	-1
TEQ_INDEX		-1



Properties | Responsive | Layers

Quick Edit | Basic | Extended | Crossref | SVG

▼ PPO Common Path - Assign/Replace structure reference

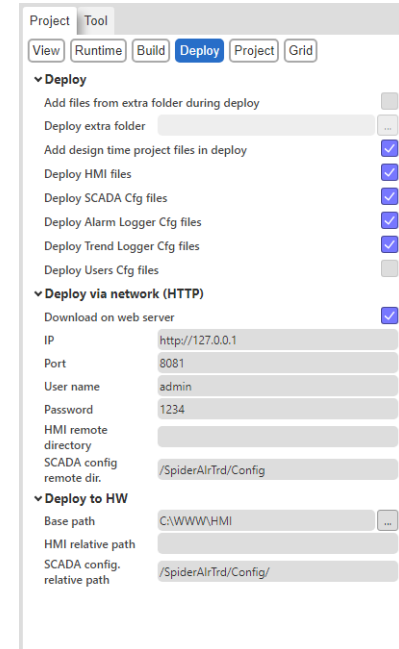
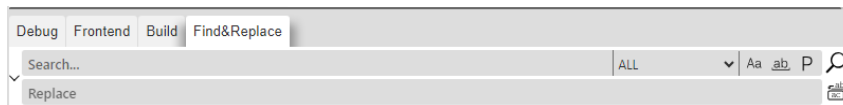
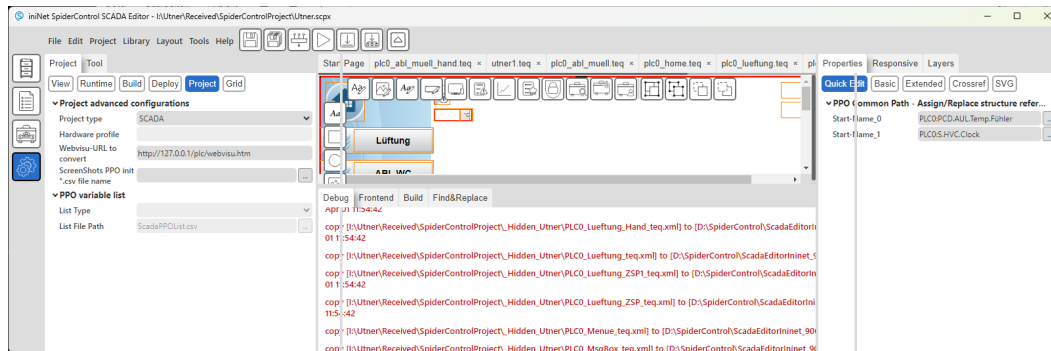
Start-Name_0	PLCO:PCD.AUL.Temp.Fühler	...
Start-Name_1	PLCO:S.HVC.Clock	...

Project Tools

Build-Informationen und Debug-Ausgabe

Find & Replace für projektweite Änderungen

Simulation und Deployment

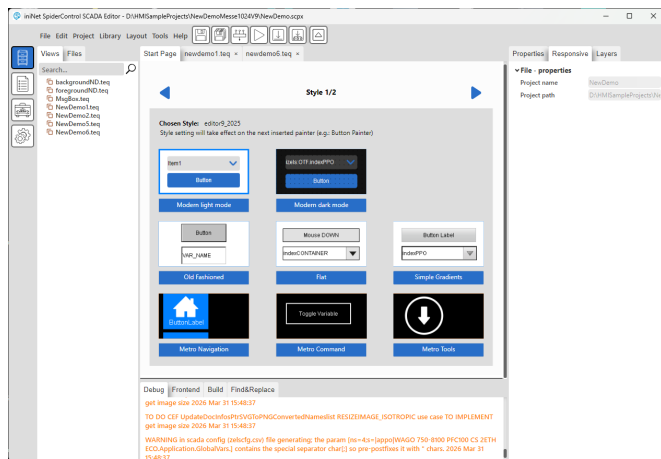


Additional Editor Features

Style Libraries (z. B. Light / Dark Mode)

Mehrsprachige Projekte

Serverfunktionen: Alarme, Trends,
Benutzerverwaltung



Getting Started

