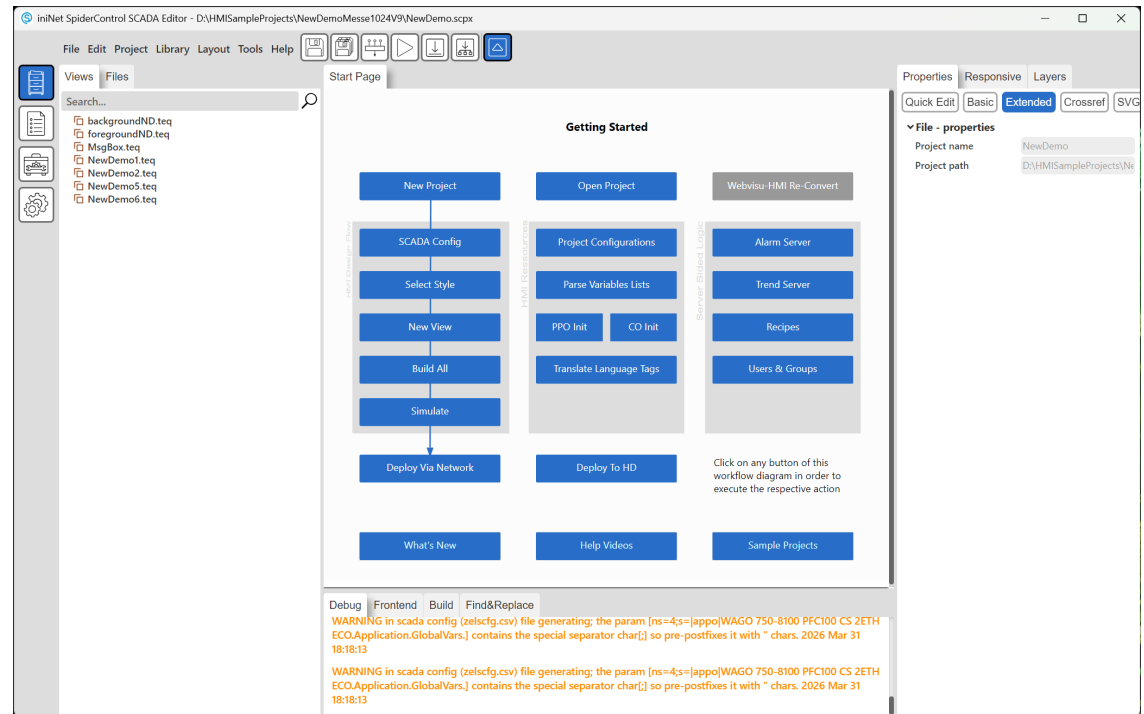


HMI Editor 9 Overview

Overview of structure and operating principle

Structure according to the flowchart principle

Project processing is carried out from left to right

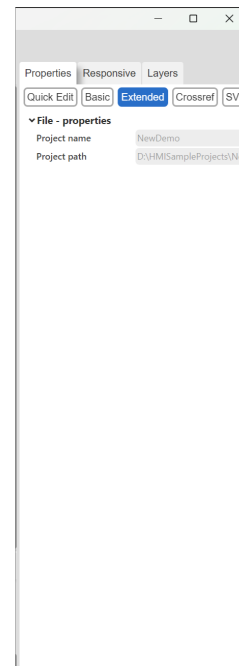


Editor Layout

Left side: Project resources and variables

Center: Workspace with views

Right side: Properties and configuration of objects

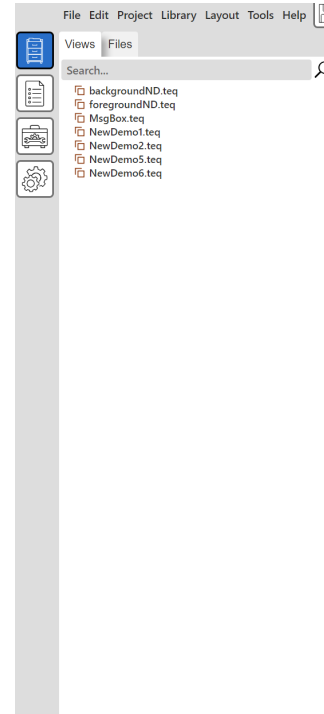


Project Files & Views

Management of all views and project files

Opening and editing of HMI screens

Basis for graphical visualization

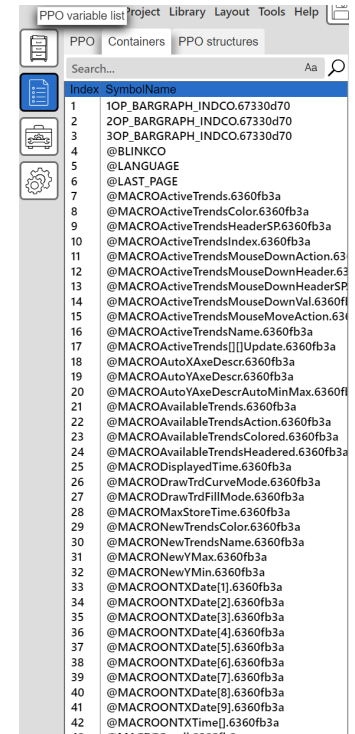
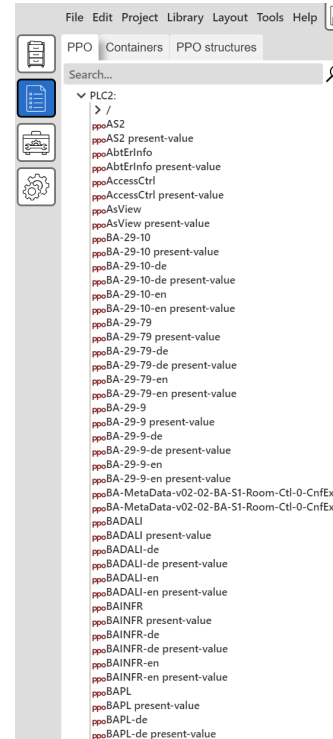


Process Points & Container Variables

Process Points (PPO): global variables from the target system

Container Variables: local variables within the project

Integration via drag & drop



Structured Variable Browser

Filter for structured variables

Assignment of complete data structures

Simplified configuration of complex objects

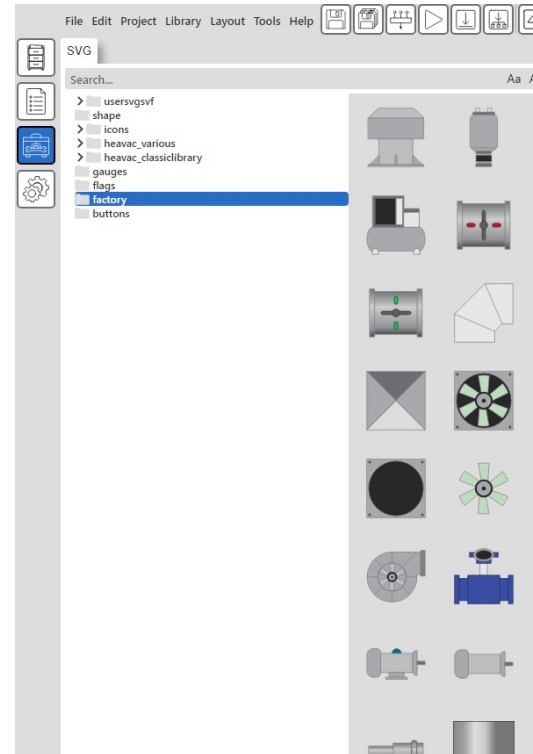
The screenshot displays the iniNet SpiderControl SCADA Editor interface. The main window shows a project tree on the left with 'PPO' and 'PPO structures' circled. The central workspace shows a graphical representation of an 'Anlagenschalter' (plant switch) with various control elements like 'Prior', 'Vorwahl', and 'Kanal'. The 'Properties' panel on the right shows the 'Quick Edit' tab with a circled entry: 'PPO Con Structured-PPO start name to replace refe...' and a dropdown menu showing 'Start-Name_0' and 'PLC0:LFT5.Anlage.Schalter'.

SVG Library

Library with SVG icons and objects

Use as graphical HMI elements

Scalable and reusable graphics

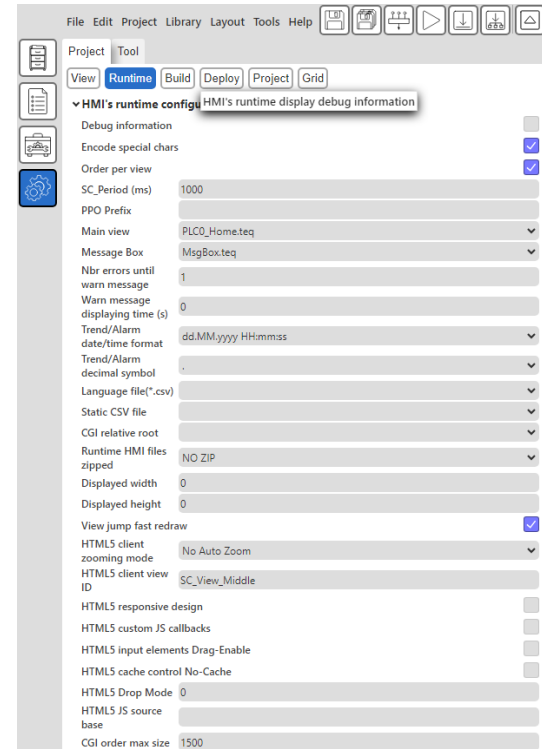


Editor Settings

Standard parameters for views

Runtime settings (refresh, start view, language)

Build and deployment configuration

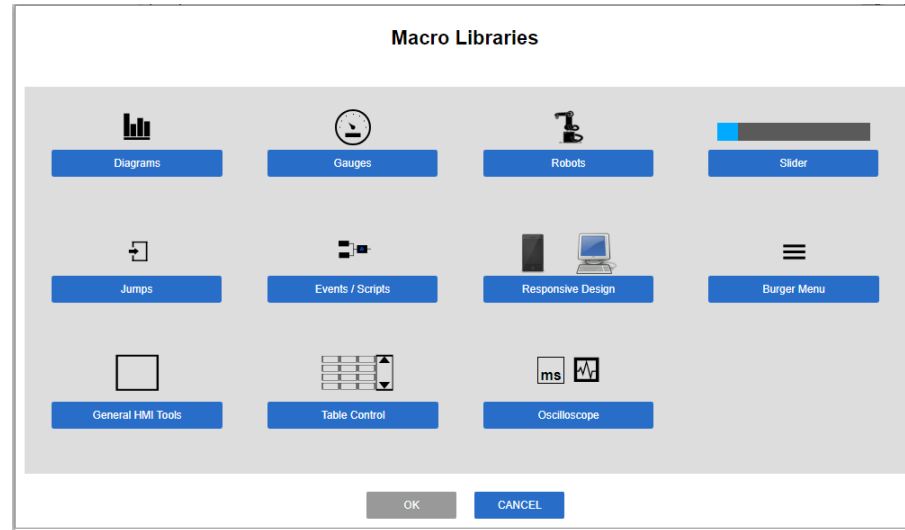


Toolbox & Object Library

Toolbox with key project functions

Collection of standard HMI objects

Basis for creating the visualization



Macro Galleries

Preconfigured examples and layouts

Can be imported into projects

Analysis and customization of the configuration

Buttons

- Latched Push Buttons: On, Off
- Multistate: Stop, Stop
- Ramp Push Buttons (Increment / Decrement): Up, Down
- Interlocked Push Buttons (Radio Button): A, B, C, D, E
- Momentary Push Buttons (Write 1 on down, 0 on up): Button, Button, Button
- Maintained Push Buttons (Toggle Value): Button, Button, Button, Button, Button

Image

- MouseOver Animation Color
- Hover drop-shadow
- Image Change On PPO Enam
- Image Blinking

StaticText

- Color: Change color (3.04690), Change color with 2nd Var (Color 1, 3.04690)
- Time&Date: Local Time (15:34:19), Local Date (31.03.2026)
- Else: Language Dependant Text (LanguageTag), Float with limited decimal points (3.05), Autoscroll for long texts (scroll = Autoscroll = w)
- Blinking: Blinking Text Show_Hide, Blinking Text OutlineColor (3.04690), Blinking Text InteriorColor (1.14690)

EditBox

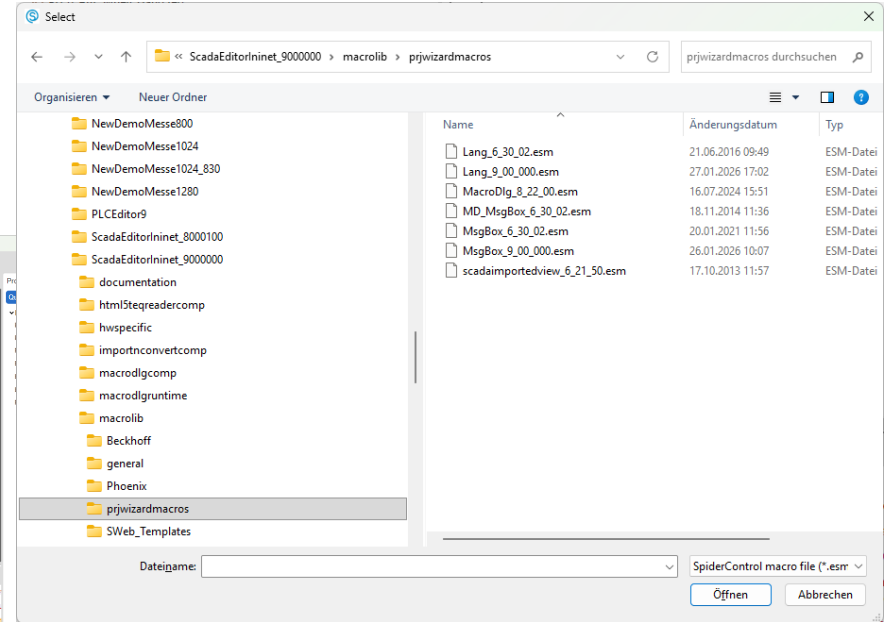
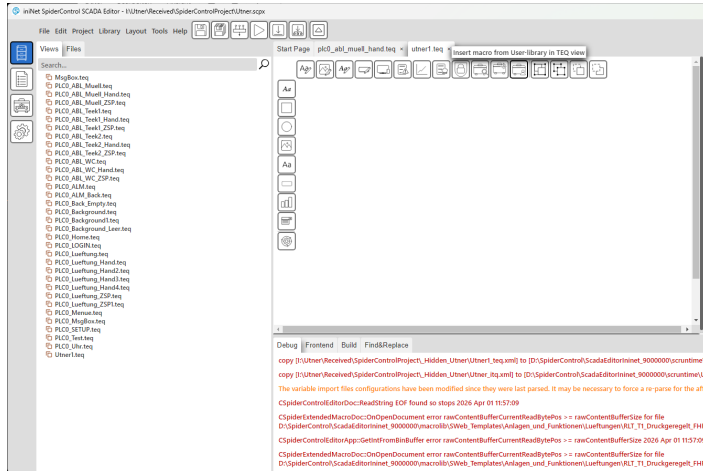
- EditBox with DropShadow (20)
- Additional Action on Enter/Leave (0)
- MouseOver Animation Outline (20)
- MouseOver Animation Drop Shadow (20)
- User Level Dependant (0)
- Show and Edit (dropdown)
- Float with limited decimal points (0.00)
- User level: 2
- Float with local min/max (0, 0.100)

Custom Macro Libraries

Import of macros from the file system

Creation of custom object libraries

Reusable components for projects

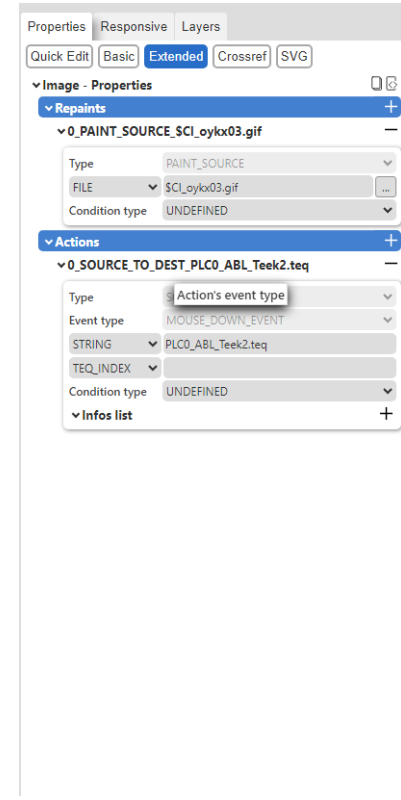
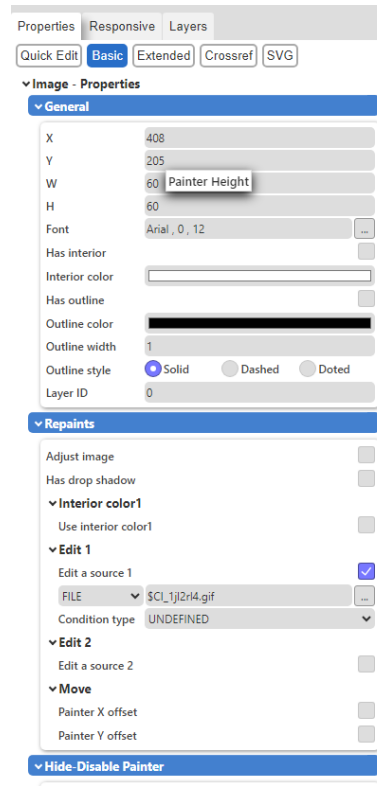


Property Pane

Central configuration of all object properties

Basic Mode: simple configuration

Extended Mode: detailed object logic

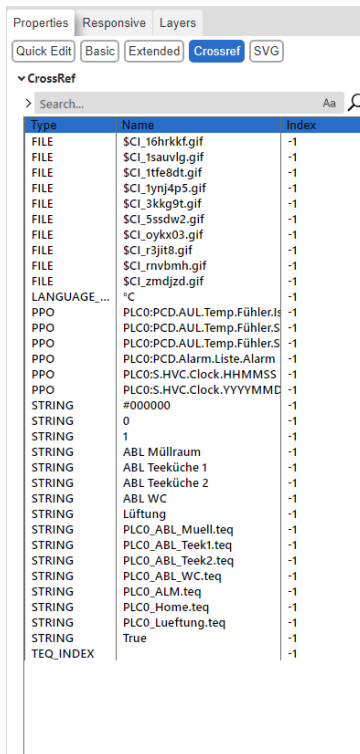


Cross Reference & Quick Edit

Central management of variable references

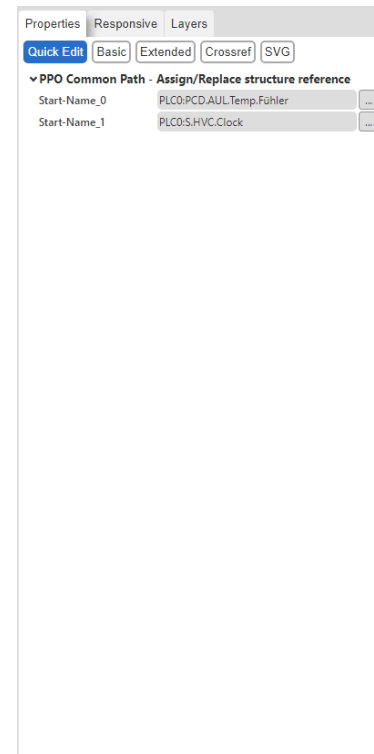
Quick modification of parameters

Optimization for custom object libraries



The screenshot shows the 'CrossRef' tool interface. It has tabs for 'Properties', 'Responsive', and 'Layers'. Below these are buttons for 'Quick Edit', 'Basic', 'Extended', 'Crossref', and 'SVG'. The main area is titled 'CrossRef' and contains a search bar with 'Aa' and a magnifying glass icon. Below the search bar is a table with three columns: 'Type', 'Name', and 'Index'.

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_r3jit8.gif	-1
FILE	SCI_rmbmh.gif	-1
FILE	SCI_zmdjzd.gif	-1
LANGUAGE_...	°C	-1
PPO	PLC0:PCD.AUL.Temp.Fühler.1	-1
PPO	PLC0:PCD.AUL.Temp.Fühler.5	-1
PPO	PLC0:PCD.AUL.Temp.Fühler.S	-1
PPO	PLC0:PCD.Alarm.Liste.Alarm	-1
PPO	PLC0:S.HVC.Clock.HHMMSS	-1
PPO	PLC0: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	PLC0_ABL_Muell.teq	-1
STRING	PLC0_ABL_Teek1.teq	-1
STRING	PLC0_ABL_Teek2.teq	-1
STRING	PLC0_ABL_WC.teq	-1
STRING	PLC0_ALM.teq	-1
STRING	PLC0_Home.teq	-1
STRING	PLC0_Lueftung.teq	-1
STRING	True	-1
TEQ_INDEX		-1



The screenshot shows the 'Quick Edit' tool interface. It has tabs for 'Properties', 'Responsive', and 'Layers'. Below these are buttons for 'Quick Edit', 'Basic', 'Extended', 'Crossref', and 'SVG'. The main area is titled 'PPO Common Path - Assign/Replace structure reference' and contains two rows of data, each with a search icon to the right.

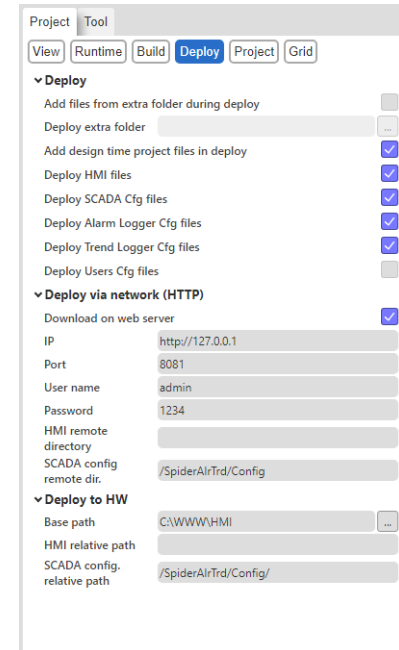
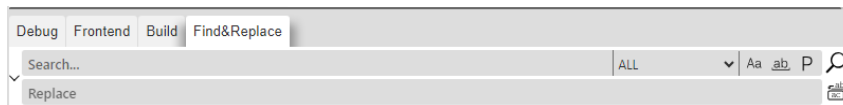
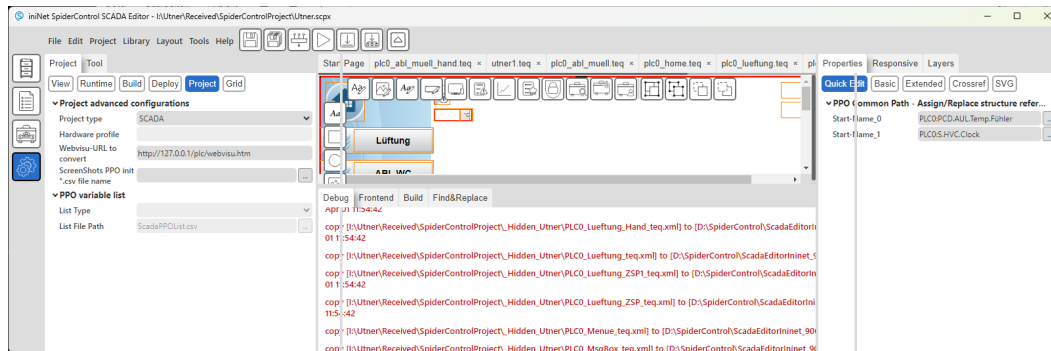
Start-Name_0	PLC0:PCD.AUL.Temp.Fühler	...
Start-Name_1	PLC0:S.HVC.Clock	...

Project Tools

Build information and debug output

Find & replace for project-wide changes

Simulation and deployment



Additional Editor Features

Style libraries (e.g., light/dark mode)

Multilingual projects

Server functions: alarms, trends, user management

