

Quick Start Guide

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Introduction

Wonderware InduSoft Web Studio (or IWS, for short) is a powerful, integrated tool that exploits key features of Microsoft operating systems and enables you to build full-featured SCADA (Supervisory Control and Data Acquisition) or HMI (Human-Machine Interface) programs for your industrial automation business.

This *Wonderware InduSoft Web Studio Quick Start Guide* is intended for individuals using IWS for the first time. This publication will help you quickly familiarize yourself with the basic functions of IWS.

Conventions used in this documentation

This documentation uses standardized formatting and terminology to make it easier for all users to understand.

Text conventions

This documentation uses special text formatting to help you quickly identify certain items:

- Titles, labels, new terms, and messages are indicated using *italic* text (for example, *Object Properties*).
- File names, screen text, and text you must enter are indicated using **monospace** text (for example, **D:\Setup.exe**).
- Buttons, menu options, and keyboard keys are indicated using a **bold** typeface (for example, **File** menu).

In addition, this documentation segregates some text into **Tip**, **Note**, and **Caution** boxes:

- **Tips** provide useful information to save development time or to improve the project performance.
- **Notes** provide extra information that may make it easier to understand the nearby text, usually the text just before the note.
- **Cautions** provide information necessary to prevent errors that can cause problems when running the project, and may result in damage.

Mouse and selection conventions

Because most PCs used for project development run a version of Microsoft Windows with a mouse, this documentation assumes you are using a mouse. Generally, a PC mouse is configured for right-handed use, so that the left mouse button is the primary button and the right mouse button is the secondary button.

This documentation uses the following mouse and selection conventions:

- **Click** and **Select** both mean to click once on an item with the left mouse button. In general, you click buttons and you select from menus and lists.
- **Double-click** means to quickly click twice on an item with the left mouse button.
- **Right-click** means to click once on an item with the right mouse button.

- **Select** also means you should use your pointing device to highlight or specify an item on the computer screen. Selecting an item with a touchscreen is usually the same as selecting with a mouse, except that you use your finger to touch (select) a screen object or section. To select items with your keyboard, you typically use the Tab key to move around options, the Enter key to open menus, and the Alt key with a letter key to select an object that has an underlined letter.
- **Drag** means to press down the appropriate mouse button and move the mouse before releasing the button. Usually an outline of the item will move with the mouse cursor.

Windows conventions

This documentation uses the following Windows conventions:

- **Dialogs** are windows that allow you to configure settings and enter information.
- **Text boxes** are areas in dialogs where you can type text.
- **Radio buttons** are white circles in which a black dot appears or disappears when you click on the button. Typically, the dot indicates the option is selected or enabled. No dot indicates the option is cleared or disabled.
- **Check boxes** are white squares in which a check (Titlebar) appears or disappears when you click on it with the cursor. Typically, a check indicates the option is selected or enabled. No check indicates the option is cleared or disabled.
- **Buttons** are icons in boxes appear "pressed" when you click on them.
- **Lists** are panes (white boxes) in windows or dialogs containing two or more selectable options.
- **Combo boxes** have arrows that, when clicked, show part or all of an otherwise concealed list.
- **Dockable windows** are windows that you can drag to an edge of the interface and merge with that edge.

About this software

Wonderware InduSoft Web Studio (IWS) is powerful software for developing HMI, SCADA, and OEE/Dashboard projects that can be deployed anywhere.

Each IWS project consists of:

- A project tags database to manage all run-time data, including both internal variables and I/O data;
- Configurable drivers to communicate in real-time with programmable logic controllers (PLCs), remote I/O devices, and other data-acquisition equipment;
- Animated human-machine interface (HMI) screens and overall equipment effectiveness (OEE) dashboards; and
- Optional modules such as alarms, events, trends, recipes, reports, scriptable logic, schedulers, a project security system, and a complete database interface.

After you develop your project, you can either run it locally on your development workstation or download it to a remote computer and run it there. The project runtime server processes I/O data from connected devices according to your project parameters and then reacts to, displays, and/or saves the data.

Product features

ActiveX and .NET

Use third-party controls to enhance your project. This software is a container for ActiveX and .NET controls. Add functionality such as browsers, media players, charting, and other tools that support the ActiveX and .NET interface standards.

Alarms

In addition to all of the alarm functions you would expect, this software also sends alarms using multi-media formats like PDF. Use remote notification to have alarms sent right to your email inbox, a printer, or a smartphone! Alarms are real-time and historical, log data in binary format or to any database.

Animation

This software gives you great command over graphics. Paste images, and even rotate them dynamically. Fill bar graphs

with color, or adjust the scale of objects with easy-to-use configuration. Other animations include "command" (for touch, keyboard and mouse interaction), hyperlink, text data link, color, resize (independent height and width), position, and rotation (with custom rotation point).

Database

Connect to SQL databases (MS SQL, MySQL, Sybase, Oracle), MS Access and Excel, and ERP/MES systems (including SAP), even from Windows Embedded. Flexible enough to have a built-in interface without the need to know SQL (for trends, alarms/events, grid and other objects), or use any SQL statement you need anywhere you need it.

Drivers

This software includes over 240 built-in communication drivers for most PLCs, temperature controllers, motion controllers, barcode/RFID readers, and other devices. Also, InduSoft driver toolkits allow you the flexibility to build your own drivers. Use these built-in drivers without the need for OPC servers (but are an optional connection method).

Email

Send email via SMTP to any desktop or mobile device. Get real-time information on alarms, process values, and other events. This software supports SSL encryption allowing the use of third-party providers such as Gmail.

Events

This software offers traceability for operator initiated actions or internal system activity. Log events such as security system changes (user logon or off), screen open/close, recipe/report operations, custom messages and system warnings. Also any tag value changes including custom messages.

FDA Traceability

Take advantage of built-in traceability and e-signature features to create projects that fully comply with U.S. Food and Drug Administration regulations (Title 21 CFR Part 11). These features are often used in food and pharmaceutical

applications, but they can be used in any application where traceability is required.

FTP

Automatically upload or download files during run time to/from remote storage locations using FTP and flexible scripting functions. Configure FTP via scripting or the included configuration interface.

Graphics and Design Tools

Create powerful screens to meet any application need using the improved tools in our graphic interface. Combine built-in objects to create any functionality required. Store graphics in the symbol library for future use. Easily make projects across a product line share a consistent "look and feel".

Historical Performance

We have optimized the trend history module and designed it to load millions of values from SQL relational databases with high performance, with built-in data decimation in the Trend Control. Easy-to-use tools provide quick access to Statistical Process Control (SPC) values without any need for programming.

Intellectual Property Protection

Screens, documents, scripts and even math worksheets can be individually password protected. This prevents unauthorized viewing or editing of your corporate custom functionality. Protect the entire project with just a few mouse clicks.

Multi-Language

Develop your project in one of many development languages, including English, Portuguese, German, and French.

OPC

As an alternative to the built-in drivers for direct communication with PLCs, you can also use any of several different versions of OLE for Process Control (OPC) to manage your devices. This software includes support for "classic" OPC DA (server or client), OPC HDA (server), OPC UA (client), OPC .NET (client), and OPC XML-DA (client).

PDF Export

Send Alarms, Reports, or any file (including .doc or .txt) to a production supervisor, quality manager, or maintenance staff using the included PDF writer.

Recipes

Save time and maintain consistency by automating part parameters or productions quantities with any triggering event.

Redundancy

For critical applications where data is vital, this software supports web server, database and overall system redundancy.

Reports

Create clear, concise reports in text format, graphical RTF, XML, PDF, HTML, and CSV, or integrate with Microsoft Office. Get the data you need, in the format you need it, to make informed decisions, fast.

Scalable

Develop once and deploy anywhere, on any currently supported version of Microsoft Windows.

Scheduler

Schedule custom tag changes on date/time, frequency, or any trigger. Use this for simulation, to trigger reports or other functionality at a particular time of day, or even to trigger driver worksheets to read/write at a scan rate you choose.

Scripting

Two powerful scripting languages are supported. Use built-in functions or use standard VBScript to take advantage of widely available resources. Both can be used simultaneously to give you the functionality you need.

Security

This software provides support for group and user accounts, e-signatures, and traceability, as well as support for Lightweight Directory Access Protocol (LDAP). Integrate your project with your Active Directory, including Active Directory Application Mode (ADAM).

SSL Support for Emails

Native support for Secure Socket Layer (SSL), which makes it easy and secure to send emails from this software using third-party tools such as Gmail!

Standards

Take advantage of common industry standards to develop projects that are compatible with any format. TCP/IP, ActiveX/.NET, OPC (client and server), ODBC/ADO, COM/DCOM, OLE, DDE, XML, SOAP, and HTML are all supported.

SNMP

Easily configure managed networked devices on IP networks (such as switches and routers) using incorporated SNMP configuration commands and an easy-to-use configuration interface.

Symbols

An extensive library of pre-made symbols features push buttons, pilot lights, tanks, sliders, meters, motors, pipes, valves and other common objects. Use the included symbols in your project, modify existing symbols to suit your needs, or create your own from scratch. Plus support for third-party symbol libraries and graphic tools.

Tags Database

This software features an object-oriented tags database with boolean, integer, real, strings, arrays, classes (structures), indirect tags, and included system tags.

Thin Clients

Remotely view project screens on several different types of thin clients. Use the standalone Secure Viewer to achieve the greatest security on plant-floor stations. Use the Internet Explorer-based Web Thin Client to achieve the greatest flexibility on Windows desktops. Or use the HTML5-enabled Mobile Access to access your project from almost any other computer or mobile device.

Trends

Real-time and Historical trends are supported. Log data in binary format or to any database locally and remotely. Color or fill trends with graphic elements to enhance clarity of data. Date/Time based or numeric (X/Y plot) trends give you the flexibility to display information that best suits your project.

Troubleshooting

Quickly debug and verify a project using local and remote tools for troubleshooting, including status fields, Database Spy and LogWin. Capture screen open and close times, see communications in real-time, and messages related to OPC, recipes/reports, security, database errors and even custom messages. Quickly get your project finished using these powerful tools.

About the Wonderware InduSoft Web Studio software components

The Wonderware InduSoft Web Studio software suite comprises several individual components that can be installed on different platforms to perform different functions. The architecture of your finished IWS project depends on which components you install, where you install them, and how you connect them to each other.

The following table lists all of the available components.

Component	Features	Platforms
Wonderware InduSoft Web Studio	<ul style="list-style-type: none"> Project development environment Tag integration Remote management of project runtimes Project runtime Agent to allow remote management Project thin client 	<ul style="list-style-type: none"> Windows Windows Server Windows Embedded Standard
EmbeddedView (incl. Remote Agent)	<ul style="list-style-type: none"> Project runtime (limited tags and drivers) Agent to allow remote management Project thin client 	Windows Embedded Standard
CEView (incl. Remote Agent)	<ul style="list-style-type: none"> Project runtime (limited tags and drivers) Agent to allow remote management Project thin client 	Windows Embedded Compact
IoTView (incl. Remote Agent)	<ul style="list-style-type: none"> Project runtime (limited tags and drivers) Agent to allow remote management 	platform-agnostic

Component	Features	Platforms
Studio Database Gateway (STADOSvr)	<p>Enables communication between the project runtime and external databases, including Wonderware Historian and most ADO.NET-compatible databases.</p> <p>Should be installed separately when using EmbeddedView or CEView, because most ADO.NET data providers are not available on Windows Embedded.</p> <p>Must be installed separately when using IoTView, because Studio Database Gateway runs only on Windows.</p>	<ul style="list-style-type: none"> • Windows • Windows Server
Web Tunneling Gateway (WTG)	Enables a public-facing web server to pass data between the project runtime and thin clients, when the project runtime is located on a secure, private network.	Internet Information Services (IIS) for Windows
Mobile Access Runtime	Enables the project runtime to serve HTML5-enhanced project screens to tablets and smartphones.	<ul style="list-style-type: none"> • Internet Information Services (IIS) for Windows • any CGI-enabled web server (e.g., Apache)
Secure Viewer (a.k.a. InduSoft Thin Client)	Project thin client, as a standalone program.	<ul style="list-style-type: none"> • Windows • Windows Server • Windows Embedded Standard • Windows Embedded Compact
Web Thin Client	Project thin client, as a browser add-on.	Internet Explorer for Windows

It is important to distinguish between the project development environment and the project runtime. The project development environment enables you to design, develop, troubleshoot, deploy, and maintain IWS projects. The project runtime actually runs your project, communicates with external databases and devices, and serves project screens to thin clients.

The full Wonderware InduSoft Web Studio software includes both the project development environment and the project runtime. Your software license determines which parts of the software you can use. For more information, see [Execution Modes](#) on page 40.

In contrast, EmbeddedView and CEView are runtime-only components for Windows Embedded Standard and Windows Embedded Compact, respectively, and IoTView is a new, platform-agnostic runtime for other operating systems. They cannot be used for project development, so they have lower system requirements than the full Wonderware InduSoft Web Studio software.

In most cases, the first thing you should do is install the full Wonderware InduSoft Web Studio software on your primary workstation, because it not only sets up the project development environment for you, it also unpacks the rest of the components so that they can be installed on other computers and devices.

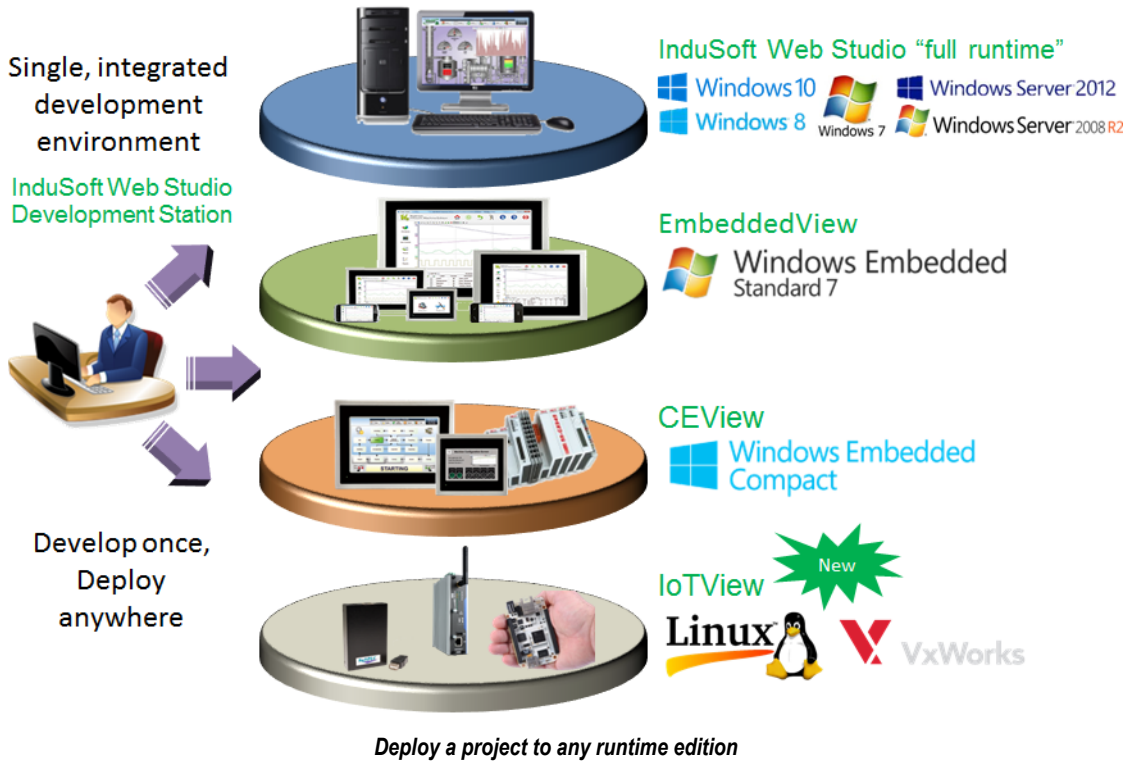


Tip: Separate installers for some components can be found on the Wonderware InduSoft Web Studio installation media or downloaded from our website (www.indusoft.com).

Differences between the runtime editions

You can develop projects once in the Wonderware InduSoft Web Studio development environment and then run them on any of the runtime editions.

This section describes the differences between the editions, so that you can decide which to use.



The following table shows the basic system requirements for each runtime edition.

Requirement	Wonderware InduSoft Web Studio	EmbeddedView	CEView	IoTView
Windows 10 / Windows Server 2016	Supported	Not supported	Not supported	Contact us ³
Windows 8 / Windows Server 2012	Supported	Not supported	Not supported	Contact us ³

Requirement	Wonderware InduSoft Web Studio	EmbeddedView	CEView	IoTView
Windows 7 / Windows Server 2008	Supported	Not supported	Not supported	Contact us ³
Windows Embedded Standard 8	Supported	Supported	Not supported	Contact us ³
Windows Embedded Standard 7	Supported	Supported	Not supported	Contact us ³
Windows Embedded Compact 2013	Not supported	Not supported	Supported	Contact us ³
Windows Embedded Compact 7	Not supported	Not supported	Supported	Contact us ³
Windows Embedded Compact 6 ¹	Not supported	Not supported	Supported	Contact us ³
Windows Embedded Compact 5 ²	Not supported	Not supported	Supported	Contact us ³
Linux (Debian- based distributions)	Not supported	Not supported	Not supported	Supported (v8.0)
Wind River VxWorks	Not supported	Not supported	Not supported	Supported (v8.0)
Available storage (hard drive or non- volatile)	2 GB	128 MB	64 MB	64 MB
Available memory (RAM)	1 GB	64 MB	32 MB	32 MB

¹ Windows Embedded Compact 6 was formerly known as Windows CE 6.

² Windows Embedded Compact 5 was formerly known as Windows CE 5.

³ IoTView is a platform-agnostic runtime edition, which means it can run on many different devices and operating systems. Only Linux and VxWorks are listed as "Supported" because those are the only operating systems for which

we have compiled and fully validated IoTView. If you want to run IoTView on another device or operating system, contact your Wonderware InduSoft Web Studio software distributor.

For a complete list of system requirements for each runtime edition, see the installation instructions for that edition.

The following table shows the main differences in support for project features between the runtime editions. (The majority of features are fully supported in all editions, so they are not listed.) If you develop a project to include features that are not supported in your chosen edition, you might see unexpected behavior and possibly even serious errors during run time. Some features will be automatically blocked in the project development environment when you select your project's target platform, but you should still be aware of the differences. For more information, see [About target platforms, product types, and target systems](#).

Feature	Wonderware InduSoft Web Studio	EmbeddedView	CEView	IoTView
Run projects developed in Wonderware InduSoft Web Studio	Supported	Supported	Supported	Supported
Run as a Windows service	Supported	Not supported	Not supported	Not supported
Local project viewer	Supported	Supported	Supported	Not supported
Server for Secure Viewer	Supported	Supported	Supported	Not supported
Server for Web Thin Client	Supported	Supported	Supported	Not supported
Support for Mobile Access	Supported	Supported	Not supported	Supported
Support for Mobile Access Tabular	Supported	Supported	Supported	Not supported
Email (SMTP client)	Supported	Supported	Supported with limitations [†]	Not supported
Create tags programmatically during run time	Supported	Not supported	Not supported	Not supported

Feature	Wonderware InduSoft Web Studio	EmbeddedView	CEView	IoTView
Create screens programmatically during run time	Supported	Not supported	Not supported	Not supported
Save reports in PDF format	Supported	Not supported	Not supported	Not supported
Built-in functions	Supported	Supported with limitations ²	Supported with limitations ²	Supported with limitations ²
Tag integration (a.k.a. Shared Tags)	Supported	Supported	Supported	Not supported
Security	Supported	Supported	Supported	Supported with limitations ³
Procedures	Supported	Supported	Supported	Not supported ⁴
Event Logger	Supported	Supported	Supported	Not supported
Translation	Supported	Supported	Supported	Not supported
Alarms	Supported	Supported	Supported	Supported with limitations ⁵
Trends	Supported	Supported	Supported	Supported with limitations ⁵
Recipes	Supported	Supported	Supported	Not supported
Reports	Supported	Supported	Supported	Not supported
ODBC	Supported	Not supported ⁷	Not supported ⁷	Not supported ⁷
Math	Supported	Supported	Supported	Not supported
Script	Supported	Supported	Supported	Not supported ⁴
Scheduler	Supported	Supported	Supported	Not supported
Database/ERP	Supported	Supported	Supported	Not supported
Drivers	Supported	Supported with limitations ⁸	Supported with limitations ⁸	Supported with limitations ⁸
OPC DA 2.05 Client	Supported	Supported with limitations ⁹	Supported with limitations ⁹	Not supported
OPC DA 2.05 Server	Supported	Supported with limitations ⁹	Supported with limitations ⁹	Not supported

Feature	Wonderware InduSoft Web Studio	EmbeddedView	CEView	IoTView
OPC UA Client	Supported	Supported	Supported with limitations ¹	Supported with limitations
OPC .NET Client	Supported	Not supported	Not supported	Not supported
OPC XML/DA Client	Supported	Not supported	Not supported	Not supported
DDE Client/Server	Supported	Not supported	Not supported	Not supported
TCP/IP Client/Server	Supported	Supported	Supported	Not supported
OPC HDA Server	Supported	Not supported	Not supported	Not supported
Screens	Supported	Supported	Supported	Supported
Screen Group	Supported	Supported	Supported	Supported
Graphic Script	Supported	Supported	Supported	Not supported ⁴
Screen Script	Supported	Supported	Supported	Not supported ⁴
Shapes	Supported	Supported	Supported	Supported
Active Objects	Supported	Supported	Supported	Supported with limitations ¹⁰
Data Objects	Supported	Supported	Supported	Not supported
Libraries > Symbols	Supported	Supported with limitations ¹¹	Supported with limitations ¹¹	Supported with limitations ¹¹
Libraries > .NET Controls	Supported	Not supported	Not supported	Not supported
Libraries > ActiveX Controls	Supported	Supported with limitations ¹²	Supported with limitations ¹²	Not supported
Libraries > Linked Pictures	Supported	Supported with limitations ¹³	Supported with limitations ¹³	see Mobile Access
Auto screen scaling	Supported	Not supported ¹⁴	Not supported ¹⁴	see Mobile Access
Fill effects in shapes	Supported	Supported with limitations ¹⁵	Supported with limitations ¹⁵	see Mobile Access
Ellipse object styles	Supported	Not supported ¹⁶	Not supported ¹⁶	see Mobile Access

Feature	Wonderware InduSoft Web Studio	EmbeddedView	CEView	IoTView
Hint (tooltip)	Supported	Supported	Supported with limitations ¹⁷	see Mobile Access
Command events	Supported	Supported with limitations ¹⁸	Supported with limitations ¹⁸	see Mobile Access
Rotation animation	Supported	Supported with limitations ¹⁹	Supported with limitations ¹⁹	see Mobile Access
Trend Control > Fill effects	Supported	Not supported	Not supported	see Mobile Access
Trend Control > Export to File	Supported	Not supported	Not supported	see Mobile Access
Enhanced graphics (incl. anti-aliasing)	Supported	Not supported	Not supported	see Mobile Access
Multi-touch gestures	Supported	Supported	Supported with limitations ²⁰	see Mobile Access
Number of project tags	150, 300, 1500, 4000, 16K, 32K, 64K, 512K, or 10M	150, 300, 1500, or 4000	150, 300, 1500, or 4000	150, 300, 1500, or 4000
Number of simultaneously connected thin clients	0, 1, 2, 4, 8, 16, 32, 64, or 128	0, 1, 2, 4, or 8	0, 1, 2, 4, or 8	0, 1, 2, 4, or 8 (Mobile Access only)
Hardkey license (USB)	Supported	Supported with limitations ²¹	Supported with limitations ²¹	Not supported
License Server	Supported	Not supported	Not supported	Not supported

¹ Encryption (TLS/SSL) is not supported in CEView.

² Most of the functions are supported in all editions, but some specific functions are not supported in EmbeddedView/CEView or IoTView. For more information, see [List of available functions](#).

³ Local mode only. Distributed and Domain modes are not supported in IoTView.

⁴ VBScript is not supported in IoTView.

⁵ Online alarms only. Alarm history is not supported in IoTView.

⁶ Database format only. Proprietary and Historian formats are not supported in IoTView.

⁷ ODBC worksheets are a legacy feature, and they are not supported in EmbeddedView/CEView or IoTView. Use [Database/ERP worksheets](#) instead.

⁸ Most of the drivers are supported in all editions, but some specific drivers are not supported in EmbeddedView/CEView or IoTView. For more information, see the documentation for each driver, which can be accessed through the project development environment: on the **Help** tab of the ribbon, in the **Documentation** group, click **Communication Drivers**.

⁹ Single-thread only; multi-thread is not supported.

¹⁰ Pushbutton, ListBox, and Smart Message objects are not supported. Minor limitations in other objects.

¹¹ A specific linked symbol is supported as long as all of its component objects and animations are also supported.

¹² A specific ActiveX object is supported as long as it is compiled for the target platform.

¹³ BMP, JPG, and PNG images are supported, as long as the operating system image on the Windows Embedded device also supports them. For more information, see "Why are my linked pictures no longer displayed on Windows Embedded devices?" in the [FAQ](#).

¹⁴ Use the **Convert Resolution** command to scale your project screens for other display sizes. For more information, see [Convert your project's display resolution](#).

¹⁵ [Rectangle objects](#) only.

¹⁶ Default style only. Other styles (e.g., Arc, Chord, Ring) are not supported. For more information, see [Ellipse object](#).


¹⁷ The system tag **Hint** will be updated, but the actual tooltip will not be displayed on screen in CEView. For more information, see [Object Properties dialog box](#).

¹⁸ On Down, While Down, and On Up events only. For more information, see [Command animation](#).

¹⁹ [Closed Polygon objects](#) only.

²⁰ Zooming in screens, panning in screens, and rotating objects are not supported in CEView. For more information, see [About the different types of multi-touch gestures](#).

²¹ Hardkeys provided by Wibu-Systems are supported. Hardkeys provided by Sentinel (SafeNet) are not supported. For more information, see [About hardkey licenses](#).

 **Note:** For a comprehensive list of supported features and limitations in IoTView, see [List of features supported in projects running in IoTView](#).

Install the full Wonderware InduSoft Web Studio software

Install the full Wonderware InduSoft Web Studio software on your Windows computer in order to develop IWS projects, or to use the computer as a project runtime server and/or thin client.

To install and run the full Wonderware InduSoft Web Studio software, you must have:

- A Windows-compatible computer with a standard keyboard, a pointer input (i.e., a mouse, trackpad, or touchscreen), and an SVGA-minimum display;
- One of the following Windows operating systems:
 - Windows 7 Service Pack 1
 - Windows 8 (excluding RT)
 - Windows 8.1
 - Windows 10
 - Windows Server 2008 R2 Service Pack 1
 - Windows Server 2012
 - Windows Server 2012 R2
 - Windows Server 2016
 - Windows Embedded 7 Standard
 - Windows Embedded 8 Standard
- .NET Framework 3.5 (see note below);
- Microsoft Internet Explorer 6.0 or later;
- 2 GB free storage (hard drive or non-volatile);
- 1 GB free memory (RAM); and
- An Ethernet or Wi-Fi network adapter.

We recommend the Home Premium, Professional, Enterprise, and Ultimate editions of Windows, because they include Internet Information Services (IIS) as a pre-installed feature that can be turned on. You can use IIS to make your projects accessible to thin clients and mobile devices. We do not recommend the Starter and Home Basic editions because they do not include IIS, but you can still use them if you do not plan to use web-based features.

Even though you can install the full Wonderware InduSoft Web Studio software on a Windows Embedded Standard computer, if you do not plan to develop projects on that computer and will use it only as a project runtime server and/or client, you should consider installing EmbeddedView instead. EmbeddedView does not support as many project tags as the full software, but it requires fewer system resources and it can be installed and managed remotely.

Only Windows 8, Windows 8.1, Windows 10, Windows Server 2012, Windows Server 2012 R2, and Windows Server 2016 are under what Microsoft calls "mainstream support", which means they are actively maintained and additional service packs might be released for them in the future. Windows 7 and Windows Server 2008 R2 are under what Microsoft calls "extended support", which means they are no longer actively maintained. For more information, go to: windows.microsoft.com/en-us/windows/lifecycle



Note: .NET Framework 3.5 is pre-installed in most recent versions of Windows, but it might not be turned on by default. To turn it on, use the **Programs and Features** control panel.

In older versions of Windows, .NET Framework 3.5 must be installed separately. The Wonderware InduSoft Web Studio software installer will attempt to do this for you (see Step 2 below), but depending on your computer's security settings, the installation might fail without notice. If you experience problems later, while trying to run Wonderware InduSoft Web Studio, use the **Add/Remove Programs** control panel to confirm that .NET Framework 3.5 was installed successfully.

In Windows Server 2012 R2, .NET Framework 3.5 is not pre-installed and it cannot be installed by the Wonderware InduSoft Web Studio software installer. You must use the Server Manager utility to install it. For more information, see [Install .NET Framework 3.5 in Windows Server 2012 R2](#).

Later versions of .NET Framework (e.g., .NET Framework 4.5) do not include .NET Framework 3.5.

The following items are optional but recommended:

- A USB port, to install the software from a USB flash drive.
This is optional because you can also download the installer over the network to your computer.
- A USB port or memory card slot, to be used for hardkey licensing of the software.
This is optional because softkey licensing is also available.

- Serial COM ports and adapters, to be used for direct communication with PLCs and other devices.

This is optional because many newer device protocols use TCP/IP or UDP/IP communication (i.e., Ethernet) instead of serial communication.

- Internet Information Services (IIS) installed and turned on, to make your projects accessible to mobile devices. For more information, see the description of the **Mobile Access Runtime** feature below.

This is optional because you may choose not to install the **Mobile Access Runtime** feature now, as part of the full Wonderware InduSoft Web Studio software. You can install it later, for either IIS or CGI.

- Microsoft Visual Studio 2010 or Team Explorer 2010 installed, to enable workgroup collaboration and source control. For more information, see the description of the **Collaboration** feature below.

This is optional because you may choose not to install the **Collaboration** feature.

Finally, you must have Administrator privileges on the computer in order to install software.

To install the full Wonderware InduSoft Web Studio software:

1. Close all other running programs, if possible.

We recommend you do this because those programs can use a significant amount of system resources and therefore cause this installation to take longer to finish. Windows services (e.g., Windows Defender, Windows Update) can have the same effect, but we do not recommend you stop or disable those services.

2. Do one of the following:

- Download the zipped installer to your computer, either from our website (www.indusoft.com) or from another location on your network where you have previously saved it. Extract the files, open the resulting folder, and then locate and run the setup program (setup.exe).
- Insert the installation drive into your USB port. If it does not autorun, locate and open the Welcome page (InduSoft.htm). When the page is opened in your browser, click **Product Installation** and then follow the instructions.

The installation wizard runs and asks you to select a language for the installation.

3. Select a language from the list, and then click **OK**.

This selection determines the language of the user interface for both the installation wizard and the project development environment. You can change the language for the project development environment later, after the software has been installed.

The wizard prepares for installation. During this step, it automatically installs SafeNet's Sentinel drivers (a part of the software licensing mechanism) and .NET Framework 3.5.

4. On the **Welcome** page of the wizard, click **Next** to proceed with the installation.
5. On the **License Agreement** page, click **Yes** to accept the agreement and proceed, or click **No** to refuse the agreement and exit the wizard.
6. On the **Customer Information** page, type your user name and company name, and then click **Next**.
7. On the **Choose Destination Location** page, select the folder where the software should be installed, and then click **Next**.


By default, the software will be installed at:

```
C:\Program Files (x86)\Wonderware InduSoft Web Studio
v8.0\
```


8. On the **Select Features** page, select the specific features and components that you want to install, and then click **Next**.

Feature	Description
Program Files	The main program files for the project development application, the project runtime server, and the project runtime client. This feature cannot be deselected.
Demos	Premade projects that demonstrate the capabilities of the Wonderware InduSoft Web Studio software.
Hardkey Support	Additional drivers to support the use of hardkey licenses.
OPC Components	Additional components required for communication with other OPC-compatible devices. This includes OPC DA (a.k.a. OPC Classic), OPC UA, OPC .NET (a.k.a. OPC Xi), and OPC XML-DA.

Feature	Description
PDF Printing	Additional software that allows run-time reports to be saved as PDF files.
Security System Device Driver	An additional keyboard driver that enforces project security during run time by controlling user input.
Symbol Library	A library of premade but configurable screen objects such as pushbuttons, toggle switches, gauges, dials, indicator lights, and so on.
Windows CE Runtime	Also called CEView — project runtime software (server/client, but not development) for Windows Embedded Compact on a variety of processors. Check the documentation for your specific device to see what processor it uses.

 **Note:** Selecting this feature will not actually install CEView on your computer. It will simply unpack the installation files and copy them to your program folder, so that you can later install CEView on a Windows Embedded Compact device.

Windows Embedded Runtime	Also called EmbeddedView — project runtime software (server/client, but not development) for Windows Embedded Standard computers.
--------------------------	---

 **Note:** Selecting this feature will not actually install EmbeddedView on your computer. It

Feature	Description
Windows Mobile	Additional runtime software for older Windows Mobile devices.
Mobile Access Runtime	<p data-bbox="820 228 1097 440">will simply unpack the installation files and copy them to your program folder, so that you can later install EmbeddedView on a Windows Embedded Standard computer</p> <p data-bbox="728 548 1126 678">Additional software for Internet Information Services (IIS) that makes your project runtime accessible to mobile devices such as tablets and smartphones.</p> <p data-bbox="728 695 1146 906">This feature requires that you have IIS turned on and configured with ASP, ASP.NET, and ISAPI Extensions enabled. The Wonderware InduSoft Web Studio software installer will attempt to verify that you do, and if you do not, it will not install this feature.</p> <p data-bbox="728 922 1141 971">For more information, see Turn on IIS for thin client access.</p> <p data-bbox="728 987 1134 1304">You do not need to install this feature at this time. You can install it later, after you have turned on IIS, or you can install it on another computer that is acting as your project runtime server. There is a separate Mobile Access Runtime software installer (<code>MobileAccessSetup.exe</code>) that is unpacked with the rest of the Wonderware InduSoft Web Studio software.</p> <p data-bbox="728 1320 1130 1424">To use this feature, your software license must include the Mobile Access Runtime option. For more information, see About license</p>

Feature

Description

[settings](#). To purchase the option, contact your software distributor. You may still develop projects that include Mobile Access features, even without the option, but clients will not be able to access them during run time.

Collaboration

Additional tools for workgroup collaboration and source control within the Wonderware InduSoft Web Studio project development environment.

This feature requires that you have Microsoft Visual Studio Team Explorer 2010 installed on the same computer. The Wonderware InduSoft Web Studio software installer will attempt to verify that you do, and if you do not, it will not install this feature.

The Team Explorer module is included in some versions of Microsoft Visual Studio 2010, so if you already have Visual Studio installed on your computer, you might be able to select and install the Collaboration feature. However, if you do not have Visual Studio installed, or if you are not sure that your version of Visual Studio includes the Team Explorer module, you can separately download and install Team Explorer 2010 for free.

To download Team Explorer 2010, go to: www.microsoft.com/en-us/download/details.aspx?id=329



Note: Team Explorer 2012 and Team Explorer 2013 are not supported

Feature**Description**

as collaboration clients at this time.

You should also have Microsoft Visual Studio Team Foundation Server 2010 or 2012 running somewhere on your network, but if you do not, it will not prevent you from installing the Collaboration feature now.



Note: Team Foundation Server 2013 is not supported at this time for the collaboration server.

To use this feature, your software license must include the Collaboration option. For more information, see [About license settings](#). To purchase the option, contact your software distributor.

Wonderware Historian


Installs the files that are required in order to save historical data (e.g., from Trend worksheets) to Wonderware Historian and Wonderware Online databases.

To use this feature, your software license must include the Wonderware Historian option. For more information, see [About license settings](#). To purchase the option, contact your software distributor.

9. On the **Ready To Install** page, click **Install**.



Note: You might receive the following error message during installation: "Error 1628: Failed to complete script based install." For more information about this error and how to resolve it, go to: flexeracommunity.force.com/customer/articles/en_US/ERRDOC/Error-1628-Failed-To-Complete-Script-Based-Install

 **Note:** If you try to install an older version (e.g., v7.1+SP3) of the Wonderware InduSoft Web Studio software on a computer that already has a newer version (e.g., v8.0) installed, you might receive the following message during installation: "Version x.x.x.x of CodeMeter Development Kit is already installed. Downgrading to Version x.x.x.x is not possible, installation will be aborted." CodeMeter is supplemental software used by Wonderware InduSoft Web Studio to manage hardkey licenses. To resolve this issue, you must use Task Manager in Windows to stop CodeMeter Runtime Server (CodeMeter.exe) before you install the older version of Wonderware InduSoft Web Studio.

The software is installed, and then when the installation is finished, the last page of the wizard is displayed.

10. Click **Finish** to close the installation wizard.

When you have finished the installation, you should find the Wonderware InduSoft Web Studio software in your Windows Start menu at **Start > All Apps > Wonderware InduSoft Web Studio v8.0**. It includes the following components:

IWS v8.0 Wonderware InduSoft Web Studio

The project development environment, runtime, and thin client.

IWS v8.0 Help Manual

A complete technical reference and user guide for all of Wonderware InduSoft Web Studio.

IWS v8.0 Quick Start Guide

A brief guide to installing and using the project development environment, including a tutorial for developing a simple project.

IWS v8.0 Register

A utility program that manages your Wonderware InduSoft Web Studio software license.

IWS v8.0 Release Notes

A list of changes in Wonderware InduSoft Web Studio.

IWS v8.0 Remote Agent

A utility program that allows Wonderware InduSoft Web Studio running on other computers to connect to your computer and send projects to it.

IWS v8.0 StartUp

A shortcut that automatically starts the project runtime and runs the most recent project.

There should also be a shortcut icon on your desktop.


To run the software, do one of the following:

- Double-click the shortcut icon on your desktop; or
- Click **Start > All Apps > Wonderware InduSoft Web Studio v8.0 > IWS v8.0 Wonderware InduSoft Web Studio**.

If the installation failed for any reason, you can use System Restore to restore the computer to the restore point that was created at the beginning of the installation. For more information about System Restore, go to: support.microsoft.com/help/17127/windows-back-up-restore

Install EmbeddedView or CEView on a target device

Install EmbeddedView on a Windows Embedded Standard computer, or install CEView on a Windows Embedded Compact device, to use it as a project runtime server and/or project thin client.

 **Note:** If EmbeddedView or CEView is pre-installed on the target device, you may skip this entire task. Many hardware manufacturers pre-install the runtime software on their devices, as part of a larger Wonderware InduSoft Web Studio package.

Before you begin this task, you must have already installed the full Wonderware InduSoft Web Studio software on your computer, either from the installation disc or from the downloadable installer, because the redistributable EmbeddedView and CEView software is included in the Wonderware InduSoft Web Studio program folder. For more information, see [Install the full Wonderware InduSoft Web Studio software](#) on page 24.

To install and run EmbeddedView or CEView, you must have:

- A Windows Embedded-compatible device (hereafter called "the target device");
- A Windows Embedded Standard or Windows Embedded Compact operating system that is currently supported by Microsoft, which at this time includes:
 - Windows Embedded 7 Standard
 - Windows Embedded 8 Standard
 - Windows Embedded Compact 5 (formerly known as Windows CE 5)
 - Windows Embedded Compact 6 (formerly known as Windows CE 6)
 - Windows Embedded Compact 7
- 128 MB of free storage (hard drive or non-volatile) for the runtime. More storage might be required depending on your project size.
- 64 MB of free memory (RAM). More memory might be required depending on your project size.
- An Ethernet or Wi-Fi network adapter, for TCP/IP networking.

The following items are optional but recommended:

- A USB port; and

- Serial COM ports and adapters, to be used for direct communication with PLCs and other devices.

This is optional because many newer device protocols use TCP/IP communication instead of serial communication.

Installing EmbeddedView or CEView on a target device is actually a two-part procedure. First, you will copy the Remote Agent utility to the target device and then run it. Remote Agent allows you to connect from the project development environment to the target device. And then, through this connection, you will install the rest of the EmbeddedView or CEView software.

To install EmbeddedView or CEView:

1. Turn on the target device and make sure it is connected to your TCP/IP network.
If Remote Agent is pre-installed on the target device, it will automatically run at start up and you may skip the next step. Many hardware manufacturers pre-install Remote Agent on their devices, as part of a larger Wonderware InduSoft Web Studio package.
2. Copy the Remote Agent utility to the target device, and then run it:
 - a) Locate the correct version of the Remote Agent utility (`CEServer.exe`) for the target device. All versions are stored in your Wonderware InduSoft Web Studio program folder.

Remote Agent for Windows Embedded Standard is located at:

```
C:\Program Files (x86)\Wonderware InduSoft Web Studio  
v8.0\Redist\WinEmbedded\Bin\CEServer.exe
```

Remote Agent for Windows Embedded Compact is located at:

```
C:\Program Files (x86)\Wonderware InduSoft Web Studio  
v8.0\Redist\WinCE 5.0\processor\Bin\CEServer.exe
```

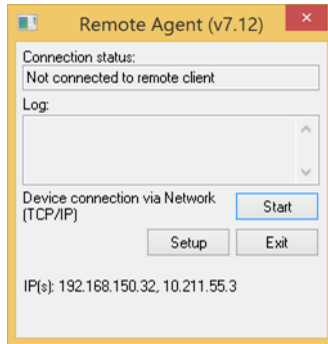
...where *processor* is the specific processor used by the target device. For more information, consult the manufacturer's documentation.

- b) Copy `CEServer.exe` to the target device by either downloading it over the network, transferring it on a USB flash drive, or syncing it with Microsoft ActiveSync. (ActiveSync is also known as Windows Mobile Device Center in Windows Vista or Zune Software in Windows 7.) You may save the file anywhere you want on the target device, as long as it is in permanent (i.e., non-volatile) memory and it is not in the root

folder (i.e., C:\ on Windows Embedded Standard, or \ on Windows Embedded Compact).

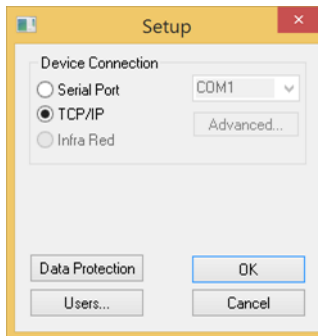
- c) Set Remote Agent to automatically run at start up.
You can do this on most Windows Embedded Compact devices by creating a link to it in \Windows\Startup. If this does not work on your device, please refer to the manufacturer's documentation.
- d) Run Remote Agent.

The *Remote Agent* window is displayed.



3. Configure the communication settings in Remote Agent:

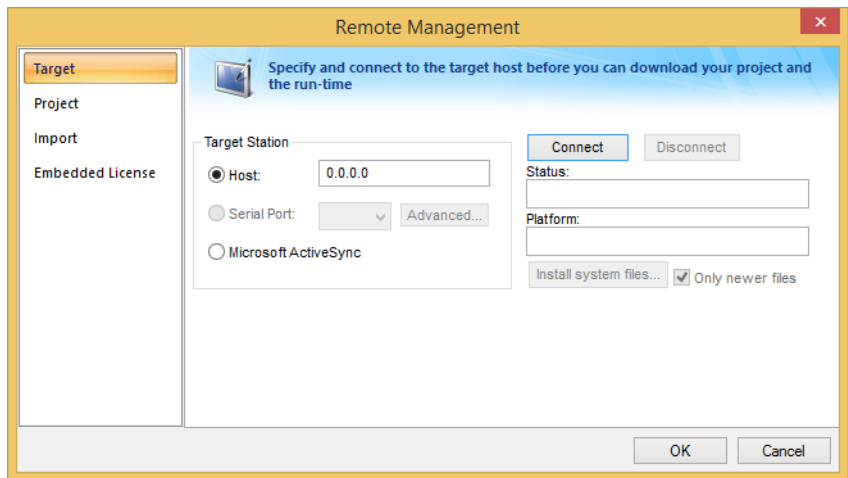
- a) Click **Setup**.
The *Setup* dialog box is displayed.



- b) Select the appropriate connection type: **Serial Port** or **TCP/IP**. If you select **Serial Port**, also select the COM port and review the advanced settings.

If you are already connected to the target device via ActiveSync, you do not need to select another connection at this time. However, keep in mind how the target device will actually be used during project run time.


- c) Click **OK**.
 - d) If you selected TCP/IP for the device connection, note the IP address.
 - e) Make sure that you leave Remote Agent running on the target device.
4. Use the Remote Management tool to connect to the target device:
- a) Run the project development application on your computer.
 - b) On the **Home** tab of the ribbon, in the **Remote Management** group, click **Connect**.
The *Remote Management* dialog box is displayed.



- c) Select the appropriate connection type for the target device: **Host**, **Serial Port**, or **Microsoft ActiveSync**. If you select **Host**, also type the host name or IP address of the target device. If you select **Serial Port**, also select the COM port and verify the advanced serial communication settings.
- d) Click **Connect**.
If you are successfully connected to the target device, the connection status is shown in the **Status** box and the device's specifications are shown in the **Platform** box.

If you are not connected, check both the connection settings and the physical connections. In particular, if you have selected **Host** as the

connection type, check to make sure that port 4322 is open on any firewalls between your computer and the target station, including on the target station itself.

 **Note:** In some cases, the Remote Management tool may not be able to connect via Microsoft ActiveSync to a device running Windows CE 6.0 or later. This is because of a problem in the default configuration of Windows CE 6.0. You can fix the problem by using a small utility that is included with Wonderware InduSoft Web Studio. The utility is located at:

C:\Program Files (x86)\Wonderware InduSoft Web Studio v8.0\Redist\ActiveSyncUnlock.exe

Copy this file to the device using the stand-alone version of Microsoft ActiveSync and then execute the file on the device. It does not matter where the file is located on the device. When this is done, try again to use the Remote Management tool to connect to the device.


If you still cannot connect via Microsoft ActiveSync, empty the device's \Temp directory and try again.

5. Install the rest of the EmbeddedView or CEView software on the target device:

a) In *Remote Management*, click **Install system files**.

When the installation is finished, the target device's updated status is displayed in the **Status** box.

With EmbeddedView or CEView installed on the target device, you can now use it as a project runtime and/or thin client.

 **Note:** Some run-time features are supported by the full Wonderware InduSoft Web Studio software but not by EmbeddedView and CEView. If you develop a project that uses any of these features and then try to run it in EmbeddedView or CEView, you might see unexpected behavior and possibly even serious errors during run time. Some features will be automatically blocked when you change your project's target platform, but you should still be aware of the differences between runtime editions.

For more information, see [About the Wonderware InduSoft Web Studio software components](#) on page 13.

Execution Modes

Wonderware InduSoft Web Studio, EmbeddedView, and CEView support the following execution modes:


Execution Mode	Wonderware InduSoft Web Studio	EmbeddedView / CEView
Evaluation Mode	Supported	Not supported
Demo Mode	Supported	Supported
Licensed for Engineering Only	Supported	Not supported
Licensed for Runtime Only	Supported	Supported
Licensed for Engineering + Runtime	Supported	Not supported

Evaluation Mode

Enables all of the product's engineering and runtime features.

The first time you install Wonderware InduSoft Web Studio on a computer, the product runs for forty (40) hours in Evaluation Mode. This evaluation period includes any time you run a product module (engineering or runtime). You can use this evaluation period continuously or not; for example, 10 hours a day for 4 days, or 5 hours a day for 8 days, or 10 hours a day for 3 days plus 5 hours a day for 2 days, and so on.

After running for 40 hours in the Evaluation Mode, the evaluation period ends and the program automatically converts to Demo Mode until you apply a valid license. You cannot reactivate Evaluation Mode, even if you reinstall the software on your computer.

 **Note:** Each version of Wonderware InduSoft Web Studio has an evaluation period that is independent of every other version. For example, if your Wonderware InduSoft Web Studio v7.0 evaluation period has expired and you are running in Demo Mode because you have not installed a license, when you install Wonderware InduSoft Web Studio v8.0 on the same computer, the newer version will begin its

own 40-hour evaluation period and the older version will continue running in Demo Mode.

Demo Mode

Allows you to download projects to remote stations and to run projects for testing or demonstration purposes. You can execute runtime tasks and use the debugging tools (*LogWin* and *Database Spy*), but they shut down automatically after running for two hours continuously. You can restart the Demo Mode again and run for another two hours, and so on.

You cannot create or modify screens, worksheets, or project settings in Demo Mode.

Licensed for Engineering Only

Enables all development options for an unlimited time.

This mode also allows you to continuously run the runtime tasks and debugging tools (*Database Spy*, *Output* window, and *LogWin* module) for 72 hours. After that period, these tasks shut down, but you can restart them and run for another 72 hours, and so on. You can use this license for development and testing only.

Licensed for Runtime Only

Enables all runtime tasks and debugging tools (*Database Spy*, *Output* window, and *LogWin* module) for unlimited time, but you cannot create or modify screens and/or worksheets.

The menu options available in Runtime Only mode are the same as the options listed for Demo Mode (see previous table).

Licensed for Engineering + Runtime

Enables all development options, runtime tasks, and debugging tools (*Database Spy*, *Output* window, and *LogWin* module) for an unlimited time.

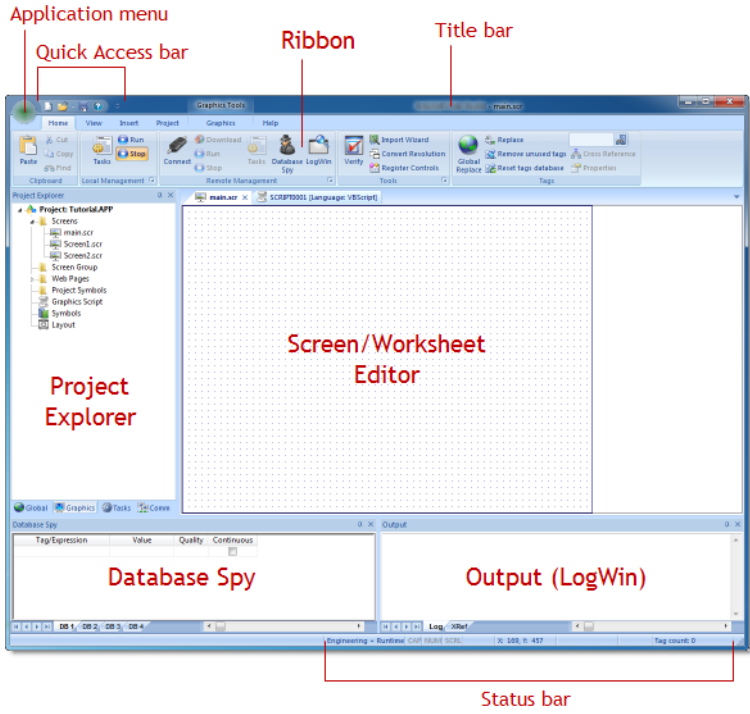


Note: The Remote Management tool is always available, regardless of the execution mode, so that you can upload files from or download files to remote stations.

To see which execution mode you are currently running, click **About** on the Help tab of the ribbon; the *About dialog* shows the execution mode, including the time remaining if you are in Evaluation Mode.

The Development Environment

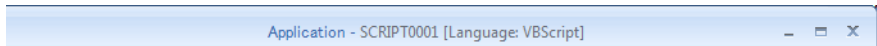
Wonderware InduSoft Web Studio incorporates a modern, Ribbon-based Windows interface to provide an integrated and user-friendly development environment.



The IWS Development Environment





Title Bar

The Title Bar located along the top of the development environment displays the application name (e.g., Wonderware InduSoft Web Studio) followed by the name of the active screen or worksheet (if any).



Example of Title Bar

The Title Bar also provides the following buttons (from left to right):

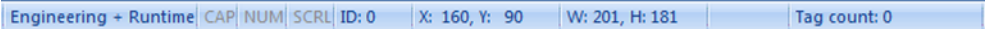
- **Minimize** button : Click to minimize the development environment window to the Taskbar.
- **Restore Down / Maximize**: Click to toggle the development environment window between two sizes:
 - **Restore Down** button  reduces the window to its original (default) size.
 - **Maximize** button  enlarges the window to fill your computer screen.
- **Close** button : Click to save the database and then close the development environment. If you modified any screens or worksheets, the application prompts you to save your work. This button's function is similar to clicking **Exit Application** on the Application menu.



Note: Closing the development environment does *not* close either the project viewer or the runtime system, if they are running.

Status Bar

The Status Bar located along the bottom of the development environment provides information about the active screen (if any) and the state of the application.



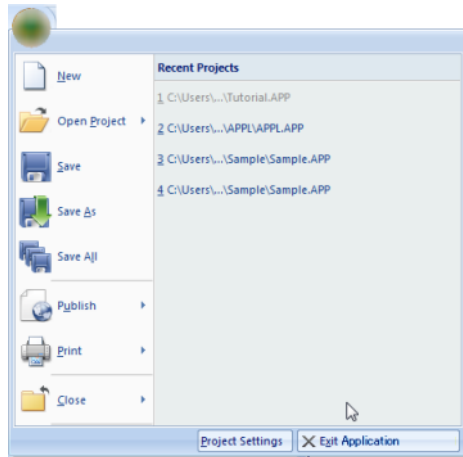
Example of Status Bar

The Status Bar fields (from left to right) are described in the following table:

Field	Description
Execution Mode	The current execution mode of the application.
CAP	Indicates whether the keyboard Caps Lock is on (black) or off (grey).
NUM	Indicates whether the keyboard Num Lock is on (black) or off (grey).
SCRL	Indicates whether the keyboard Scroll Lock is on (black) or off (grey).
Object ID	The ID number of a selected screen object.
Cursor Position	The location of the cursor on the active screen or worksheet. If it's a screen, then the position of the <i>mouse</i> cursor is given as X,Y coordinates, where X is the number of pixels from the left edge of the screen and Y is the number of pixels from the top edge of the screen. If it's a worksheet, then the position of the <i>text</i> cursor is given as Line and Column.
Object Size	The size (in pixels) of a selected screen object, where W is the width and H is the height.
No DRAG	Indicates whether dragging is disabled (No DRAG) or enabled (empty) in the active screen.
Tag Count	The total number of tags used so far in the project.

Application button

The Application button opens a menu of standard Windows application commands like New, Open, Save, Print, and Close.



Application button opens menu of commands

Quick Access Toolbar

The Quick Access Toolbar is a customizable toolbar that contains a set of commands that are independent of the ribbon tab that is currently displayed.

Move the Quick Access Toolbar

The Quick Access Toolbar can be located in one of two places:

- Upper-left corner next to the Application button (default location); or
- Below the ribbon, where it can run the full length of the application window.

If you don't want the Quick Access Toolbar to be displayed in its current location, you can move it to the other location:

1. Click **Customize Quick Access Toolbar** .
2. In the list, click **Show Below Ribbon** or **Show Above Ribbon**.

Add a command to the Quick Access Toolbar

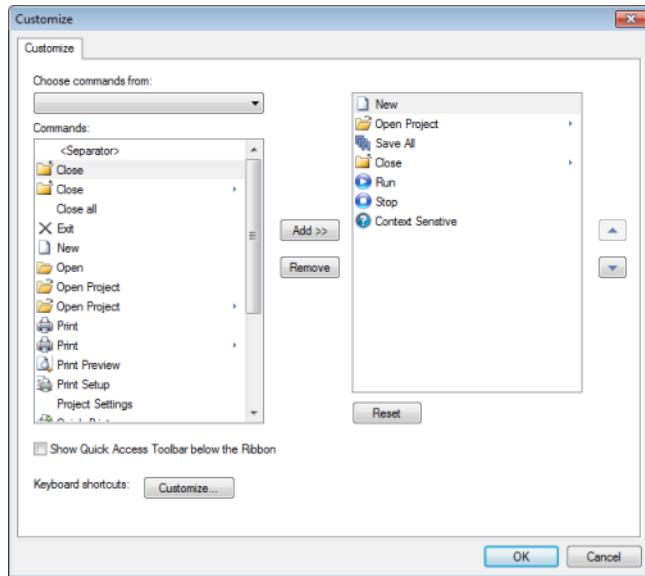
You can add a command to the Quick Access Toolbar directly from commands that are displayed on the ribbon:

1. On the ribbon, click the appropriate tab or group to display the command that you want to add to the Quick Access Toolbar.
2. Right-click the command, and then click **Add to Quick Access Toolbar** on the shortcut menu.

You can also add and remove commands — as well as reset the toolbar to its default — using the *Customize* dialog:

1. Click **Customize Quick Access Toolbar** .

2. In the list, click **More Commands**. The *Customize* dialog is displayed.



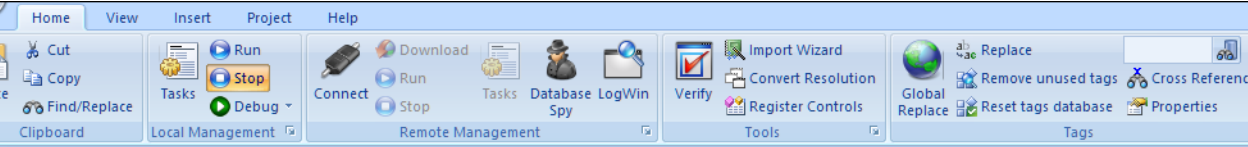
Customize Quick Access Toolbar dialog

3. In the **Choose commands from** menu, select the appropriate Ribbon tab. The commands from that tab are displayed in the **Commands** list.
4. In the **Commands** list, select the command that you want to add to the Quick Access Toolbar.
5. Click **Add**.

Only commands can be added to the Quick Access Toolbar. The contents of most lists, such as indent and spacing values and individual styles, which also appear on the ribbon, cannot be added to the Quick Access Toolbar.

Ribbon

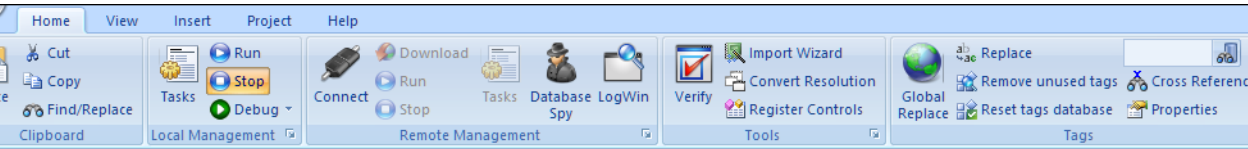
The new ribbon combines the numerous menus and toolbars from the previous version of IWS into a single, user-friendly interface. Almost all application commands are now on the ribbon, organized into tabs and groups according to general usage.



The Ribbon interface

Home tab

The **Home** tab of the ribbon is used to manage your project within the development environment.



Home tab of the ribbon

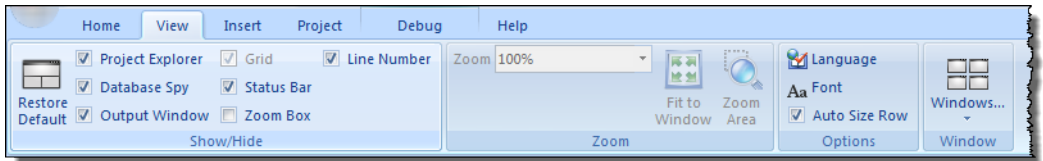
The tools are organized into the following groups:

- **Clipboard:** [Cut](#), [copy](#), [paste](#), and [find](#) items in project screens and task worksheets.
- **Local Management:** [Run](#) and [stop](#) the project on the local station (i.e., where the development application is installed), as well as manage the [execution tasks](#). You can also run a project in Debug mode, for [debugging VBScript](#).
- **Remote Management:** Connect to a remote station (e.g., a Windows Embedded device) so that you can download the project to it, and then run, stop, and troubleshoot the project on that station. For more information, see [About remote management](#).

- **Tools:** Miscellaneous tools to [verify the project](#), [import tags](#) from other projects, [convert screen resolutions](#), and [register ActiveX and .NET controls](#).
- **Tags:** [Manipulate tags and tag properties](#) in the project database.

View tab

The **View** tab of the ribbon is used to customize the look of the development environment itself.



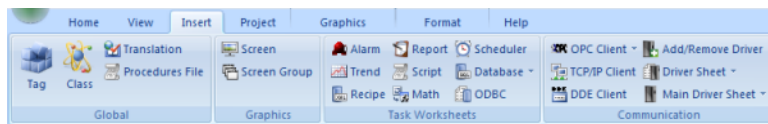
View tab of the ribbon

The tools are organized into the following groups:

- **Show/Hide:** Show and hide the different parts of the development environment, as well as restore the default layout.
- **Zoom:** [Zoom](#) in and out of the screen editor.
- **Options:** Change the [language](#) and [font](#) used in the development environment.
- **Window:** [Arrange the windows](#) in the development environment.

Insert tab

The **Insert** tab of the ribbon is used to insert new tags, screens, worksheets, and other components into your project.



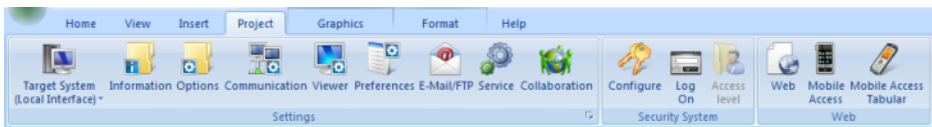
Insert tab of the ribbon

The tools are organized into the following groups:

- **Global:** Insert [tags](#), [classes](#), [translations](#), and [procedures](#) into the [Global tab](#) of the Project Explorer.
- **Graphics:** Insert [screens](#) and [screen groups](#) into the [Graphics tab](#) of the Project Explorer.
- **Task Worksheets:** Insert [task worksheets](#) into the [Tasks tab](#) of the Project Explorer.
- **Communication:** Insert [server configurations and communication worksheets](#) into the [Comm tab](#) of the Project Explorer.

Project tab

The **Project** tab of the ribbon is used to configure your project settings.



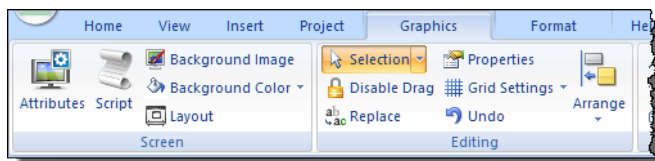
Project tab of the ribbon

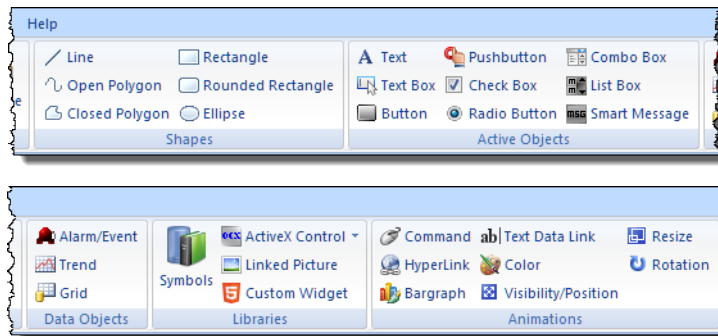
The tools are organized into the following groups:

- **Settings:** Configure the general [project settings](#), set the project to [run as a Windows service](#), or enable workgroup collaboration and version control.
- **Security System:** Enable and configure the [project security system](#).
- **Web:** Configure the project to accept connections from a variety of [thin clients](#).

Graphics tab

The **Graphics** tab of the ribbon is used to draw project screens.





Graphics tab of the ribbon



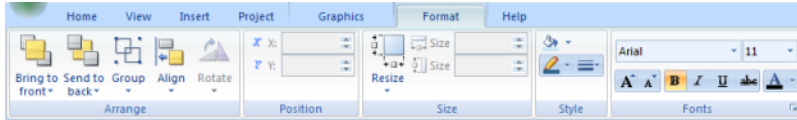
Note: This tab is available only when you have a project screen open for editing.

The tools are organized into the following groups:


- **Screen:** Configure settings for the project screen itself, such as its [attributes](#), [script](#), and [background color or image](#).
- **Editing:** [Select and edit objects](#) in the project screen.
- **Shapes:** Draw [static lines and shapes](#).
- **Active Objects:** Draw [active objects](#), like buttons and check boxes.
- **Data Objects:** Draw [objects that display historical data](#), like alarms, events, and trends.
- **Libraries:** Select from libraries of premade objects, such as [symbols](#), [ActiveX](#) and [.NET controls](#), [external image files](#), and HTML5-based [custom widgets](#).
- **Animations:** Apply [animations](#) to other screen objects.

Format tab

The **Format** tab of the ribbon is used to format and arrange objects in a project screen.



Format tab of the ribbon

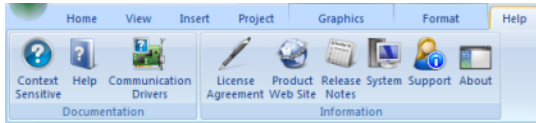
 **Note:** This tab is available only when you've selected one or more objects in a project screen.

The tools are organized into the following groups:

- **Arrange:** Arrange objects in a project screen, including [bring to front and send to back](#), [group](#), [align](#), and [rotate](#).
- **Position:** Precisely adjust the [position](#) of a screen object in a project screen.
- **Size:** Precisely adjust the [size](#) of a screen object.
- **Style:** Change the [fill](#) and [line color](#) of a screen object.
- **Fonts:** Change the [caption font](#) of a screen object.

Help tab

The **Help** tab of the ribbon provides additional help with using the software.



Help tab of the ribbon

The tools are organized into the following groups:

- **Documentation:** Access the documentation for the development application, including this [help file / technical reference](#) and notes for the individual [communication drivers](#).

- **Information:** Access other information about Wonderware InduSoft Web Studio, including the [license agreement](#), [product website](#), and [release notes](#), as well as [system](#) and [support](#) details that make it easier for Customer Support to assist you.

Project Explorer

The Project Explorer organizes all of the screens, worksheets, and other items that comprise your project and presents them in an expandable tree-view.

To open a folder and view its contents, either click the Expand icon ▶ to the left of the folder or double-click the folder itself.

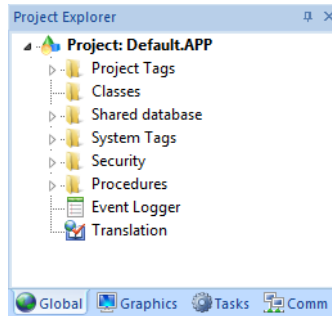
To close a folder, click the Collapse icon ◀ to the left of the folder.

If you right-click any item in the Project Explorer, then a shortcut menu will appear with contextual commands for that item.

There are four main sections, or tabs, in the Project Explorer: Global, Graphics, Tasks, and Comm.

Global tab

The Global tab of the Project Explorer contains the project tags database, as well as other features that apply to the entire project such as the security system, VBScript procedures, and UI translation.



Global tab of the Project Explorer

The folders on the Global tab are described in the following sections:

Project Tags

The project tags database contains all of the data tags that you create during project development, such as screen tags (e.g., `button1_state`) or tags that read from / write to connected devices.

Classes

Classes are compound tags that you can create to associate a set of values, rather than a single value, with an object. For example, where you may normally create separate tags for a tank's pressure, its temperature, and its fill level, you can instead create a "tank" class that includes all three.

Shared Database

The shared database contains tags that were created in another program and then imported into or integrated with your project.

System Tags

System tags are predefined values such as the date, the time, the name of the current user, and so on. You can use these values to develop supervisory functions and housekeeping routines.

All system tags are read-only, which means you cannot add, edit, or remove these tags from the database.

Security

If you choose to enable it, you can use the project security system to control who may log on to your project and what they may do during runtime.

Procedures

Procedures are VBScript functions and sub-routines that can be called by any other script in your project.

Event Logger

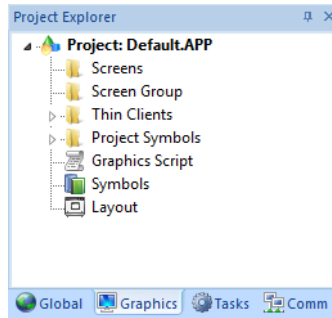
The event logger saves important runtime messages and task results to an external database.

Translation

You can use the translation table to develop a multilingual user interface (MUI) for your project.

Graphics tab

The Graphics tab of the Project Explorer contains all of the screens, screen groups, and symbols in your project.



Graphics tab of the Project Explorer

The folders on the Graphics tab are described in the following sections:

Screens

You create screens to provide a graphical interface for your project. Each screen can contain many buttons, sliders, dials, indicators, graphs, and so on.

Screen Groups

You can combine individual screens into screen groups, so that they all open together at the same time.

Thin Clients

You can deploy your project as a web application to be accessed by thin clients such as desktop web browsers, tablets, and smartphones. You can even deploy different versions of your project with different levels of functionality for each type of client.

Project Symbols

This folder contains all of the custom symbols that you create for your project. A symbol is a group of interconnected screen objects that work together to perform a single function — for example, lines, rectangles, and text fragments that have been arranged to make a slider control.

Graphics Script

You can use this worksheet to define VBScript sub-routines that are called only when the graphics module starts (i.e.,

when a client station connects to the server and displays the graphical interface), while it is running, and when it ends.

Symbols

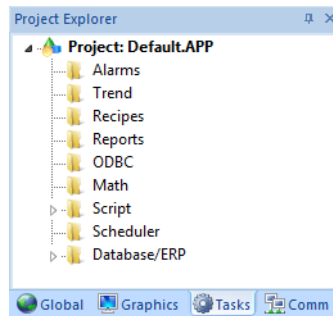
The symbols library contains not only the custom symbols that you create (see Project Symbols above), but also a large selection of premade symbols that are installed with the development application.

Layout

The layout editor displays all of the screens that are currently open for editing. You can use it to visualize how the screens are arranged together and reuse screens in multiple layouts — for example, to create a common navigation bar across your entire project.

Tasks tab

The Tasks tab of the Project Explorer organizes the worksheets that are processed as background tasks (i.e., server-based maintenance tasks that are not directly related to screen operations or device I/O) during project runtime.



Tasks tab of the Project Explorer

The folders on the Tasks tab are described in the following sections:

Alarms

You can use Alarm worksheets to define when alarms are triggered, how they must be handled, and what messages they generate.

(You can then use the Alarm/Event Control screen object to display your alarms on screen, but that is a separate procedure.)

Trends

You can use Trend worksheets to select project tags that should be displayed as data trends and/or saved as historical data.

(You can then use the Trend Control screen object to actually display your trends on screen, but that is a separate procedure.)

Recipes

You can use Recipe worksheets to select project tags that will load values from and/or save values to an external file. These worksheets are typically used to execute process recipes, but you can store any type of information such as passwords, operation logs, and so on.

(You can then call the `Recipe` function to actually run a configured Recipe worksheet, but that is a separate procedure.)

Reports

You can use Report worksheets to design runtime reports that are either sent to a printer or saved to disk.

(You can then call the `Report` function to actually run a configured Report worksheet, but that is a separate procedure.)

ODBC

You can use ODBC worksheets to set up connections and exchange data with other ODBC-compliant databases.

Math

You can use Math worksheets to develop complex runtime logic using the built-in scripting language.

Script

You can use Script worksheets to develop complex runtime logic using VBScript.

Scheduler

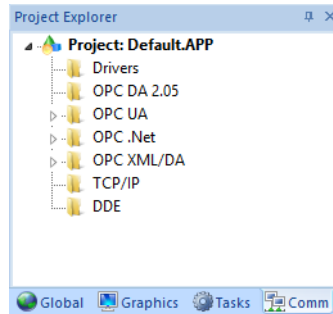
You can use Scheduler worksheets to run commands at specified times, dates, or trigger events.

Database

You can use Database worksheets to set up connections and exchange data with external databases using the standard ADO.NET interface (as an alternative to ODBC).

Comm tab

The Comm tab of the Project Explorer organizes the worksheets that control communication with remote devices, using either direct communication drivers or other common protocols.



Comm tab of the Project Explorer

The folders on the Comm tab are described in the following sections:

Drivers

You can use Driver worksheets to communicate with PLCs and other hardware, using any of the hundreds of direct communication drivers that are installed with the development application.

OPC DA 2.05

You can use OPC worksheets to communicate with OPC servers via the OPC Classic protocol.

OPC UA

You can use OPC UA worksheets to communicate with OPC servers via the new OPC Unified Architecture protocol.

OPC .Net

You can use OPC .Net worksheets to communicate with OPC servers via the new OPC .NET 3.0 protocol (formerly OPC Xi).

OPC XML/DA

You can use OPC XML/DA worksheets to communicate with OPC servers via the new OPC XML-DA protocol.

TCP/IP

You can use TCP/IP worksheets to configure communication between your own project and other IWS projects. The TCP/

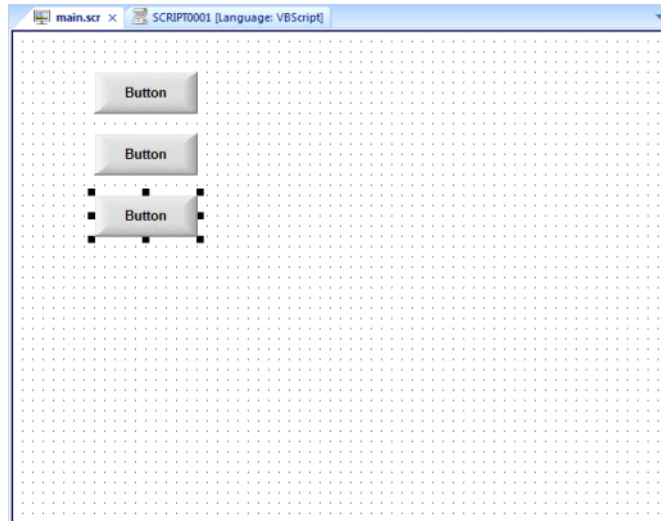
IP Client and TCP/IP Server modules enable two or more projects to keep their databases synchronized using the TCP/IP protocol.

DDE

You can use DDE worksheets to communicate with other Microsoft Windows applications, such as Microsoft Excel, that support the Dynamic Data Exchange protocol.

Screen/Worksheet Editor

Use the powerful, object-oriented screen editor to create and edit a variety of screens and worksheets for your projects. You can input information using your mouse and keyboard, output control data to your processes, and automatically update screens based on data input from your processes.



Screen/Worksheet Editor

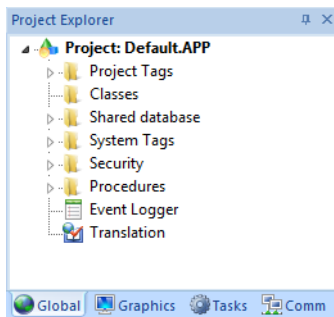
Other screen editor features include:

- Simple point-and-click, drag-and-drop interface
- Grouping objects to preserve the construction steps of individual objects
- Editing objects without having to ungroup internal object components or groups
- Handling bitmap objects and background bitmaps
- Status line support in project windows and dialogs

About Tags and the Project Database

Tags are a core component of any IWS project. Simply put, tags are variables used by IWS to receive and store data obtained from communication with plant floor devices, from the results of calculations and functions, and from user input. In turn, tags can be used to display information on screens (and Web pages), to manipulate screen objects, and to control [runtime tasks](#).

But tags are more than simple variables. IWS includes a real-time database manager that provides a number of sophisticated functions such as time-stamping of any value change, checking tag values against runtime minimum and maximum values, comparing tag values to alarming limits, and so on. A IWS tag has both a value and various properties that can be accessed, some at development and others only at runtime.



All tags are organized into one of the following categories, which are represented by folders on the [Global tab](#) of the *Project Explorer*:

- **Project Tags** are tags that you create during project development. Places where project tags are used include:
 - Screen tags
 - Tags that read from/write to field equipment
 - Control tags
 - Auxiliary tags used to perform mathematical calculations
- **Shared Database** tags are created in a PC-based control program and then imported into IWS's tags database.

For example you might create tags in SteepleChase and import them into IWS so IWS can read/write data from a SteepleChase PC-based control product.

You cannot modify shared tags within IWS — you must modify the tags in the original PC-based control program, and then re-import them into the Tags database.

- **System Tags** are predefined tags with predetermined functions that are used for IWS supervisory tasks. For example,
 - Date tags hold the current date in string format
 - Time tags hold the current time in string format

Most system tags are *read-only*, which means you cannot add, edit, or remove these tags from the database.

To see a list of the system tags, select the **Global** tab in the *Project Explorer*, open the **System Tags** folder, and open the **Tag List** subfolder. The above figure shows a partial list of system tags.

After creating a tag, you can use it anywhere within the project, and you can use the same tag for more than one object or attribute.

Understanding the Tag Name Syntax

Observe the following guidelines when naming a tag:

- Your tag names **must be unique** — you cannot specify the same name for two different tags (or functions). If you type an existing tag name, IWS recognizes that the name exists and will not create the new tag.
- You must begin each tag name with a *letter*. Otherwise, you can use letters, numbers, and the underscore character (`_`) in your tag name.
- You *cannot* use the following symbols in a tag name:

`` ~ ! @ # $ % ^ & * () - = \ + \ [] { } < > ?`

- You can use a maximum of 255 characters for a tag name or a class member name. You can use uppercase and lowercase characters. Tag names are *not* case sensitive. Because IWS does not differentiate between uppercase and lowercase characters, you can use both to make tag names more readable. (For example: **TankLevel** instead of **tanklevel**.)
- Tag names must be different from system tag names and math functions.



Note: Use the @ character at the beginning of a tag name to indicate that the tag will be used as an [indirect tag](#) in the project.

Some valid tag examples include:

- **Temperature**
- **pressure1**
- **count**
- **x**

Choosing the Tag Data Type

Another consideration when designing a tag is what type of data the tag will receive. IWS recognizes the following, standard tag *data types*:


- **Boolean** (*one bit*): Simple boolean with the possible values of 0 (false) and 1 (true). Equivalent to the "bool" data type in C++. Typically used for turning objects off and on or for closing and opening objects.
- **Integer** (*four bytes*): Integer number (positive, negative, or zero) internally stored as a signed 32-bit. Equivalent to the "signed long int" data type in C++. Typically used for counting whole numbers or setting whole number values. Examples: 0, 5, -200.
- **Real** (*floating point, eight bytes*): Real number that is stored internally as a signed 64-bit. Equivalent to the "double" data type in C++. Typically used for measurements or for decimal or fractional values.
- **String** (*alphanumeric data, up to 1024 characters*): Character string up to 1024 characters that holds letters, numbers, or special characters. Supports both ASCII and UNICODE characters. Examples: **Recipe product X123, 01/01/90, *** On *****.

You can also assign a new tag to a [class](#) that you have previously created.

You can find these tag types (and their respective icons) in the [Global tab](#) of the *Project Explorer*.

Using Array Tags


IWS tags can consist of a single value or an array of values.

 **Note:** The maximum array size is 16384 as long as it does not exceed the maximum number of tags supported by the license (Product Type) selected for the project. Each array position (including the position 0) counts as one tag for licensing restrictions, because each position has an independent value.

An array tag is a set of tags with the same name, which is identified by indexes (a matrix of n lines and 1 column). The maximum array size depends on the product specification. You can use the following syntax to access an array tag:


ArrayTagName[ArrayIndex]

For example: **tank[0]**, **tank[1]**, **tank[2]**, and **tank[500]**.

 **Note:** You must specify a maximum index for each array tag in the **size** column of any datasheet. You can specify n to indicate the array tag has positions from 0 to n . For example, if the size of TagA is 3, the tag elements could be **TagA[0]**, **TagA[1]**, **TagA[2]**, and **TagA[3]**.

Use the array tag whenever possible because it optimizes memory use and simplifies the configuration task. For example, if you want a display to monitor each tank, you could use array tags to configure a single display containing tags linked to any tank. For example (using the **tk** tag as an index containing the number of the tank): **pressure[tk]**, **temperature[tk]**, and **temperature[tk+1]**.

An array index can be a tag, a numeric value, or an expression with the arithmetic operator "+".

 **Note:** When you refer to an array with an index using the + arithmetic operation, you must use the following syntax:

ArrayTagName[NumValue1+NumValue2]


Where *NumValue1* and *NumValue2* can be an integer tag or a numerical constant. For example: `temperature[tk+2]` or `temperature[tk+6]`.

Using array tags in any IWS task can save a significant amount of project development time. For example, if you needed tag points related to the temperature of four tanks. The conventional configuration method is the following:

- **temperature1**: high temperature on tank 1
- **temperature2**: high temperature on tank 2
- **temperature3**: high temperature on tank 3
- **temperature4**: high temperature on tank 4

Using array tags simplifies this task, as follows:

- **temperature[j]**: high temperature on tank {j}

 **Note:** When you create a four-position array tag, the system creates five positions (from 0 to 4). For example:

```
tag_example[15] //start position=0, end position=15
```

Therefore, the `tag_example[15]` array has 16 elements.

When using another tag to reference the index of an array, if the value of the tag is outside the size of the array, then the following results are given:

- If *IndexTag* is greater than the size of the array, then **MyArray[*IndexTag*]** will point to the end position of the array; and
- If *IndexTag* is less than 0, then **MyArray[*IndexTag*]** will point to the start position of the array.

Array Tags

An *array* tag consists of a set of tags that all have the same name, but use unique array indexes (a matrix of *n* lines and one column) to differentiate between each tag. An *array index* can be a fixed value, another tag or an expression. Maximum array sizes are determined by product specifications.

You can use array tags to:

- Simplify configurations
- Enable multiplexing in screens, recipes, and communication interfaces

- Save development time during tag declaration

You specify array tags in one of two formats:

- For a simple array tag, type:

ArrayTagName [***ArrayIndex***]

- For a complex array tag (where the array index is an expression consisting of a tag and an arithmetic operation), type:

ArrayTagName [***ArrayIndex+c***]

Where:

- ***ArrayTagName*** is the tag name;
- [***ArrayIndex***] is the unique index (fixed value or another tag);
- + is an arithmetic operation; and
- ***c*** is a numerical constant.

 **Note:**

- You must specify a maximum index for each array tag by typing a value (*n*) in the Array Size column of an *Project Tags* datasheet or in the Array Size field on a *New Tag* dialog. (See "[Creating project database Tags](#)").

When you create an *n*-position array tag, IWS actually creates ***n+1*** positions (from 0 to *n*). For example, if you specify ***ArrayTag***[15], the array will have 16 elements, where 0 is the start position and 15 is the end position.

- You must not use spaces in an array tag.

When IWS reads a tag it begins with the first character and continues until it finds the first space or null character. Consequently, the system does not recognize any characters following the space as part of the array tag.

For example, if you type ***a***[***second + 1***], IWS regards ***a***[***second*** as the tag and considers it invalid because IWS does not find (recognize) the closing bracket. However, if you type ***a***[***second +1***], this is a valid array tag.

You can specify an array tag wherever you would use a variable name. Also, because array tags greatly simplify configuration tasks and can save development time, we suggest using them whenever possible.

For example, suppose you want to monitor the temperature of four tanks. The conventional configuration method is:

- `temperature1` — high temperature on tank 1
- `temperature2` — high temperature on tank 2
- `temperature3` — high temperature on tank 3
- `temperature4` — high temperature on tank 4

You can use array tags to simplify this task as follows (where `[n]` represents the tank number):

- `temperature[n]` — high temperature on tank `[n]`

The following table contains some additional examples of an array tag:

Array Tag Examples

Array Tag Example	Description
<code>Tank [1], Tank [2], Tank [500]</code>	Simple arrays, where the array indexes (<code>1</code> , <code>2</code> , and <code>500</code>) are numerical constants. For example, tank numbers.
<code>Tank [tk]</code>	A simple array, where the array index (<code>tk</code>) is a tag. For example, a tag representing the tank number.
<code>Tank [tk+1]</code>	A complex array, where the array index (<code>tk+1</code>) is an expression. For example, the value of <code>tk</code> (tank number) plus 1.




Note: When using another tag to reference the index of an array, if the value of the tag is outside the size of the array, then the following results are given:

- If `IndexTag` is greater than the size of the array, then `MyArray[IndexTag]` will point to the end position of the array; and
- If `IndexTag` is less than 0, then `MyArray[IndexTag]` will point to the start position of the array (i.e., `MyArray[0]`).

About indirect tags

IWS supports indirect access to tags in the database. For example, consider a tag **X** of the String type. This tag can hold the name of any other tag in the [database](#) (that is, it can provide a pointer to any other type of tag, including a class type). The syntax for an indirect tag is straightforward: **@IndirectTagName**. For example, assume that a tag named **X** holds a "**TEMP**" string. Reading and/or writing to **@X** provides access to the value of the **TEMP** variable.

 **Note:** Any tag created as a string-type tag is potentially an indirect tag (pointer).

To refer to a class-type tag, you can declare a string-type tag that points to a class tag. For example:

Class	TANK with members Level
Tag	TK of the class TANK
Tag	XCLASS of the String type

To access the **TK.Level** value, you must store the "**TK.Level**" value within the **XCLASS** tag and use the syntax, **@XCLASS**. You can also refer to a member of a class-type tag directly; identifying a class-type that points to a class member.

For example:

Class	TANK with members Level
Tag	TK of the class TANK
Tag	XCLASS of the class TANK

To access the **TK.Level** value, you must store the "**TK**" value within the **XCLASS** tag and use the syntax, **@XCLASS.Level**.

When creating tags for indirect use, place an **X** in the tag column rather than creating them as strings. For the type, write the type of tag for which you are creating a reference. Follow the **XCLASS** example: **@Z Integer**, **@X Class:TANK**.

Indirect Tags

Indirect tags "point" to other database tags (including class-type tags). Using indirect tags can save development time because they keep you from having to create duplicate tags (and the logic built into them).

You create an indirect tag from any string-type tag simply by typing the @ symbol in front of the tag name **@TagName**.

- To reference a simple tag, assume the **strX** tag (a string tag) holds the value "**Tank**", which is the name of another tag, then reading from or writing to **@strX** provides access to the value of the **Tank** tag.
- To reference a class-type tag and member, you simply create a string tag that points to the class tag and the member. For example, if a tag **strX** (a string tag) holds the value "**Tank.Level**", which is the name of the class tag, then reading from or writing to **@strX** provides access to the value of the **Tank.Level** member.
- You can also point directly to a class-type tag member; by identifying a class-type that points to a class member. For example: to access the **Tank.Level** member of the class, you must store the "**Tank**" value within the **strX** tag and use the syntax, **@strX.Level**.

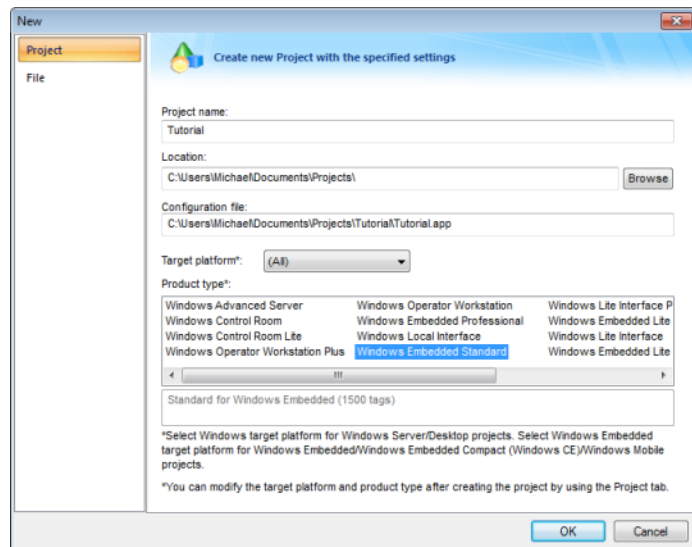
Tutorial: Building a Simple Project

This section explains, using a step-by-step tutorial, how to build a simple project, as well as how to select and configure an I/O driver.

Creating a new project

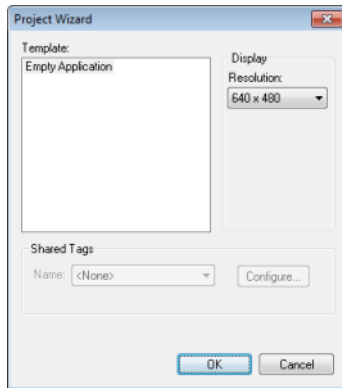
This part of the tutorial shows how to create a new project, including how to give it a name and select the target platform.

1. Click the **Application** button in the top-left corner of the development environment, and then click *New* on the **Application** menu.. The *New* dialog is displayed.
2. Click the **Project** tab.
3. In the **Project name** box, type the name of your project. For this tutorial, type `Tutorial`. The development application automatically creates a new directory of the same name and assigns your project file to that directory. (Notice the **Configuration file** text box in the figure.) To put your project file somewhere other than in the default projects folder, click **Browse** and navigate to the preferred location.
4. In the **Product type** list, select the type of project that you want to build. For this example, select **Windows Embedded Standard**. This is a tag and feature-limited product type that can be safely deployed on Windows Embedded devices.



Selecting the target platform and product type

5. Click **OK**.
The *New* dialog is closed and the *Project Wizard* dialog is displayed.
6. In the **Template** list, select **Empty Application**.
7. In the **Resolution** list, select **640 x 480**.



Specifying an empty Application with 640x480 resolution

8. Click **OK**.
The *Project Wizard* dialog is closed and the new project is created in the development environment.

Specifying the startup screen

This part of the tutorial shows how to open the project settings and then specify which screen should be displayed on startup.

- Use the **Information** tab to provide information that identifies the project (such as project description, revision number, Company name, Author's name, field equipment, and general notes).
- Use the **Options** tab to specify generic settings for the project, such as the Target System, Automatic Translation, Alarm history and Events, Default Database and Shared Tags.
- Use the **Viewer** tab to enable/disable the runtime desktop parameters.
- Use the **Communication** tab to specify communication parameters relating to the project in general.
- Use the **Preferences** tab to enable/disable warning messages when using the development application.

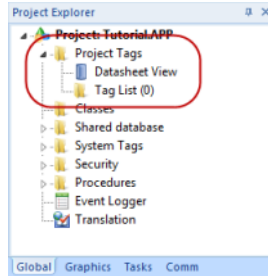
To specify the startup screen:

1. On the **Project** tab of the ribbon, in the **Settings** group, click **Viewer**.
The *Project Settings* dialog is displayed with the **Viewer** tab selected.
2. In the **Startup screen** box, type `main.scc`.
When you run the project, it will automatically display the main screen (or whichever screen you specify) first. You can specify a screen before you create it, but if the screen has been created, then you can also select it from the list.
3. Click **OK**.

Creating tags

This part of the tutorial shows how to create new tags by adding them to the Project Tags datasheet.

A tag is any variable that holds a value. All tags created in a project are stored in the Project Tags folder, on the Global tab of the Project Explorer.



Project Tags folder

1. In the Project Explorer, click the **Global** tab.
2. Double-click **Project Tags** to expand the folder.
3. Double-click **Datasheet View** to open the *Project Tags* datasheet.
4. Use the following parameters to create a tag for the sample project.
 - a) **Name**: Specify a unique tag name. For this tutorial, type `Level1`.
 - b) **Array**: Specify the top array index of the tag. (Simple tags have an Array of 0.) For this tutorial, type 3.

Each array index relates to one of the three tanks:

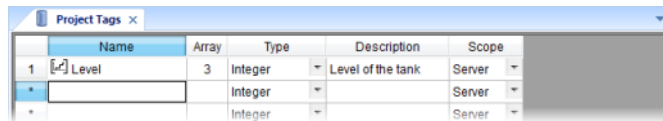
- `Level1[1]` is the level of Tank #1
- `Level1[2]` is the level of Tank #2
- `Level1[3]` is the level of Tank #3

You will not use `Level1[0]` in this tutorial, even though it is a valid tag.

- c) **Type**: Specify the data type of the tag: Boolean, Integer, Real, String, or Class. For this tutorial, select **Integer**.
- d) **Description** (optional): Type a description of the tag for documentation purposes only.

- e) **Scope:** Specify how the tag is managed between the Server and the Thin Client stations.
- Select **Local** if you want the tag to have independent values on the Server and Client stations.
 - Select **Server** if you want the tag to share the same value on the Server and Client stations.

For this tutorial, select **Server**.




	Name	Array	Type	Description	Scope
1	[?] Level	3	Integer	Level of the tank	Server
*			Integer		Server
*			Integer		Server

Creating the Level tag

5. Save and close the *Project Tags* datasheet.

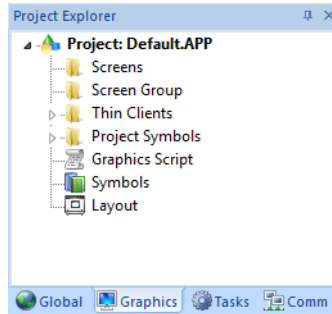
You will create additional tags as you build the project.

 **Tip:** You can sort the data in the *Project Tags* datasheet or insert/remove additional columns by right-clicking on it and then choosing the applicable option from the pop-up menu.

Creating the main screen

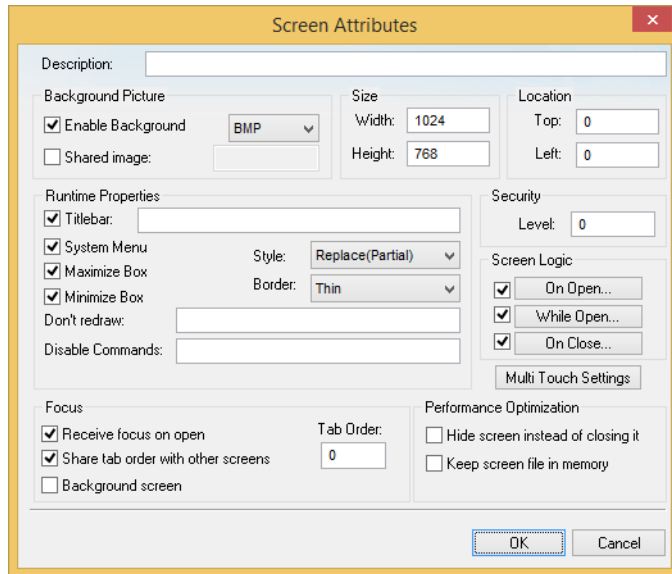
This part of the tutorial shows how to create your first screen, which will contain a single button that opens another screen.

1. In the *Project Explorer*, click the **Graphics** tab.



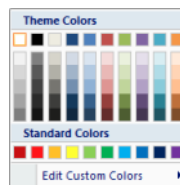
2. Right-click **Screens**, and then click **Insert** on the shortcut menu.
The development application stores all screens created for a project in this **Screens** folder.

The *Screen Attributes* dialog is displayed.



Screen Attributes dialog

- Use this dialog to set screen properties such as size and type. For this tutorial, click **OK** to accept the default settings. The *Screen Attributes* dialog is closed, and the new screen is opened in the workspace for editing.
- On the **Graphics** tab of the ribbon, in the **Screen** group, click **Background Color**. A standard color picker is displayed.
- In the color picker, select a light gray color.



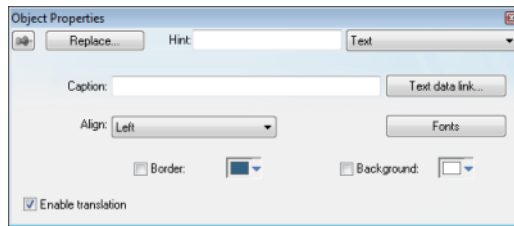
Color picker

That color is applied to the screen.

Drawing the main screen's title

This part of the tutorial shows how to draw the main screen's title using a Text object.

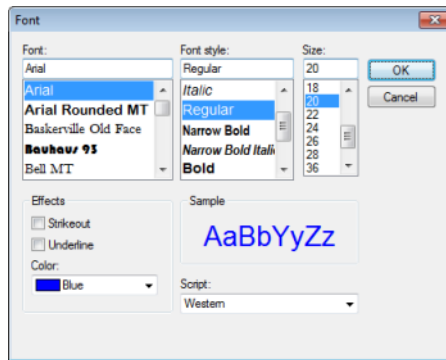
1. On the **Graphics** tab of the ribbon, in the **Active Objects** group, click **Text**. Your mouse cursor changes from an arrow to a crosshair.
2. Click on the screen, type `Welcome to the Tutorial Application`, and then press `Return`. This creates a new Text object with the specified text.
3. Double-click the object to open its *Object Properties* dialog.



Object Properties: Text dialog

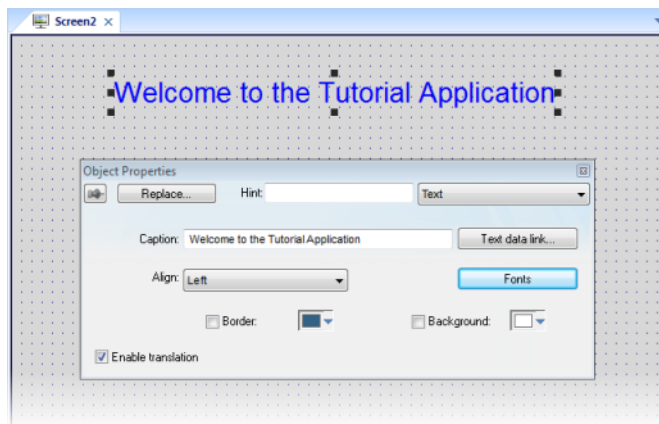
- Double-clicking on any screen object opens an *Object Properties* dialog containing the properties for that object. The properties shown in the dialog change depending on the type of object.
- The *Object Properties* dialog also contains a pin button that controls whether this dialog remains open. The button changes state (and function) each time you click on it, as follows:
 - When the pin button is released, the focus is passed to the object on the screen as soon as it is selected. It is recommended that this button is kept released when you want to manipulate the objects (Copy, Paste, Cut, or Delete). Although the *Object Properties* dialog is on the top, the keyboard commands (**Ctrl+C**, **Ctrl+V**, **Ctrl+X**, or **Del**) are sent directly to the objects.
 - When the pin button is pressed, the focus is kept on the *Object Properties* dialog, even when you click the objects on the screen. We recommend you keep this button pressed when you want to modify the settings of the objects. You can click an object and type the new property value directly in the *Object Properties* dialog (it is not necessary to click on the window to bring focus to it). Also, when the pin button is pressed, the *Object Properties* dialog does not automatically close when you click on the screen.

- Click **Fonts** to open *Font* dialog, and then specify the font settings. For this tutorial...
 - Font is **Arial**
 - Font style is **Regular**
 - Size is **20**
 - Color is **Blue**



Specifying the font settings

- Click **OK** to close the *Font* dialog. The font settings are applied to the Text object.



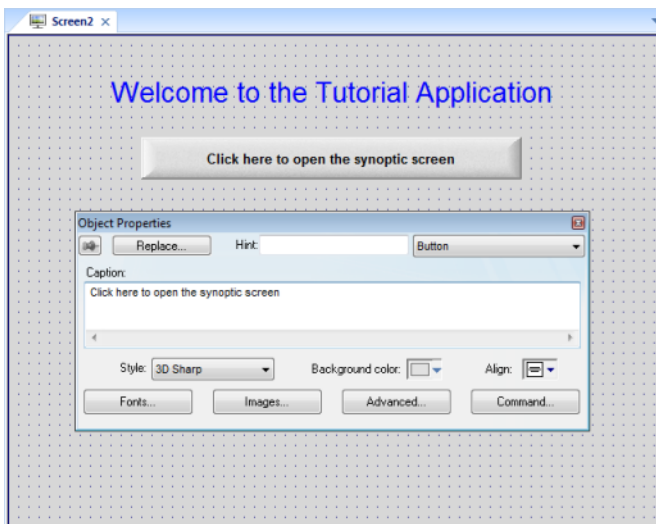
Font settings applied to Text object

6. Close the *Object Properties* dialog (i.e., click the Close button in the dialog box's top-right corner).

Drawing a button to open another screen

This part of the tutorial shows how to draw and configure a button that will open another screen.

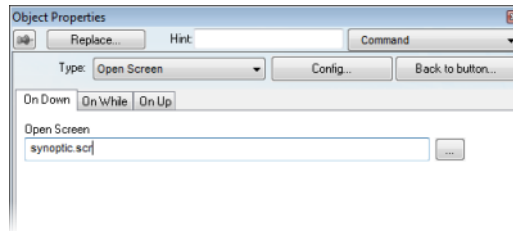
1. On the **Graphics** tab of the ribbon, in the **Active Objects** group, click **Button**. Your mouse cursor changes from an arrow to a crosshair.
2. Click and hold on the screen, and then drag the cursor to draw the Button object.
3. Double-click the object to open its *Object Properties* dialog.
4. In the **Caption** box, type the following text: Click here to open the synoptic screen.



Adding a caption to the button

5. Click **Command**. The *Object Properties* dialog changes to show the properties for the Command animation.
6. In the **Type** list, select **Open Screen**.

7. In the **Open Screen** box, type `synoptic.scc`.



Configuring an Open Screen command on the button

You can specify a screen that you have not yet created.

8. Close the *Object Properties* dialog.

Saving and closing the main screen

This part of the tutorial shows how to properly save and close a screen.

1. Click the Application button at the top-left of the development environment, and then click **Save** on the Application menu. A standard Windows *Save* dialog is displayed.
2. In the **File name** box, type `main`.
3. Click **Save**.
The file is saved in your project folder (at `<project name>\Screen\main.scc`), and the *Save* dialog is closed.
4. Click the Application button at the top-left of the development environment, and then click **Close** on the Application menu.

Creating the synoptic screen

This part of the tutorial show how to create your second screen, which will include an animated tank of liquid and some basic controls for that tank.

1. In the **Graphics** tab of the *Project Explorer*, right-click the **Screens** folder, and then click **Insert** on the shortcut menu.
The *Screen Attributes* dialog is displayed.
2. Use this dialog to set attributes such as size and type.
For this tutorial, click **OK** to accept the default settings.
3. Click the Application button at the top-left of the development environment, and then click **Save As** on the Application menu.
A standard Windows *Save As* dialog is displayed.
4. In the **File name** box, type `synoptic`.
5. Click **Save**.
The file is saved in your project folder (at `<project name>gt;\Screen\synoptic.scc`), and the *Save* dialog is closed.

Do not close the screen like you did the main screen when you saved it. You still need to draw the synoptic screen.

Drawing the synoptic screen's title

As in a previous part, this part of the tutorial shows how to draw the synoptic screen's title using a Text object.

1. On the **Graphics** tab of the ribbon, in the **Active Objects** group, click **Text**.
2. Click on the screen, type `Synoptic Screen`, and then press Return.
3. Double-click the object to open its *Object Properties* dialog.
4. Click **Fonts** to open *Font* dialog, and then specify the font settings.
For this tutorial...
 - Font is **Arial**
 - Font style is **Bold**
 - Size is **20**
 - Color is **Blue**
5. Click **OK** to save the font settings and close the dialog.
6. Close the *Object Properties* dialog.
7. Move the Text object to the top left corner of the screen.

- Click the Application button at the top-left of the development environment, and then click **Save** on the Application menu.

This figure shows how your screen should look after you have drawn the screen title.

Synoptic Screen

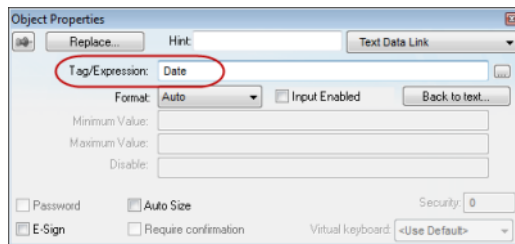
Finished screen title

Drawing "Date" and "Time" displays

This part of the tutorial shows how to draw "Date" and "Time" displays by linking Text objects to system tags.

Date and **Time** are system tags that hold the current date and time of the local station. These tags are available to any project.

- On the **Graphics** tab of the ribbon, in the **Active Objects** group, click **Text**.
- Click on the screen, type Date: #####, and then press Return.
- Double-click the object to open its *Object Properties* dialog.
- Click **Text Data Link**.
The *Object Properties* dialog changes to show the properties for the Text Data Link animation.
- In the **Tag/Expression** box, type Date.

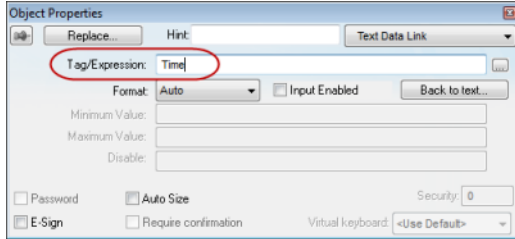


Specifying the Date system tag

During runtime, the project replaces the ##### characters of the Text object with the value of the system tag **Date**.

- Close the *Object Properties* dialog.
- On the **Graphics** tab of the ribbon, in the **Active Objects** group, click **Text**.

8. Click on the screen, type Time: #####, and then press Return.
9. Double-click the object to open its *Object Properties* dialog.
10. Click **Text Data Link**.
The *Object Properties* dialog changes to show the properties for the Text Data Link animation.
11. In the **Tag/Expression** box, type Time.



Specifying the Time system tag

During runtime, the project replaces the ##### characters of the Text object with the value of the system tag **T**ime.

12. Close the *Object Properties* dialog.
13. Click the Application button at the top-left of the development environment, and then click **Save** on the Application menu.

This figure shows how your screen should look after you have created the date and time objects.



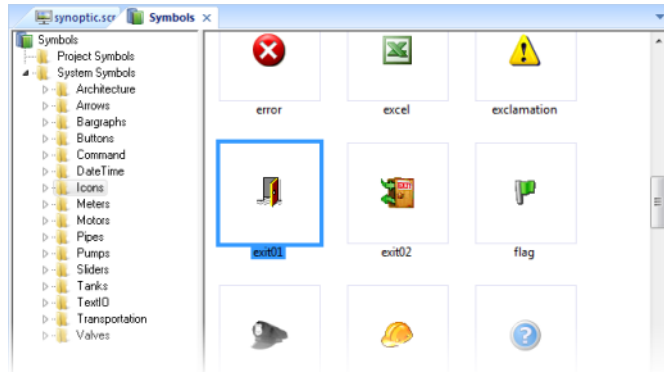
Finished date and time objects

Placing an "Exit" icon

This part of the tutorial shows how to place an icon (by selecting and configuring a Linked Symbol) that allows the user to exit the project, .

1. On the **Graphics** tab of the ribbon, in the **Libraries** group, click **Symbols**. The symbols library is displayed.
2. In the Symbols menu tree, open the **System Symbols** folder and then open the **Icons** sub-folder.

- In the Icons sub-folder, select **exit01**.
The symbol will be displayed in the symbol viewer to the right of the menu tree.



Selecting the "exit01" symbol

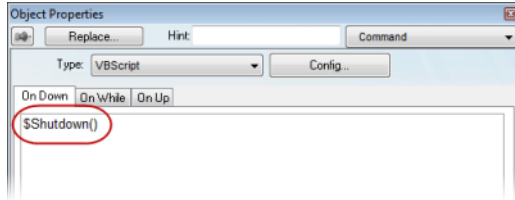
- Click on the symbol.
The mouse cursor will change to show that the symbol is ready to be placed in a screen.
- Switch back to the screen where you want to place the symbol and then click in it.
The symbol is placed as a Linked Symbol object.



Placing the Linked Symbol object

- With the object still selected, click **Command** (on the **Graphics** tab of the ribbon, in the **Animations** group) to apply this animation to the object.
- Double-click the object to open its *Object Properties* dialog.
- In the **Type** list, select **VBScript**.
- In the **On Down** box, type `$Shutdown()`.

Shutdown is one of Wonderware InduSoft Web Studio's built-in scripting functions, but it can be used within VBScript by prefacing it with a dollar sign (\$).



Specifying the Shutdown command on the symbol

10. Close the *Object Properties* dialog.
11. Click the Application button at the top-left of the development environment, and then click **Save** on the Application menu.

Now, when a user clicks this icon during runtime, the project will stop and exit to the station's desktop.

Testing the project

This part of the tutorial shows how to test the project so far.

1. Click the Application button at the top-left of the development environment, and then click **Close > Close All** on the Application menu. All open worksheets are closed.
2. On the **Home** tab of the ribbon, in the **Local Management** group, click **Run**. The project runs and the startup screen is displayed.
3. Click the button to open the synoptic screen. The synoptic screen is displayed.
4. Click the exit icon to shut down the project.

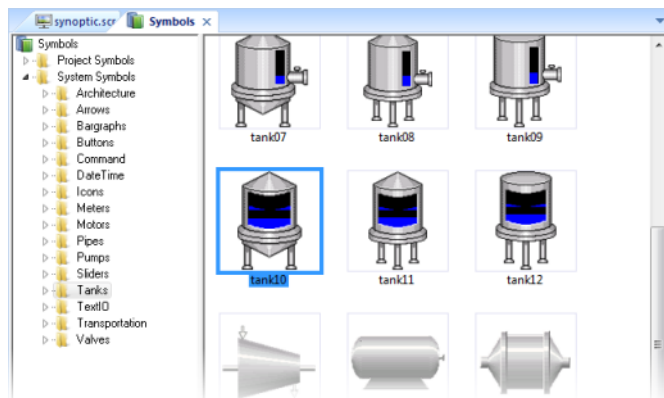
If any part of the project does not work as expected, switch back to the development application (**ALT+TAB**) and then click **Stop** on the Home tab of the ribbon.

Placing an animated tank

This part of the tutorial shows how to select an animated tank from the Symbol Library and place it on the screen (similar to how you selected and

placed the "Exit" icon), then associate some project tags with the tank's properties.

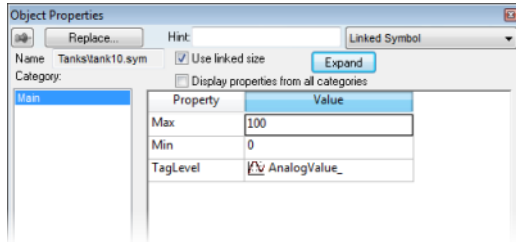
1. In the **Graphics** tab of the *Project Explorer*, expand the **Screens** folder.
2. Double-click **synoptic.scc**.
The synoptic screen worksheet is reopened for editing.
3. On the **Graphics** tab of the ribbon, in the **Libraries** group, click **Symbols**.
4. In the Symbols menu tree, open the **System Symbols** folder and then open the **Tanks** sub-folder.
5. Browse the tank symbols and choose one.
You may choose any tank symbol that you like; they all function basically the same.



Choosing a tank symbol

6. Click the symbol.
The mouse cursor will change to show that the symbol is ready to be placed in a screen.
7. Switch back to the screen where you want to place the symbol and click in it.
The symbol is placed as a Linked Symbol object.

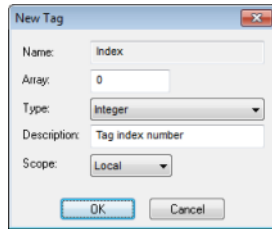
8. Double-click the object to open its *Object Properties* dialog.



The tank symbol's properties

A tank is an arrangement of different objects and animations (for example a rectangle, a bar graph, etc.), all combined together as a Linked Symbol. You can modify the properties of this symbol by editing the properties list. For this tutorial, you will modify the tag associated with the tank level.

9. For the property **TagLevel1**, delete the existing value and then type `Level[Index]`.
Note that you do not need to reopen the Project Tags datasheet to create tags as you develop the project.
Because you have not previously created the tag **Index** in the Project Tags database, an alert message asks you if you would like to create it.
10. Click **Yes**.
A *New Tag* dialog is displayed.
11. Configure the new tag with **Array** as 0, **Type** as *Integer*, and **Scope** as *Local*.



Configuring a new tag

12. Click **OK** to close the *New Tag* dialog.
You can use the tag **Index** to set the array position of the tag **Level1**, and show the level for any of the three tanks in the same object:

- When **Index** equals **1**, the tank object shows the level of Tank #1 (i.e., **Level [1]**);
- When **Index** equals **2**, the tank object shows the level of Tank #2 (i.e., **Level [2]**); and
- When **Index** equals **3**, the tank object shows the level of Tank #3 (i.e., **Level [3]**).

Also, because the tag scope is local, the tag can have different values for the Server and Client stations at the same time. Consequently, the local user (i.e., the Server station) can be monitoring the level of Tank #1 while the remote user (i.e., the Client station) is monitoring the level of Tank #2.

13. Close the *Object Properties* dialog.

14. Click the Application button at the top-left of the development environment, and then click **Save** on the Application menu.

This figure shows how your screen should look after you've created the tank object.



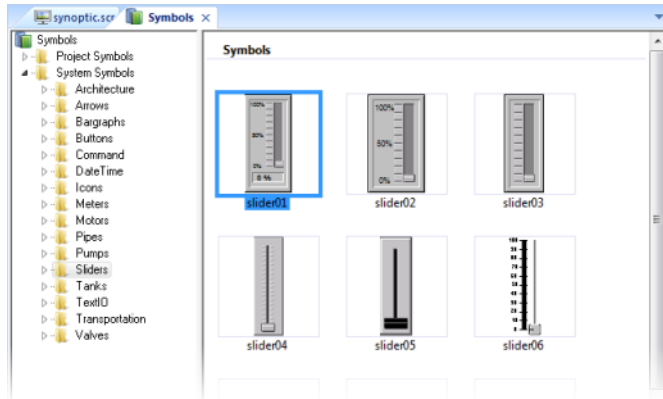
Finished tank object

Placing a level slider

This part of the tutorial shows how to select a slider control from the Symbol Library and then connect it to the animated tank.

1. On the **Graphics** tab of the ribbon, in the **Libraries** group, click **Symbols**.

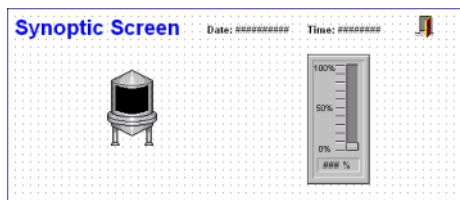
2. In the Symbols menu tree, open the **System Symbols** folder and then open the **Sliders** sub-folder.



Selecting a slider symbol

3. In the Sliders sub-folder, select a slider control.
You may select any slider you like; they all function basically the same way.
4. Click on the symbol.
The mouse cursor will change to show that the symbol is ready to be placed in a screen.
5. Switch back to the screen where you want to place the symbol and click in it.
The symbol is placed as a Linked Symbol object.
6. Double-click the object to open its *Object Properties* dialog.
7. For the property **TagName**, delete the existing value and then type `Level[Index]`.
Just as with the tank, you need to modify the symbol property associated with the slider level.
8. Close the *Object Properties* dialog.
9. Click the Application button at the top-left of the development environment, and then click **Save** on the Application menu.

This figure shows how your screen should look after you've created the level slider object.

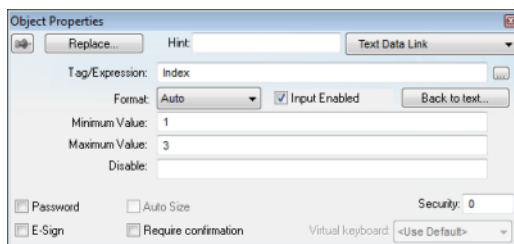


Finished level slider object

Drawing a tank selector

This part of the tutorial shows how to draw a text input box that can be used to change which real-world tank is represented by the animated tank on the screen.

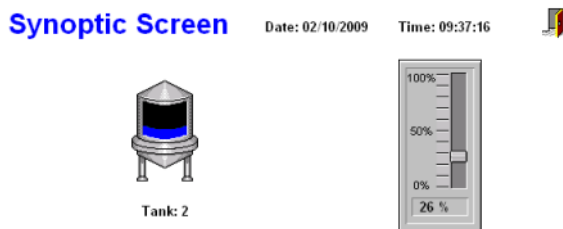
1. On the **Graphics** tab of the ribbon, in the **Active Objects** group, click **Text**.
2. Click on the screen, type **Tank: #**, and then press Return.
3. Double-click the object to open its *Object Properties* dialog.
4. Click **Text Data Link**.
The *Object Properties* dialog changes to show the properties for the Text Data Link animation.
5. In the **Tag/Expression** box, type Index.
6. Select the **Input Enabled** option.
This allows the operator to enter a new value for the tag during runtime.
7. In the **Minimum Value** box, type 1.
8. In the **Maximum Value** box, type 3.



Configuring the "Tank" text input

9. Close the *Object Properties* dialog.
10. Click the Application button at the top-left of the development environment, and then click **Save** on the Application menu.

This figure shows how your screen should look after you've created the tank selector object.



Finished tank selector object during runtime

Testing the project

This part of the tutorial shows how to test the project again with the animated tank, the level slider, and the tank selector.

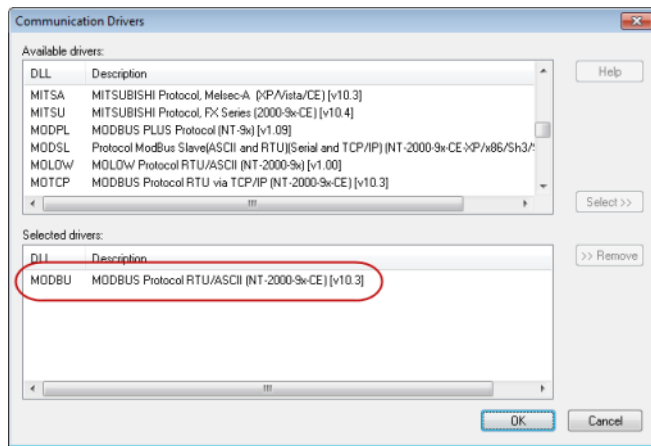
1. Click the Application button at the top-left of the development environment, and then click **Close > Close All** on the Application menu. All open worksheets are closed.
2. On the **Home** tab of the ribbon, in the **Local Management** group, click **Run**. The project runs and the startup screen is displayed.
3. Click the button to open the synoptic screen. The synoptic screen is displayed.
4. Type the tank number (1, 2, or 3) in the Tank label, and then use the slider to adjust the tank level. Note that you can view/adjust the level of each tank independently.
5. Click the exit icon to shut down the project.

If any part of the project does not work as expected, switch back to the development application (**ALT+TAB**) and then click **Stop** on the Home tab of the ribbon.

Configuring the communication driver

This part of the tutorial shows how to select and configure a driver to communicate with an external I/O device.

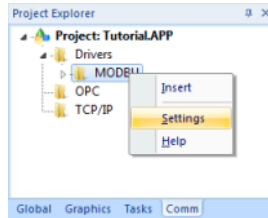
1. In the *Project Explorer*, click the **Comm** tab.
2. Right-click the **Drivers** folder, and then click **Add/Remove Drivers** on the shortcut menu.
The *Communication Drivers* dialog is displayed.
3. Select a driver from the **Available drivers** list, and then click **Select**.
For this tutorial, select MODBU.
The driver is moved to the **Selected drivers** list.



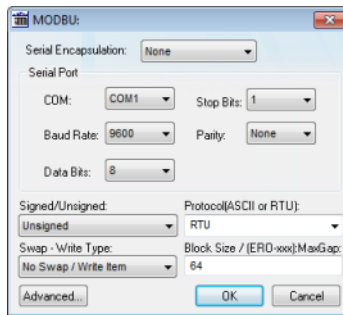
MODBU driver selected

4. Click **OK**.
The *Communication Drivers* dialog is closed, and the driver is added to the Drivers folder in the *Project Explorer*.

5. In the Project Explorer, right-click the **MODBU** folder, and then click **Settings** on the shortcut menu.




The *Communication Settings* dialog is displayed.



Communication Settings dialog for MODBU driver

6. Configure the communication settings as needed for the target device. For this tutorial, accept the default settings.

 **Note:** For more information about a specific driver, click **Communication Drivers** on the **Help** tab of the ribbon.

7. Click **OK** to close the dialog.
8. In the Project Explorer, right-click the **MODBU** folder and then click **Insert** on the shortcut menu.
A new driver worksheet named MODBU001.drv is created and opened for editing.
9. Configure the worksheet header:
 - a) In the **Description** box, type Tutorial Modbus.
This setting is for documentation only; it does not affect the runtime project in any way.
 - b) In the **Enable Read When Idle** box, type 1.

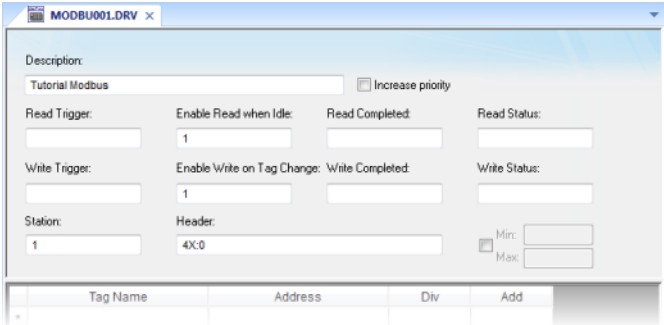
This setting is a trigger that takes a Boolean value. A value of 1 — either entered manually as above or evaluated from a tag/expression — forces your project to continue reading tag values from the target device even when there are no changes in value.

- c) In the **Enable Write On Tag Change** box, type 1. This setting is also a trigger. A value of 1 forces your project to write tag values to the target device only when those values change, rather than continuously. This saves system resources and improves performance during runtime.
- d) In the **Station** box, type 1. This indicates the I/O device number to be accessed by this driver. Typically, the PLC is specified as Device #1.
- e) In the **Header** box, type 4X:0.

You must use a driver-specific format. The format for the MODBU driver is:

```
register_type:initial_offset
```

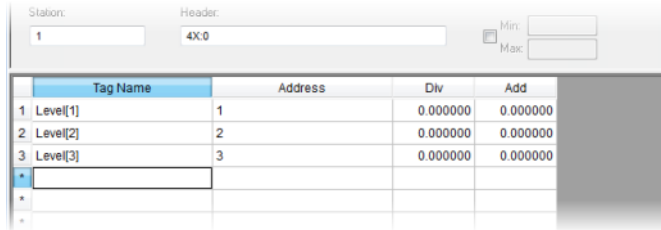
Register Type	Description
0X	Coil Status
1X	Input Status
3X	Input Register
4X	Holding Register
ID	Slave ID Number



Completed worksheet header

10. In the worksheet body, enter the tags and their associated device addresses — for each tag:
 - a) In the **Tag Name** field, type the name of the project tag.
 - b) In the **Address** field, type the value to be added to the header to form the complete device address.

Tag Name	Address	Complete Device Address
Level [1]	1	4X:1 (Holding Register 1)
Level [2]	2	4X:2 (Holding Register 2)
Level [3]	3	4X:3 (Holding Register 3)



Completed worksheet body

11. Click the Application button at the top-left of the development environment, and then click **Save** on the Application menu.
12. When prompted to choose the driver sheet number, type 1 and then click **OK**.

Monitoring device I/O during runtime

This part of the tutorial shows how to monitor device I/O during runtime by using the *Log* window.

1. On the **Home** tab of the ribbon, in the **Local Management** group, click **Run**. The project runs and the startup screen is displayed.
2. Press **ALT+TAB** to switch back to the development application.
3. Right-click in the *Output* window, and then click **Settings**. The *Log Settings* dialog is displayed.
4. Select the **Field Read Commands**, **Field Write Commands**, and **Protocol Analyzer** options.
5. Click **OK** to close the *Log Settings* dialog.

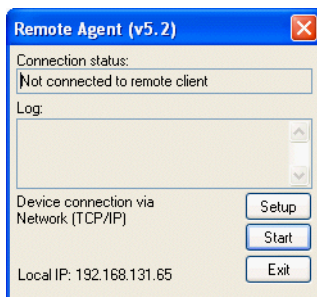
You can now monitor the device I/O during runtime.

Downloading your project to a Windows Embedded device

This part of the tutorial shows how to download your project to a Windows Embedded device, such as a plant-floor HMI panel.


After configuring a project and testing it locally (on the development station), you can download it to a remote station — either a Windows PC that is running IWS or a Windows Embedded device that is running EmbeddedView or CEView.

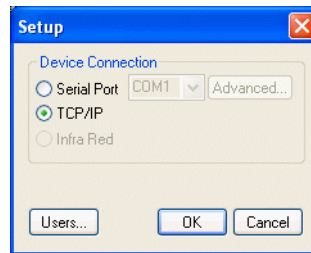
1. On the desktop of the remote station, click **Start > All Apps > Wonderware InduSoft Web Studio v8.0 > IWS v8.0 Remote Agent**. The Remote Agent utility runs.



Remote Agent utility

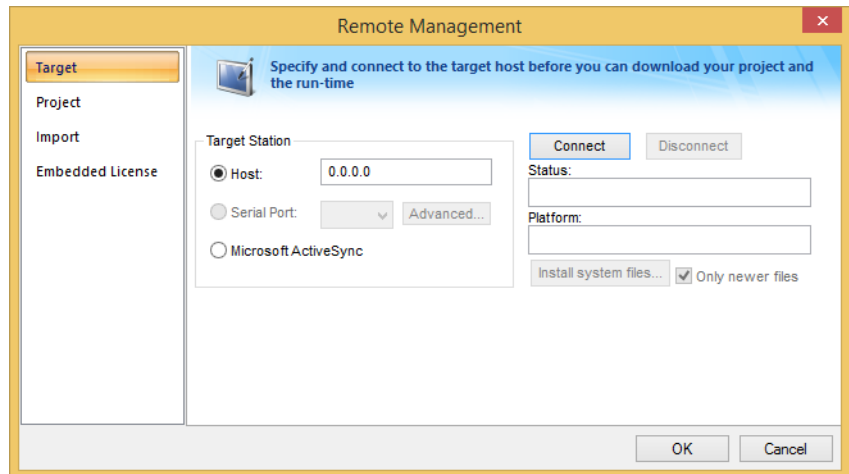
2. Click **Setup**. The *Setup* dialog is displayed.
3. Select the type of connection — **Serial**, **TCP/IP**, or **Infrared** — between the remote station and the development station.

 **Note:** For better performance, we recommend that you use TCP/IP whenever possible.



Selecting TCP/IP on the remote station

- Click **OK** to close the *Setup* dialog, but leave the Remote Agent utility running on the remote station.
- In the development application, click **Connect** on the **Home** tab of the ribbon. The *Remote Management* dialog is displayed.



Remote Management dialog

- Select the type of connection to the target (remote) station. This selection should match the selection you previously made in the Remote Agent utility on the remote station.

7. If you selected **Host**, type the host name or IP address of the remote station.
8. Click **Connect**.
If you successfully connect to the remote station, then information about that station is displayed in the **Status** and **Platform** boxes.
9. If the remote station is a Windows Embedded device, click **Install system files**.
The system files are installed on the remote station.
10. Click the **Project** tab.
11. Click **Download**.
The project files are downloaded to the remote station.
12. Click **Run**.
Your IWS project is run on the remote station.

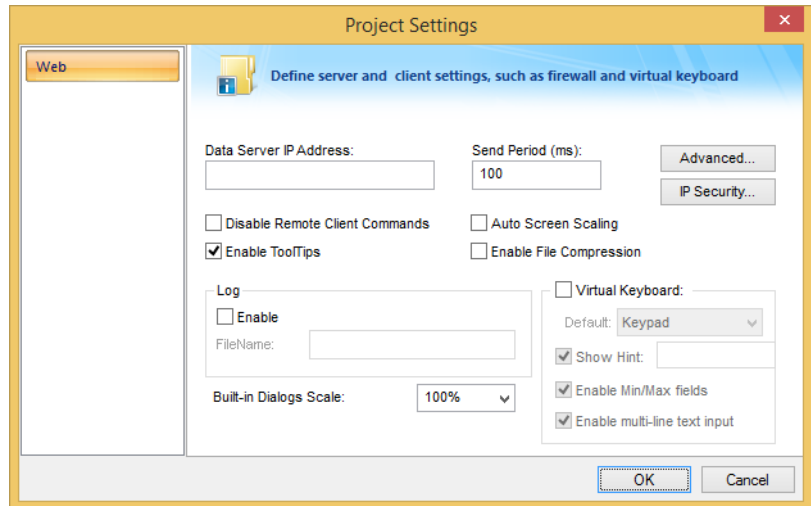
Deploying your project as a web application

This part of the tutorial shows how to deploy your project as a web application, to which remote users can connect with Internet Explorer.

For Internet Explorer to work as a web thin client, it must install a browser plug-in that "plays" IWS project screens. If your computer is connected to the Internet, then IE will automatically download the control from InduSoft's public server when you connect to a project runtime server for the first time.

To deploy your project as a web application:

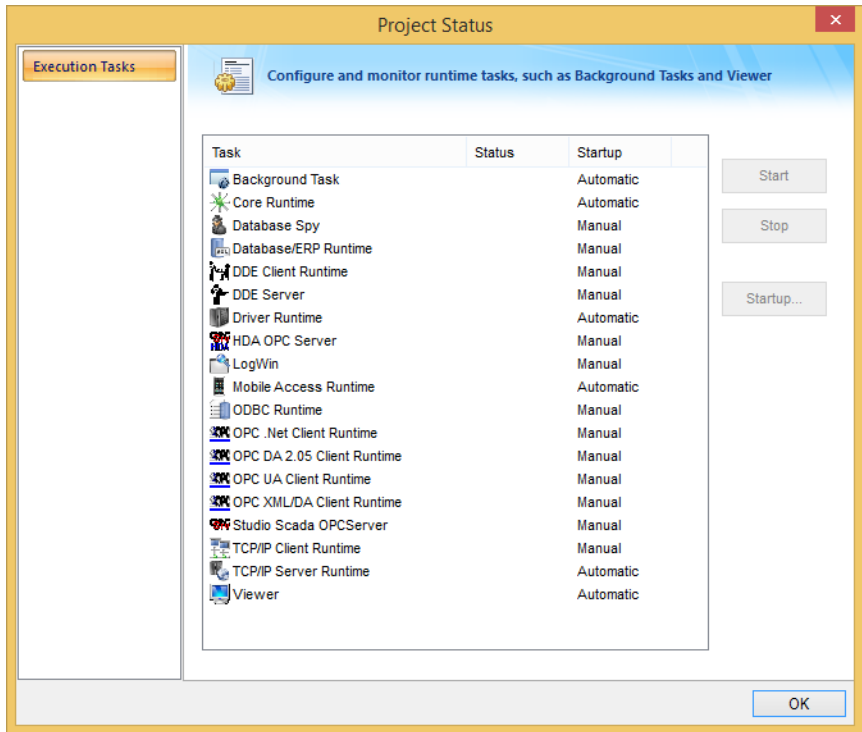
1. Configure the IP address of the data server.
 - a) On the **Project** tab of the ribbon, in the **Web** group, click **Web**.
The *Project Settings* dialog is displayed with the **Web** tab selected.



Web tab of Project Settings dialog

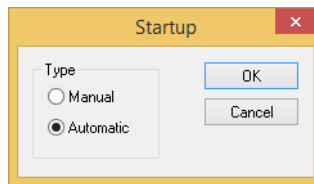
- b) In the **Data Server IP Address** box, type the IP address of the web server. For this tutorial, type 127.0.0.1, which is the standard loopback address (a.k.a. "localhost").
 - c) Click **OK** to close the dialog.
2. Make sure the data server is set to start up when you run your project.
 - a) On the **Home** tab of the ribbon, in the **Local Management** group, click **Tasks**.

The *Execution Tasks* dialog is displayed.



Execution Tasks dialog

- b) In the list of tasks, select **TCP/IP Server Runtime**, and then click **Startup**. The *Startup* dialog is displayed.



Startup dialog

- c) Select **Automatic**, and then click **OK**.

- d) Click **OK** to close the *Execution Tasks* dialog.
3. Save and close all open screens and worksheets.
4. Click the Application button at the top-left of the development environment, and then click **Publish > Save All As HTML** on the Application menu.

Your project screens are saved as HTML files in the Web sub-folder of your project folder (i.e., `\<project name>\Web`).

5. Configure a web server to make the Web sub-folder available to the network.

For this tutorial, use NTWebServer, which is free, lightweight web server program that is included with the Wonderware InduSoft Web Studio software. Simply copy it from the Wonderware InduSoft Web Studio program folder (at `Wonderware InduSoft Web Studio v8.0\Bin\NTWebServer.exe`) to your project's Web sub-folder (at `<project name>\Web`), and then double-click the file to run it. It automatically serves the contents of whatever folder it is in, without any further configuration.



Note: NTWebServer is provided for testing purposes only. It should never be used in a real production environment or on a secure network.

You can also configure the "root directory" or "home directory" setting of some other web server program (e.g., Microsoft IIS) to point to the Web sub-folder, or you can copy the Web sub-folder to an existing web server on your network. The web server (which makes the HTML files available to clients) and the data server (which actually runs your IWS project and exchanges data with the clients) do not need to be the same computer.

6. On the **Home** tab of the ribbon, in the **Local Management** group, click **Run**.
7. Open a web browser (e.g., Microsoft Internet Explorer), and then enter the URL address of the synoptic screen on the web server.
For this tutorial, type `http://127.0.0.1/synoptic.html` and then press **Return**. (127.0.0.1 is the standard IP address for the loopback network interface, a.k.a. "localhost".)

After a few moments, during which the browser downloads and installs the browser plug-in, the synoptic screen is displayed in the browser.

Notice that you can change the level of any tank either locally using the project viewer or remotely using the web browser, and changes on one client appear immediately on the other. They work equally well.