



# PlantPAx Display and Library Guidelines



***Allen-Bradley***

by ROCKWELL AUTOMATION

**Reference Manual**

Original Instructions

# Important User Information

Read this document and the documents listed in the additional resources section about installation, configuration, and operation of this equipment before you install, configure, operate, or maintain this product. Users are required to familiarize themselves with installation and wiring instructions in addition to requirements of all applicable codes, laws, and standards.

Activities including installation, adjustments, putting into service, use, assembly, disassembly, and maintenance are required to be carried out by suitably trained personnel in accordance with applicable code of practice.

If this equipment is used in a manner not specified by the manufacturer, the protection provided by the equipment may be impaired.

In no event will Rockwell Automation, Inc. be responsible or liable for indirect or consequential damages resulting from the use or application of this equipment.

The examples and diagrams in this manual are included solely for illustrative purposes. Because of the many variables and requirements associated with any particular installation, Rockwell Automation, Inc. cannot assume responsibility or liability for actual use based on the examples and diagrams.

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Throughout this manual, when necessary, we use notes to make you aware of safety considerations.



**WARNING:** Identifies information about practices or circumstances that can cause an explosion in a hazardous environment, which may lead to personal injury or death, property damage, or economic loss.



**ATTENTION:** Identifies information about practices or circumstances that can lead to personal injury or death, property damage, or economic loss. Attentions help you identify a hazard, avoid a hazard, and recognize the consequence.

**IMPORTANT**

Identifies information that is critical for successful application and understanding of the product.

These labels may also be on or inside the equipment to provide specific precautions.



**SHOCK HAZARD:** Labels may be on or inside the equipment, for example, a drive or motor, to alert people that dangerous voltage may be present.



**BURN HAZARD:** Labels may be on or inside the equipment, for example, a drive or motor, to alert people that surfaces may reach dangerous temperatures.



**ARC FLASH HAZARD:** Labels may be on or inside the equipment, for example, a motor control center, to alert people to potential Arc Flash. Arc Flash will cause severe injury or death. Wear proper Personal Protective Equipment (PPE). Follow ALL Regulatory requirements for safe work practices and for Personal Protective Equipment (PPE).

The following icon may appear in the text of this document.



Identifies information that is useful and can help to make a process easier to do or easier to understand.

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**Notes:**



## About This Publication

This publication Describes the PlantPAx® graphic framework, Add-On Instructions, and associated faceplates that are available to develop applications.

## Download Firmware, AOP, EDS, and Other Files

Download firmware, associated files (such as AOP, EDS, and DTM), and access product release notes from the Product Compatibility and Download Center (PCDC) at [rok.auto/pcdc](http://rok.auto/pcdc).

When you update software or firmware revisions, we recommend that you verify the impact on performance and memory utilization before implementing the upgrade on the production system. For FactoryTalk® View or ControlLogix® platforms, we recommend that you review the release notes and verify the impact of the upgrade on performance and memory utilization.

You can also verify the compatibility of the upgrade with the installed software and operating systems in use on your PlantPAx system. See the [Product Compatibility and Download Center](#).

## Summary of Changes

This publication contains the following new or updated information. This list includes substantive updates only and is not intended to reflect all changes.

Topic	Page
Updated to include FactoryTalk Optix faceplate information	Throughout
Updated for Graphic Framework v1.00	<a href="#">Chapter 2</a> <a href="#">Chapter 3</a>

## Additional Resources

These documents contain additional information concerning related products from Rockwell Automation. You can view or download publications at [rok.auto/literature](http://rok.auto/literature).

Resource	Description
Selection Guide, publication <a href="#">PROCES-SG001</a>	Helps you understand the elements of the PlantPAx system to make sure that you buy the proper components.
Template User Manual, publication <a href="#">9528-UM001</a>	Provides direction on how to install and deploy PlantPAx virtual templates.
Configuration and Implementation User Manual, publication <a href="#">PROCES-UM100</a>	Provides system guidelines and instructions to assist with the development of your PlantPAx system.
Rockwell Automation Sequencer Object, Publication <a href="#">PROCES-RM202</a>	Provides an overview of how to use the Rockwell Automation Sequencer Object. The manual includes a Sequencer programming demonstration, example, and configuration instructions.
PlantPAx Faceplates for Process Controller Instructions, publication <a href="#">PROCES-RM203</a>	Describes the PlantPAx Process instructions, and associated faceplates that are available to develop applications.
PlantPAx Process Control Instructions, publication <a href="#">PROCES-RM215</a>	This manual provides a programmer with details about the available Process instruction set for a Logix-based Process controller.
Process Object parameters Spreadsheet, publication, <a href="#">PROCES-RD200</a>	Describes the PlantPAx Process object parameters.
PlantPAx Visualization Files, publication, <a href="#">PROCES-RD201</a>	Describes the visualization files that are required for the Library of Process Objects.
FactoryTalk Optix Solutions, <a href="#">OPTIX-AT001</a>	Provides an overview of the system, application examples, and ordering guidelines to help you choose exactly what you need. It also guides you through the basics of creating and deploying your own application.
EtherNet/IP Network Devices User Manual, publication <a href="#">ENET-UM006</a>	Describes how to configure and use EtherNet/IP™ devices to communicate on the EtherNet/IP network.
Ethernet Reference Manual, publication <a href="#">ENET-RM002</a>	Describes basic Ethernet concepts, infrastructure components, and infrastructure features.
System Security Design Guidelines Reference Manual, publication <a href="#">SECURE-RM001</a>	Provides guidance on how to conduct security assessments, implement Rockwell Automation products in a secure system, harden the control system, manage user access, and dispose of equipment.
UL Standards Listing for Industrial Control Products, publication <a href="#">CMPNTS-SR002</a>	Assists original equipment manufacturers (OEMs) with construction of panels, to help ensure that they conform to the requirements of Underwriters Laboratories.
American Standards, Configurations, and Ratings: Introduction to Motor Circuit Design, publication <a href="#">IC-AT001</a>	Provides an overview of American motor circuit design based on methods that are outlined in the NEC.
Industrial Components Preventive Maintenance, Enclosures, and Contact Ratings Specifications, publication <a href="#">IC-TD002</a>	Provides a quick reference tool for Allen-Bradley® industrial automation controls and assemblies.

Resource	Description
Safety Guidelines for the Application, Installation, and Maintenance of Solid-state Control, publication <a href="#">SGI-1.1</a>	Designed to harmonize with NEMA Standards Publication No. ICS 1.1-1987 and provides general guidelines for the application, installation, and maintenance of solid-state control in the form of individual devices or packaged assemblies incorporating solid-state components.
Industrial Automation Wiring and Grounding Guidelines, publication <a href="#">I770-4.1</a>	Provides general guidelines for installing a Rockwell Automation industrial system.
ProposalWorks™ configuration software, <a href="http://rok.auto/systemtools">rok.auto/systemtools</a>	Helps configure complete, valid catalog numbers and build complete quotes based on detailed product information.
Rockwell Automation Global SCCR tool, <a href="http://rok.auto/sccr">rok.auto/sccr</a>	Provides coordinated high-fault branch circuit solutions for motor starters, soft starters, and component drives.
Product Certifications website, <a href="http://rok.auto/certifications">rok.auto/certifications</a>	Provides declarations of conformity, certificates, and other certification details.

## Rockwell Automation Library of Process Objects

The Rockwell Automation® Library of Process Objects, also referred to in this document as the PlantPax® library, contains all the tools required to enable consistent deployment and faster product delivery.

The Library Includes the following:

- Graphics for built-in instructions
- HMI images and Help files
- Logix diagnostic objects
- Process objects
- Premier Integration objects
- Control strategies
- Sequencer objects
- Color Change tool
- Historian -- Asset Framework template and objects

The Library of Process objects is designed to work in conjunction with the following libraries:


Item	Description
I/O Device Library	Provides objects for Rockwell Automation 1756, 1769, 1734, 1794, 1738, 1732E, 1719, 5069, 5094 I/O modules. Provides preconfigured status and diagnostic faceplates sets for Rockwell Automation digital and analog I/O devices. You can use these objects with Machine Builder, Process, and Packaged Libraries, or as standalone components.
IO-Link Device Library	Provides IO-Link master and sensor objects. Provides preconfigured status and diagnostic faceplates.
Machine Builder Libraries	Library objects for use with Application Code Manager. <ul style="list-style-type: none"> <li>• Independent Cart Technology Libraries, includes ICT Libraries for iTRAK® and MagneMotion®</li> <li>• Studio 5000® Application Code Manager</li> <li>• Power Device Library, including objects for E300, ArmorStart®, PowerFlex®, and Kinetix®</li> </ul>
Network Device Library	Provides objects for Stratix® switch and Device Level Ring network objects.
Power Device Library	Provides objects for discrete and velocity power devices.

In addition to the libraries, the Intelligent Electronic Devices Toolkit contains Add-On Instructions and visualization objects. The Intelligent Electronic Devices Toolkit supports communication via the ProSoft Technology® IEC 61850 communication module, MVI56E-61850C, and the ProSoft Technology EtherNet/IP™ Server to IEC 61850 Dual Port Client Gateway, PLX82-EIP-61850. See Rockwell Automation Intelligent Electronic Devices Toolkit, publication [PROCES-RM211](#) for more information.

When you deploy the process controller in PlantPax 5.0 and later, you gain access to additional PlantPax instructions. The PlantPax instructions on the process controller provide objects that are embedded in the controller firmware. For more information on faceplates for these instructions, see PlantPax Faceplates for Process Controller Instructions, publication [PROCES-RM203](#).

See Logix 5000® Advanced Process Control and Drives Instructions, publication [1756-RM006](#) for more information on PlantPax Instructions.

## PlantPAx Library Interactions

PlantPAx Release 5.x	<p><b>Process Controller</b></p> <ul style="list-style-type: none"> <li>• Embedded PlantPAx instructions</li> <li>• Automatic Device Diagnostics</li> <li>• Organization, ownership, arbitration</li> <li>• Highly integrated HART instrumentation</li> </ul> <p>[In addition to features from previous releases]</p> <div style="display: flex; align-items: center; justify-content: center;">  <span style="margin: 0 10px;">+</span> <div style="display: flex; flex-direction: column; align-items: center;"> <div style="border: 1px solid black; border-radius: 10px; padding: 5px; margin: 5px;">Release 5.x AOIs</div> <div style="margin: 5px;">and</div> <div style="border: 1px solid black; border-radius: 10px; padding: 5px; margin: 5px;">Release 4.1 AOIs</div> </div> <div style="display: flex; flex-direction: column; align-items: center;"> <div style="border: 1px solid black; border-radius: 10px; padding: 5px; margin: 5px;">Release 5.x Faceplates</div> <div style="margin: 5px;">and</div> <div style="border: 1px solid black; border-radius: 10px; padding: 5px; margin: 5px;">Release 4.1 Faceplates</div> </div> </div> <p><b>Works with:</b></p> <ul style="list-style-type: none"> <li>• Endress + Hauser Objects (5.10.01) and Later</li> <li>• FF and PA Objects (5.10.01) and Later</li> <li>• Device Libraries (I/O, power, network)</li> </ul> <p><b>Works with:</b></p> <ul style="list-style-type: none"> <li>• Endress + Hauser Library</li> <li>• FF and PA Library</li> <li>• Built-In Instruction Library</li> <li>• Device Libraries (I/O, power, network)</li> <li>• Intelligent Electronic Devices Toolkit</li> <li>• MPC Library</li> </ul>
PlantPAx Release 4.5/4.6	<p><b>Standard Controller</b></p> <ul style="list-style-type: none"> <li>• ISA Compliance</li> <li>• Area-based security</li> <li>• EtherNet/IP instrumentation</li> <li>• HART instrumentation</li> <li>• FF and PA instrumentation</li> </ul> <p>[In addition to features from previous releases]</p> <div style="display: flex; align-items: center; justify-content: center;"> <div style="border: 1px solid black; border-radius: 10px; padding: 5px; margin: 5px;">Release 4.1 AOIs</div> <div style="margin: 5px;">and</div> <div style="border: 1px solid black; border-radius: 10px; padding: 5px; margin: 5px;">Release 4.1 Faceplates</div> </div> <p><b>Works with:</b></p> <ul style="list-style-type: none"> <li>• Endress + Hauser Library</li> <li>• FF and PA Library</li> <li>• Built-In Instruction Library</li> <li>• Device Libraries (I/O, power, network)</li> <li>• Electrical Protection Library</li> <li>• MPC Library</li> </ul>
Earlier PlantPAx Releases	<p><b>Standard Controller</b></p> <ul style="list-style-type: none"> <li>• Standard process instructions</li> <li>• Role-based security</li> </ul> <div style="display: flex; align-items: center; justify-content: center;"> <div style="border: 1px solid black; border-radius: 10px; padding: 5px; margin: 5px;">Earlier Release AOIs</div> <div style="margin: 5px;">and</div> <div style="border: 1px solid black; border-radius: 10px; padding: 5px; margin: 5px;">Earlier Release Faceplates</div> </div> <p><b>Works with:</b></p> <ul style="list-style-type: none"> <li>• Endress + Hauser Library</li> <li>• Built-In Instruction Library</li> <li>• Electrical Protection Library</li> <li>• MPC Library</li> </ul>

## Rockwell Automation Services and Support

System Support offers technical assistance that is tailored for control systems. Some of the features include the following:

- Highly experienced team of engineers with training and systems experience
- Process support at a systems-level that is provided by process engineers
- Use of online remote diagnostic tools
- Access to otherwise restricted TechConnect<sup>SM</sup> Knowledgebase content
- 24-hour, 7 days per week, 365 days per year of phone-support coverage upgrade option

For more information, contact your local distributor or Rockwell Automation representative or see <https://www.rockwellautomation.com>.

You can view or download publications at <https://www.rockwellautomation.com/literature>. To order paper copies of technical documentation, contact your local Allen-Bradley distributor or Rockwell Automation sales representative.

## Process Library 5.20 Add-On Instructions

In addition to the PlantPAx instructions listed previously, PlantPAx provides several Add-On Instructions.



Libraries noted in the following table:

GEMS - Global Engineering Modular Solutions

RAMS - Rockwell Automation Mining Solutions

PO - Process Objects

### Input Control

PlantPAx 5.0 and later Add-On Instruction Bundled with 5.20 Library Download	Previous Process Library Add-On Instruction	Description
raP_Tec_HARTChanData_to_PAH	New Instruction	Transfers data from one Library 4.10 HART module Channel Data array member (for one input or output channel) to one (Highly Integrated HART) PAX_HART_DEVICE:I:0 data structure for use by PAH instruction.
raP_Tec_LgxEvent	New Instruction	Captures any of 16 event bit rising edge transitions and records the lowest-order rising edge bit as the reason for the event.

### Controller Diagnostics

PlantPAx 5.0 and later Add-On Instruction Bundled with 5.20 Library Download	Previous Process Library Add-On Instruction	Description
Logix Change Detector (raP_Dvc_LgxChangeDet)	L_ChangeDet (PO)	The Logix Change Detector (raP_Dvc_LgxChangeDet) Add-On Instruction monitors another Logix controller on the network and checks for changes that impact operation. Changes that can be monitored include downloads, online edits, I/O forcing, and controller mode changes.
LogixControllerCPUUtilization(raP_Dvc_LgxCPU_5x80)	L_CPU_5x80 (PO)	<p>The Logix Controller CPU Utilization (raP_Dvc_LgxCPU_5x80) Add-On Instruction monitors a Logix controller, and provides information on controller CPU utilization, communication usage, memory usage, task scan times, and other information. Data that is provided by the L_CPU instruction is useful to diagnose communication or control responsiveness issues and in tuning the performance of control tasks for optimum controller performance. The raP_Dvc_LgxCPU_5x80 instruction can be loaded as part of a control application and disabled (default) until needed. The instruction can also be enabled at a slow update rate for general controller monitoring. The update rate can be increased, if necessary, as directed by a Rockwell Automation Technical Support representative to help diagnose controller performance issues. ControlLogix® 5580 Controllers.</p> <p>This instruction supports ControlLogix 5580 and CompactLogix™ 5380 controllers, firmware release 33 and later.</p>



## Controller Diagnostics

PlantPAx 5.0 and later Add-On Instruction Bundled with 5.20 Library Download	Previous Process Library Add-On Instruction	Description
Logix Module Status (raP_Dvc_LgxModuleSts)	L_ModuleSts (PO)	The Logix Module Status (raP_Dvc_LgxModuleSts) Add-On Instruction monitors the connection status of one module in the I/O configuration tree of the Logix controller. The instruction provides an I/O fault signal if the connection is not 'running'.
Logix Redundant Controller Monitor (raP_Dvc_LgxRedun)	L_Redun (PO)	The Logix Redundant Controller Monitor (raP_Dvc_LgxRedun) Add-On Instruction monitors one redundant pair of Logix controllers. The instruction checks primary and secondary controller status that can affect the ability of the system to switch to the back-up controller on a failure of the primary.
Logix Task Monitor (raP_Dvc_LgxTaskMon)	L_TaskMon (PO)	<p>The Logix Task Monitor (raP_Dvc_LgxTaskMon) Add-On Instruction monitors one task running in a Logix controller to provide task statistics, such as task scan time and overlap count.</p> <p>The instruction also provides the following:</p> <ul style="list-style-type: none"> <li>• Task configuration settings, such as priority, rate, and watchdog timer setting</li> <li>• Task 'plan' execution time</li> <li>• Alarm if the planned execution time is exceeded</li> </ul> <p>Maintenance commands are provided for clearing the maximum execution time and the overlap count.</p>

## Equipment Control

PlantPAx 5.0 and later Add-On Instruction Bundled with 5.20 Library Download	Previous Process Library Add-On Instruction	Description
raP_Opr_Area	AREA (GEMS)	The raP_Opr_Area (Area Object) object groups Units together, and provides a propagation mechanism for aggregating status from Unit objects, and broadcasting commands to Unit Modules.
raP_Opr_Unit	UNIT (GEMS)	The UNIT (Unit Object) object controls a Unit in various command sources and monitors for fault conditions.
raP_Opr_EMGen	EM_GEN (GEMS)	The raP_Opr_EMGen (Generic Equipment Module) object controls an Equipment Module in various modes and monitors for fault conditions.
raP_Opr_EPGen	EP_GEN (GEMS)	The raP_Opr_EPGen (Generic Equipment Phase Module) object controls an Equipment Phase in various modes and monitors for fault conditions.
raP_Tec_ParRpt	L_ParameterEnum (GEMS) L_ParameterInteger (GEMS) L_ParameterReal (GEMS) L_ParameterString (GEMS)	<p>The raP_Tec_ParRpt (Parameter \ Report) Add-On Instruction is used to implement parameter and report data items. The raP_Tec_ParRpt instruction may be used as follows:</p> <ul style="list-style-type: none"> <li>• For a read-only parameter /report</li> <li>• For a read/write parameter /report</li> <li>• For a parameter /report of type Integer, Real, String, or Enumeration</li> <li>• Equipment Module (raP_Opr_EMGen) and Equipment Phase (raP_Opr_EPGen) are designed to work with the raP_Tec_ParRpt instruction, which may be used for Parameter or Report data items</li> </ul>
raP_Opr_Prompt	Prompt (GEMS) P_Prompt (PO)	The P_Prompt (Operator Prompt) Add-On Instruction is a universal mechanism for operator interaction that can be used within a control scheme. The instruction presents an operator with configurable message or data fields and accepts operator response data and confirmation.
Process Extended Alarms (raP_Opr_ExtddAlm)	Extended Alarms (GEMS)	Monitors one input condition and provides one configurable Alarm. The Alarm is provided as a Logix Tag Based Alarm. Use <InstanceTag>. @Alarms members for access.

## Organization

Organization is a method by which parent / child relationships can be created and modified among PlantPAx Instructions. Organization provides a method to propagate a selected subset of commands (related to command source, alarms, and so on) from the parent down to its children or propagate the aggregate of a selected subset of status (related to command source, alarms, and so on) from the children up to the parent. For more information See [Organization on page 127](#).

PlantPAx 5.0 and later Add-On Instruction Bundled with 5.20 Library Download	Previous Process Library Add-On Instruction	Description
Ownership (raP_Opr_Owner)	Ownership, Command, and Status Propagation (GEMS)	The Add-On Instruction Function to allow ownership of a Bus element.
Organizational View (raP_Opr_OrgView)	Ownership, Command, and Status Propagation (GEMS)	The Add-On Instruction Function to create a tree view of the nodal organization in FactoryTalk® View.
Organizational Scan (raP_Opr_OrgScan)	Ownership, Command, and Status Propagation (GEMS)	The Add-On Instruction Function to scan and update all Bus elements and tree nodes.
Arbitration Queue (raP_Opr_ArbitrationQ)	Ownership, Command, and Status Propagation (GEMS)	The Arbitration Queue (raP_Opr_ArbitrationQ) Add-On Instruction Function to add a FIFO to each class of owner in the ownership function.

Libraries can be accessed from the [Product Compatibility and Download Center](#).

## Visualization Files

### FactoryTalk View SE

Each Add-On Instruction has associated FactoryTalk View SE visualization files that provide a common user interface. You must import these files in the following order:

- Images (.png files)
- Global Objects (.ggfx file type)
- HMI faceplates (.gfx file type)
- Tags (.csv file type)
- Macros (FactoryTalk View SE software only) (.mcr file type)
- Local Message files (.loc file type)

File Type Abbreviations	FactoryTalk View SE	Description
Images (.png)	All .png files in the images folder. <b>IMPORTANT:</b> FactoryTalk View application renames PNG files when they are imported with a .bmp file extension, but the files retain a .png format.	Common icons that are used in the Global Objects and standard displays for all Process Objects.
Global objects (.ggfx)	(raP-5_20-SE) precedes name of the Global Objects.	Examples: (raP-5_20-SE) Common Objects
Standard displays (.gfx)	(raP-5_20-SE) precedes name of the display.	Examples: (raP-5_20-SE) PAI-Faceplate

File Type Abbreviations	FactoryTalk View SE	Description
HMI tags (.csv)	FTViewSE_ProcessLibrary_Tags_5_0_XX.csv where <b>XX</b> = the service release number.	HMI tags are created in a FactoryTalk View SE application to support security and other features on Process Library faceplates. HMI tags can be imported via the comma-separated values file (.csv file type).
Macros (.mcr file)	<p>Macros used for the general library:</p> <ul style="list-style-type: none"> <li>• NavToDisplay</li> <li>• ToggleWithRemark</li> </ul> <p>Macro that is used for the PLLS object displays:</p> <ul style="list-style-type: none"> <li>• NavToPLLS_Motor</li> </ul> <p>Macros that are used for the Organization TreeView and navigation:</p> <ul style="list-style-type: none"> <li>• DefineShowHWTTreeCmd.mcr</li> <li>• DefineShowTreeCmd.mcr</li> <li>• NavToBusDevice</li> <li>• NavToBusDeviceWithSC</li> <li>• NavToBusDisplay</li> <li>• ShowTreeForObject</li> <li>• NavToDisplay with line of sight</li> <li>• NavToDisplay_with_4_x</li> <li>• NavToDisplayIndirect</li> <li>• NavToFaceplate_with_ETP</li> <li>• NavToVSM</li> </ul>	In a FactoryTalk View SE application, a macro is a series of commands that are stored in a text file.
Local Message Files	<ul style="list-style-type: none"> <li>• SystemMaterialNames</li> <li>• SystemStepDescriptions</li> <li>• SystemSummary</li> </ul>	Local message files used by raP_Opr_EMGen, raP_Opr_EPGen, and raP_Opr_Unit.

Images are external graphic files that can be used in displays. They must be downloaded from PCDC to be used by FactoryTalk View software.

Global object files contain Graphic Symbols that are created once and referenced multiple times on multiple displays in an application. When changes are made to a global object, all instances in the application are automatically updated.

Global objects serve two purposes:

- Toolbox files contain common elements that are used to build faceplate displays.
- Graphic Symbols files contain device symbols that you can use to build your application displays. Select the symbol to open the corresponding faceplate display.

Standard display files, commonly called faceplates, provide a common user interface.

## Studio 5000 View Designer

Each Add-On Instruction has associated Studio 5000 View Designer® visualization files that provide a common user interface. You must copy and paste these files from the provided template application into the user application:

- Images (.svg files)
- Add-on graphics
- User-Defined Screens (Type: Pop-up)

### IMPORTANT

Only copy and paste the User-Defined pop-up Screens and add-on graphics that are used in the final application. If there are unused add-on graphics in the project, the project has errors when verifying.



Associated Images and add-on graphics automatically paste into your application if you copy and paste User-Defined pop-up Screens that use them.

File Type Abbreviations	Studio 5000 View Designer	Description
Images (.svg)	All image files are in the template application.	Common icons that are used in the Global Objects and standard displays for all Process Objects.
Add-on graphics	raP_5_GS or raP_5_Tb precedes the name of the add-on graphic files.	Reusable and repeatable graphic content to be used on User-Defined Screens. Add-on graphics are analogous to Global Objects used in FactoryTalk View SE.
User-Defined Screens (Type: Pop-up)	Pop-up User-Defined Screens in folder "raP_5_10_Objects" folder	Pop-up displays for operator to view details about each object. The provided User-Defined Screen Popups are analogous to object faceplates in FactoryTalk View SE.

Add-on graphics are created once and referenced multiple times on multiple displays in an application. When changes are made to the add-on graphic, all instances in the application are automatically updated.

Add-on graphics serve two purposes:

- Toolbox (raP\_5\_Tb) files contain common elements that are used to build faceplated displays.
- Graphic Symbols (raP\_5\_GS) files contain device symbols that you can use to build your application displays. Select the symbol to open the corresponding faceplate display.

Pop-up User-Defined Screens, commonly called faceplates, provide a common user interface.

## FactoryTalk Optix

The following instructions also have associated FactoryTalk Optix® visualization types: PDI, PDO, PD4SD, PAI, PAID, PAO, PDBC, PDOSE, PHLS, PPID, PMTR, PRT, PVSD, PVLV, PVLVS, PINTLK, PAH, PAIM, PFO, PLLS, PNPOS, PVLVMP, PRI, PPERM, raP\_Opr\_Area, raP\_Opr\_Unit, raP\_Opr\_EMGen, raP\_Opr\_EPGen, raP\_Tec\_ParRpt, raP\_Opr\_Prompt (Runtime only), raP\_Opr\_ExtddAlm, raP\_Dvc\_EH\_Flowmeter, raP\_Dvc\_EH\_Heartbeat, raP\_Dvc\_EH\_Sensor, and all Logix Diagnostic instructions.

You must use the project provided with the library as the starting point for your project. FactoryTalk Optix content for other library instructions will be added in a future release.

File Type Abbreviations	FactoryTalk Optix	Description
Window	UI\MainWindow Panels\MainLibraryObjects	The main window contains all graphical elements displayed at design time in FactoryTalk Optix Studio and at runtime in your FactoryTalk Optix Application.
Panels	UI\RockwellAutomationLibraries	Panels, commonly called faceplates, provide a common user interface.
Widgets	—	Widgets are pre-configured objects that allow you to interact with and configure the device at runtime. Widgets are analogous to Global Objects used in FactoryTalk View SE.
Graphic symbols	Graphic symbols may be found in the "Graphic Symbols" folder for an object.	Reusable and repeatable graphic content to be used on panels.
Images (.svg)	All image files are in the ProjectFiles\res folder in the template application.	Common icons that are used in the Widgets and Panels for all Process Objects.

## Basic Attributes and Indicators

This section shows examples of visual indicators that are common for graphic symbols in the Rockwell Automation Library of Process Objects. Visual indicators are critical to the daily operation

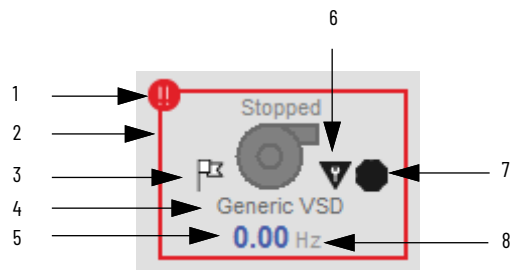
of a plant. These indicators are applicable FactoryTalk View SE, Studio 5000 View Designer, and FactoryTalk Optix applications.

**IMPORTANT**

Advanced configuration options are not available on the Studio 5000 View Designer faceplates. Configuration modification must be completed in FactoryTalk View SE or directly in the Logix Designer application.

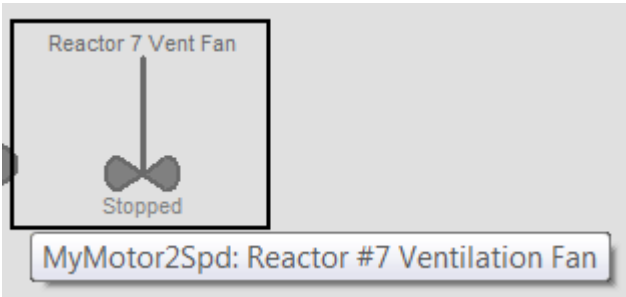
Common attributes of graphic symbols typically include:

- Status/quality/threshold indicator
- Maintenance bypass indicator
- Engineering units
- Label
- Command Source indicator (only for non-analog inputs)
- Alarm border that changes color and blinks on unacknowledged alarm
- Alarm indicator symbol that changes with the severity of an alarm

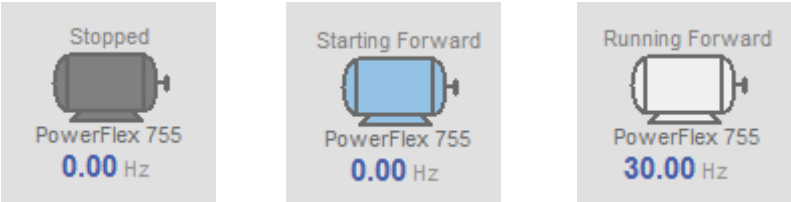


Item	Description
1	Alarm Indicator
2	Alarm Border
3	Command source indicator (In the example the flag indicates not in normal command source)
4	Label
5	Process Variable
6	Maintenance bypass indicator
7	Not Ready indicator
8	Engineering units

Each graphic object includes a touch field over it that opens the faceplate. In addition, there is a tooltip (for FactoryTalk View SE only) on the graphic symbol that displays the configured tag and description.



State Indicators































The State Indicator text and the color change depending on the state of the drive. The indicators and colors are common across all Add-On Instructions. These indicators are

applicable FactoryTalk View SE, Studio 5000 View Designer, and FactoryTalk Optix applications.

Color	State
Dark Gray	Stopped, De-energized, Closed
Light Blue	Transitioning, examples: Starting, Jogging, Stopping, Opening, Closing, Moving
Light Blue	Horn
White	Running, Energized, Open

## Status Quality Indicators

One of these images appears on the graphic symbol when the described condition is true. These indicators are applicable FactoryTalk View SE, Studio 5000 View Designer, and FactoryTalk Optix applications.

Image	Description	Image	Description
No symbol displayed	I/O communication and quality good, configuration valid		Accelerating
	Invalid Configuration		Decelerating
	Invalid Configuration <b>FactoryTalk Optix Only</b>		Value is being initialized
	Data quality bad / failure		Value has not changed (stuck)
	Data Quality degraded: uncertain, test, virtual, substitution, or out of specification		Value is being replaced
	Device not ready to operate		Input matches target
	The input or device has been disabled		input does not match target
	Alarm Inhibit (Suppressed or Bypassed)		Auto loop mode
	Device in loopback test		Manual loop mode
	At target speed		Cascade loop mode
	Speed ref limited to the minimum / maximum		Motor not controllable
	Value infinite or not a number		Process Variable within setpoint deadband (no control action occurs)
	value is being held at last good value		Raise Process Variable output that is energized
	Input Controlled Variable that is clamped to minimum / maximum		Lower Process Variable output that is energized
	Output Controlled Variable that is clamped to minimum / maximum	—	—



When the Invalid Configuration indicator appears, you can find what configuration setting is invalid by following the indicators. Select the graphic symbol to open the faceplate. The Invalid Configuration indicator appears next to the appropriate tab at the top of the faceplate to guide you to the configuration error. Once you navigate to the tab, the misconfiguration is flagged with this indicator.

**IMPORTANT** Advanced configuration options are not available on the Studio 5000 View Designer faceplates. Configuration modification must be completed in FactoryTalk View SE or directly in the Logix Designer application.





Threshold Indicators

These indicators show that the process variable has exceeded a threshold. These indicators are applicable FactoryTalk View SE, Studio 5000 View Designer, and FactoryTalk Optix applications.

Image	Description
	High-high threshold exceeded
	High threshold exceeded
	Low threshold exceeded
	Low-low threshold exceeded

## Deviation Indicators

These indicators warn of exceeding the deviation limits. These indicators are applicable FactoryTalk View SE, Studio 5000 View Designer, and FactoryTalk Optix applications.

Image	Description
	High-high deviation exceeded
	High deviation exceeded
	Low deviation exceeded
	Low-low deviation exceeded

## Command Source Indicators

The command source indicator displays by exception only. For example, if the device is operating normally, there is not an indicator. If the device is out of service (OoS), then the OoS indicator is displayed. These indicators are applicable FactoryTalk View SE, Studio 5000 View Designer, and FactoryTalk Optix applications.

Command source indicators are not used for analog inputs.












Image	Description
No symbol displayed	Device is in normal command source operation
	Device is out of service
	Device is not in normal command source operation
	Device is in program command source operation
	Device is in program locked command source
	Device is in maintenance command source operation
	Device is in operator command source operation
	Device is in external command source operation




Image	Description
	Device is in operator locked command source operation
	Device is in override command source operation
	Device is in hand command source operation

### Maintenance Bypass Indicator

The maintenance bypass indicator appears to the right of the label to indicate that a maintenance bypass has been activated. The Maintenance bypass indicator also appears when the Substitute PV function is enabled. A Maintenance-entered value supersedes the 'live' process variable. These indicators are applicable FactoryTalk View SE, Studio 5000 View Designer, and FactoryTalk Optix applications.

Image	Description
	A maintenance bypass is active
No symbol displayed	No maintenance bypass is active



When the Maintenance bypass indicator appears, you can find what condition was bypassed by following the indicators. Select the graphic symbol to open the faceplate. The Maintenance bypass indicator appears next to the appropriate tab at the top of the faceplate to guide you to the bypass. Once you navigate to the tab, the bypassed item is flagged with this indicator.

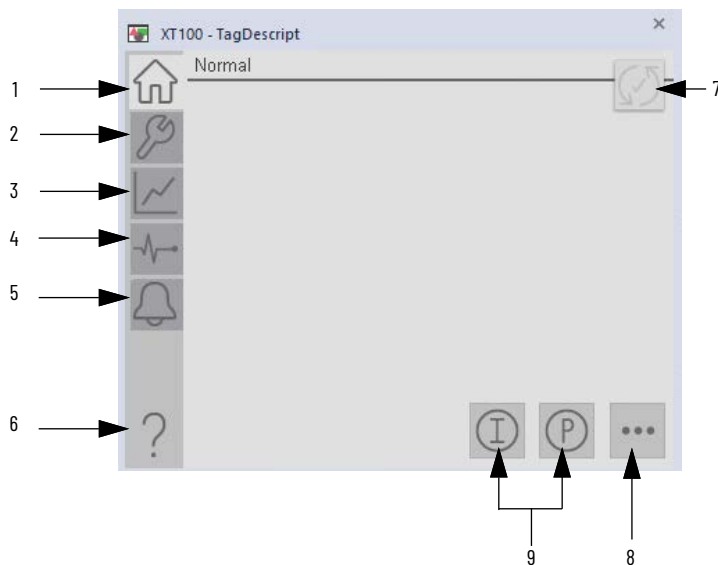
## Basic Faceplate Attributes

Faceplates consist of tabs, and each tab consists of one or more pages (or accordions in FactoryTalk Optix). The Operator (Home) tab is displayed when the faceplate is initially opened. The faceplate provides the means for operators, maintenance personnel, engineers, and others to interact with an instruction instance, which includes a view of its status and values. Faceplates also manipulate an instruction through its commands and settings. Select the appropriate icon on the left of the faceplate to access a specific tab. This section provides an overview of the faceplate attributes that are common across the objects. More details are supplied in the individual section for each object.

### IMPORTANT

The faceplates that are shown are FactoryTalk View SE faceplates. The Studio 5000 View Designer faceplates contain the same basic attributes except for the advanced configuration options. The FactoryTalk Optix faceplates contain the same basic attributes, but use accordions rather than multiple pages. In FactoryTalk Optix, the trend, help, and more information buttons are located in the faceplate title bar.

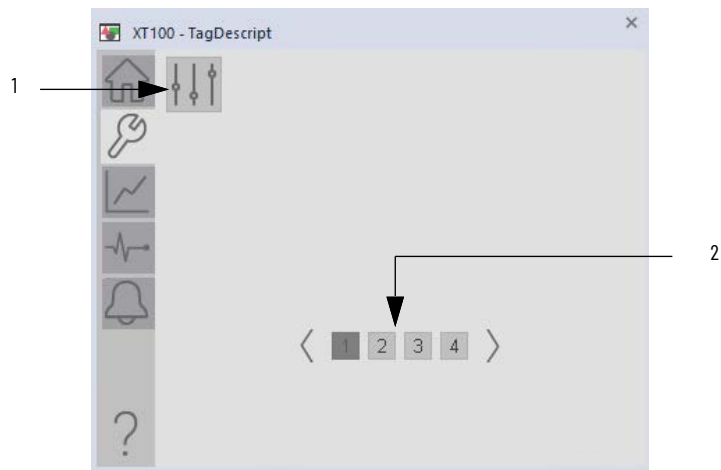
## Operator (Home) Tab



Item	Action
1	Select to open the operator tab.
2	Select to open the maintenance tab.
3	Select to open the trends tab.
4	Select to open the diagnostics tab.
5	Select to open the alarm tab.
6	Select to open the help file.
7	Select to reset and acknowledge all alarms.
8	Select to enable navigation to an object with more information (Cfg_HasMoreObj is set to true.)  You configure the tag name of the object that you want to navigate to in the extended tag property "Cfg_HasMoreObj.@Navigation". It uses the <backingtag>.@Library and <backingtag>.@Instruction extended tag properties to display the object's faceplate.
9	If the object is configured to have permissive and interlock objects (for example, Cfg_HasPermObj (Fast or Slow) or Cfg_HasIntlkObj is true), the permissive and interlock indication become buttons. These buttons open the faceplates of the source objects that are used as a permissive or interlock. Often this is a PPERM or PINTLK instruction. If the object is not configured in this way, the permissive or interlock symbols are indicators only.

# Maintenance Tab

In the maintenance tab, there is a button for Advanced properties. There are also page identifiers at the bottom if there are multiple configuration pages. See the following diagram for common attributes of the maintenance tab.

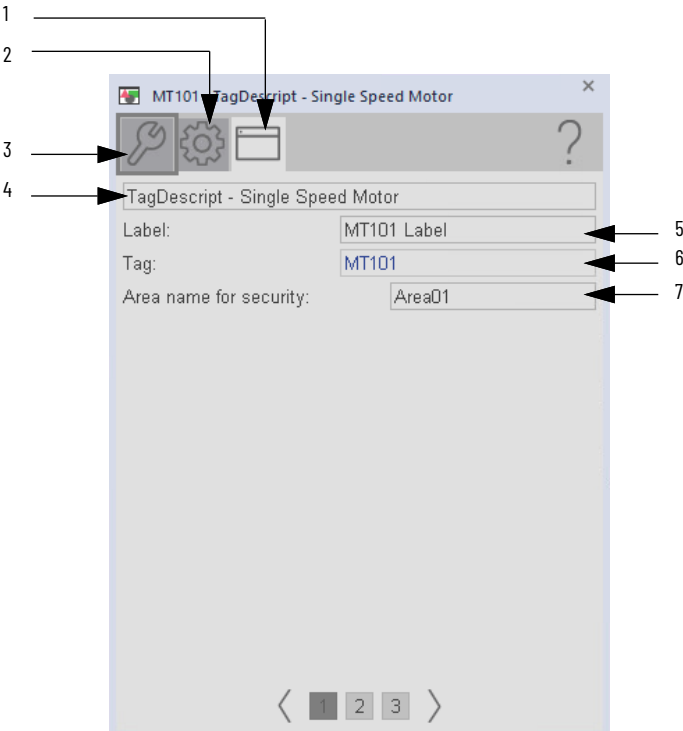


Item	Action
1	Select to open the Advanced Properties.
2	Page identifiers


## Advanced Properties

The advanced maintenance, engineering, HMI configuration, Diagnostics, and Faults tabs for the objects are available in the advanced properties faceplate. The advanced maintenance and engineering tabs have object-specific configurations that are detailed for each object.

The HMI configuration tab has settings that are common to the objects. See the following diagram for common attributes of the HMI configuration tab.



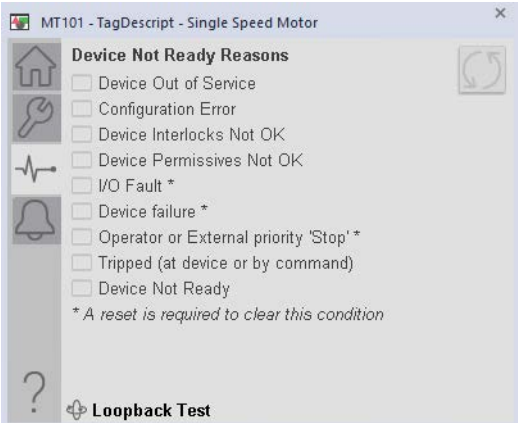
Item	Action
1	Select to open the HMI Configuration tab.
2	Select to open the engineering tab.
3	Select to open the Advanced Maintenance tab.
4	Device description that shows on the faceplate title bar.
5	Label to show on the graphic symbol.
6	Tag name that shows on the faceplate and on the tooltip for graphic symbols.
7	Area name for security.

 Hover the cursor over the tag name to see the actual network path and tag name that is associated with the object.

## Diagnostics Tab

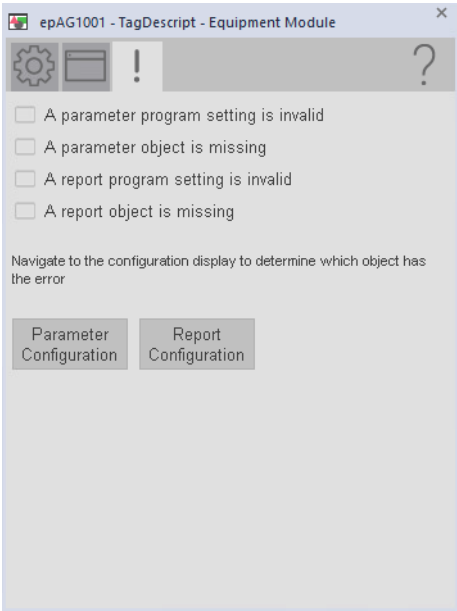
The Diagnostic tab provides indications that are helpful to diagnose or help prevent device problems. These problems can include specific reasons a device is 'Not Ready', device warnings and faults, warning and fault history, and predictive/preventive maintenance data.

The Diagnostics tab displays possible reasons for the device not being ready.



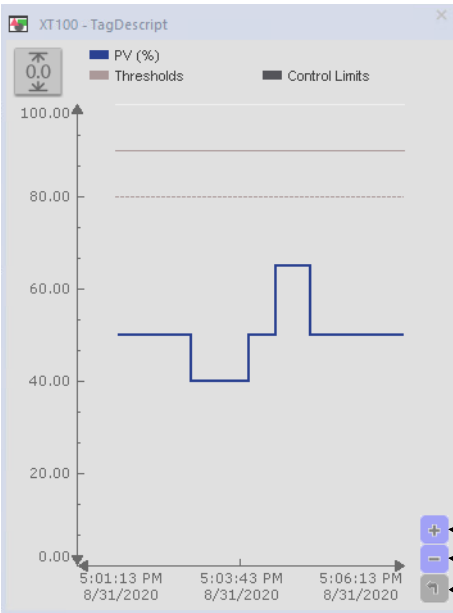
Faults Tab

The faults tab contains specific reasons that the device is not ready.



Trends Display

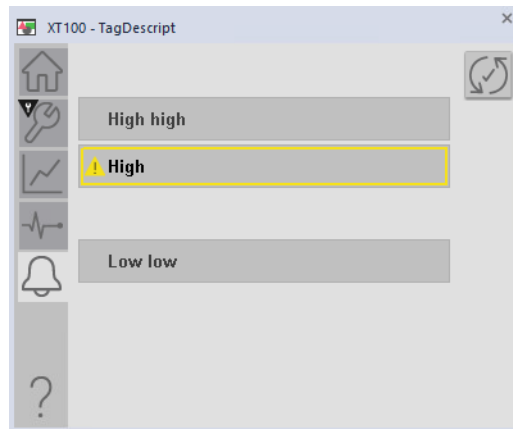
The Trends display shows trend charts of key device data over time. These faceplate trends provide a quick view of current device performance to supplement, but not replace, dedicated historical or live trend displays.



Item	Action
1	Select to zoom in
2	Select to zoom out
3	Select to reset view

## Alarms Tab

The Alarms tab displays each configured alarm. The icon on the tab for the alarms page has an outline that changes color to show the current active alarm status.



## Help Button

Press the help button on the faceplates to access help specific to that faceplate. The help button can be used to access help files provided with the library download in a .pdf format (See [Help Files on page 44](#)) or any specified URL configured in the object.

**IMPORTANT**

Help content is not available on the Studio 5000 View Designer faceplates.

See the following example:

### Variable Speed Drive Faceplate Help

#### Status Indicators

Invalid configuration

Data quality bad / failure

Data quality degraded / uncertain

Device not ready to operate

At target Speed

Speed reference limited

Alarm Inhibit (Shelved or Disabled)

Maintenance Bypass active

Virtual (Simulation or Test)

Accelerating

Decelerating

#### Command Source Indicators

Program

Operator

External

Maintenance

Hand (Local)

Program Locked

Operator Locked

Override

Out of Service

Source other than the normal Command Source selected

#### Interlocks and Permissives

One or more conditions not OK

Non-Bypassed conditions OK

All conditions OK, Bypass Active

All conditions OK

### Commands

Start Drive Forward. Available in Operator or Maintenance Command Source

Start Drive Reverse. Available in Operator or Maintenance Command Source

Jog Drive Reverse. Available in Operator or Maintenance Command Source

Stop Drive. Available in Operator or Maintenance Command Source

Jog Drive Forward. Available in Operator or Maintenance Command Source

### Navigation

Show more information for this object

Restart inhibit display

Motor runtime display

Show device specific information

### Alarms

#### I/O Fault Alarm

The I/O Fault Alarm is triggered when a controller hardware or communication fault is detected.

#### Interlock Trip Alarm

The Interlock Trip Alarm is triggered when an interlock condition causes the drive to stop.

#### Fail to Start and Fail to Stop Alarm

These alarms trigger when the drive fails to Start or Stop within the time specified on the Maintenance Configuration Tab.

#### Drive Fault Alarm

The Drive Fault Alarm occurs when a drive fault is received from the drive.

### Alarm Commands

Acknowledge Alarm. This command acknowledges an alarm that has been configured with "Ack Required".

Acknowledge and Reset all alarms for an object. This acknowledges all active alarms and resets all alarms that have been configured with "Reset Required".

### Alarm States

Alarm Suppressed (inhibited by logic)

Alarm Disabled (by user)

Alarm Shelved (logged but not annunciated)

### Alarm Icons

Urgent

High

Medium

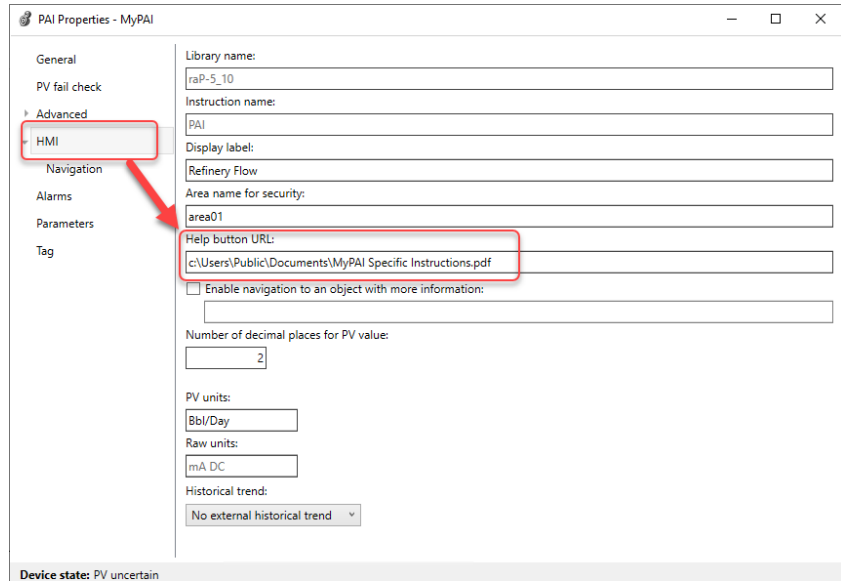
Low

Out of Alarm Ack Required

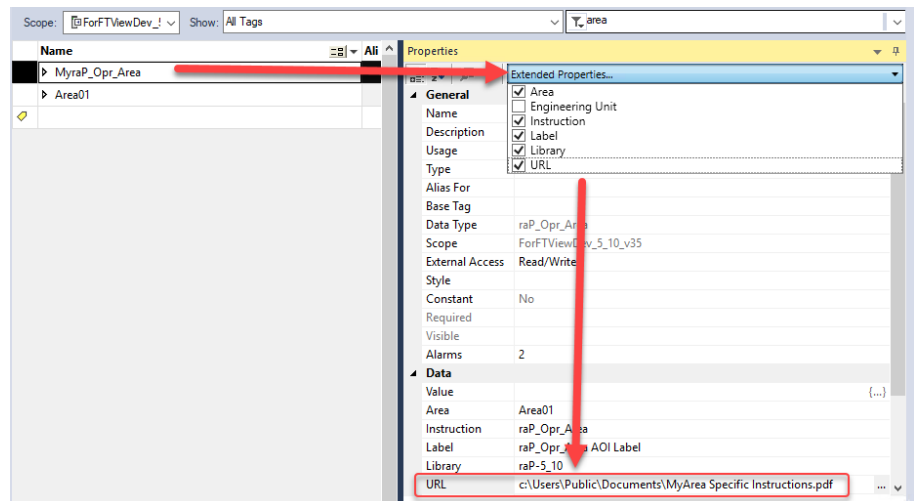
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To use a specific URL with the help button for an object, open the object's dialog box in Logix Designer. Select the "HMI" tab and input the URL under "Help button URL:"



For a library object that is an AOI, find the object base tag in the controller tags. Select the tag and look at the properties panel. The extended tag property "URL" can be updated here.



The URL can be any file path or web URL. If the Help button URL is left blank, the button will default to using the Help files provided with the library download.



## Studio 5000 Logix Designer Project Configuration

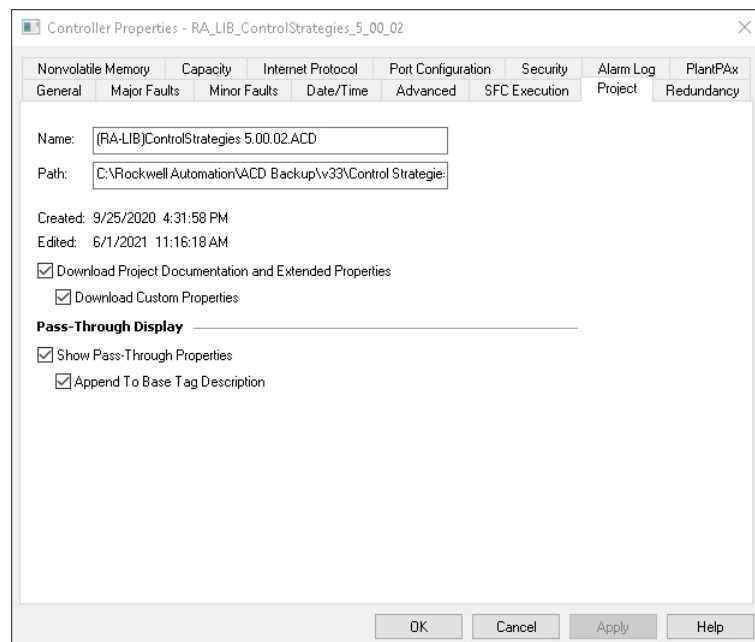
The Library of Process Objects 5.0 and later uses the Extended Tag Properties feature inside Studio 5000 Logix Designer. When configuring your Studio 5000 Logix Designer project file, the following boxes must be checked (checked by default):

- Download Project Documentation and Extended Properties
- Download Custom Properties
- Show Pass-Through Properties
- Append To Base Tag Description

Note: Configuring the properties (.@Library, .@Instruction, .@Area, and .@Labels) incorrectly will result in empty values that cause an error when calling up the relevant HMI faceplate.

### IMPORTANT

The pass-through feature of extended tag properties is currently only compatible with FactoryTalk View SE. The Pass-Through feature of Extended Tag Properties is not compatible with either Studio 5000 View Designer or FactoryTalk Optix. If using Studio 5000 View Designer or FactoryTalk Optix faceplates, all extended tag properties **MUST** be entered directly or errors will be present.

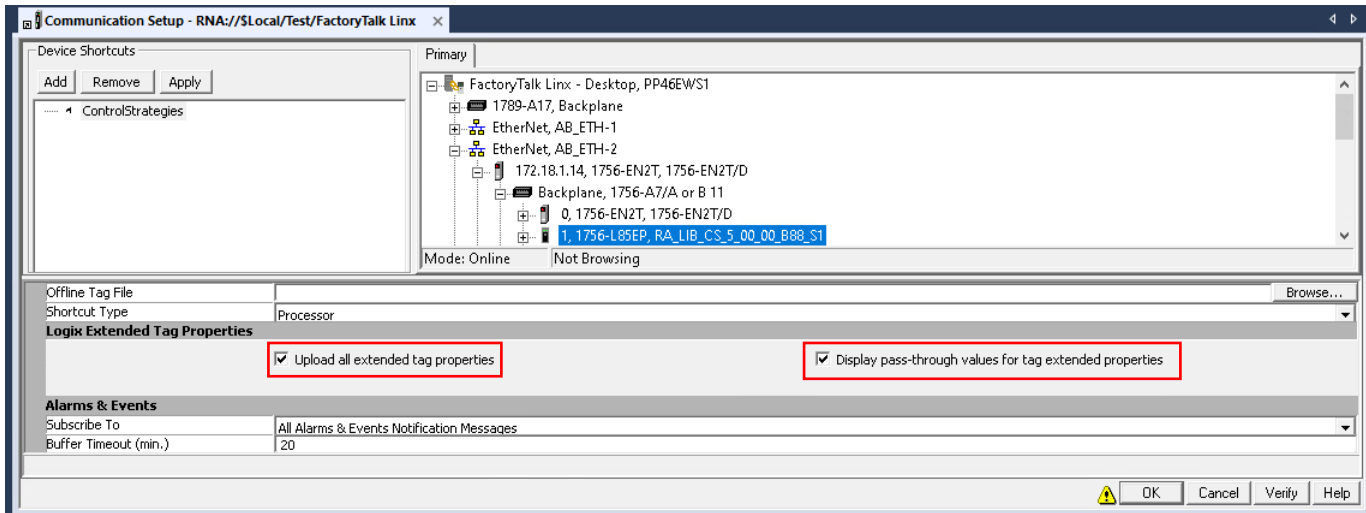


## FactoryTalk Linx Device Shortcuts Configuration

The Library of Process Objects 5.0 utilizes the feature Extended Tag Properties inside Studio 5000 Logix Designer. When configuring FactoryTalk® Linx communication setup for device shortcuts, the following boxes must be checked:

- Upload all extended tag properties
- Display pass-through values for tag extended properties

Note: Configuring the shortcuts incorrectly results in errors if extended tag properties are left blank.

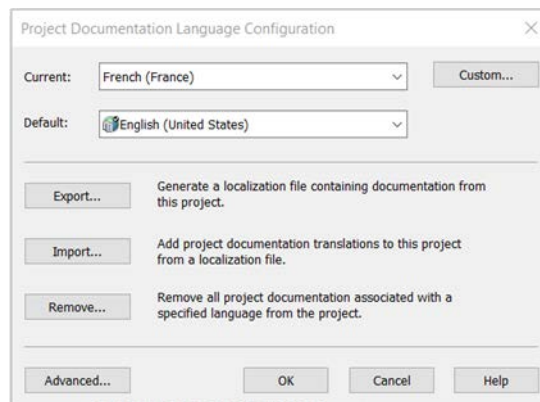


## Language Switching

### Language Switching in a Controller Project

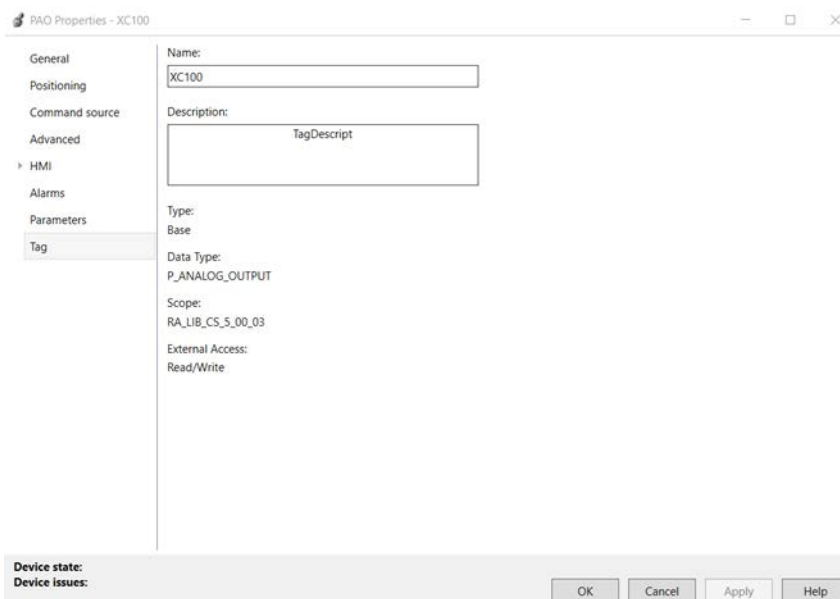
In the Logix Designer application, to display project content in languages other than English, do the following:

1. Go to Tools > Documentation Languages and select a language in the Current dropdown menu.

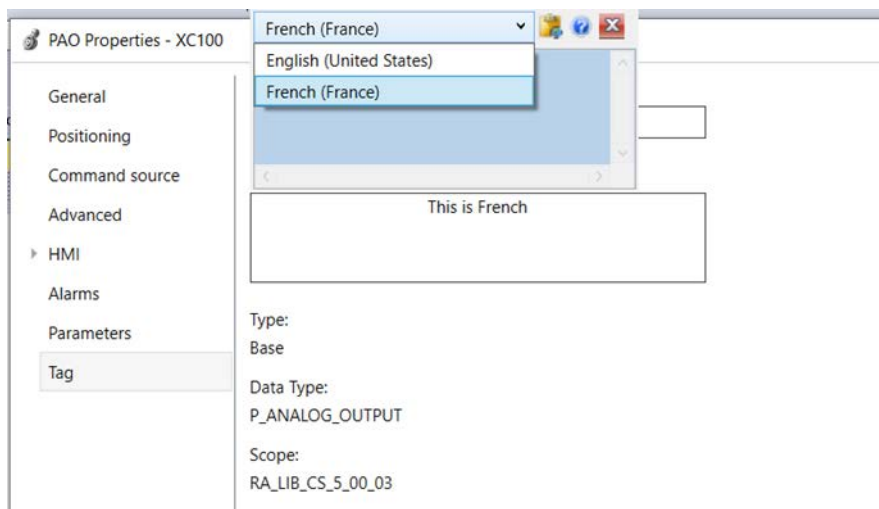


2. Click OK
3. Open a Control Strategy and open the parameters for the main object.

This example shows the Tag properties for a PAO Control Strategy.



4. In the Description box, enter the description text.
5. With your cursor in the Description box, you can switch between French and English so that you can enter the text for each language.



## Bulk Edit Translated Content

To edit multiple text strings (rather than opening the properties for each object in your program), use the PlantPax Configuration Tool.

1. Open the PlantPax Configuration Tool, and if necessary, add the controller for your project.
2. Select the controller and select Export Tag Meta Data to Logix Localization File.
3. Name the export file and select the files that you want to export.
4. Select Use language template values if tag properties not configured.

There are default values in the tag properties for tags in the Control Strategies. These are typical text strings to translate.

Export Controller Tag Meta Data to Logix Localization File

Controller: RA\_LIB\_CS\_5\_00\_03

Localization File to Save As:  
C:\ProgramData\Rockwell Automation\PlantPax Configuration Tools for Tags, Alarms, and Historian\6.6.1.01\Export tags.txt

Save As...

Localization Languages

Key: French (France) [fr-FR]

Localize To:

x	Language	ID
<input type="checkbox"/>	Korean (Korea)	ko-KR
<input checked="" type="checkbox"/>	Portuguese (Brazil)	pt-BR
<input type="checkbox"/>	Spanish (Spain)	es-ES

Add...

Export Options

☒ Include all meta data template properties that can be localized

☐ Include only meta data templates properties with blank template values (useful for exporting user-configured strings)

☐ Include only meta data templates properties with non-blank template values (useful for exporting predefined static strings)

☐ Include configured tag properties not in template.

☒ Use language template values if tag properties not configured.

Edit Meta Data Templates...

Tags to Export

☐ Include Array Tags

☐ Include Atomic Data Types

☐ Exclude Alias Tags and InOut Program Parameter Tags

☒ Use all controller tags with meta data type templates

☐ Use selected tags...

Add Tags... Remove Tags...

Export Cancel Help

## 5. Select Export

The exported data opens in an Excel® spreadsheet. Adjust the columns widths to see the data. There is one column for each language that you selected. Enter the translated content for each tag property and language.

To import the translated content, open the controller project in the Logix Designer application and select Tools > Documentation Languages > Import and select the spreadsheet file with the translated strings.

## Language Switching in a FactoryTalk View SE Project

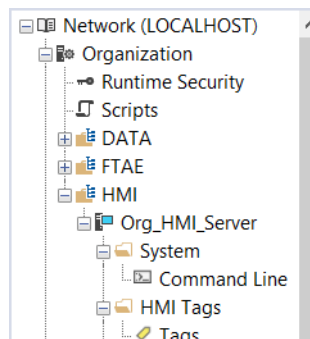
In the library Tools & Utilities > Language Translations > HMI folder, there are already translated strings for the faceplates in the .txt files. The Excel file contains all languages.

Name	Date modified	Type	Size
FTView SE Process Library 5_00 Language Import File.xls	5/11/2021 6:59 AM	Microsoft Excel 97...	3,669 KB
FTViewSE_ProcessLibraryLanguage_CHINESE_zh-CN.txt	5/11/2021 6:59 AM	Text Document	2,244 KB
FTViewSE_ProcessLibraryLanguage_FRENCH_fr-FR.txt	5/11/2021 6:59 AM	Text Document	2,448 KB
FTViewSE_ProcessLibraryLanguage_GERMAN_de-DE.txt	5/11/2021 6:59 AM	Text Document	2,441 KB
FTViewSE_ProcessLibraryLanguage_KOREAN_ko-KR.txt	5/11/2021 6:59 AM	Text Document	2,292 KB
FTViewSE_ProcessLibraryLanguage_PORTUGUESE_pt-BR.txt	5/11/2021 6:59 AM	Text Document	2,436 KB
FTViewSE_ProcessLibraryLanguage_SPANISH_es-ES.txt	5/11/2021 6:59 AM	Text Document	2,440 KB

### Import All Languages

If you want to import all of the languages, you can use the Excel spreadsheet.

Open the spreadsheet and adjust the columns as needed. For example, with this project:



Replace (do a Find and Replace All):

/Server:Server with / Organization/HMI:Org\_HMI\_Server

Save your changes.

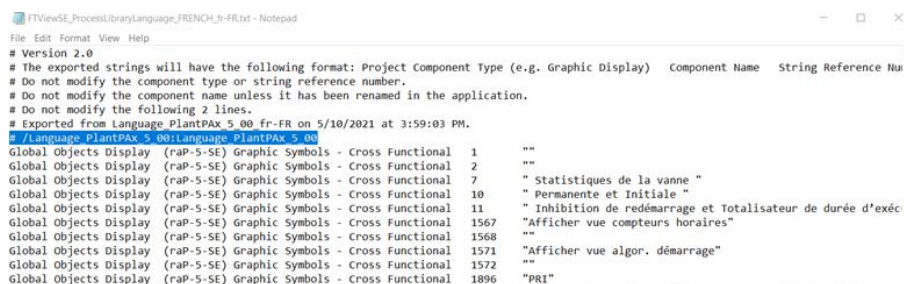
In FactoryTalk® View Studio, to import the updated translation, go to Tools > Languages.

1. Click Add to add languages.
2. Select each language and click Apply
3. Click Import
  - Select Import strings from an Excel spreadsheet into all application languages defined in the spreadsheet.
  - Click Next to select the updated file from the library.

It takes a few minutes to import the translated text.

### Import a Single Language

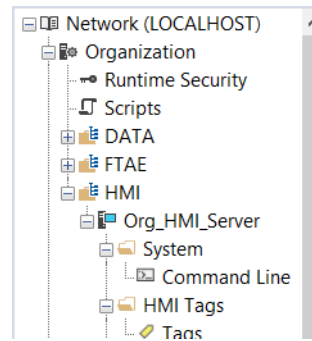
Before you can import these files into an HMI project, you must edit the path to the project. To work with a single language, open the file in a text editor.



Edit the highlighted line to the correct path:

/HMI project name/HMI folder:server name

For example, with this project:



Enter:

`/Organization/HMI:Org_HMI_Server`

Save your changes.

In FactoryTalk View Studio, to import the updated translation, go to Tools > Languages.

1. Click Add to add a language.
2. Select the language and click Apply
3. Click Import
  - Keep the default selection of Import strings from Unicode text files into en-US.
  - Click Next to select the updated file from the library.

It takes a few minutes to import the translated text.

## Language Switching in Studio 5000 View Designer

In the library Tools & Utilities > Language Translations > HMI folder, there are already translated strings for the faceplates in the Excel file. The file contains all translated languages for View Designer.

Name	Date modified	Type	Size
FTView SE Process Library 5_10 Language Import File	12/14/2022 2:55 PM	Microsoft Excel 97...	7,305 KB
FTViewSE_ProcessLibraryLanguage_CHINESE_zh-CN	12/14/2022 2:55 PM	Text Document	4,363 KB
FTViewSE_ProcessLibraryLanguage_FRENCH_fr-FR	12/14/2022 2:55 PM	Text Document	4,753 KB
FTViewSE_ProcessLibraryLanguage_GERMAN_de-DE	12/14/2022 2:55 PM	Text Document	4,816 KB
FTViewSE_ProcessLibraryLanguage_ITALIAN_it-IT	12/14/2022 2:55 PM	Text Document	4,788 KB
FTViewSE_ProcessLibraryLanguage_KOREAN_ko-KR	12/14/2022 2:55 PM	Text Document	4,446 KB
FTViewSE_ProcessLibraryLanguage_PORTUGUESE_pt-BR	12/14/2022 2:55 PM	Text Document	4,794 KB
FTViewSE_ProcessLibraryLanguage_SPANISH_es-ES	12/14/2022 2:55 PM	Text Document	4,775 KB
View Designer Process Library 5_10 Language Import File	11/17/2023 3:50 PM	Microsoft Excel W...	219 KB

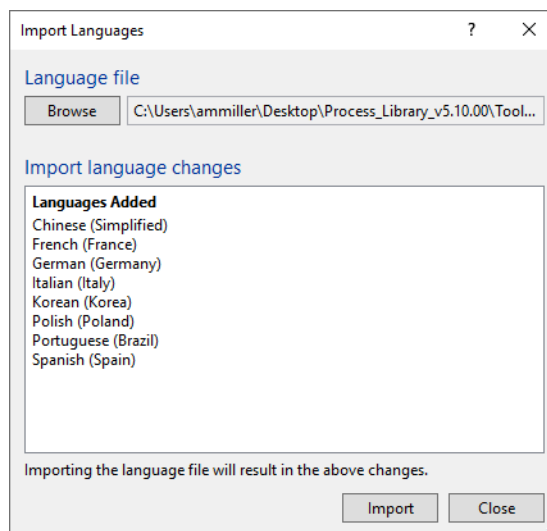
### Import all Languages

If you want to import all languages, you can use the Excel file as is.

To import the language translation, in Studio 5000 View Designer:

1. Navigate to Tools > Import Languages.
2. Select Browse.
3. Navigate to the location of the Excel file is and click open.

- A list of the languages populates in the import dialog box.



- Select Import, it takes a few minutes to import the translated text.

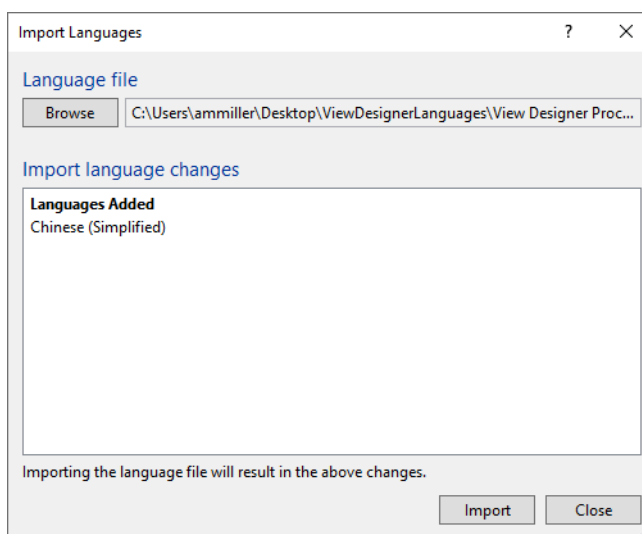
### *Import a Single Language*

Before you can import into a View Designer project, you must edit the Excel file to only import the languages you want.

- Create a copy of the provided Excel file.
- Open the new Excel file.
- Delete any columns in the Excel file of languages that you do not want to import.
- Save the file and close.

In Studio 5000 View Designer, to import the updated file with only the languages you want, go to Tools > Import Languages.

- Select Browse
- Navigate to the location of the newly created Excel file is and click open.
- A list of the languages populates in the import dialog box.

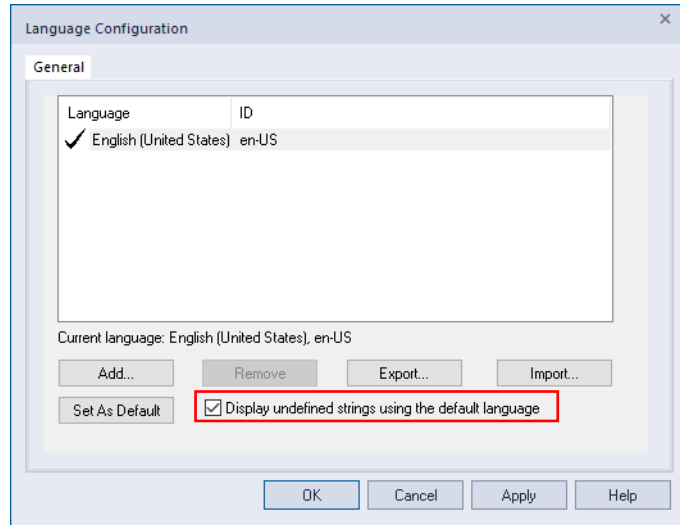


- Select Import, it takes a few minutes to import the translated text.

## FactoryTalk View SE Language Configuration

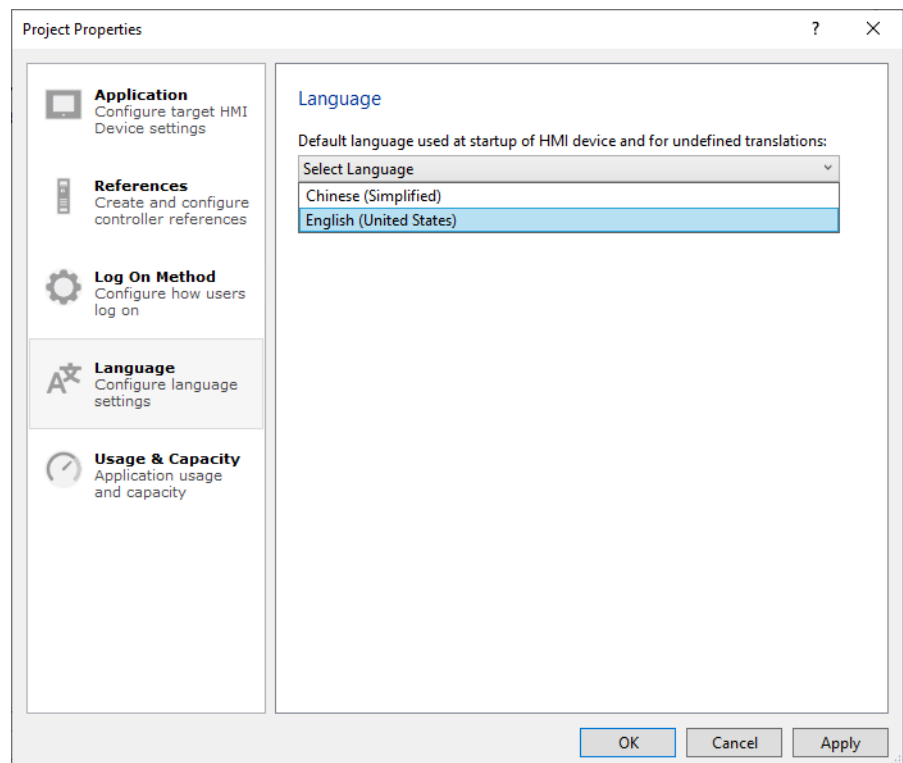
The Library of Process Objects 5.0 utilizes the feature Extended Tag Properties inside Studio 5000 Logix Designer. This allows localization of strings in the controller in the HMI Faceplates provided. When configuring languages (FactoryTalk View Studio - View Site Edition > Tools > Language Configuration) confirm the following checkbox is selected:

- Display undefined strings using the default language.



## Studio 5000 View Designer Language Configuration

After importing the languages that will be used in the application, open the project properties (Project > Project Properties > Language Tab). Select the Default language that is used at startup of HMI device and for undefined translations:

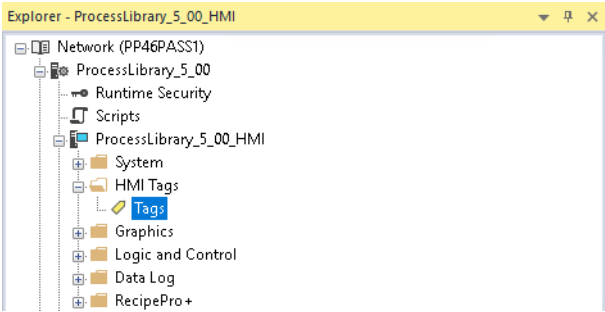




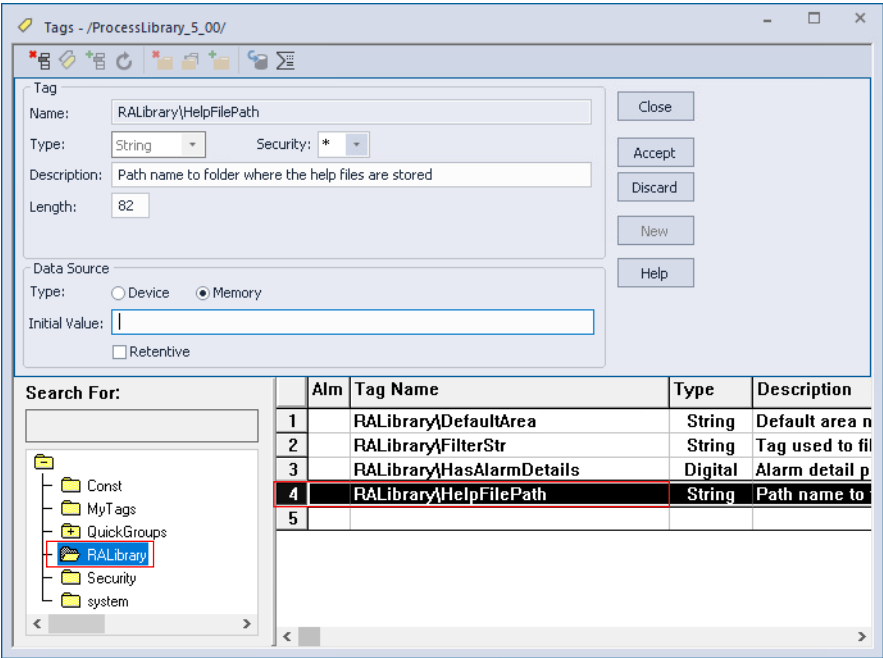
# Help Files

The help displays for the Library of Process Objects have been converted to PDF documents. The PDF documents can be displayed from the FactoryTalk View displays by clicking the Help button. The help files are downloaded as part of the Library of Process Objects and are contained in the Documents folder.

- 1. Copy the Help files to a folder accessible by the FactoryTalk View clients.  
In this example we have copied the files to C:\Users\Rockwell\Desktop\HMI Help Files.
- 2. Open your project in FactoryTalk View Studio.
- 3. Open the Tags setting in the Folder Tree.



- 4. Select the RALibrary Folder and then Select RALibrary\HelpFilePath to access the settings for the Help Files.



5. Enter the path to the Help Files into the Initial Data Source Field and Select Accept.  
Local Station:

Alm	Tag Name	Type	Description
1	RALibrary\DefaultArea	String	Default area n
2	RALibrary\FilterStr	String	Tag used to fil
3	RALibrary\HasAlarmDetails	Digital	Alarm detail p
4	RALibrary\HelpFilePath	String	Path name to
5			

Distributed System Server:

Alm	Tag Name	Type	Description
1	RALibrary\DefaultArea	String	Default area n
2	RALibrary\FilterStr	String	Tag used to fil
3	RALibrary\HasAlarmDetails	Digital	Alarm detail p
4	RALibrary\HelpFilePath	String	Path name to
5			

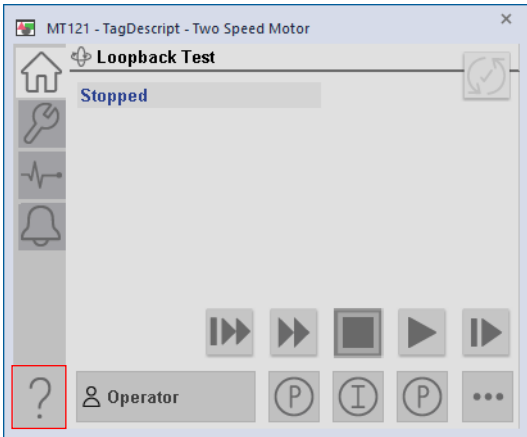


For FactoryTalk Optix, the help files are stored in the folder ProjectFiles/res/Help.

Name	Type	Value	Description
raP_ProjectSettings	Object		
HelpFilePath	String	%PROJECTDIR%/res/Help	...o the folder containing the help files

6. Close the settings display.  
7. Restart FactoryTalk View Studio for the settings to take effect.

8. The Help Files can now be accessed using the Help button on the HMI Display.

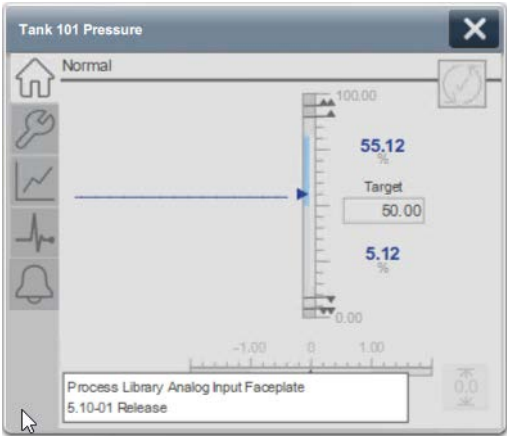
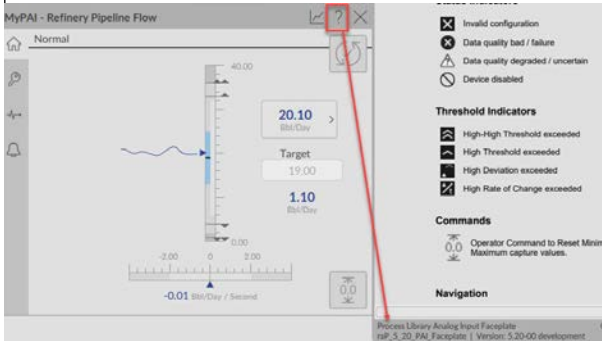


**IMPORTANT** Access to help is not available with Studio 5000 View Designer content.

Library Versions

Each library object has a revision x.yy.zz where: x is the Major Revision number, yy is the Minor Revision number, and zz is the Maintenance Release. Each release of the Process Library comes with release notes that describe the changes that were made since the last release.

Component	Example																				
The Add-On Instruction in Logix Designer application has revision information visible when the instruction is selected in the Controller Organizer.	<div><div>Assets</div><div>Add-On Instructions</div><div>raP_Dvc_LgxCPU_5x80</div><table><tr><td>Description</td><td>Processor Utilization (5380/5580, V33 and Ia...</td></tr><tr><td>Revision</td><td>v5.0.00 Release</td></tr><tr><td>Revision Note</td><td>See Instruction Help for a summary of cha...</td></tr><tr><td>Vendor</td><td>Rockwell Automation</td></tr><tr><td>Data Type Size</td><td>108 bytes</td></tr><tr><td>Created</td><td>10/20/2008 12:28:26 PM</td></tr><tr><td>Created By</td><td>Not Available</td></tr><tr><td>Edited</td><td>9/17/2020 10:53:43 AM</td></tr><tr><td>Edited By</td><td>PLANTPAXEWS\Rockwell</td></tr><tr><td>Signature ID</td><td>&lt;none&gt;</td></tr></table></div>	Description	Processor Utilization (5380/5580, V33 and Ia...	Revision	v5.0.00 Release	Revision Note	See Instruction Help for a summary of cha...	Vendor	Rockwell Automation	Data Type Size	108 bytes	Created	10/20/2008 12:28:26 PM	Created By	Not Available	Edited	9/17/2020 10:53:43 AM	Edited By	PLANTPAXEWS\Rockwell	Signature ID	<none>
Description	Processor Utilization (5380/5580, V33 and Ia...																				
Revision	v5.0.00 Release																				
Revision Note	See Instruction Help for a summary of cha...																				
Vendor	Rockwell Automation																				
Data Type Size	108 bytes																				
Created	10/20/2008 12:28:26 PM																				
Created By	Not Available																				
Edited	9/17/2020 10:53:43 AM																				
Edited By	PLANTPAXEWS\Rockwell																				
Signature ID	<none>																				
The faceplate in FactoryTalk View software has revision information visible when the pointer is paused just inside the lower left corner of the faceplate.	<div><div>raP_Dvc_D4SD - D4SD Description</div><div>Ready</div><div>State 0</div><div>State 3</div><div>State 2</div><div>State 1</div><div>State 0</div><div>Operator</div><div>Process Library Digital Four State Device Faceplate Revision 5.0-00 BETA C (raP-5_00-SE) raP_Dvc_D4SD-Faceplate.gfx Copyright © Rockwell Automation, Inc. All Rights Reserved</div></div>																				

Component	Example
<p>The faceplate for Studio 5000 View Designer software has revision information visible by clicking the lower left corner of the faceplate.</p>	
<p>The faceplate for FactoryTalk Optix software has revision information visible at the bottom of the Help window.</p>	

## PlantPAx Process Library Migration Tool

This tool is used to migrate from previous Process Library versions to version 5.20. The PlantPAx Process Library Migration Tool provides the following:

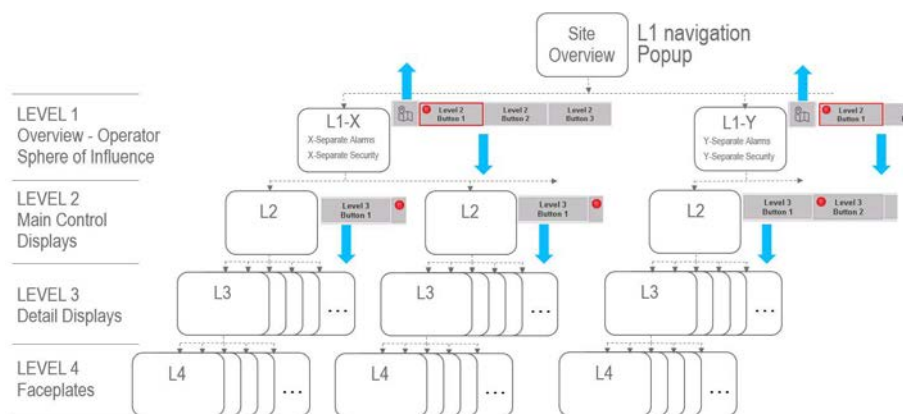
- Updates Logix controller ACD files containing Rockwell Automation Process Library Add-On Instruction tags to corresponding Process Controller predefined process instruction tags and version 5.20 Add-On Instruction tags.
- Converts FactoryTalk View SE process graphics XML files containing global object references from previous Process Library versions to version 5.20 Process Library global objects.
- Migration of Process Library HMI libraries.
- Migration of GEMS Version 4.4 Add-On Instruction to corresponding Process Controller predefined process instruction tags and version 5.20 Add-On Instruction tags.

The tool reduces engineering time and migration errors. Use the tool to keep up with the latest Rockwell Automation software features and increase the lifecycle of the PlantPAx DCS.

## Graphic Framework Overview

It is important to organize an HMI application in a hierarchical way, to provide the operator and/or End User with a logical progression of complexity from main area overview down to detailed device information. ANSI/ISA-101.01-2015 outlines basic HMI design guidelines and recommends a progressive disclosure methodology with up to four levels of displays. The PlantPax® Graphic Framework was created to assist the End User by providing a basic structure that can be used to follow the ANSI/ISA-101.01-2015 recommendations.

For more information on HMI philosophy, style guide contents, and the various display types/levels, see Rockwell Automation Process HMI Style Guide, [PROCES-WP023-EN-P](#).



The Graphic Framework is composed of four main components, Header, Process Control Displays, Navigation, and Alarm Indication.

### IMPORTANT

The Graphic Framework was developed at the specific resolution of 1920x1080. The display files are a specific size and defined to open at a specific location. This should not be changed and could result in the Graphic Framework not functioning properly.

## Header Display

The Header is a perpetual graphic display that is positioned at the top of each HMI client monitor to provide major navigation, annunciation, and status information for the process and the control system.

The Header is composed of several modular objects that can be selectively used to meet the needs of the End User. The following list indicates the available components in the Graphic Framework that can be used to create the Header display:

- Logo Object
- L1 Navigation Object
- Diagnostics Object
- Home Navigation Object
- Close Client Object
- Login / Logout Object
- Alarm Banner (Default sized Alarm Banner Object – 3 lines)

- Alarm Summary Navigation with Visual Alarm Indication Object
- Alarm Silence Object
- Date / Time Object
- Windows Navigation Objects
- Help Object
- Language Switching Objects
- Report Navigation Object
- Trend Navigation Object
- Documentations Navigation Object
- L2 Navigation Bar (required if not using the built-in navigation menu)

A separate header must be used for each L1 area, reflecting information within a specific operator's sphere of influence. The header will typically have a similar look and feel for each L1 area with different configurations to provide information only relevant to the operator of that L1 Area.

Process Control Displays

Process control displays are the main displays in the system that the operator interacts with. The Graphic Framework provides template displays, or default displays, that can be used to build the main graphics. These template displays can be duplicated for customization in each application. All default displays are sized the same and include different navigation and indication to allow operations to quickly assess the process status and take required actions.

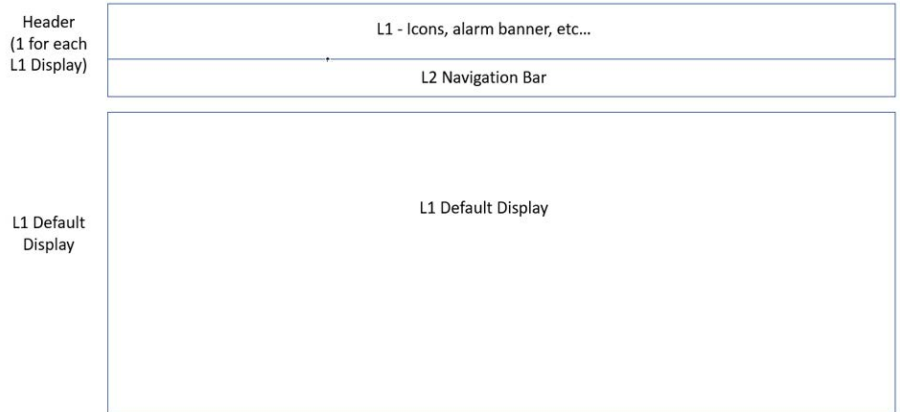
There are three process controls displays available as templates:

Display	Description
L1 Default Display Template	<ul style="list-style-type: none"><li>• This is an overview of a specific operator's sphere of influence (Overview Display)</li><li>• Full graphic displays with L2 Navigation Bar visible</li><li>• The first display that is populated when the operator refreshes the FactoryTalk® View SE client</li><li>• Intended to be a high-level process area display typically consisting of key performance indications using trends and display objects (not just lists of numerical data)</li></ul>
L2 Default Display Template	<ul style="list-style-type: none"><li>• An operator's main control display designed to support typical operation modes often arranged like a process flow diagram (PFD).</li><li>• Control for main operation variables and annunciation to prompt operator to access associated L3 display when necessary</li><li>• Full graphic display with L2 and L3 Navigation Bar present</li><li>• Typically, there are multiple L2 displays required to cover a specific operator's sphere of influence, which is represented by the L1 display.</li></ul>
L3 Default Display Template	<ul style="list-style-type: none"><li>• A more detailed display that is designed for troubleshooting abnormal scenarios. The L3 display design presents data that best matches to current task at hand.</li><li>• Full graphic display with L2 and L3 Navigation Bar present. Simple L2 areas may not require an L3 display and therefore L3 Navigation Bar may not be required.</li></ul>
Display Template for use with Navigation Menu	<ul style="list-style-type: none"><li>• Full graphic display used to build L1, L2, and L3 level displays when used with the built-in FactoryTalk View SE navigation menu.</li><li>• Must configure the navigation menu in FactoryTalk View SE to use this display.</li></ul>

L4 displays provide finer detail and are opened as Faceplate or pop-up display from L2 and L3 displays. These would include PlantPAx standard faceplates or custom pop-up displays.

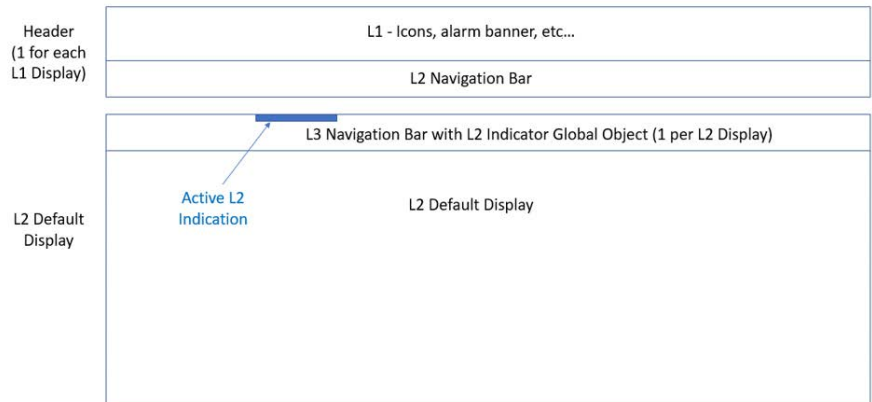
## L1 Display

L1 Process Control Display is used as an overview for a single operator's sphere of influence. This is the first screen that the operator sees when the HMI client starts up and contains a high-level overview of the operator's sphere of influence as well as KPIs and indications. There will typically be one L1 Process Control Display for each L1 Area in the project. The display is typically designed to represent the various process units with key indications, trends, and rolled-up alarm status to help drive the operator to the appropriate L2 displays to address abnormal conditions.



## L2 Display

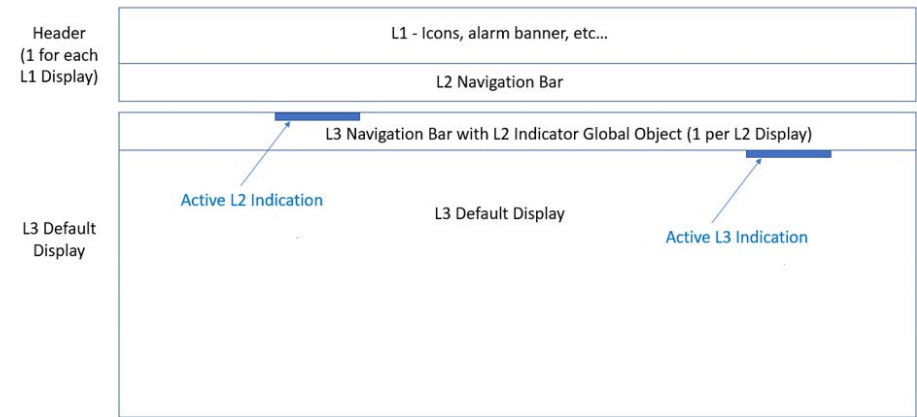
L2 Process Control Displays are used as the operators' main control screens. These displays provide access to the main operating parameters while concurrently providing annunciation when abnormal conditions exist. If necessary, the operator can access the associated and more detailed L3 displays to address the situation. The L2 display includes the L3 Navigation bar at the top with an indicator of the selected L2 display.





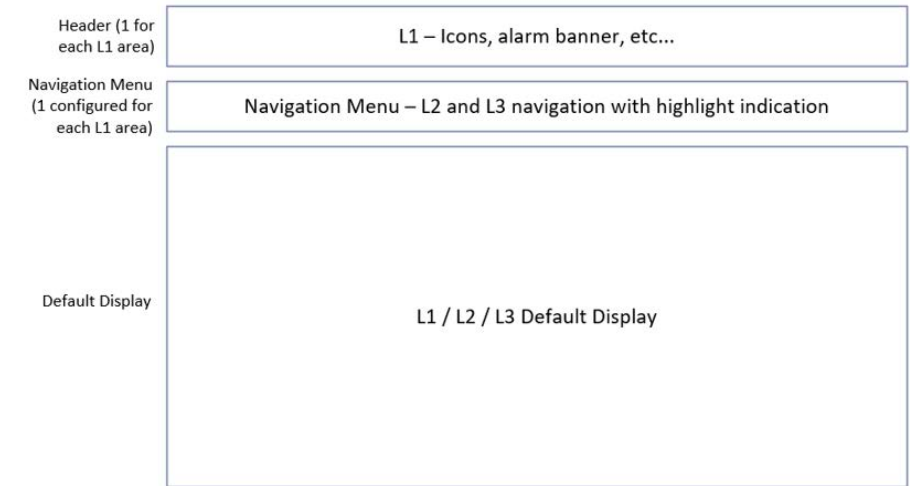
## L3 Display

L3 Process Control Displays are used to access in-depth equipment details and diagnostics that may not be needed while the process is running normally. These displays are often similar to the traditional P&ID style of displays allowing the operator access to all control and monitoring information for that specific area of the plant. The L3 display includes the L3 Navigation bar at the top with an indicator of the selected display and an indicator of its associated L2 display.



## Display with Navigation Menu

FactoryTalk View SE has a built-in navigation menu that can be configured for navigation to L2 and L3. When using the navigation menu, the functionality is the same, but the layout of navigation is slightly different. The default display can be used for L1, L2, or L3 detailed display.



## Navigation

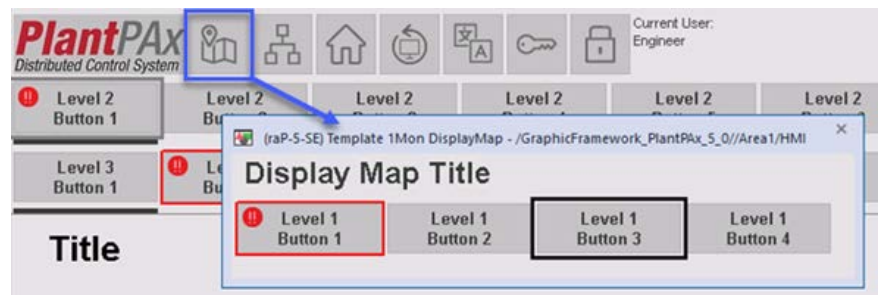
Starting with Graphic Framework v1.00, which is independent from the PlantPAx Process Library, the graphic framework allows for selection of either the relatively new navigation menu system provided by FT View or the legacy PlantPAx navigation system. There is no need to migrate from legacy to the navigation menus. For new projects either option can be considered. The navigation menus are not well suited for systems with multiple monitors or contextual navigation buttons. See [Versioning and Design Considerations on page 60](#) for more information.

The Graphic Framework provides an intuitive and 'easy to configure' navigation strategy. Navigation among displays as part of the Graphic Framework can be configured and accessed from:

- L1 Navigation
- L2 Navigation
- L3 Navigation
- Navigation Menu
- Alarm Navigation
- Diagnostic Navigation
- Graphic Off-Screen Connectors

### L1 Navigation

L1 Navigation allows operators to navigate to other areas of the facility. This moves the operator to another sphere of influence. The Display Map Button is used to open a pop-up display - the Display Map. This is the L1 Navigation display. This display can be expanded to include as many L1 areas as necessary for an application. Four buttons are provided by default.



### L2 Navigation

L2 Navigation is the first level of display access within a given L1 area. There is just one L2 Navigation bar used for each L1 area. The L2 Navigation bar resides within the header display and is always visible. The L2 Navigation Bar is composed of 16 buttons and can navigate to up to 16 different displays.



When the operator clicks the desired L2 button, that L2 display opens. On that L2 display, the associated L3 navigation bar opens. Each L2 button has alarm indications and these are rolled up from the L3 alarms. The L2 Navigation button text can be modified for each specific application.

### L3 Navigation

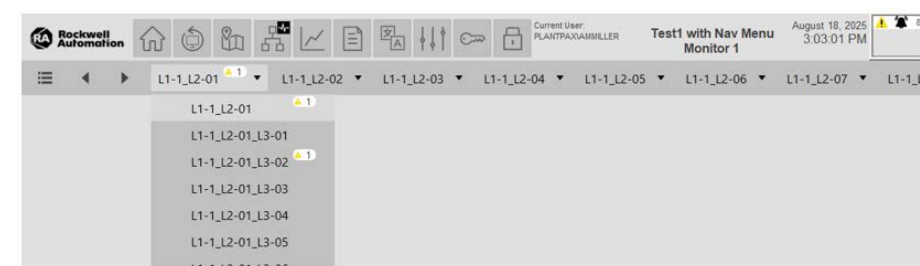
L3 Navigation is the second level of display access within a given L1 area. There are multiple L3 Navigation bars - one for each L2 button used. The L3 Navigation bar resides within the L2 and L3 Displays. Each L3 Navigation Bar is composed of 16 buttons and can navigate to up to 16 different displays. Included in the L3 Navigation bar is an indicator that shows which L2 and L3 area the operator is viewing.



When the operator clicks a desired L3 button, that L3 display opens. Each L3 button has alarm indications and these are rolled up into the associated L2 alarms. The L3 Navigation button text can be modified for each specific application.

### Navigation Menu

The FactoryTalk View SE built-in Navigation Menu can be used instead of L2 and L3 Navigation bars. One navigation menu must be configured for each L1 area. As many buttons as needed can be configured (over 16), making the navigation menu a flexible option. The navigation menu is highlighted to indicate which display is currently active.



The navigation menu can be configured to include alarm indication and roll up to the associated L2 display. All text and appearance is modifiable from the navigation menu configuration.

## Alarm Navigation

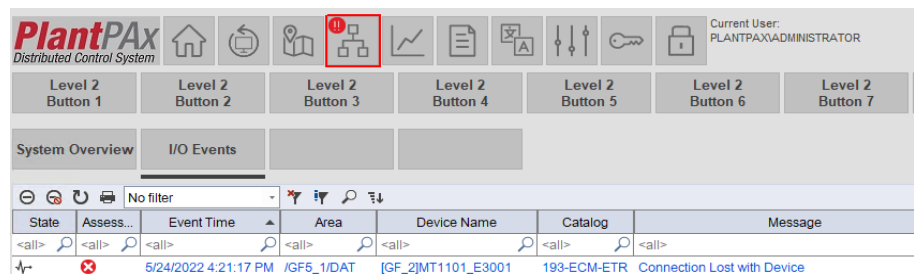
Alarm information is accessed by pressing the Alarm Button on the header. This opens the Alarm Summary display. From the Alarm Summary display, other alarm information displays can be accessed, including the Alarm History, Alarm Shelved, and Alarm Explorer (with proper runtime security). There is a display that is associated with each of the four alarm buttons - see [Global Objects](#) for more information on Alarm Global Objects. See [Displays](#) for more information on template Alarm displays.



The Alarm Navigation has an indication below each button to show which alarm display the operator is viewing.

## Diagnostic Navigation

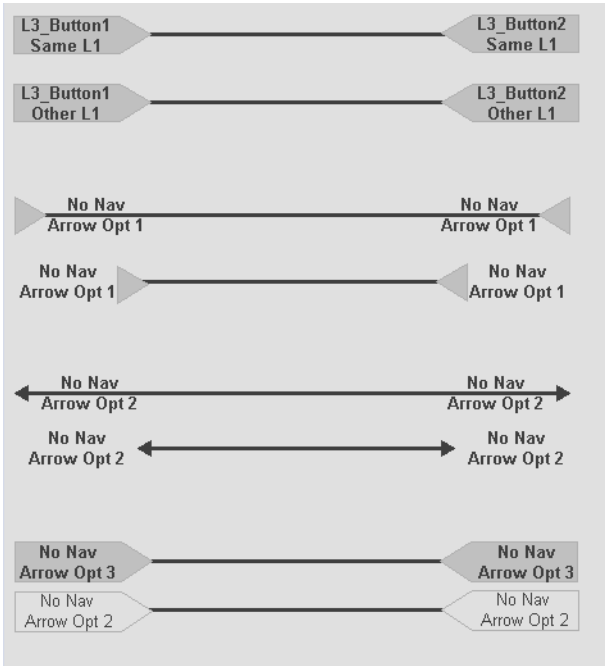
Diagnostic information is accessed by pressing one of the Diagnostic related buttons on the header (for example the System Status button). This opens the related diagnostics display with associated diagnostic navigation bar. Other diagnostic information displays can be accessed, including the System Status and Automatic Diagnostic Event Viewer. There is a display that is associated with each diagnostic type and two buttons available to be customized for additional diagnostics. See [Global Objects](#) and [Displays](#) for more information on Diagnostic Objects. See [Displays](#) for more information on template Diagnostic displays.



The Diagnostic Navigation display has an indication below each button to show which diagnostic display the operator is viewing.

## Off-Screen Navigation

Graphic Off-Screen Connectors are used to supplement navigation for Operators to follow the process progression (to the left or to the right of the current display) on P&ID style screens. Various styles of off-screen navigation can be found in a Toolbox graphic.



There are three different off-screen navigation functionalities available.

Functionality	Description
Navigation to Same L1 area	This is used if the off-screen navigation is within the same L1 area. The button simply opens a new L2/L3 display within that L1 area.
Navigation to Other L1 area	This is used if the off-screen navigation is outside the current L1 area. The button needs to execute several commands to open the destination L1 area header and the desired L2/L3 display.
No Navigation (static)	The static off-screen connector does not navigate to any display. It is used as an indicator of a process inflow or outflow with no accompanying graphic - just a static indication. Various styles are offered in the toolbox.






## Multi-Monitor Support

The Graphic Framework provides the structure and configuration that is needed to use multi-monitor applications during runtime. Applications utilizing the framework can be run on single, dual, or quad monitor hardware. Each monitor is formatted as described in the earlier section of this chapter - there is one header and a process display. The user can configure the header of each monitor as described in the earlier Header Display section, with one Header Display dedicated to each monitor for each L1 area. Alternatively, the user can configure all headers to be the same. See [Multi-Monitor](#) for more information on configuring an application for multi-monitor.

<b>IMPORTANT</b>	Multi-monitor functionality is not currently supported in the Graphic Framework when using the FactoryTalk View SE built-in Navigation Menu.
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## Alarm Indication

Alarm indication is embedded throughout the Graphic Framework. As mentioned in the L1/L2/L3 Navigation section, each navigation button has alarm indication available, with alarms rolled-up from L3 to L1. The Alarm button on the Header display also indicates to the operator if alarms are active in that L1 area. The following displays give the operator information on specific alarms and alarm configuration.

Display	Description
Alarm Banner	There is one Alarm Banner for each L1 area. The Alarm Banner, which resides on the Header display, will show up to three alarms. <div> <div> July 19, 2020 6:14:16 PM </div> <div>   1/10/1998 4:56:50 PM    Alm_HiHi    EMEA Testbed FT222 HiHi  6/8/2020 2:43:27 PM    Alm_HiHi    L85EP Testbed FT555 HiHi  1/10/1998 4:56:50 PM    Alm_Hi    EMEA Testbed FT222 Hi </div> <div>    </div> </div>
Alarm Summary	Each L1 area has a corresponding alarm summary. The purpose of the alarm summary is to indicate alarms within the L1 area (by severity and time) and provide the ability for the operator to interact with these alarms. Navigation to the alarm summary is accomplished by clicking the Alarm Summary Navigation button from the associated Header. The alarm summary must be configured to subscribe to alarms specific to the L1 area. Filters can be configured for each L2 alarm group for additional alarm functionality.
Alarm History	Alarm History display contains a configured Alarm and Event Log Viewer object that accesses the alarm and events historical data. Note: The alarm and event server must be configured to log the alarm data for this display to work properly. This display filters based on predefined filters.
Alarm Shelved	Alarm Shelved display contains an Alarm and Event Status Explorer object that is preconfigured to access alarm and event databases within the application with the status of "Shelved". This display can be further filtered based on alarm names. The shelved alarm display displays the alarm grouping tree to allow easy access to each alarm group.
Alarm Explorer	Alarm Explorer display contains an Alarm and Event Status Explorer object preconfigured to access A&E databases within the HMI application. This display can be further filtered based on alarm names. The alarm explorer displays the alarm grouping tree to allow easy access to each alarm group. The button to access this display has security that is built in. Only users with ability to enable/disable alarms can access this display.

## Alarm Grouping and Supporting Logic

To create alarm groupings that align with the Navigation bars, additional upfront effort must be made in each controller to support this function. This effort requires using the Logical organizer in the controller files to align to the same hierarchy as in the graphical hierarchy.

Figure 1 - Pre-defined Graphical Layout

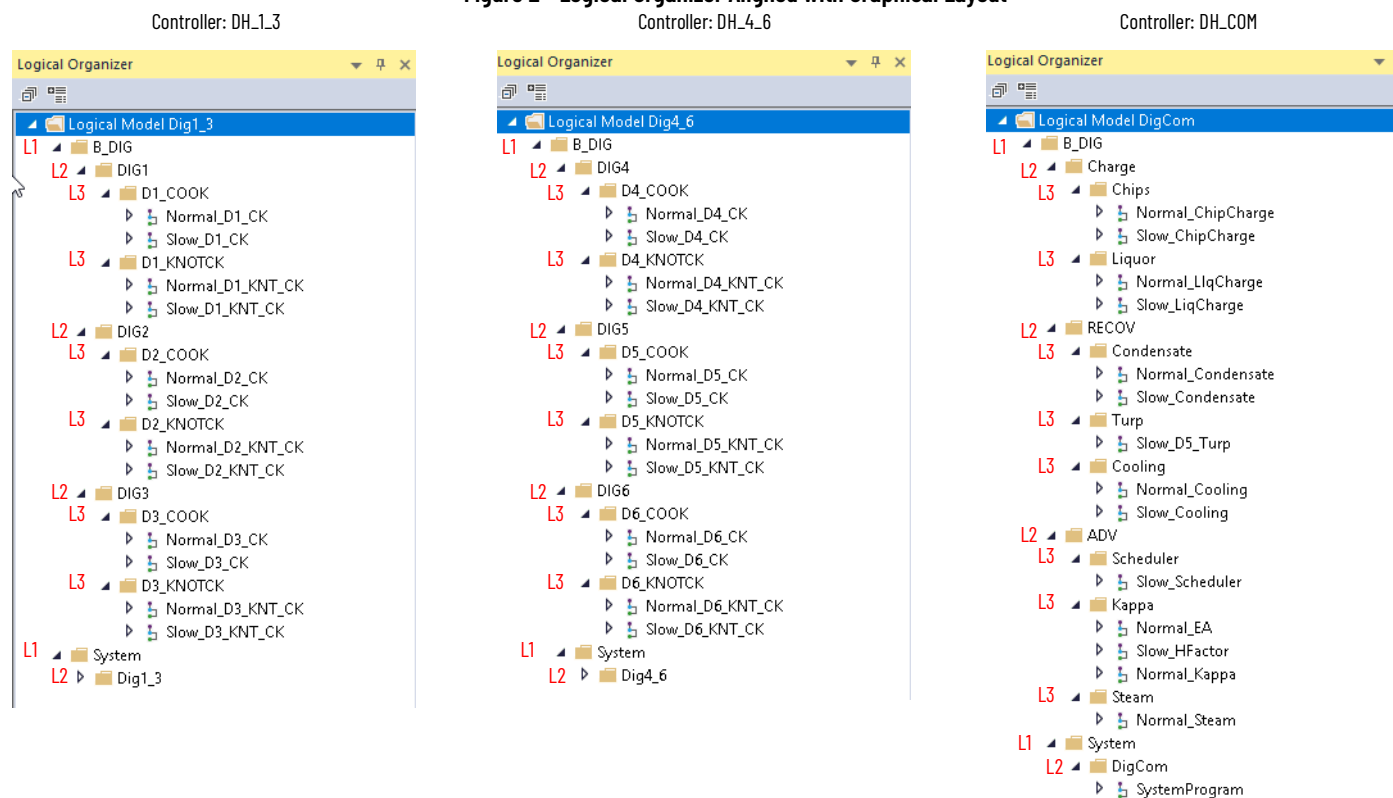
Displays		
L1	L2	L3
B_DIG	DIG1	D1_COOK D1_KNTCK
	DIG2	D2_COOK D2_KNTCK
	DIG3	D3_COOK D3_KNTCK
	DIG4	D4_COOK D4_KNTCK
	DIG5	D5_COOK D5_KNTCK
	DIG6	D6_COOK D6_KNTCK
	Charge	Chips Liquor
	RECOV	Condensate Turp Cooling
	ADV	Scheduler Kappa Steam
	System	Dig1_3    n/a
		Dig4_6    n/a
		DigCom    n/a

The Logical Organizer folder structure must align with the predefined Graphical Hierarchy. That is, a folder in the Logical Organizer must be created for each process display that is used in the HMI. If multiple controllers are used within a single operator's sphere of influence, the same L1 - L2 - L3 architecture must be represented within each controller.

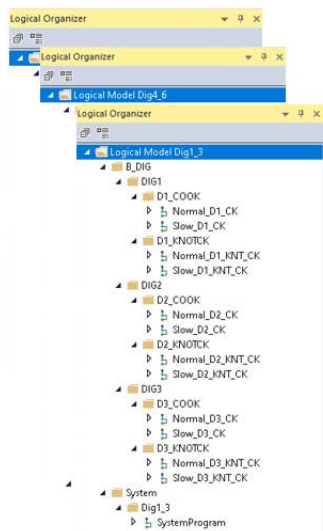
### IMPORTANT

If alarm grouping contains numbering, it is recommended to add a padded zero or else an unexpected alarm indication occurs. For example, if you have alarm groups D1\_1, D1\_10, and D1\_11, the first alarm group should be modified to D1\_01.

**Figure 2 - Logical Organizer Aligned with Graphical Layout**



Once the folders are created, the PlantPAx Configuration Tool can be used to merge the alarm groups appropriately so that the process alarm indication displays are control equipment agnostic. In addition, if a single controller contains logic that is used by multiple operators, the folder structures of each area must be created in the Logical organizer to represent the multiple L1 hierarchies.



## PlantPax Tools

### Alarm Builder

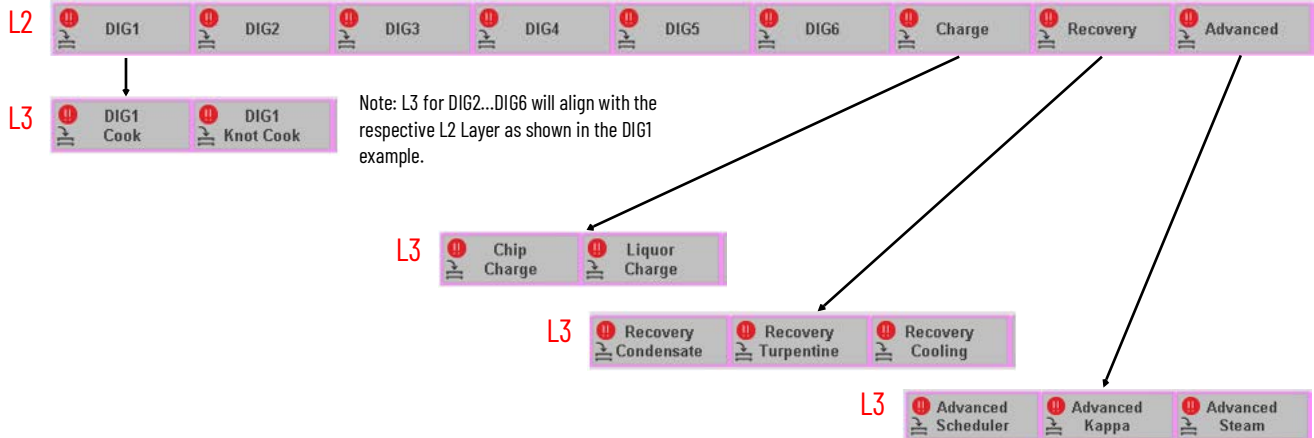
- Alarms sources:
- Tag Based alarms
  - Server based alarms

seamlessly merged from multiple sources in the various alarming constructs (banner / summary)

Alarm Groupings			Controller Source
L1	L2	L3	
B_DIG	DIG1	D1_COOK	Dig1_3
		D1_KNTCK	Dig1_3
	DIG2	D2_COOK	Dig1_3
		D2_KNTCK	Dig1_3
	DIG3	D3_COOK	Dig1_3
		D3_KNTCK	Dig1_3
	DIG4	D4_COOK	Dig4_6
		D4_KNTCK	Dig4_6
	DIG5	D5_COOK	Dig4_6
		D5_KNTCK	Dig4_6
	DIG6	D6_COOK	Dig4_6
		D6_KNTCK	Dig4_6
	Charge	Chips	DigCom
		Liquor	DigCom
RECOV	Condensate	DigCom	
	Turp	DigCom	
	Cooling	DigCom	
	ADV	Scheduier	DigCom
	Kappa	DigCom	
	Steam	DigCom	
System	Dig1_3	n/a	Dig1_3
	Dig4_6	n/a	Dig4_6
	DigCom	n/a	DigCom

The following navigation bars must be configured to align with the information in [Figure 1](#). Alarm groupings enable the appropriate alarm roll-ups to the navigation buttons.

L1 B\_DIG



The alarm grouping configuration in the Logical Organizer should then be reflected on the L2 / L3 navigation for button naming and alarm breadcrumb (alarm groups).

## Server Status Monitoring

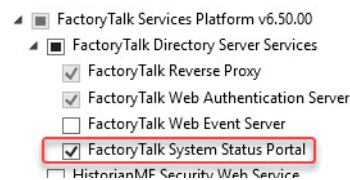
Server status monitoring is an important diagnostic tool that is helpful for maintenance and troubleshooting any system. There are two main options available with FactoryTalk View SE: System Status Portal and FactoryTalk Resource and Status Server.

### IMPORTANT

Both server monitoring options are compatible with the Graphic Framework [v1.00]. Only the System Status Portal is available to Graphic Framework [Legacy].

## System Status Portal

The system status portal is installed by default when you install any product that has FactoryTalk Services Platform v6.30 and later. Make sure that the box is checked to include the system status portal with installation.



The system status portal can be accessed from any workstation in the system joined to the FactoryTalk Directory. The portal is viewable in a web browser or web browser object in FactoryTalk View runtime, by typing `https://IPAddress/FTSystemStatus`, where `IPAddress` is the IP address of the FactoryTalk Directory server computer. See FactoryTalk Services Platform Help for more information.

The system status portal is limited to displaying the status of HMI servers, data servers (including FactoryTalk Linx, OPC UA, and OPC-DA servers), and Factory Alarm & Events servers.

## FactoryTalk Resource and Status Server

FactoryTalk Resource and Status Server can be used on any system with FactoryTalk Services Platform v6.50 and later. Included in the Graphic Framework [v1.00] are graphic symbols and faceplates for common devices and infrastructure to monitor in a system. See [FactoryTalk](#)



[Resource & Status Server Configuration on page 115](#) for more information on configuration recommendations.

With the FactoryTalk Resource and Status server, each resource that is monitored becomes programmatically accessible in FactoryTalk View, where additional functions can be added on such as conditional alarming or tag historization. Additionally, the server can monitor network connection to devices that are not part of the FactoryTalk Directory (i.e vCenter, ESXi, iDRAC, switches, etc) which makes it a powerful tool for gathering diagnostics of an entire system.

Network Status	Workstation Status	Processes Status
Monitor status from workstation in the FTDirectory with FTRSS installed to any device on the network.	Monitor CPU, memory, storage space, NIC status, on any workstation on the FTDirectory with FTRSS installed.	Monitor any process / task available in Task Manager on any workstation on the FTDirectory with FTRSS installed

## Versioning and Design Considerations

The Graphic Framework has evolved with iterations of the Process Library and PlantPAx System releases. The reason for this change is that it modularizes the key components of the system, reducing the time for updates being accessible to users and making it easier to adopt new product capabilities (FactoryTalk View & FactoryTalk Optix)

The following is a brief explanation of the Graphic Framework release history and versioning:

PlantPAx v5.30 release and earlier (Process Library v5.20 and earlier).

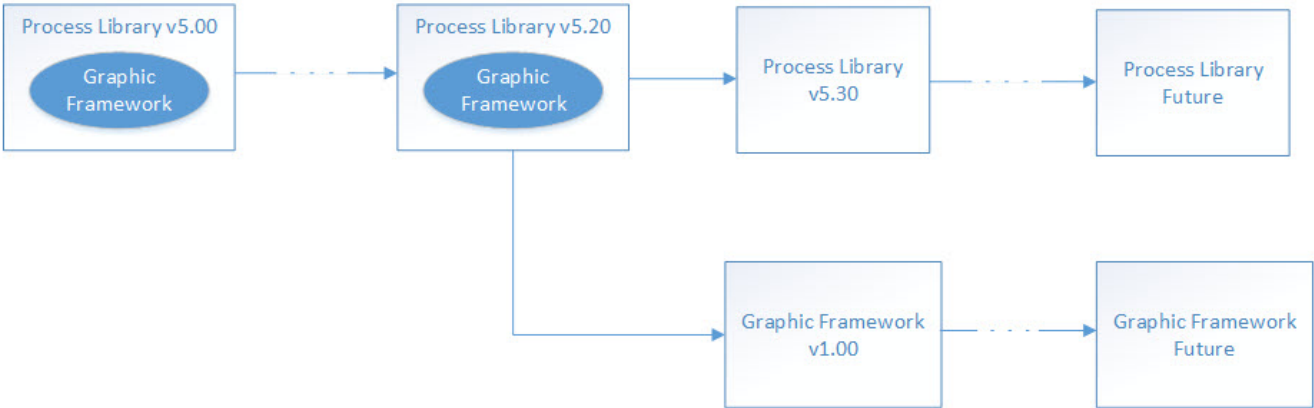
- The Graphic Framework files were included in the Process Library download from PCDC under "Process Library".
- These releases are referred to as the "Graphic Framework [Legacy]"

PlantPAx v5.40 release and later.

- The Graphic Framework files are now included as a standalone download from PCDC under "Graphic Framework".
- These releases are referred to as the "Graphic Framework [v1.00]"

IMPORTANT

New major and minor releases of the Process Library (for example, Process Library 5.30 and later), will no longer include the Graphic Framework [Legacy] content.



## Graphic Framework [Legacy]

Pros	Cons
<ul style="list-style-type: none"> <li>• Can be used with single, dual, or quad monitor clients.</li> <li>• Bulk Configuration with the Graphic Framework tool.</li> <li>• Alarm indication and rollout.</li> <li>• Button indication of which display is selected.</li> </ul>	<ul style="list-style-type: none"> <li>• No tag search or built-in forward/backward/historical navigation</li> <li>• Limited to 16 buttons per L2 and 16 buttons per each L3.</li> <li>• Configuration is time-consuming and an opportunity for mistakes if created without the use of the Graphic Framework Tool.</li> <li>• It can be cumbersome if trying to add a button into the middle of an L2/L3 nav bar.</li> <li>• Lots of clicks to set up each button command on the L2/L3/L1 buttons.</li> </ul>

## Graphic Framework [v1.00]

Added support of FactoryTalk View SE v15 Navigation Menu.

You have a choice to use the legacy Graphic Framework templates or use the built-in Navigation Menu of FactoryTalk View SE.

The following table is for the Navigation Menu of FactoryTalk View SE.

Pros	Cons
<ul style="list-style-type: none"> <li>• Uses the Built-in Navigation Menu of FactoryTalk View SE.</li> <li>• Configurable all in one place.</li> <li>• Ability for built-in tag search.</li> <li>• Ability for built-in forward, backward, and historical navigation.</li> <li>• Unlimited number of displays per L2 and L3 area.</li> <li>• Simple workflow to move, add, and reconfigure L2 and L3 areas.</li> <li>• Easily configure display commands directly in the navigation menu configuration.</li> <li>• Built in alarm source and automatic diagnostic indication and rollout.</li> <li>• Ability to use icons instead of text on dropdown and display navigation.</li> </ul>	<ul style="list-style-type: none"> <li>• Currently only supported for single monitor with the Graphic Framework.</li> <li>• Limited Bulk Configuration – Graphic Framework Tool can generate the displays, but the Navigation Menu configuration is separate.</li> <li>• In FactoryTalk View SE v15, if more L2 folder areas are configured than fit on a single monitor, the alarm indication is not visible for those L2 areas (The issue is fixed in v16).</li> </ul>

**Notes:**

## Configure the Graphic Framework

The Graphic Framework is a flexible tool that is highly configurable to each specific user. This chapter outlines the options for how to get started configuring the Graphic Framework and how to configure a project. As noted in the previous chapter, there are two varieties of the Graphic Framework that are currently supported: Graphic Framework [Legacy] and Graphic Framework [v1.00]. See [Versioning and Design Considerations](#) for more detail.

The following table shows what topics apply to which design path.

Graphic Framework [Legacy]	Graphic Framework [v1.00] with Legacy navigation	Graphic Framework [v1.00] with Navigation Menu
<a href="#">Graphic Framework [Legacy] Configuration</a>	<a href="#">Graphic Framework [v1.00] Configuration</a>	
	<a href="#">PlantPax Process Library Dependencies</a> <a href="#">Build Your PlantPax HMI Application</a> <a href="#">Recommended Application Naming Structure</a> Global Objects: <a href="#">APP - Administrative Objects</a> Global Objects: <a href="#">APP - Alarm Objects</a> Global Objects: <a href="#">APP - Diagnostic Objects</a> Global Objects: <a href="#">APP - Header Objects</a>	
—	Global Objects: <a href="#">APP - Resource and Status Objects (raC-1.00-SE)</a>	
	Global Objects: <a href="#">Template Custom Objects</a> Global Objects: <a href="#">Template L1 Navigation</a>	
Global Objects: <a href="#">Template L2 L3 Navigation</a>		Global Objects: <a href="#">Template L2 L3 Navigation</a> (Only Diagnostic and Alarm navigation needed)
	<a href="#">Displays</a>	
	<a href="#">Multi-Monitor</a>	Multi-Monitor: <a href="#">Create HMI Tags for Multi-Monitor and Repaint</a>
—		<a href="#">Navigation Menu</a>
—	<a href="#">FactoryTalk Resource &amp; Status Server Configuration</a> <a href="#">Macros</a> <a href="#">Client File Setup (.CLI)</a>	

The following table defines common terms that are used in the configuration.

Term	Description
Template	The term “Template” within a filename indicates that the file should be duplicated when used in the application. The duplicated file should be renamed to a title that is meaningful for the specific area or sub-area of the facility of your application. The original template file is to be used as a starting point for multiple files in the application and should not be modified.
App	When a file in the application contains the term “APP”, the objects in these files can be used directly out of this file - the file name does not need to be duplicated or renamed.

## Graphic Framework Builder Tool

The Graphic Framework Builder Tool can be used to quickly develop FactoryTalk® View SE files to import into a base application. This tool can be used to automate most of the steps explained in this chapter. For more details on the Graphic Framework Tool and how to use it, See the [Product Compatibility and Download Center](#) and search “PlantPax Tools”.

## Graphic Framework [Legacy] Configuration

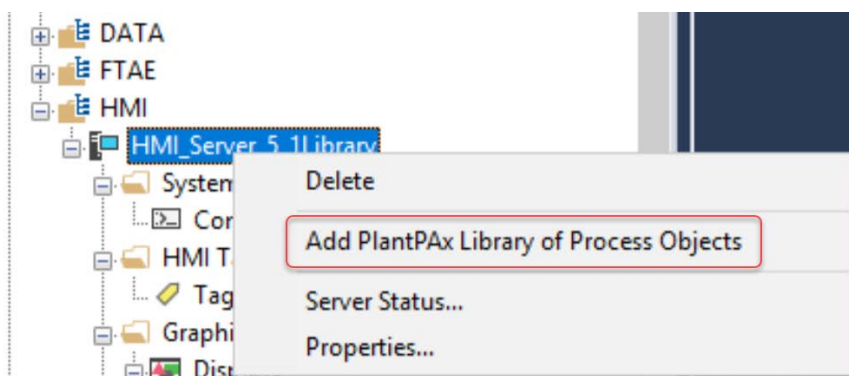
For PlantPAx® Process Library versions 5.20 and earlier, the Process Library download provides the following files to use as a starting point for the Graphic Framework. Templates are provided both with and without the PlantPAx Process Object library faceplates included.

- FTVSE\_{version}\_Template\_{version}.APB (for example, FTVSE\_13\_0\_Template\_5\_10\_00.APB)
- FTVSE\_{version}\_TemplateWLibrary\_{version}.APB (for example, FTVSE\_12\_0\_TemplateWLibrary\_5\_00\_00.APB)
- FTVSE\_{version}\_Template\_{version}.zip (for example, FTVSE\_12\_0\_Template\_5\_00\_00.zip)
- FTVSE\_{version}\_TemplateWLibrary\_{version}.zip (for example, FTVSE\_13\_0\_TemplateWLibrary\_5\_10\_00.zip)

The Graphic Framework [Legacy] can be used in one of two ways from the template files in the Process Library download:

- Restore the provided Local Station project templates (.APB) using the FactoryTalk View SE Application Manager.
- Create your own project as a Distributed or Network Station application and import the HMI server or individual files as needed.

If using FactoryTalk View SE version 13 and later, there is a third option to use the Graphic Framework [Legacy]. After creating an HMI server, right-click on the server and select “Add PlantPAx Library of Process Objects”. For this option, no download from PCDC is necessary as one specific version of the Process Library is built into FactoryTalk View.

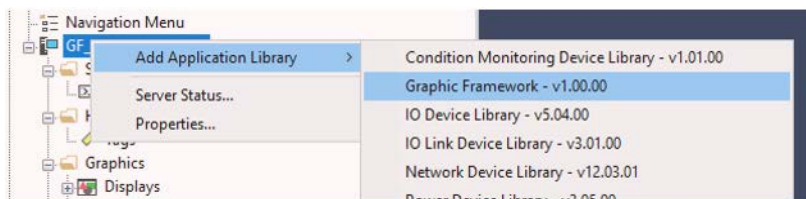


## Graphic Framework [v1.00] Configuration

The Graphic Framework [v1.00] is compatible with FactoryTalk View SE v15 and later. The download provides all required content and a Windows® command script file to move the content to the FactoryTalk View SE Application Library folder.

The Graphic Framework [v1.00] can be used in one of two ways to create a starting point for a new application:

- Use the Graphic Framework builder tool to create your application.
- Run the provided CMD file to move the content to the Application Library folder in FactoryTalk View SE. Then create a project, right-click the HMI server and “Add Application Library”.



## PlantPax Process Library Dependencies

The Graphic Framework [Legacy] is dependent on the following files from the Library of Process Objects:

- Display Files (.gfx)
  - (raP-5\_20-SE) raP\_Opr\_OrgView-TreeView
  - (raP-5\_20-SE) raP\_Opr\_OrgView-Select
  - (raP-5\_20-SE) raP\_Opr\_OrgView-Config
  - (raP-5\_20-SE) raP\_UDT\_Opr\_Bus-Advanced
  - (raP-5\_20-SE) raP\_UDT\_Opr\_Bus-Faceplate
- Global Object Files (.ggfx)
  - (raP-5\_20-SE) Toolbox - Common Adv Objects
  - (raP-5\_20-SE) Toolbox - Organization Objects
  - (raSDK-1-SE) Toolbox - Common Objects
- Macros (.mcr)
  - DefineShowHWTTreeCmd
  - DefineShowTreeCmd
  - ShowTreeForObject
  - ToggleWithRemark
  - NavToFaceplate
  - NavToDisplay
- All Images files
- HMI Tag import

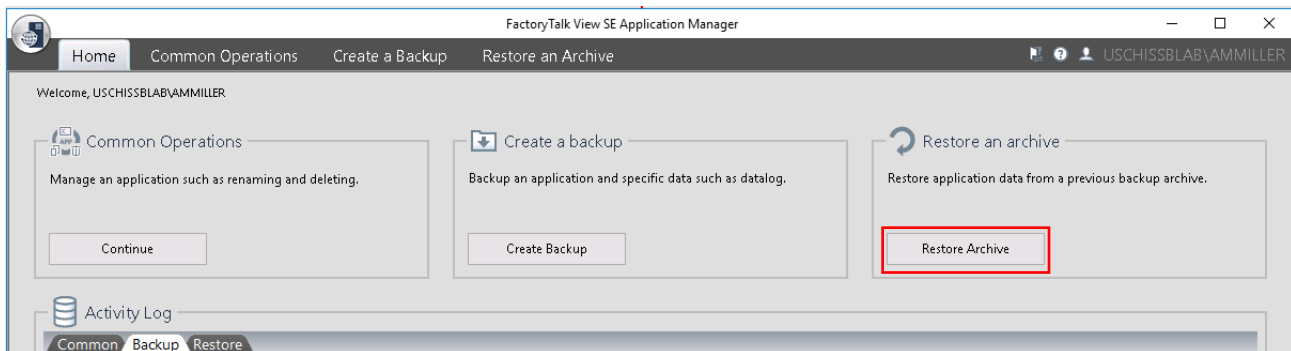
The Graphic Framework [v1.00] and later is dependent on the following files from the Library of Process Objects:

- Global Object Files (.ggfx)
  - (raSDK-1-SE) Toolbox - Common Objects
- All Images files
- HMI Tag import

## Build Your PlantPax HMI Application

### *Local Station Applications*

1. Go to FactoryTalk® View SE Application Manager > Local Station and select Restore Archive.



2. Browse to the APB file.
3. Name the new application and select Restore.

You can now open FactoryTalk® View SE Local Station and build out the application using the PlantPax Graphic Framework.

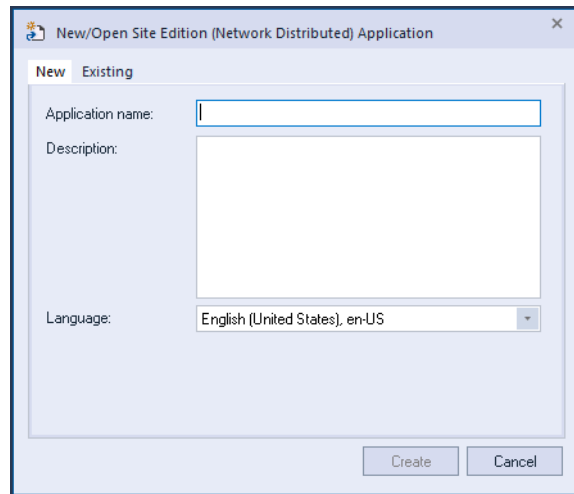
*Distributed or Network Station Applications*

The HMI Server backup can be used for Distributed or Network Station applications. The following assumes that the server system is configured correctly and to PlantPAx recommendations. The following also assumes that the FactoryTalk® Directory is configured and all applicable servers are joined to the directory.

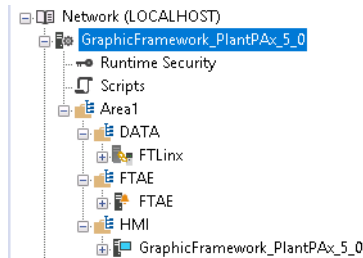
**IMPORTANT**

This should be used as a rough guide only. See PlantPAx Distributed Control System Configuration and Implementation User Manual, publication [PROCES-UM100](#) and FactoryTalk View documentation for best practice and proper system configuration.

1. Go to FactoryTalk View Studio and select either Distributed or Network Station.
2. Create an application.

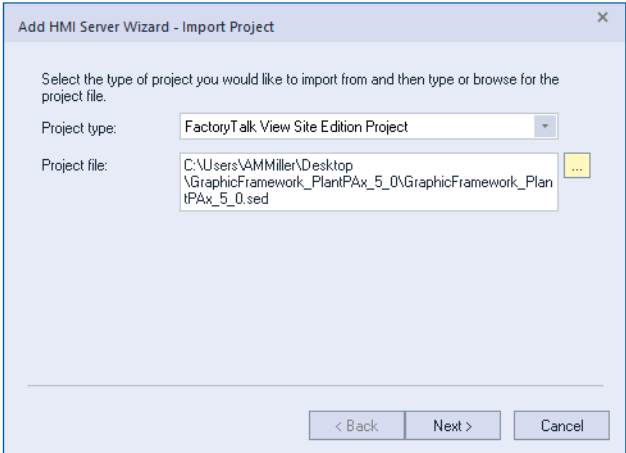
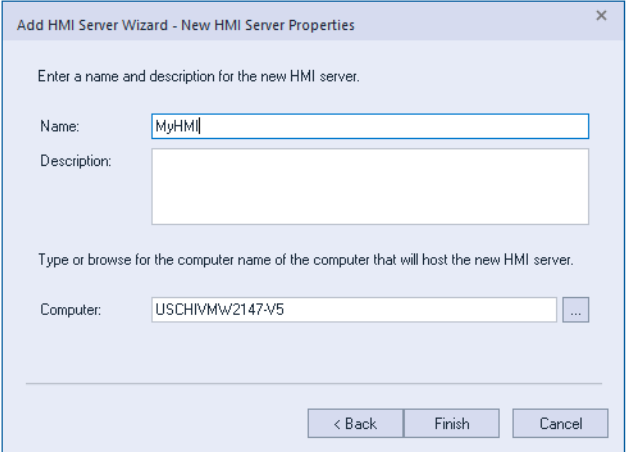


3. Build out the Area folder structure. Place only one server in each area folder



4. Extract the graphic framework - either with or without the Process Library. (Found in the library download at \Process Library\Templates\FactoryTalk View SE).

5. Right-click the HMI area folder. Select Add New Server > HMI Server. The Add HMI Server Wizard opens. Select Import a project and click Next.

On this Page	Action
Warning pop-up	Select OK
Import Project	<div><ul style="list-style-type: none"><li>Select FactoryTalk View Site Edition Project.</li><li>Navigate to the HMI server backup that was extracted in <a href="#">step 4</a>.</li></ul></div>
New HMI Server Properties	<div><ul style="list-style-type: none"><li>Name the HMI server</li><li>Select the computer that hosts the new HMI server</li></ul></div>

The HMI server takes a few minutes to import. Once the import is complete, the application is ready to build out with the Graphic Framework.



## Recommended Application Naming Structure

The following is a table of recommended naming structures for files that are provided in the Graphic Framework. The files with a suggested naming structure needs to be duplicated from the original file and renamed with the structure specific for your project.

Template Display Name	Suggested Name Structure	Example:
Template Display Map	[App_Name]_DisplayMap	ABC-Chem_DisplayMap
Template Diagnostic-IOEvents	[App_Name]_Diagnostic-IOEvents	ABC-Chem_Diagnostic-IOEvents
Template Diagnostic-Summary	[App_Name]_Diagnostic-Summary	ABC-Chem_Diagnostic-Summary
Template Diagnostic-SysSts	[App_Name]_Diagnostic-SysSts	ABC-Chem_Diagnostic-SysSts
Template Language-Select	[App_Name]_Language-Select	ABC-Chem_Language-Select
(raP-5.20-SE) Common-Redirect-to-4_10 <sup>(1)</sup>	N/A	Use file as is
(raP-5.20-SE) Common-Redirect-to-5_00 <sup>(1)</sup>	N/A	Use file as is
Template Reports	[App_Name]_Reports	ABC-Chem_Reports
Template Trend_Full	[App_Name]_Trend_Full	ABC-Chem_Trend_Full
Template Trend_Popup	[App_Name]_Trend_Popup	ABC-Chem_Trend_Popup
Template Admin-SysSecurity	[App_Name]_Admin-SysSecurity	ABC-Chem_Admin-SysSecurity
Template Header Mon1	[L1_Name]Header_Mon1	Mixing_Header_Mon1
Template Header Mon2	[L1_Name]_Header_Mon2	Mixing_Header_Mon2
Template Header Mon3	[L1_Name]_Header_Mon3	Mixing_Header_Mon3
Template Header Mon4	[L1_Name]_Header_Mon4	Mixing_Header_Mon4
(raC-1.00-SE) Template Header Nav Menu <sup>(2)</sup>	[L1_Name]_Header_Mon1	Mixing_Header_Mon1
Template Display L1	[L1_Name]	Mixing
Template Display L2	[L1_Name]_[L2_Name]	Mixing_IngredAdd
Template Display L2 no L3	[L1_Name]_[L2_Name]	Mixing_Agitate
Template Display L3	[L1_Name]_[L2_Name]_[L3_Name]	Mixing_IngredAdd_Weigh
(raC-1.00-SE) Template Display Nav Menu <sup>(2)</sup>	[L1_Name]_[L2_Name]_[L3_Name]	Mixing_IngredAdd_Weigh
Template Alarm-Explorer	[L1_Name]_Alarm-Explorer	Mixing_Alarm-Explorer
Template Alarm-History	[L1_Name]_Alarm-History	Mixing_Alarm-History
Template Alarm-Shelved	[L1_Name]_Alarm-Shelved	Mixing_Alarm-Shelved
Template Alarm-Summary	[L1_Name]_Alarm-Summary	Mixing_Alarm-Summary
(raC-1.00-SE) RSSNetworkDevice-Faceplate <sup>(2)</sup>	N/A	Use file as is
(raC-1.00-SE) RSSProcessMonitor-Faceplate <sup>(2)</sup>	N/A	Use file as is
(raC-1.00-SE) RSSWorkstation-Faceplate <sup>(2)</sup>	N/A	Use file as is

(1) Only available in Graphic Framework [Legacy].

(2) Only available in Graphic Framework [v1.00] and later.

Global Object Files	Suggested Name Structure	Example:
APP - Administrative Objects	N/A	Use file as is
APP - Alarm Objects	N/A	Use file as is
APP - Diagnostic Objects	N/A	Use file as is
APP - Header Objects	N/A	Use file as is
(raC-1.00-SE) APP - Resource and Status Objects <sup>(1)</sup>	N/A	Use file as is
Template Custom Objects	[App_Name]_CustomObjects	ABC-Chem_CustomObjects
Template L1 Navigation	[App_Name]_L1Navigation	ABC-Chem_L1Navigation
Template L2 L3 Navigation	[L1_Name]_L2L3Navigation	Mixing_L2L3Navigation

(1) Only available in Graphic Framework [v1.00] and later.

Macro File	Suggested Name Structure	Example:
Template_ClientStartup_SingleMon	[L1_Name]_ClientStartup_SingleMon	Mixing_ClientStartup_SingleMon
Template_ClientStartup_DualMon	[L1_Name]_ClientStartup_DualMon	Mixing_ClientStartup_DualMon
Template_ClientStartup_QuadMon	[L1_Name]_ClientStartup_QuadMon	Mixing_ClientStartup_QuadMon
Template_NavMenu_ClientStartup_SingleMon <sup>(1)</sup>	[L1_Name]_ClientStartup_SingleMon	Mixing_ClientStartup_SingleMon
Template_Repaint_SingleMon	[L1_Name]_Repaint_SingleMon	Mixing_Repaint_SingleMon
Template_Repaint_DualMon	[L1_Name]_Repaint_DualMon	Mixing_Repaint_DualMon

Macro File	Suggested Name Structure	Example:
Template_Repaint_QuadMon	[L1_Name]_Repaint_QuadMon	Mixing_Repaint_QuadMon
Template_NavMenu_Repaint_SingleMon <sup>(1)</sup>	[L1_Name]_Repaint_SingleMon	Mixing_Repaint_SingleMon
SetRepaint	N/A	Use file as is
NavToDisplay with mixed library	Optional macros - use only for applications with both Process Library 4.10 and Process Library 5.00 or later. See <a href="#">Macros</a> section for detail.	
NavToFaceplate with mixed library		


(1) Only available in Graphic Framework [v1.00] and later.

## Global Objects

The following section outlines each of the global object files available in the Graphic Framework and how each object should be used and configured. The purpose of this section is to provide the application developer with details on each global object and how to configure them. Not all global objects are required to be used in the application.



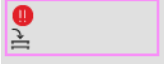
### APP - Administrative Objects

The following objects are used for administrative control.

Object	Graphic	Description	Configuration		
			Parameter Number	Description	Explanation
Close Client		The purpose of the Close Client object is to shut down the client.	No configuration required. This object can be placed on the Header or on a separate administrator display.		


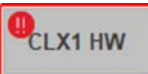




### APP - Alarm Objects

The following objects are used for alarm navigation and annunciation.

Object	Graphic	Description	Configuration		
			Parameter Number	Description	Explanation
Alarm Summary Navigation		The purpose of the Alarm Summary Navigation object is to visually alert operators of current active alarms in their L1 process area and to provide navigation to the Alarm Summary. This object navigates to another Alarm Summary screen in each L1 area.	101	Alarm Summary Display Name	Enter full Alarm Summary display name
		This button should already be populated on the template Header display. The global object parameter values must be updated on the Header display.	102	Alarm Group Name (Level 1)	Enter the L1 area alarm group name (for indication)
Alarm Silence Button		The purpose of the Alarm Silence Button object is to silence any active audible alarms that are assigned to that L1 area for that specific client.  This button should already be populated on the Header display. The global object parameter values must be updated on the Header display.	101	Alarm and Event Banner Display Name	Enter the associated L1 Header display name that contains the alarm banner.  "Invoke #101.FactoryTalkAlarmandEventBanner.SilenceAll"
Alarm Group Annunciation		The alarm annunciation objects are available for L1, L2, or L3 alarm groups. These annunciation objects are built into template objects for L1, L2, and L3 navigation objects, but can be added to additional buttons if desired. There are also larger objects available for an L1 Overview display.	101	Alarm Group Name (Level 1)	L1 Group name in FTAE and/or FTLinx (required for L1, L2, and L3 annunciation objects)
			102	Alarm SubGroup Name (Level 2)	L2 Group name in FTAE and/or FTLinx (required for L2 and L3 annunciation objects)
			103	Alarm SubSubGroup Name (Level 3)	L3 Group name in FTAE and/or FTLinx (required for L3 annunciation objects)

## APP - Diagnostic Objects



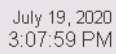





The following objects are used for hardware and software diagnostics as well as L4 trend display access.








Object	Graphic	Description	Configuration		
			Parameter Number	Description	Explanation
Software Tree View Navigation <sup>(1)</sup>		The purpose of the Software Organization Tree View button is to view the entire organization tree view for each controller in one central location.  This button is used with organizational bus instructions raP_Opr_OrgView and raP_Opr_OrgView. See [appropriate section name] for more information on the configuration of the organizational bus.	101	SW Tree Identification	Enter a text string, not a tag. This displays on the button.
			102	Processor Shortcut Name	Enter the shortcut name where tree view is located. Include the area name in the parameter entry (for example, [MyCLX] or '/Area1/SubArea1::[MyCLX]')
Hardware Tree View Navigation <sup>(1)</sup>		The purpose of the Hardware Organization Tree View button is to view the hardware organization tree view for each controller.  This button is used with organizational bus instructions raP_Opr_OrgView and raP_Opr_OrgView as well as raP_Dvc_LgxModuleSts. See [appropriate section name] for more information on configuration of the organizational bus.	101	HW Tree Identification	Enter a text string, not a tag. This displays on the button.
			102	Processor Shortcut Name	Enter the shortcut name where tree view is located. Include the area name in the parameter entry (for example, [MyCLX] or '/Area1/SubArea1::[MyCLX]')
Pop-up Display Trend Navigation		The trend pop-up button is intended to be placed throughout L1, L2, or L3 process displays to display TrendPro templates that are specific to the user's process.	101	Trend pop-up Display Name	Full name of the pop-up trend name. This should be (raP-5_20-SE) Template Trend_Popup or a display that is created from duplicating this display.
			102	Trend Template (Optional)	Name of the TrendPro template that should be invoked when the pop-up display opens. This can be left blank if no TrendPro templates are created yet.
			103	HMI Server Name	The exact name of the HMI server. The name next to this icon in your application: 
			104	PASS Server Name	The exact name of the server that is hosting your HMI Server (usually the PASS). You can find this name by examining the top of the application tree: 
Tree View Alarm Annunciation		The alarm annunciation object for the tree view is the same as for an L2 alarm annunciation object (see previous section). It is recommended to use with the Hardware Tree View button to annunciate any hardware-related alarms.	101	Alarm Group Name (Level 1) (for example, 'System')	L1 Group name in FTAE and/or FTLink
			102	Alarm SubGroup Name (Level 2) (for example, 'CLXT')	L2 Group name in FTAE and/or FTLink




(1) Only available in Graphic Framework [Legacy].

## APP - Header Objects

The following objects are recommended to be placed on the Header display and provide information and specific navigation.

Object	Graphic	Description	Configuration		
			Parameter Number	Description	Explanation
PlantPAx Logo		The logo object is pre-built using the PlantPAx logo or the Rockwell Automation logo. The logo object is populated in the Header display by default but can be removed to free up space on the Header.	No configuration required.		
Rockwell Automation logo		If users prefer to add their own logo, See <a href="#">Template Custom Objects</a> for more information.			
Time Date		The Time-Date object indicates the current time and date. This object is populated in the Header display by default.	No configuration required.		
System Status		The System Status object is used for navigation to the control system status display. The system status screen is a custom display that is developed to show diagnostics and hardware information. See <a href="#">Displays</a> for more information on the template display. Use (raP-5_20-SE) Template Diagnostic-Summary as a starting point.	101	System Status Display Name	Enter the whole display name into the parameter. Display "#101"
		There is an optional System Status breadcrumb that can be added to the System Status button (see <a href="#">Displays</a> for Template Toolbox display). There is also an L1 alarm breadcrumb that could be used for this button (see <a href="#">APP - Alarm Objects</a> for Alarm Group annunciation).  Alarm bread crumb objects - L1 for the System Status header button and L2 for each individual Hardware Tree button - are provided in the alarm global object file that fits on top of the buttons for System Status. See <a href="#">APP - Alarm Objects</a> for alarm group annunciation details. It is recommended that an L1 alarm group be for overall system diagnostics and that L2 subgroups be created for each controller and hardware under that controller.	The system status breadcrumb is configured as follows: Replace "[MyCLX]" with the shortcut defined for your application. If you have multiple processors, duplicate the function for each processor and use a logical "or" to combine the expressions. The system status breadcrumb should be placed on top of the System Status Button in the Header bar.		
RepaintScreen		The Repaint Screen object is used to refresh the display client. The button uses defined symbol "Repaint" to build the proper repaint macro command for that L1 area and client.	No configuration required. See <a href="#">Macros</a> and <a href="#">Multi-Monitor</a> to verify that the "Client Startup" macro is configured properly and repaint macros are created as required. "Repaint #2"		
Home Navigation		The purpose of the Home Navigation object is to provide a link allowing an operator to go to their "Home" area or sphere of influence. Navigates to Client Home displays (not the current L1 home displays).	No configuration required. See <a href="#">Macros</a> to verify that the "Client Startup" macro is configured properly. "GoHome"		
L1 Navigation		The purpose of the L1 Navigation object is to link to a pop-up display that provides access to other L1 Process Areas within the facility. This object configured the same for all L1 Headers (it will always call up the same pop-up, regardless which L1 area is being displayed).	101	Display Map Display Name	Enter the whole display name for the Display Map display pop-up.  Display "#101" /cc See <a href="#">Displays</a> for more details on configuring the display map pop-up.
Administrator		The Administrator Button can be used to navigate to a custom administrator display or the provided Administrator System Security pop-up template display.	101	Administrator Display Name	Enter the whole display name for the Administrator display  Display "#101"

Object	Graphic	Description	Configuration		
			Parameter Number	Description	Explanation
Generic Trend Navigation		The purpose of the Generic Trend Navigation Button object is to navigate to a display prepopulated with navigation buttons to various prebuilt trends or generic trend display to allow building of ad-hoc trend displays.	101	Trends Display Name	Enter the whole display name for the Trends display Display "#101"
Full Display Trend Navigation		The purpose of the Full Display Trend Navigation button object is to navigate to the display created from the template display (raP-5_20-SE) Template Trend_Full. This display can use TrendPro templates and trend security. The user will typically use this style of display for system trend of that L1 area or for key performance indicators.	101	Trends Full Screen Display Name	Full name of the full screen trend name. This should be (raP-5_20-SE) Template Trend_Full or a display that is created from duplicating this display.
			102	Trend Template (Optional)	Name of the TrendPro template that should be invoked when the display opens. This can be left blank if no TrendPro templates are created yet.
			103	HMI Server name	The exact name of the HMI server. The name next to this icon in your application: 
			104	PASS Server name	The exact name of the server that is hosting your HMI Server (usually the PASS). You can find this name by examining the top of the application tree: 
			Display "#101" / T #102, #103, #104, \$Security\ConfigTrend\$		
Diagnostic Events Summary		The DiagnosticsEventsSummary object is used as a navigation button to access the Automatic Diagnostic Event Summary object. It is recommended to use this button to navigate the display created from "(raP-5_20-SE) Template Diagnostic-IOEvents".	101	DiagnosticDisplayName	Enter the whole display name for the Diagnostic display Display "#101"
Language Switching		The purpose of the Language Switching Button object is to provide ability for the user to change the HMI text to use their preferred (previously configured) language. The selection is client based and each client can choose another language if the data sources are configured with the selected language. The dynamic text is provided by the controller and the static text is provided by the HMI Server (both sources can provide information in multiple languages concurrently).	101	LanguageSelectDisplay Name	Enter the whole display name for the Language Selection display Display "#101" / RP
Reports Navigation		The purpose of the Reports Navigation button object is to access web-based SQL Server Reporting Services (SSRS) reports. Once these reports are configured, you can access alarm and events reports and diagnostic reports.	101	Computer Name for the report	Enter the name of the server hosting the SSRS reports, for example "PPLib-ASIS".
			102	Port Number	Enter the port number that is used for accessing reports. Typically, by default this is 80 for HTTP.
			103	Reports Display Name	Enter the whole display name used for reports. Reports display.
			Display "#103" / T"http:// #101:#102/Reports"		


Object	Graphic	Description	Configuration		
			Parameter Number	Description	Explanation
Help Button		The purpose of the Help Button object is to provide access to a User-defined Help display or PDF file. There are two separate buttons available depending on if you want to use a Help display (FTView-based) or PDF. These buttons can be added to the Header display or any other display.	Display: 101	Help Display Name	Enter the whole display name for the help display. Display #101
			PDF: 101	Help File Full file path  For example: C:\Users\public\documents\help.pdf  or \\PRC-PASS\Shared\help.pdf	Enter the file path to the Help PDF. The file can reside on the OWS that the client is run on or on a shared file directory.  AppStart #101
Windows Navigation Button		The purpose of the Windows Navigation Button objects is to provide Windows like navigation capability within the HMI. Note: For multi-monitor applications, the display history is shared with all configured monitors. Therefore, this navigation should be concerned as a common group monitor history.	None. Buttons are ready to use and must only be added to the Header display.		
Login / Logout		The Login / Logout object is used to allow logging in and out of various users and includes an indication of the current user. Logging out will log in as a View Only User.	This object is already populated on the default Header display. Note: For log out to the view only user to work correctly, the view only user must be configured in security and added to the view only user group. The logout button is configured for user "default" password "default".		

## APP - Resource and Status Objects (raC-1.00-SE)

**IMPORTANT** This is only available with Graphic Framework v1.00 and later.

The following objects are to be used with FactoryTalk Resource and Status Server. More information on recommended configuration of the FT Resource and Status Server can be found here: [FactoryTalk Resource & Status Server Configuration on page 115](#).

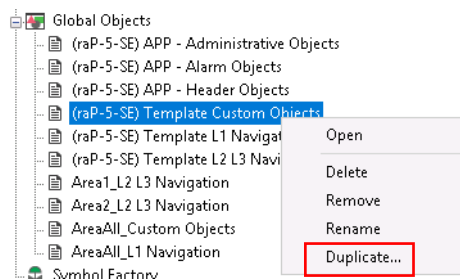
Object	Graphic	Description	Configuration		
			Parameter Number	Description	Explanation
Workstation Monitoring		<p>Use this object to navigate to "RSSWorkstation-Faceplate".</p> <p>The object provides basic information on a system workstation or virtual machine when used with FactoryTalk Resource and Status Server (FTRS server), including memory, CPU, and storage space. The object gives a visual indication when connection is lost to the workstation.</p>	101	Workstation path	Provide the file path to the FTRS server of the workstation being monitored. For example: • "/AreaFolder/AreaSubfolder:[Workstation] • "/SysSts/PASS_P:[Workstation]
			102	Network connection verification path	• "Provide the file path to the FTRS server that is monitoring the network connection to this workstation (Note: this should not be the same path as parameter 101). For example: • /AreaFolder/AreaSubfolder:[NetworkDevices]\DeviceIPAddress • /SysSts/FTD:[NetworkDevices]\172.18.1.75
			103	Number of CPU	Provide the number of CPU configured for this workstation (Max of 8 - Note: This must be a tag). For example: Const\Num4
			104	Number of NIC	Provide the number of network interface cards configured for this workstation (Max of 2 - Note: This must be a tag). For example: Const\Num1
			105	Letter of additional disk drive	Provide the letter of a second storage drive if used (Optional - Leave blank of only C drive). For example: E or F
			120	Additional display parameters	Optional parameter for opening display at a specific location. For example: /RP, /CC
			121	Additional display parameters	Optional parameter for opening display at a specific location. For example: /RP, /CC
Network Connection Monitoring		<p>Use this object to navigate to "RSSNetworkDevices-Faceplate".</p> <p>The object provides basic information on network connection of a system workstation, virtual machine, switch, or other device when used with FactoryTalk Resource and Status Server (FTRS server). The object will give a visual indication when connection is lost to the workstation.</p>	102	Network connection verification path	Provide the file path to the FTRS server that is monitoring the network connection to this workstation. For example: • "/AreaFolder/AreaSubfolder:[NetworkDevices]\DeviceIPAddress • "/SysSts/FTD:[NetworkDevices]\172.18.1.75
			120	Additional display parameters	Optional parameter for opening display at a specific location. For example: /RP, /CC
			121	Additional display parameters	Optional parameter for opening display at a specific location. For example: /RP, /CC
Processes Monitoring		<p>Use this object to navigate to "RSSProcessMonitor-Faceplate".</p> <p>The object provides basic information on configured processes running on a workstation or virtual machine when used with FactoryTalk Resource and Status Server (FTRS server). The object gives a visual indication when a process is not running.</p> <p><b>Note:</b> See <a href="#">FactoryTalk Resource &amp; Status Server Configuration on page 115</a> for information on recommended processes to monitor on typical system servers.</p>	101	Workstation path	Provide the file path to the FTRS server of the workstation being monitored. For example: • "/AreaFolder/AreaSubfolder:[Workstation] • "/SysSts/PASS_P:[Workstation]
			102	Number of Tasks	Provide the number of processes on the workstation that will be monitored (Max of 10 - Note: This must be a tag). For example: Const\Num2
			1010	Workstation Name for Display	Provide text that will be displayed on the global object at runtime (Entered as text). For example: OWS FTDirectory
			103 ... 112	Task Name	Enter the name of the system process being monitored. For example: RnDirServer, RnDirMultiplexor, and so on.
			120	Additional display parameters	Optional parameter for opening the display at a specific location. For example: /RP, /CC
			121	Additional display parameters	Optional parameter for opening display at a specific location. For example: /RP, /CC

Object	Graphic	Description	Configuration		
			Parameter Number	Description	Explanation
Server Redundancy and Switchover		Use this object to provide redundancy status on HMI, data, and alarm servers in the FactoryTalk View system. Objects can initiate server switchover if user has proper security rights.	101	HMI Server Path	Provide the path to the HMI server including any area folders between the application and the server. For example: /PlantA/HMIServerName
			102	Data Server Path	Provide the path to the Data server including any area folders between the application and the server. For example: /PlantA/DataArea/FTLinux
			103	Alarm Server Path	Provide the path to the Alarm server including any area folders between the application and the server. For example: /PlantA/FTAEServer

## Template Custom Objects

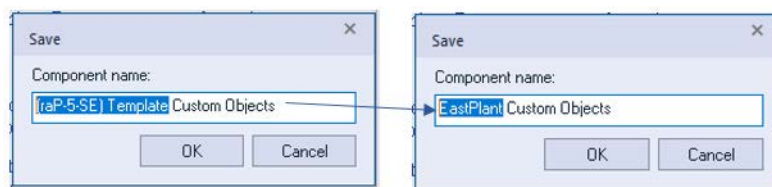
The following objects are customizable to customer's specific needs. Before customizing, duplicate and rename the file to preserve the original template file. The following steps are not required if you are not using any of the custom global objects within the file.

1. Go to file > Duplicate.


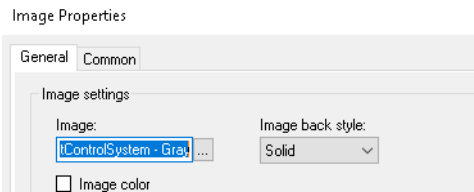




2. Name the new global object file.

Use a filename that represents the application/facility. Replace only the '(raP-5-20-SE) Template' or '(raC-1.00-SE) Template' portion of the filename. This creates a file for your specific application and preserves the original template file.





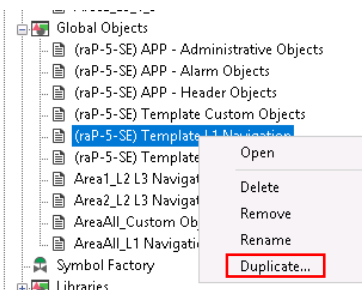
Object	Graphic	Description	Configuration
Custom Company Logo		<p>The logo object in the Custom Objects files can be replaced with the customer's logo. The customer logo must first be imported into the application Images folder. Once the image is imported, open the object in Custom Objects file and replace with customer logo.</p> 	Once the image file is correct, copy the updated global object and paste it onto the header after deleting the default PlantPax logo.
Custom Report Navigation		The purpose of the Custom Report Navigation Button object is to navigate to a display with pre-populated navigation buttons to access various prebuilt reports.	Copy and paste the button on the Header display (or any other display) in the desired location. Update the navigation as necessary.
URLReportsNavigation		The purpose of the URL Reports Navigation Button object is to pop open a web browser over the client to access the specified URL. This allows the user access to the default web browser.	Copy and paste the button on the Header display in the desired location. Update the hyperlink, as necessary.

## Template L1 Navigation

This global object file is a template. The template file for L1 Navigation will only need to be utilized once for each application. This file defines the navigation to each L1 Area - one button per each L1 area. The following steps are required for all applications using the graphic framework, creating one new file for each application.

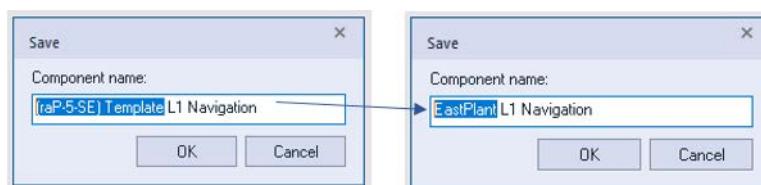
To utilize this file, use the following steps:

1. Go to file > Duplicate.



2. Name the new global object file.

Use a filename that represents the application/facility. Replace only the '(raP-5-SE) Template' or '(raC-1-00-SE) Template' portion of the filename. This creates a file for your specific application and preserves the original template file.



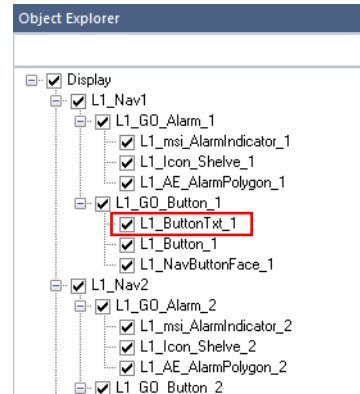
3. Duplicate the buttons as required (one for each L1 area).

Four buttons are provided by default - not all buttons need to be used.

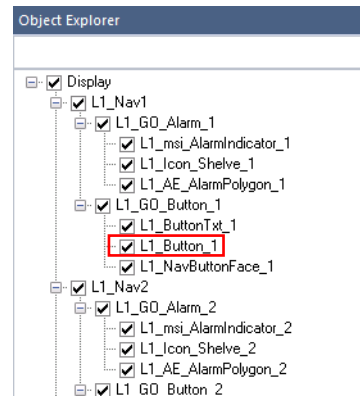


4. To update the text on the button, go to Object Explorer and select the L1\_ButtonTxt\_# object and modify as required.

Repeat for each button.

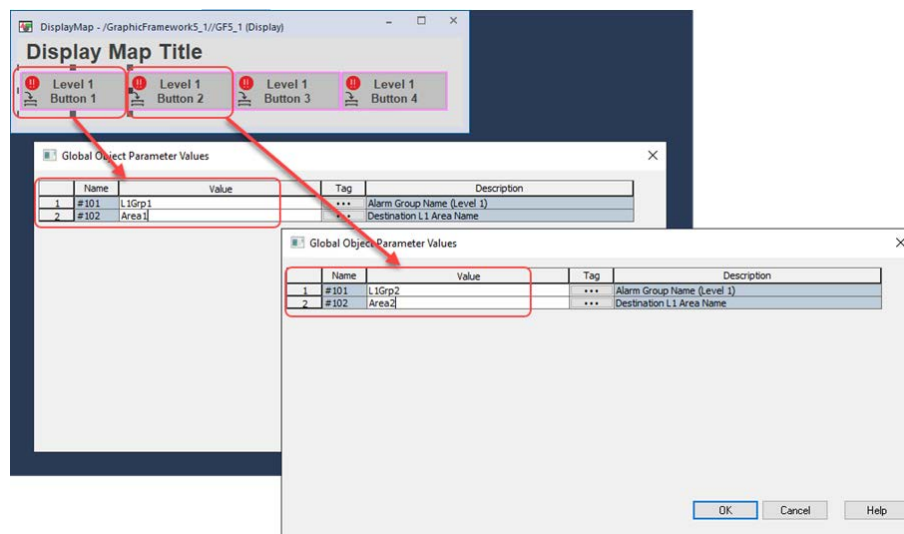


5. The navigation for each button should be left as is. The symbol "Repaint" is used with parameter #2 to call "SetRepaint" macro to the build the command for the proper macro to repaint all screens. See [Macros](#) for more information on configuration. See [Multi-Monitor](#) for more information on navigating between L1 areas with multi-monitor client workstations.



6. After you finish updating the button text, select the updated buttons in the L1 Navigation global object file and copy them to the application-specific display that is developed from the template file (raP-5.20-SE) Template Display Map or (raC-1.00-SE) Template Display Map. Delete any existing buttons and paste the new buttons.
7. For all buttons, enter the L1 alarm group parameters in the global object parameters. Also enter the name of the destination L1 area. This name should match the area name that is used for the repaint macros that are used in that L1 area. See [Alarm Grouping](#).

and [Supporting Logic](#) for more information on alarm grouping. See [Macros](#) for more information on configuration.

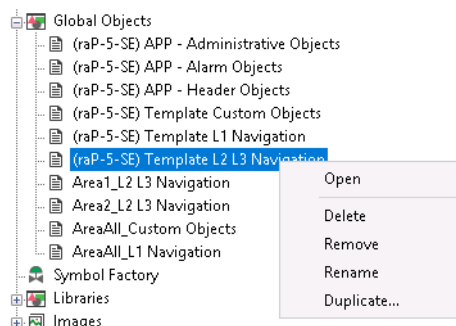


## Template L2 L3 Navigation

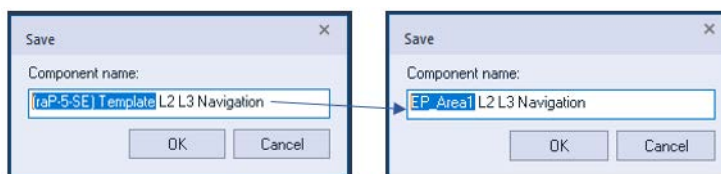
This global object file is a template. Utilize the template file for L2 / L3 Navigation once for every L1 area. This file defines the navigation to each L2 and L3 display within a given L1 Area. The following steps are required for all applications using the graphic framework, create a new file for each L1 Area.

For each L1 Area, perform the following steps:

1. Go to file > Duplicate.



2. Name the new global object file. Use a filename that represents the specific L1 area. Replace only the '(raP-5.20-SE) Template' or '(raC-1.00-SE) Template' portion of the filename. This creates a file for your specific L1 area and preserves the original template file.



There are four sets of buttons to update in the newly created global object file for each L1 Area:

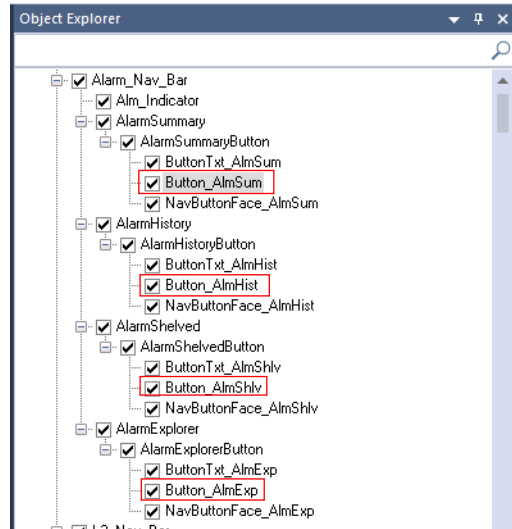
- Alarm Navigation Bar
- Diagnostic Navigation Bar
- L2 Navigation Bar

- L3 Navigation Bars

### Alarm Navigation Bar

Only one Alarm Navigation bar is needed for each L1 area. For the Alarm Navigation, the button text does not need to be updated. Only the navigation must be updated.

1. To update the navigation for each button, go to the alarm button > Action tab and update the display names for each of the alarm screens.

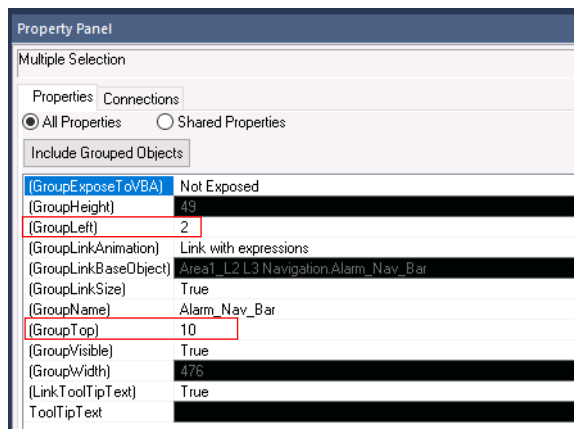


This should match the Alarm Displays created for this L1 area (see [Displays](#) for more information on the alarm template displays).



If the alarm display names match the recommended naming convention, you can do a "Tag Substitution" and simply replace "(raP-5\_20-SE) Template" or "(raC-1\_00-SE) Template" on the whole Alarm Navigation bar instead of updating each button individually.

2. Copy the button bar and paste the bar in each of the four alarm displays:
  - [L1Area] Alarm-Summary
  - [L1Area] Alarm-History
  - [L1Area] Alarm-Shelved
  - [L1Area] Alarm-Explorer
3. To update the location for the alarm navigation bar in the alarm displays, go to the Alarm Navigation bar and place the Alarm Navigation bars in this location on each of the four alarm displays:  
Left - 2, Top - 10.



4. Update the global object parameter for the Alarm Button indication.

This shows the operator what alarm display is being viewed. Update the global object parameter for each alarm display:

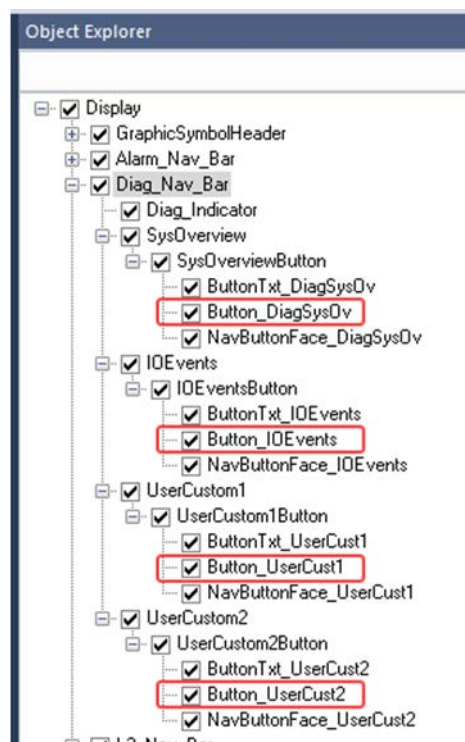
- Alarm Summary = 1
- Alarm History = 2
- Alarm Shelved = 3
- Alarm Explorer = 4

Alarm Summary Alarm History Alarm Shelved Alarm Explorer				
Global Object Parameter Values				
	Name	Value	Tag	Description
1	#108	4	...	Alarm Button Clicked (Indicator - Enter 1 t

### *Diagnostic Navigation Bar*

Only one Diagnostic Navigation bar is needed for each L1 area. For the Diagnostic Navigation, the button text does not need to be updated. Only the navigation must be updated.

1. To update the navigation for each button, go to the diagnostic button > Action tab and update the display names for each of the diagnostic screens. Note: There is one user-customizable button available on this navigation bar, to be used for additional diagnostic displays as needed.



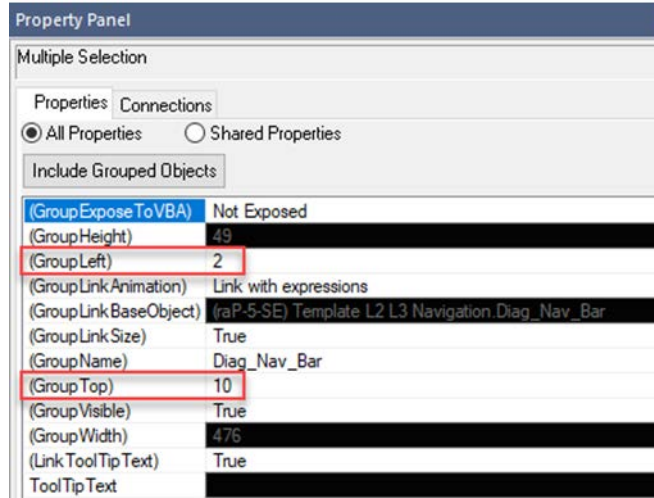
This should match the Diagnostic Displays created for this L1 area (see [Displays](#) for more information on the diagnostic template displays).



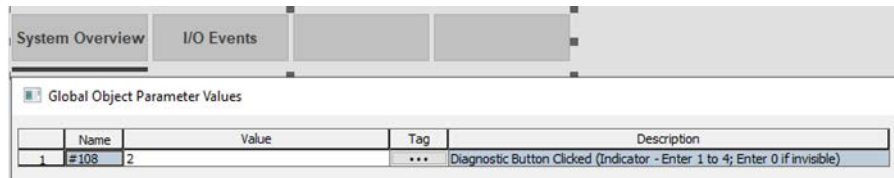
If the diagnostic display names match the recommended naming convention, you can do a "Tag Substitution" and simply replace "(raP-5.20-SE) Template" or "(raC-1.00-SE) Template" on the whole Diagnostic Navigation bar instead of updating each button individually.

2. Copy the button bar and paste the bar in each of the two diagnostic displays, as well as any user custom diagnostic displays that have been created:
  - [L1Area] Diagnostic-Summary

- [L1Area] Diagnostic-IOEvents
3. To update the location for the diagnostic navigation bar in the diagnostic displays, go to the Diagnostic Navigation bar and place all Diagnostic Navigation bars in this location on each of the diagnostic displays: Left - 2, Top - 10.



4. Update the global object parameter for the Diagnostic Button indication.  
This shows the operator what diagnostic display is being viewed. Update the global object parameter for each diagnostic display:
  - Diagnostic Summary = 1
  - IO Event Viewer = 2
  - User custom = 3
  - User custom = 4



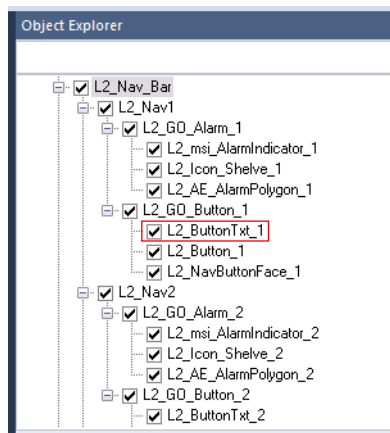
### L2 Navigation Bar

Only one L2 Navigation bar is needed for each L1 area. Update the text on the buttons that are being used.

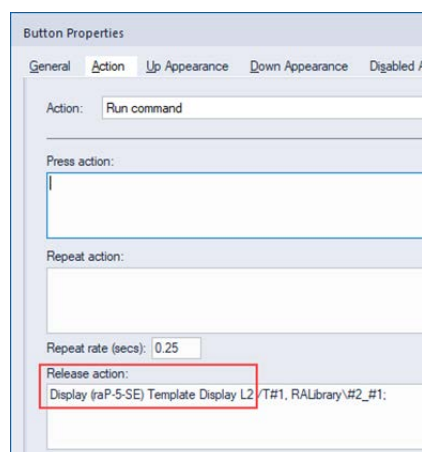
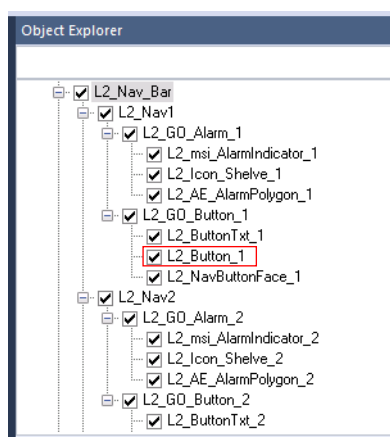
**IMPORTANT** If using Graphic Framework v1.00 with the built-in navigation menu, the L2 Navigation Bar is not needed.

1. To update the text on the button, got to Object Explorer and select the L2\_ButtonTxt\_# object.

Repeat for each button.



- To update the navigation for each button, go to the L2\_Button\_# object > Action tab and replace the Release Action to point to the correct L2 display. Repeat for each button used.



- After you finish updating the button text and actions, select the updated button bar and copy.
- Go to the application-specific display developed from the template files (raP-5-20-SE) Template Mon# Header or (raC-1-00-SE) Template Header Mon#, delete the existing L2 Navigation bar, and paste the new L2 Navigation bar.

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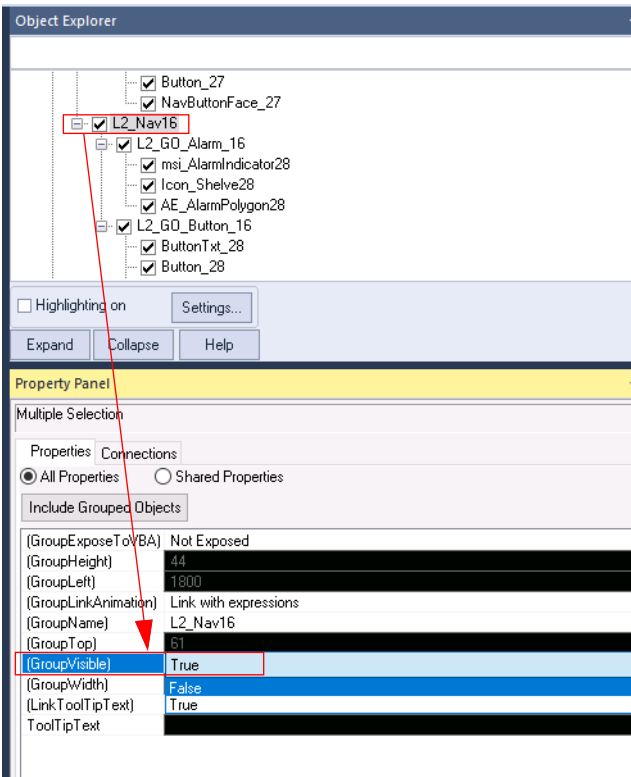
- For all buttons (used or not used), Enter the L1 and L2 alarm group parameter in the global object parameters. See [Alarm Grouping and Supporting Logic](#) for more information.

- These fields **MUST** be entered with text or errors populate in FactoryTalk® Diagnostics. Enter the appropriate alarm group name for the buttons used. If button is not used, simply enter "NotUsed" as shown below. This acts as a dummy alarm group.

- To make a button that is not used invisible, go to the Header graphic Object Explorer, select the button, and modify the Group Visible parameter.



Repeat for each button that should be invisible.



*L3 Navigation Bar*

One L3 Navigation bar is needed for each L2 Navigation button that is used (or up to 16 L3 Navigation bars per L2 Navigation bar). Update and configure each of the L3 Navigation bars.

---

**IMPORTANT**    If using Graphic Framework v1.00 with the built-in navigation menu, the L3 Navigation Bar is not needed.

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1. Go to the L3 Navigation bar in the global object file and copy and paste as many L3 Navigation bars as needed.  

The first L3 Navigation bar correlates to the first L2 Navigation button; the copied L3 navigation bar correlates to the second L2 Navigation button, and so on, for additional copies.

There can be as many as 16 L3 Navigation bars in the global object file for the L1. This example shows four L3 Navigation bars (only four L2 buttons are used in this example).

The screenshot displays the 'Alarm Template' configuration interface. It features a header section with tabs for 'Alarm Summary', 'Alarm History', 'Alarm Shelved', and 'Alarm Explorer'. Below this, there are sections for 'Level 2 Template' and 'Level 3 Template'. The 'Level 2 Template' section shows four buttons labeled 'Level 2 Button 1' through 'Level 2 Button 4'. The 'Level 3 Template' section shows four buttons labeled 'Level 3 Button 1' through 'Level 3 Button 4'. Red arrows point from the 'Level 3 Button 1' in the 'Level 3 Template' section to the 'Level 3 Button 1' in the 'Level 2 Template' section, indicating a mapping or relationship between the two levels.

Steps to utilize L2 Nav Bar:

- 1) Update text for each required button (ButtonTxt\_#) - note not all buttons need to be updated if not used.
- 2) Update navigation for each required button (Button\_#) - note not all buttons need to be updated if not used.
- 3) Copy G.O. to Header display. Copy/Paste button bar on header screen @ x0, y61
- 4) Update G.O Parameters. These need to be filled out to ensure no errors during runtime:
  - (a) Alarm L1 Group and for each button
  - (b) Alarm L2 Group and
- 5) Once instantiated on header display, buttons not used change in property panel

Level 2 Template - place on HEADER at x0, y61

Level 3 Template - place on L2/L3 screen at x0, y0

Steps to utilize L3 Nav Bar:

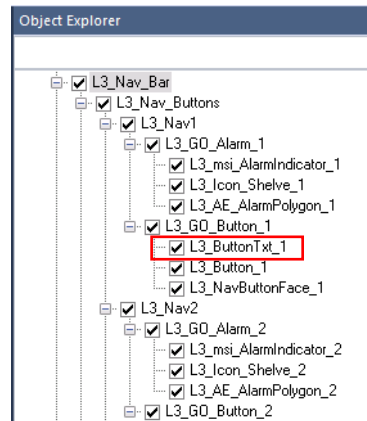
- 1) Duplicate L3 I
- 2) Update text for
- 3) Update naviga
- 4) Copy G.O. to
- 5) Update G.O F
  - (a) Alarm
  - (b) Alarm
  - (c) L2 Bu
  - (d) L3 Bu
- 6) Once param
- 7) Once all abov

Level 2 Template - place on HEADER at x0, y61

Level 3 Template - place on L2/L3 screen at x0, y0

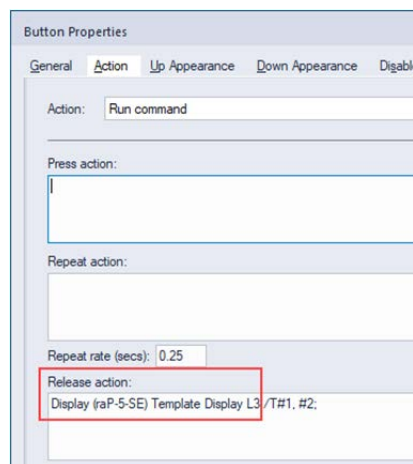
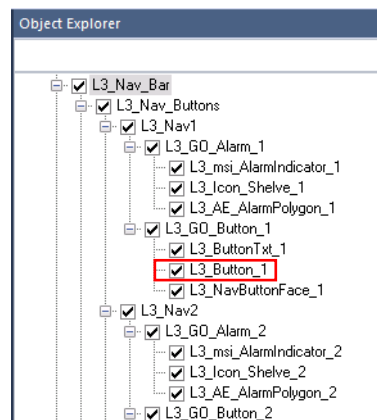
2. To update the text on the button, got to Object Explorer and select the L3\_ButtonTxt\_# object.

Repeat for each button.



3. To update the navigation for each button, go to the L3\_Button\_# object > Action tab and replace the Release Action to point to the correct L2 display.

Repeat for each button used.

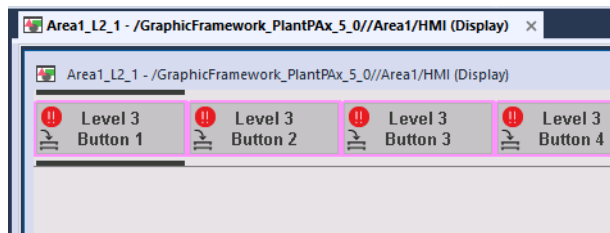


The object names in the L3 Navigation bars that are copied from the first L3 Navigation Bar do not populate new button numbers in order. Take care when configuring buttons that the correct one is selected.

4. Select the updated button bar and copy.

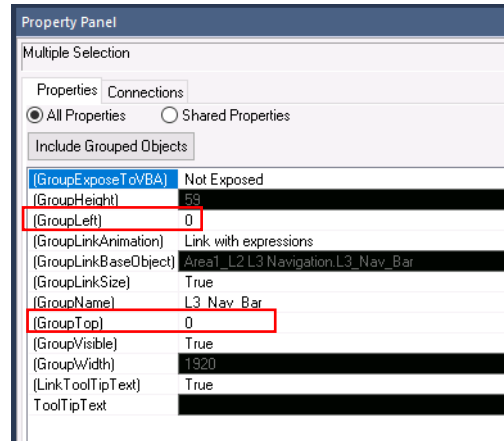
The object names in the L3 Navigation bars that are copied from the first L3 Navigation Bar do not populate new button numbers in order. Take care when configuring buttons that you select the correct bar.

5. Go to the application-specific display developed from the template file (raP-5-20-SE) Template Display L2 or (raC-1-00-SE) Template Display L2 for this L2 area in this L1 area, delete the existing L3 navigation bar, and paste the new L3 navigation bar.



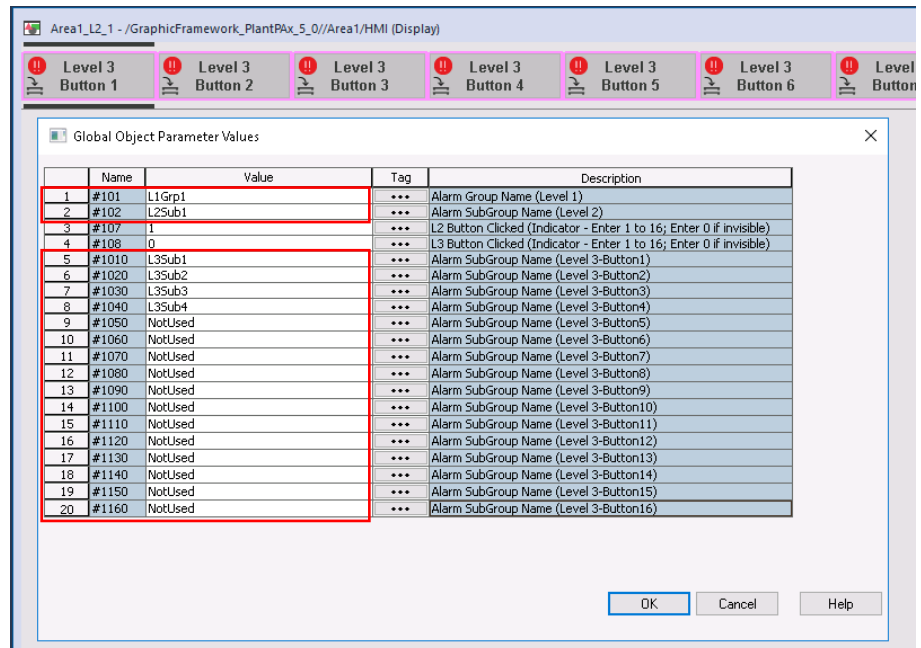
6. Place the button bar in this location on the L2 and L3 displays: Left-0, Top-0.

You can update the location on the property panel for the L3 Navigation bar while in the Header display.



- For all buttons (used or not used), the L1, L2, and L3 alarm group parameter must be entered in the global object parameters. See [Alarm Grouping and Supporting Logic](#) for more information.

These fields **MUST** be completed with text or errors populate in FactoryTalk Diagnostics. Enter the appropriate alarm group name for the buttons used. If a button is not used, simply enter "NotUsed" as shown in the following display. This acts as a dummy alarm group.

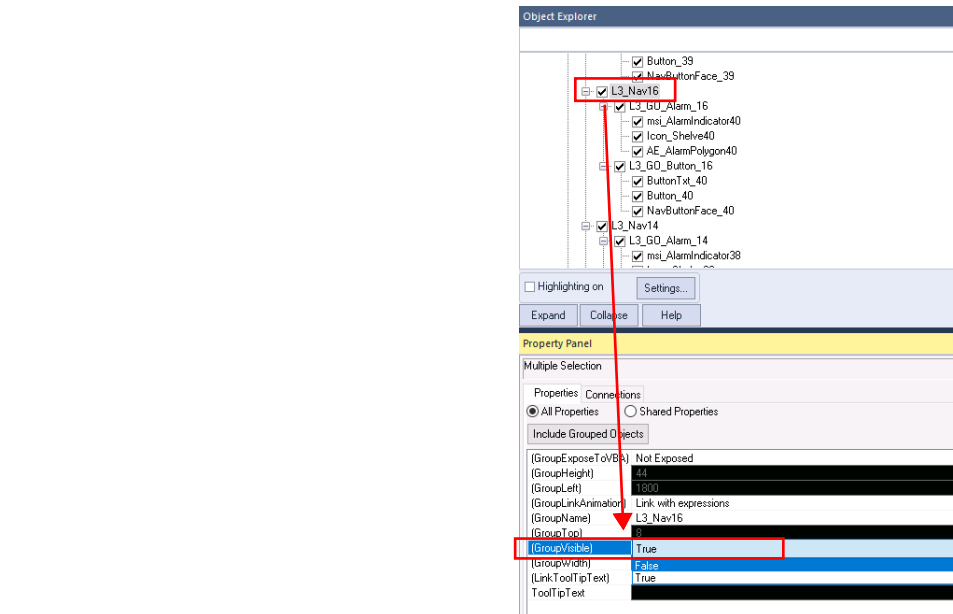


- | Parameter | Description   |
|-----------|---|
| 107       | <p>Parameter #107 is a component of the L2/L3 display and is used to position the indicator for the active L2 display (It appears below the L2 Navigation bar). Valid values for #107 range from 0 to 16:</p> <p><b>L2 or L3 Display Active</b></p> <p>#107 = 0: no indication</p> <p>#107 = 1...16: locates the indicator in position 1 to 16 (left to right) to indicate the active L2 selection or the L2 associated with the active L3 display.</p>                   |
| 108       | <p>Parameter #108 is a component of the L2/L3 display and is used to position the indicator for the active L3 display (it appears under the L3 Navigation bar). Valid values for #108 range from 0 to 16:</p> <p><b>L2 Display Active</b></p> <p>#108 = 0: no indicator appears as no L3 display is yet selected</p> <p><b>L3 Display Active</b></p> <p>#108 = 1...16: locates the indicator in position 1 to 16 (left to right) to indicate the active L3 selection.</p> |

### Level 3 Overview Called from L2 Nav Bar

- If a button on the L3 Navigation bar is not used, the button can be made invisible. While in the L2 graphic, select the populated L3 Navigation bar. In the Object Explorer, select the button to be made invisible. In the Property Panel, modify the "Group Visible" parameter from True to False.

Repeat for each button that should be invisible.



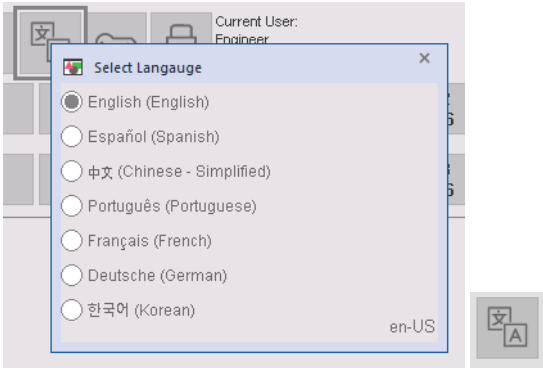
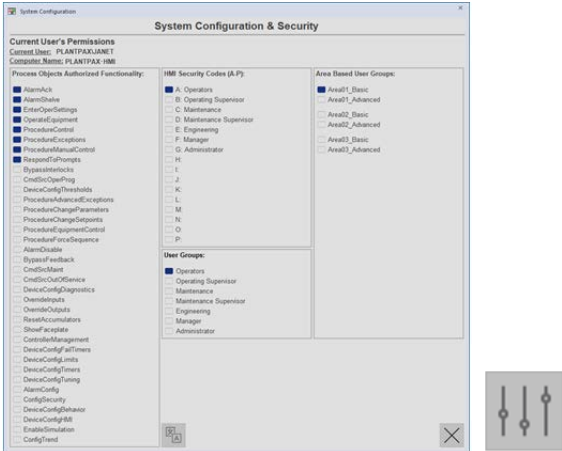
10. While in the L2 graphic, select the L3 Navigation bar and copy.
    - a. In the L2 area, open all L3 graphics that are associated with this L2 area, delete the L3 Navigation bar in each of the L3 graphics and paste the updated L3 Navigation bar.
    - b. Update the global object parameter #108 for each L3 graphic.
- Repeat this section for each L3 Navigation bar in the global object file.

### *L2 Indication Only*

On displays where the L3 navigation bar is not utilized, a single indicator for the selected L2 screen will be used. This is placed by default on the display "(raP-5\_20-SE) Template Display L2 No L3" or "(raC-1\_00-SE) Template Display L2 No L3". No configuration is required in the global object file. See [Displays](#) for configuration on the default display

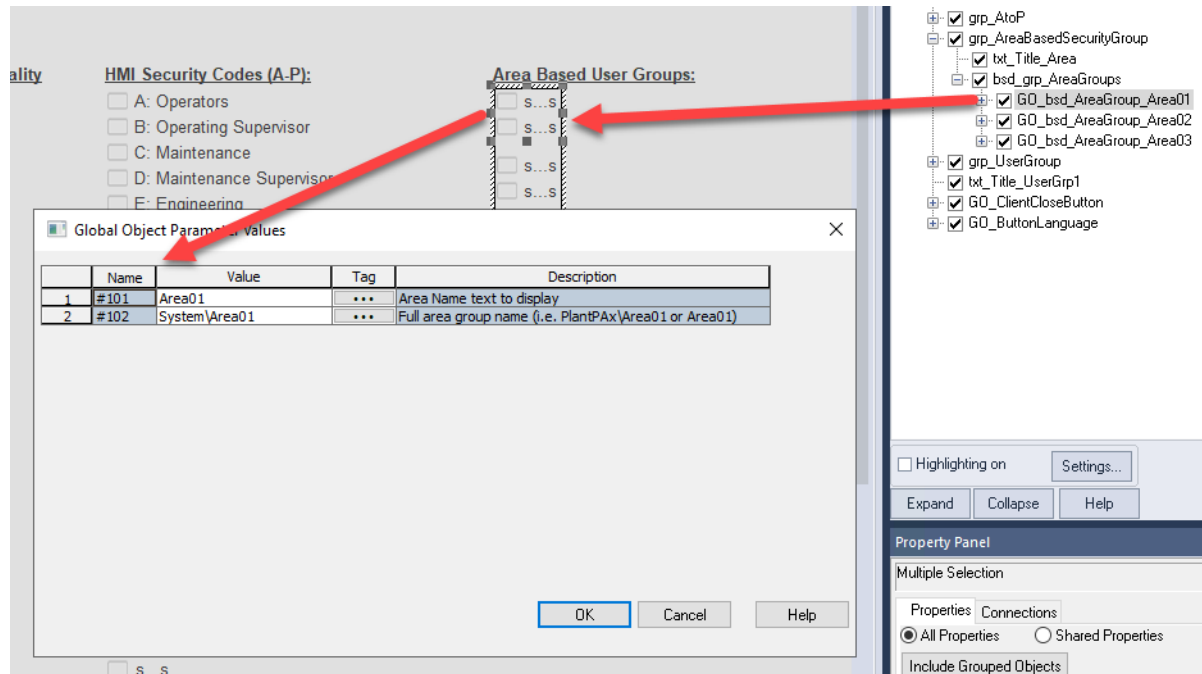
Displays


Each display is a template except for those appended with “Faceplate”. The template display should be duplicated and the prefix “(raP-5.20-SE) Template” or “(raC-1.00-SE) Template” replaced with meaningful name for each L1 area in the application. This preserves the original template to use as a starting point on additional screens. See [Build Your PlantPAx HMI Application](#) for more information on naming structure.

Display	Graphic	Description
Template Language-Select		<p>This template can be used if language switching is used in the application. Only one per application is required. This should be used with the Header button for Language Switching. The display is pre-populated with typical languages used but can be modified for application-specific needs.</p> <p>Link this display to the Language Switching Header button. Languages that are not used for this application can be removed if desired.</p>
Template Admin-SysSecurity		<p>This template is used as a pop-up display for a summary of the current user's security access for A-P security, area security, and basic information such as user group and computer name. This should be used with the Header button for Administrator.</p> <p>Link this display to the Administrator Header button. The sections on the display (Process Objects Authorized Functionality, HMI Security Codes (A-P), and User Groups) are configured with recommended PlantPAx configuration and should not need to be modified. Update the section for Area-Based User Groups to reflect the areas used in the application.</p> <p>There is space at the bottom right of the pop-up display for users to add additional administrator-level content.</p> <p>See <a href="#">(Template Admin-SysSecurity (Continued))</a></p>


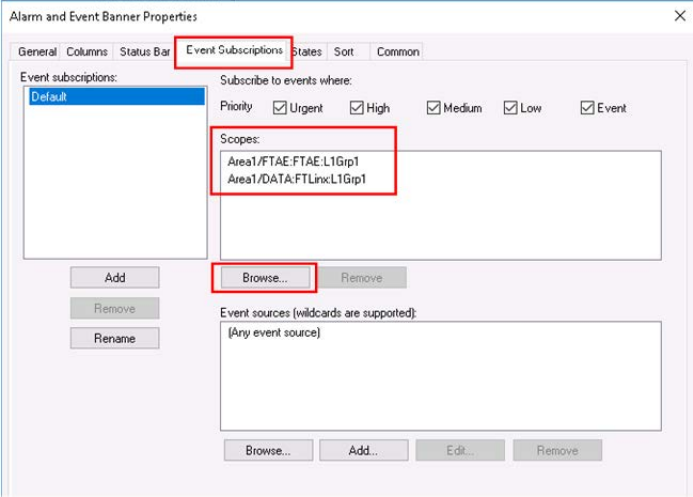
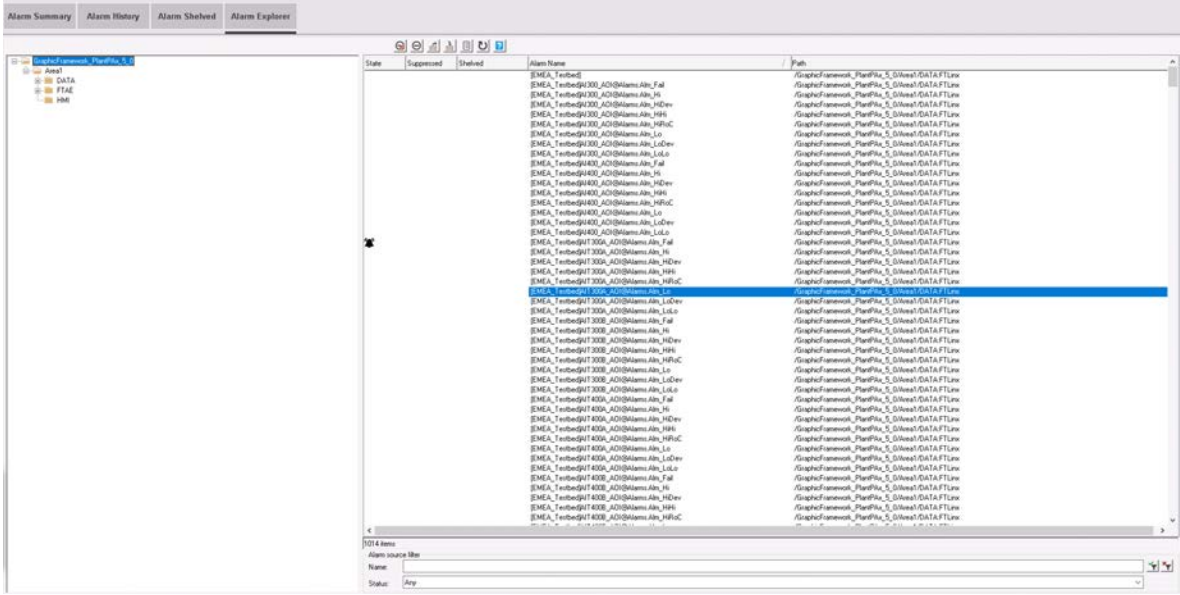
Display	Graphic	Description
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(Template Admin-SysSecurity (Continued))

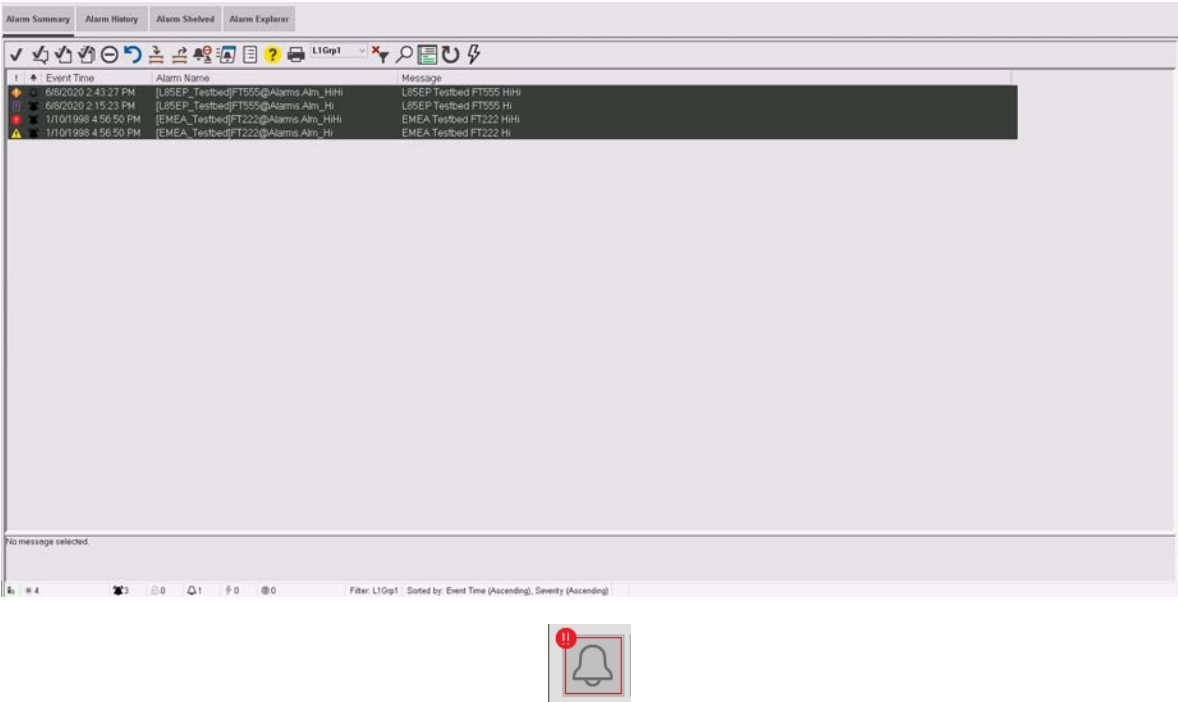
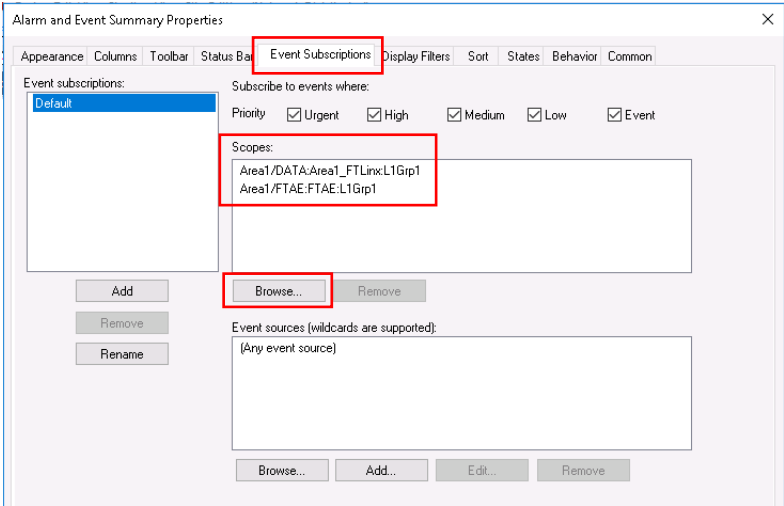


<p>Template Display Map</p>		<p>This template is used for navigation between different L1 areas. Only one per application is required. This should be used with the Header button for L1 Navigation.</p> <p>Link this display to L1 Navigation Header button. Update the Display title for the specific application. See Global Objects for more information on configuring the buttons on this display.</p>
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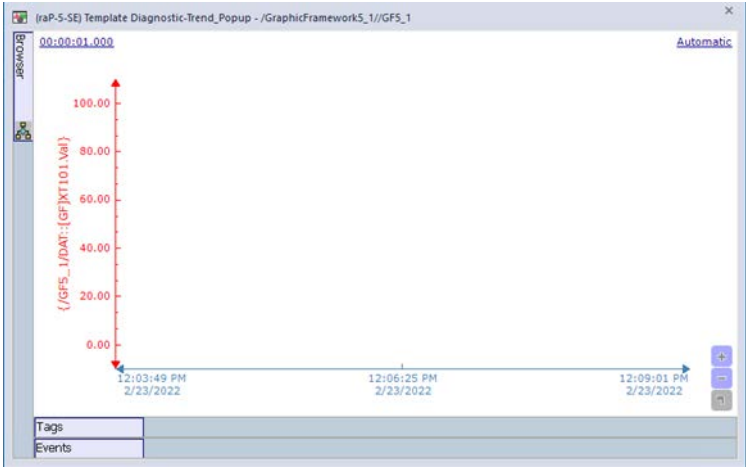
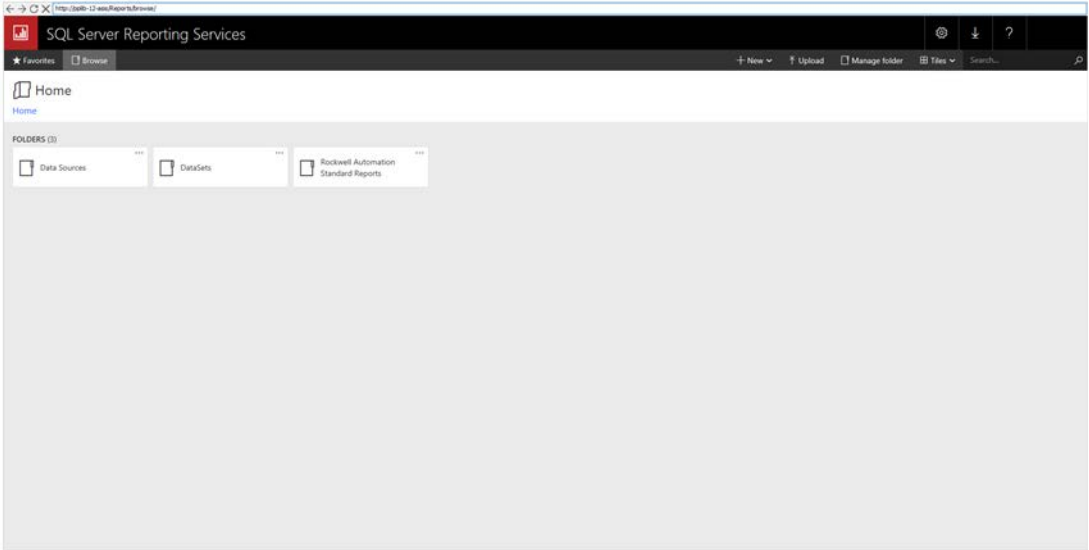
Display	Graphic	Description
Template Header Mon1	 <p>These templates are used for Headers for each L1 area. Depending on the monitor configuration for the operator for the L1 area, one or more Header displays can be used for each L1 area. It is up to the user whether all Headers in a multi-monitor configuration use the same Header display or use a different header for each monitor. See <a href="#">Multi-Monitor</a> for more information on configuring a multi-monitor system. The buttons on the header can be modified using objects that are provided in the global object files. The L2 Navigation bar resides on this screen and is always visible.</p> <p>The alarm banner object must be configured for alarms in that L1 area. Open the Alarm and Event Banner Properties and select the Event Subscriptions tab. Then select the "Browse" button under "Scopes" box. Select the L1 area groups that correlate with that Header. Note: If there are alarms that are both controller based and server based, both subscriptions must be added. Every Alarm or Data server that has alarms for this L1 area must be added to the scope of the alarm banner.</p>	
Template Header Mon2		
Template Header Mon3		
Template Header Mon4		
Template Header Nav Menu		
		
	The L2 Navigation bar must be configured properly - See <a href="#">Global Objects</a> to configure the L2 Navigation.	
Template Alarm-Explorer		
	This template is used for Alarm Explorer for each L1 area. This template should be used once for each L1 area.	
	The Alarm Navigation bar must be configured - see <a href="#">Global Objects</a> for more information.	

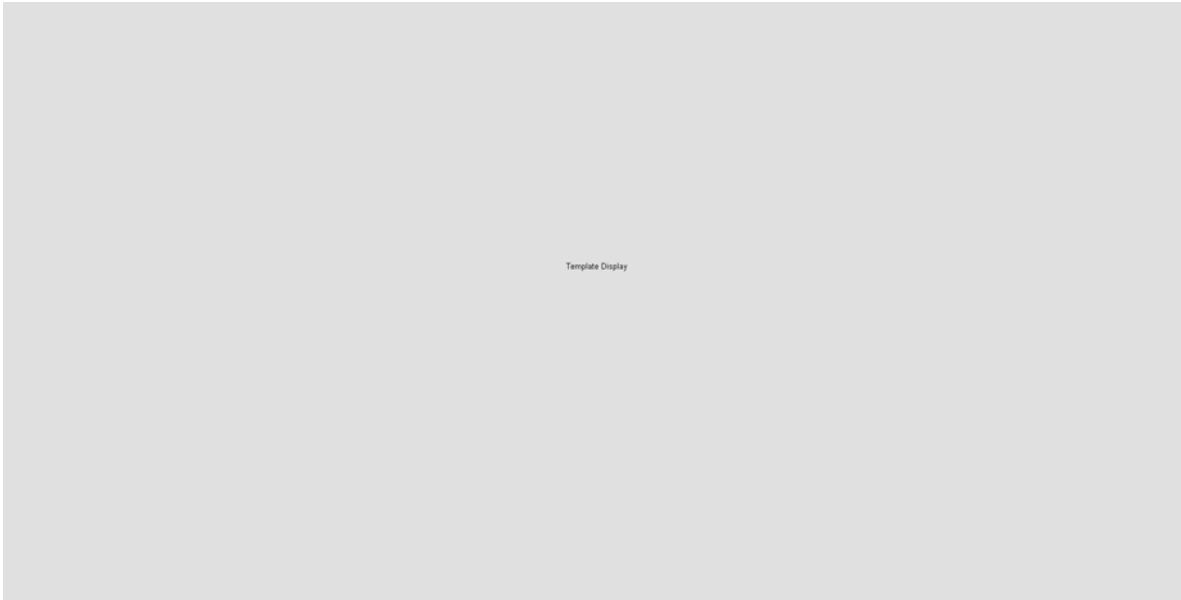

Display	Graphic	Description
Template Alarm-History		<p>This template is used for Alarm History for each L1 area. This template should be used once for each L1 area.</p> <p>The Alarm Navigation bar must be configured - see <a href="#">Global Objects</a> for more information. Filters can be added to the Alarm History object if desired from the Alarm History properties.</p>
Template Alarm-Shelved		<p>This template is used for Shelved Alarms for each L1 area. This template is be used once for each L1 area.</p> <p>The Alarm Navigation bar must be configured - see <a href="#">Global Objects</a> for more information.</p>


Display	Graphic	Description
Template Alarm-Summary		
	<p>This template is used for Alarm Summary for each L1 area. This template is used once for each L1 area.</p> <p>Link this display to the Alarm Header button. The Alarm Navigation bar must be configured - see <a href="#">Global Objects</a> for more information. Display filters can be added if desired in the Alarm and Event Summary properties.</p> <p>The alarm summary object must be configured for alarms in that L1 area. Open the Alarm and Event Summary Properties and select the Event Subscriptions tab. Then select the “Browse” button under “Scopes” box. Select the L1 area groups that correlate with that Header. Note: If there are alarms that are both controller based and server based, both subscriptions must be added.</p> 	

Display	Graphic	Description
Template Diagnostic-Summary		<p>This template is used for access to hardware organizational tree view and examples of FactoryTalk Resource and Status server objects as well as additional custom diagnostic objects that a user may want to add. There is also an Automatic Diagnostic Event Summary object at the bottom of the display. This template can be used either one for the whole facility or one for each L1 area. If a display is created for each L1 area, then the event subscription scope must be adjusted for each L1 display. Otherwise, no configuration is required.</p> <p>See <a href="#">Organization</a> for configuration of the software and hardware organizational tree view objects.</p> <p>Link this display to the Diagnostic Events Summary Button or access via the Diagnostic Navigation bar.</p>

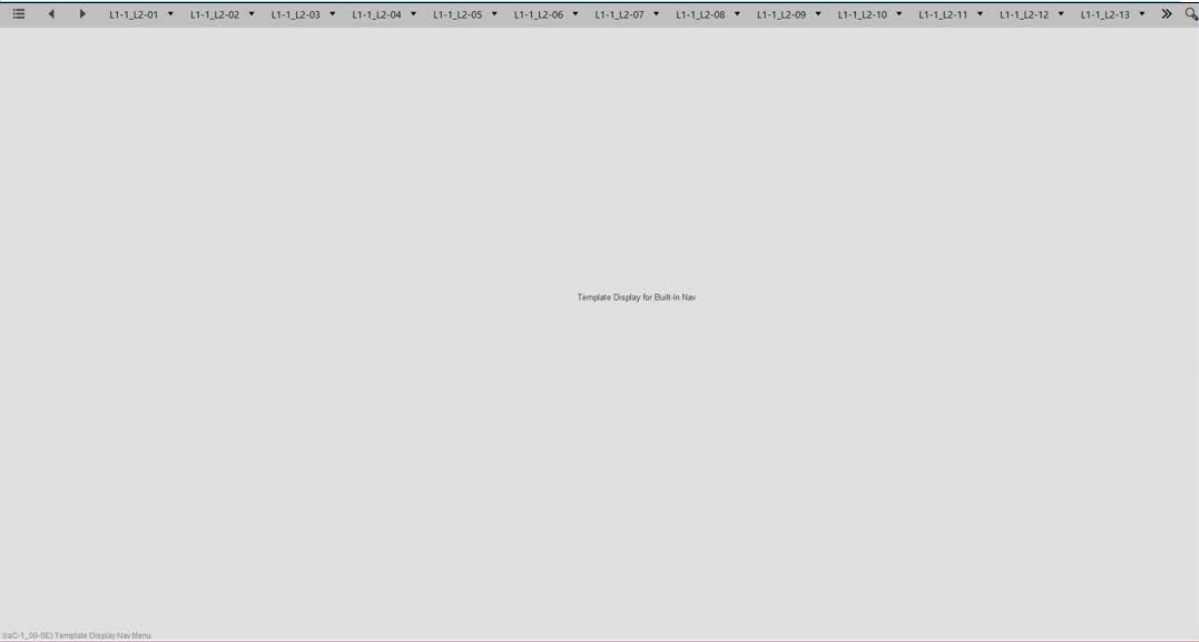
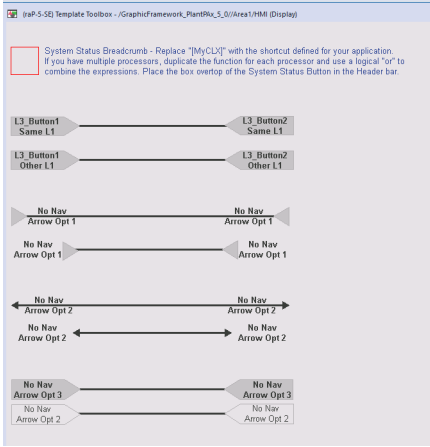
Display	Graphic	Description
Template Diagnostic-IOEvents		<p>This template is used for full-page Automatic Diagnostic Event Summary. This template can be used either one for the whole facility or one for each L1 area. If a display is created for each L1 area, then the event subscription scope must be adjusted for each L1 display. Otherwise, no configuration is required.</p> <p>Link this display to the Diagnostic Events Summary Button or access via the Diagnostic Navigation bar.</p>
Template Trend_Full		<p>This template is used for full screen display of the TrendPro object. It is recommended to use one per application and use various TrendPro templates to view different trend configurations. The desired initial TrendPro template view can be entered as a parameter into the Trend navigation button, but different TrendPro templates can be applied from the TrendPro toolbar. No direct configuration is required for this display.</p> <p>Link this display to the Trend header button - see <a href="#">Global Objects</a> for details on navigation configuration.</p>

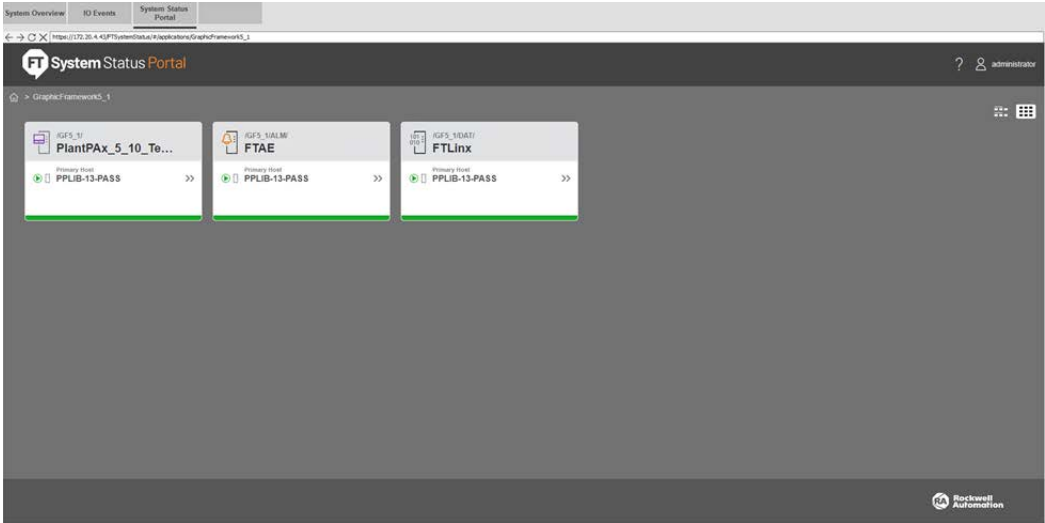
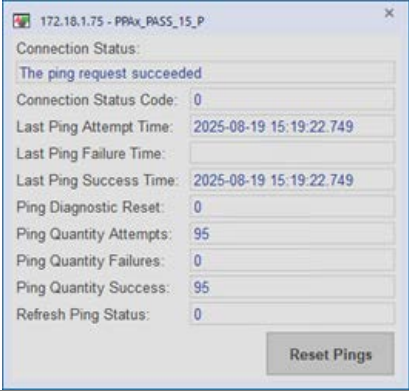
Display	Graphic	Description
Template Trend_Popup		<p>This template is used for pop-up display of the TrendPro object. It is recommended to use one per application and use various TrendPro templates to view different trend configurations. The desired TrendPro template view can be entered as a parameter into the Trend pop-up navigation button. No direct configuration is required for this display.</p> <p>Link this display to the Trend pop-up button. The Trend pop-up button can be placed across L1, L2, or L3 process displays - see <a href="#">Global Objects</a> for details on navigation configuration.</p>
Template Reports		<p>This template is used to access SSRS reports via the SE Web Browser object. The template is used once for each system. The SSRS reports must be installed and configured before using this display.</p> <p>Link this display to the Reports Header Button. See <a href="#">Global Objects</a> for more information on configuring the buttons on this display.</p>

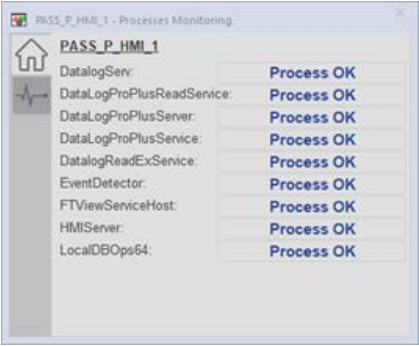
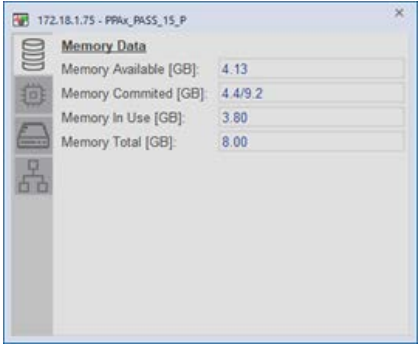
Display	Graphic	Description
Template Display L1		<p>This template is used for each L1 Display. There will be one L1 display for every L1 area. Typically, this display has an overview of that L1 area and is the first display that the operator will see when the client starts up. This display is flexible - alarm indicators can be added if desired.</p> <p>Link this display to the appropriate macros for client startup and screen repaint - see <a href="#">Macros</a> for information.</p>
Template Display L2		<p>This template is used for L2 Displays that have L3 displays associated. There will be one L2 display for every L2 Navigation button that is utilized. The template will automatically display the GFX file name in the lower left corner. Typically, this graphic contains the necessary controls and indication for the operator to run the facility.</p> <p>Link each L2 Display to the appropriate L2 Navigation Button - see <a href="#">Global Objects</a> for details on navigation configuration.</p>

Display	Graphic	Description
Template Display L2 No L3		<p>This template is used for simple L2 Displays that do not have L3 Displays associated (no L3 navigation bar). There will be one L2 display for every L2 Navigation button that is utilized. The template will automatically display the GFX file name in the lower left corner. Typically, this graphic contains the necessary controls and indication for the operator to run the facility.</p> <p>Link each L2 Display to the appropriate L2 Navigation Button - see <a href="#">Global Objects</a> for details on navigation configuration.</p> <p>The parameter for the global object for L2 button indication must be configured. There is one parameter (#107) and is configured the same as with the L3 navigation bar. See <a href="#">Global Objects</a> for details on this parameter.</p>
Template Display L3		<p>This template is used for each L3 Display. There is one L3 display for every L3 Navigation button that is utilized. The template will automatically display the GFX file name in the lower left corner. Typically, this graphic contains more detailed information on devices that are on associated L2 display.</p> <p>Link each L3 Display to the appropriate L3 Navigation Button - see <a href="#">Global Objects</a> for details on navigation configuration.</p>



Display	Graphic	Description
Template Display Nav Menu		<p>This template is used for any L1, L2, and L3 Display when using the built-in Navigation Menu. It is only used when the application is using the built-in Navigation Menu. The template will automatically display the GFX file name in the lower left corner.</p> <p>See <a href="#">Navigation Menu on page 113</a> for recommended configuration of the built-in Navigation Menu with the Graphic Framework v1.00.1</p>
Template Toolbox		<p>This display is used as a toolbox of objects that can be copied and placed on other displays. This screen is not used on any active clients.</p> <p>If the off-screen navigation objects are used, then the button action and text must be updated.</p> <ul style="list-style-type: none"><li>• Same L1<ol style="list-style-type: none"><li>1. Copy the object onto the desired screen.</li><li>2. Update the text.</li><li>3. Update the button action - navigate directly to display.</li></ol></li><li>• Other L1<ol style="list-style-type: none"><li>1. Copy the objected onto the desired screen.</li><li>2. Update the text object.</li><li>3. Update the button action - use several commands to close current L1 view and opened desired L1 header and process display. These commands are developed to work with multi-monitor. See <a href="#">Multi-Monitor</a> for more information.</li></ol></li></ul> <p>If the system status breadcrumb is used, the animation must be updated. Replace <code>/Area1/DATA:[MyCLX]</code> with the shortcut defined for your application. If multiple processors are used, duplicated the function for each processor and use a logical OR statement to combine the expression.</p>

Display	Graphic	Description
Template Diagnostic-SysSts  Only available in FactoryTalk View v13 and later templates.		<p>This template is used to access the FactoryTalk System Status Portal via the SE Web Browser object. The template should be used once for each system. The FactoryTalk System Status Portal utility must be installed on system servers when installing FactoryTalk Services Platform.</p> <p>This display should be accessed via the Diagnostic Navigation bar. The parameter path must be updated to the IP address of the FactoryTalk Directory server.</p>
Common-Redirect-to-4_10	<p>These two displays are optional and only needed in applications that are using both the Process Library 4.10 and Process Library 5.00 or later. The redirect displays are used with modified navigation macros - See <a href="#">Macros</a> for more information. No configuration, modification, or renaming is needed to use these displays. They only need to be added into the application if the application is using both the Process Library 4.10 and Process Library 5.00 or later</p> <p><b>Note:</b> This is not available in the Graphic Framework v1.00 release</p>	
Common-Redirect-to-5_00		
(raC-1_00-SE) RSSNetworkDevice-Faceplate		<p>This faceplate can be used with FactoryTalk Resource and Status server (FTRS server) to view the connection status of a configured device.</p> <p>The faceplate shows connection information and includes a button to reset the ping count if the user has the correct security.</p>

Display	Graphic	Description
(raC-1.00-SE) RSSProcessMonitor-Faceplate		<p>This faceplate can be used with FactoryTalk Resource and Status server (FTRS server) to monitor the status of up to 10 windows processes running on a configured workstation or virtual machine.</p> <p>The faceplate shows a general status of each process that is configured and more detailed information on each process on the diagnostic tab.</p>
(raC-1.00-SE) RSSWorkstation-Faceplate		<p>This faceplate can be used with FactoryTalk Resource and Status server (FTRS server) to monitor basic information of a workstation or virtual machine including:</p> <ul style="list-style-type: none"><li>• Memory available, committed, in use, and total</li><li>• CPU processes</li><li>• Individual speed and utilization of up to 8 CPUs</li><li>• Total disk space available and used</li><li>• Disk space available and used on the C drive</li><li>• Disk space is available and used on an additional configurable drive (for example, E or F drive, etc)</li><li>• Detailed information on up to 2 network interface cards (NICs) including adapter name, IP address, send and receive speeds.</li></ul>

Multi-Monitor

The Graphic Framework provides template options for single, dual, or quad-monitor client workstations. There are several adjustments to button commands, startup macros, and displays as well as additional configuration that allows the multi-monitor functionality to operate smoothly.

IMPORTANT

Multimonitor is not supported with use of the built-in Navigation Menu.

HMI Tags, Headers, and Macros

There are HMI tags that must be created for multi-monitor to work correctly. Each tag is a string that stores the file name of the header displays used in each L1 area. All four tags should be created for each L1 area, regardless of the number of monitors used by workstations in that area. For example, if there is an Area 1 with one quad-monitor workstation, Area 2 with one dual-monitor workstation, and an Area 3 with one single monitor workstation, the following tags, macros, and displays should be created.

To begin, determine the area in the system that is using the maximum number of monitors. In our example, Area 1 is a quad monitor, so the maximum number of monitors would be four. Four header displays must be created for each area to ensure that the workstation in Area 1 operates correctly. Header displays can be identical or modified to show different information on each monitor. For each of the HMI tags, the value is each Header display file name.

L1 Area	HMI Tag Name	HMI Tag Value	Macros Needed	Displays Needed
Area 1	RALibrary\Area1_M1	Area1_Mon1_Header	<ul style="list-style-type: none"><li>• Area1_ClientStatup</li><li>• Area1_Repaint_QuadMon</li><li>• Area2_Repaint_QuadMon</li><li>• Area3_Repaint_QuadMon</li></ul>	<ul style="list-style-type: none"><li>• Area1_Mon1_Header</li><li>• Area1_Mon2_Header</li><li>• Area1_Mon3_Header</li><li>• Area1_Mon4_Header</li><li>• Any required process, diagnostic, or alarm display</li></ul>
	RALibrary\Area1_M2	Area1_Mon2_Header		
	RALibrary\Area1_M3	Area1_Mon3_Header		
	RALibrary\Area1_M4	Area1_Mon4_Header		

L1 Area	HMI Tag Name	HMI Tag Value	Macros Needed	Displays Needed
Area 2	RALibrary\Area2_M1	Area2_Mon1_Header	<ul style="list-style-type: none"> <li>Area2_ClientStatup</li> <li>Area2_Repaint_DualMon</li> <li>Area1_Repaint_DualMon</li> <li>Area3_Repaint_DualMon</li> </ul>	<ul style="list-style-type: none"> <li>Area2_Mon1_Header</li> <li>Area2_Mon2_Header</li> <li>Area2_Mon3_Header</li> <li>Area2_Mon4_Header</li> <li>Any required process, diagnostic, or alarm display</li> </ul>
	RALibrary\Area2_M2	Area2_Mon2_Header		
	RALibrary\Area2_M3	Area2_Mon3_Header		
	RALibrary\Area2_M4	Area2_Mon4_Header		
Area 3	RALibrary\Area3_M1	Area3_Mon1_Header	<ul style="list-style-type: none"> <li>Area3_ClientStatup</li> <li>Area3_Repaint_SingleMon</li> <li>Area1_Repaint_SingleMon</li> <li>Area2_Repaint_SingleMon</li> </ul>	<ul style="list-style-type: none"> <li>Area3_Mon1_Header</li> <li>Area3_Mon2_Header</li> <li>Area3_Mon3_Header</li> <li>Area3_Mon4_Header</li> <li>Any required process, diagnostic, or alarm display</li> </ul>
	RALibrary\Area3_M2	Area3_Mon2_Header		
	RALibrary\Area3_M3	Area3_Mon3_Header		
	RALibrary\Area3_M4	Area3_Mon4_Header		

### Area 1 Macro Files

The following tables show the macros that are used for each Area. Screen displays are shown for Area 1 to provide clarity. The displays for Area 2 and Area 3 will follow the same format.

**Table 1 - Area1ClientStartup**

Command	Description
Display Area1_Mon1_Header /TM1,Area1 /M1 Display Area1_L1 /TM1,RALibrary\Area1_M1 /M1	Display commands for monitor 1 (header and process display) with required tag parameters.
Display Area1_Mon2_Header /TM2,Area1 /M2 Display Area1_L1 /TM2,RALibrary\Area1_M2 /M2	Display commands for monitor 2 (header and process display) with required tag parameters.
Display Area1_Mon3_Header /TM3,Area1 /M3 Display Area1_L1 /TM3,RALibrary\Area1_M3 /M3	Display commands for monitor 3 (header and process display) with required tag parameters.
Display Area1_Mon4_Header /TM4,Area1 /M4 Display Area1_L1 /TM4,RALibrary\Area1_M4 /M4	Display commands for monitor 4 (header and process display) with required tag parameters.
Define GoHome Area1_Repaint_QuadMon	Define action of "GoHome" symbol used on Home Navigation Button
Define Repaint SetRepaint QuadMon	Define action of "Repaint" symbol that is used on Repaint Button and L1 Navigation

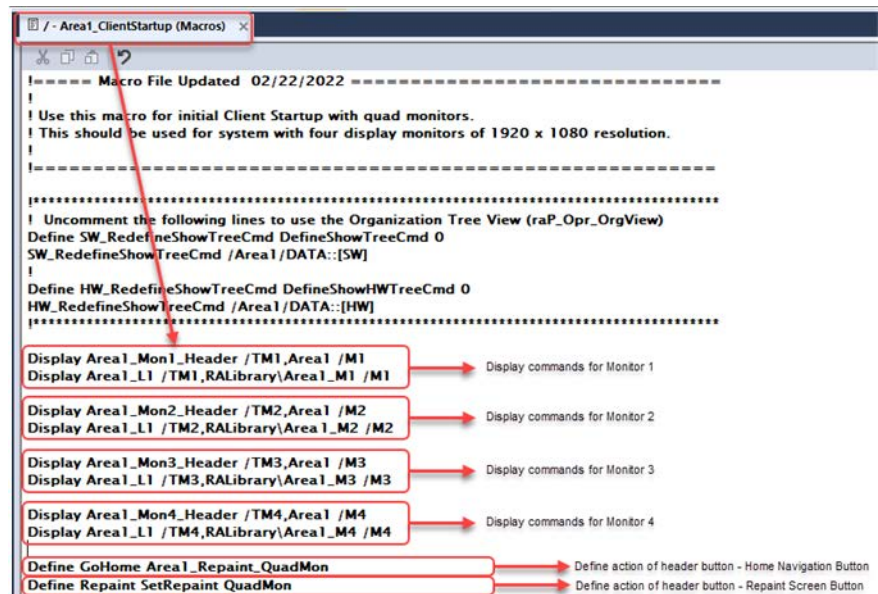


Table 2 - Area1\_Repaint\_QuadMon

Command	Description
Abort * /D	Abort all current displays running on the Quad monitor client
Display Area1_Mon1_Header /TM1,Area1 /M1 Display Area1_L1 /TM1,RALibrary\Area1_M1 /M1	Display commands for monitor 1(header and process display) with required tag parameters.
Display Area1_Mon2_Header /TM2,Area1 /M2 Display Area1_L1 /TM2,RALibrary\Area1_M2 /M2	Display commands for monitor 2(header and process display) with required tag parameters.
Display Area1_Mon3_Header /TM3,Area1 /M3 Display Area1_L1 /TM3,RALibrary\Area1_M3 /M3	Display commands for monitor 3(header and process display) with required tag parameters.
Display Area1_Mon4_Header /TM4,Area1 /M4 Display Area1_L1 /TM4,RALibrary\Area1_M4 /M4	Display commands for monitor 4(header and process display) with required tag parameters.

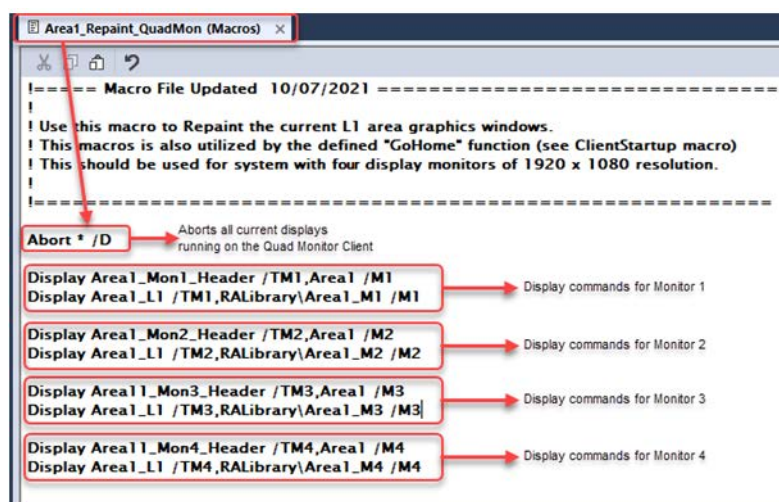
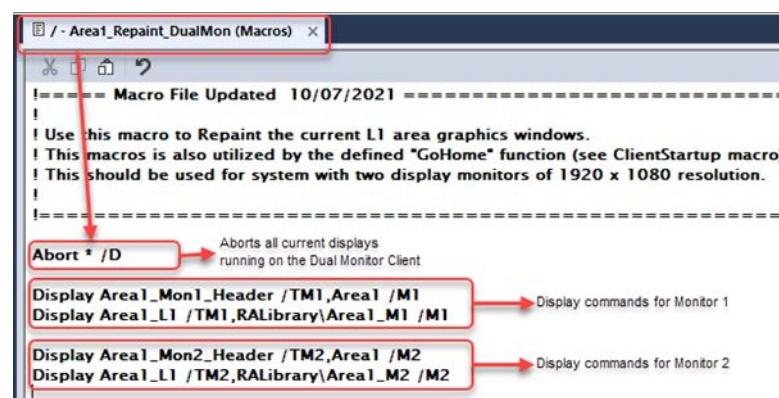


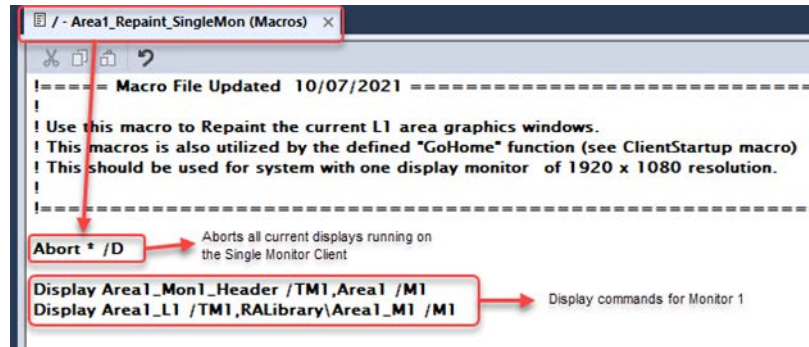
Table 3 - Area1\_Repaint\_DualMon

Command	Description
Abort * /D	Abort all current displays running on the dual monitor client
Display Area1_Mon1_Header /TM1,Area1 /M1 Display Area1_L1 /TM1,RALibrary\Area1_M1 /M1	Display commands for monitor 1(header and process display) with required tag parameters.
Display Area1_Mon2_Header /TM2,Area1 /M2 Display Area1_L1 /TM2,RALibrary\Area1_M2 /M2	Display commands for monitor 2(header and process display) with required tag parameters.



**Table 4 - Area1\_Repaint\_SingleMon**

Command	Description
Abort * /D	Abort all current displays running on the single monitor client
Display Area1_Mon1_Header /TM1,Area1 /M1 Display Area1_L1 /TM1, RALibrary\Area1_M1 /M1	Display commands for monitor 1(header and process display) with required tag parameters.



### Area 2 Macro Files

**Table 5 - Area2\_ClientStartup**

Command	Description
Display Area2_Mon1_Header /TM1,Area2 /M1 Display Area2_L1 /TM1,RALibrary\Area2_M1 /M1	Display commands for monitor 1(header and process display) with required tag parameters.
Display Area22_Mon2_Header /TM2,Area2 /M2 Display Area2_L1 /TM2,RALibrary\Area2_M2 /M2	Display commands for monitor 2(header and process display) with required tag parameters.
Define GoHome Area2_Repaint_DualMon	Define action of "GoHome" symbol used on Home Navigation Button
Define Repaint SetRepaint DualMon	Define action of "Repaint" symbol that is used on Repaint Button and L1 Navigation

**Table 6 - Area2\_Repaint\_QuadMon**

Command	Description
Abort * /D	Abort all current displays running on the quad monitor client
Display Area2_Mon1_Header /TM1,Area2 /M1 Display Area2_L1 /TM1,RALibrary\Area2_M1 /M1	Display commands for monitor 1(header and process display) with required tag parameters.
Display Area2_Mon2_Header /TM2,Area2 /M2 Display Area2_L1 /TM2,RALibrary\Area2_M2 /M2	Display commands for monitor 2(header and process display) with required tag parameters.
Display Area2_Mon3_Header /TM3,Area2 /M3 Display Area2_L1 /TM3,RALibrary\Area2_M3 /M3	Display commands for monitor 3(header and process display) with required tag parameters.
Display Area2_Mon4_Header /TM4,Area2 /M4 Display Area2_L1 /TM4,RALibrary\Area2_M4 /M4	Display commands for monitor 4(header and process display) with required tag parameters.

**Table 7 - Area2\_Repaint\_DualMon**

Command	Description
Abort * /D	Abort all current displays running on the dual monitor client
Display Area2_Mon1_Header /TM1,Area2 /M1 Display Area2_L1 /TM1,RALibrary\Area2_M1 /M1	Display commands for monitor 1(header and process display) with required tag parameters.
Display Area2_Mon2_Header /TM2,Area2 /M2 Display Area2_L1 /TM2,RALibrary\Area2_M2 /M2	Display commands for monitor 2(header and process display) with required tag parameters.



**Table 8 - Area2\_Repaint\_SingleMon**

Command	Description
Abort * /D	Abort all current displays running on the single monitor client
Display Area2_Mon1_Header /TM1,Area2 /M1 Display Area2_L1 /TM1,RALibrary\Area2_M1 /M1	Display commands for monitor 1(header and process display) with required tag parameters.

*Area 3 Macro Files***Table 9 - Area3\_ClientStartup**

Command	Description
Display Area3_Mon1_Header /TM1,Area3 /M1 Display Area3_L1 /TM1,RALibrary\Area3_M1 /M1	Display commands for monitor 1(header and process display) with required tag parameters.
Define GoHome Area3_Repaint_SingleMon	Define action of "GoHome" symbol used on Home Navigation Button
Define Repaint SetRepaint SingleMon	Define action of "Repaint" symbol that is used on Repaint Button and L1 Navigation

**Table 10 - Area3\_Repaint\_QuadMon**

Command	Description
Abort * /D	Abort all current displays running on the quad monitor client
Display Area3_Mon1_Header /TM1,Area3 /M1 Display Area3_L1 /TM1,RALibrary\Area3_M1 /M1	Display commands for monitor 1(header and process display) with required tag parameters.
Display Area3_Mon2_Header /TM2,Area3 /M2 Display Area3_L1 /TM2,RALibrary\Area3_M2 /M2	Display commands for monitor 2(header and process display) with required tag parameters.
Display Area3_Mon3_Header /TM3,Area3 /M3 Display Area3_L1 /TM3,RALibrary\Area3_M3 /M3	Display commands for monitor 3(header and process display) with required tag parameters.
Display Area3_Mon4_Header /TM4,Area3 /M4 Display Area3_L1 /TM4,RALibrary\Area3_M4 /M4	Display commands for monitor 4(header and process display) with required tag parameters.

**Table 11 - Area3\_Repaint\_DualMon**

Command	Description
Abort * /D	Abort all current displays running on the dual monitor client
Display Area3_Mon1_Header /TM1,Area3 /M1 Display Area3_L1 /TM1,RALibrary\Area3_M1 /M1	Display commands for monitor 1(header and process display) with required tag parameters.
Display Area3_Mon2_Header /TM2,Area3 /M2 Display Area3_L1 /TM2,RALibrary\Area3_M2 /M2	Display commands for monitor 2(header and process display) with required tag parameters.

**Table 12 - Area3\_Repaint\_SingleMon**

Command	Description
Abort * /D	Abort all current displays running on the dual monitor client
Display Area3_Mon1_Header /TM1,Area3 /M1 Display Area3_L1 /TM1,RALibrary\Area3_M1 /M1	Display commands for monitor 1(header and process display) with required tag parameters.

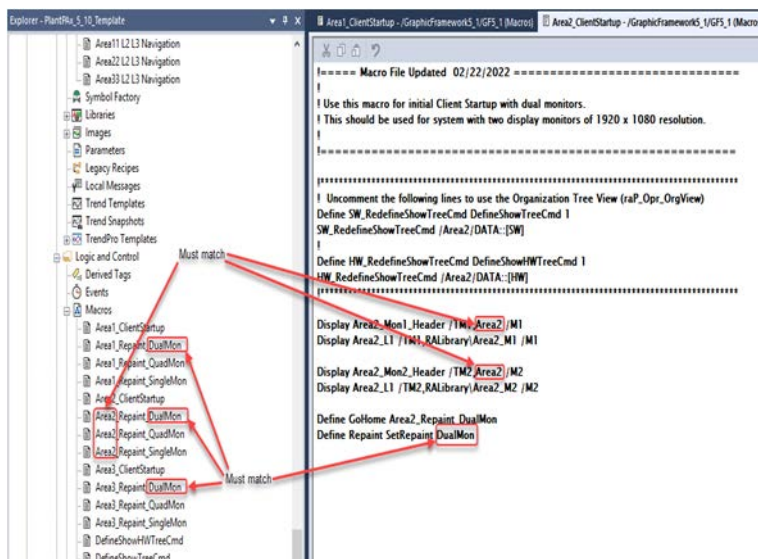
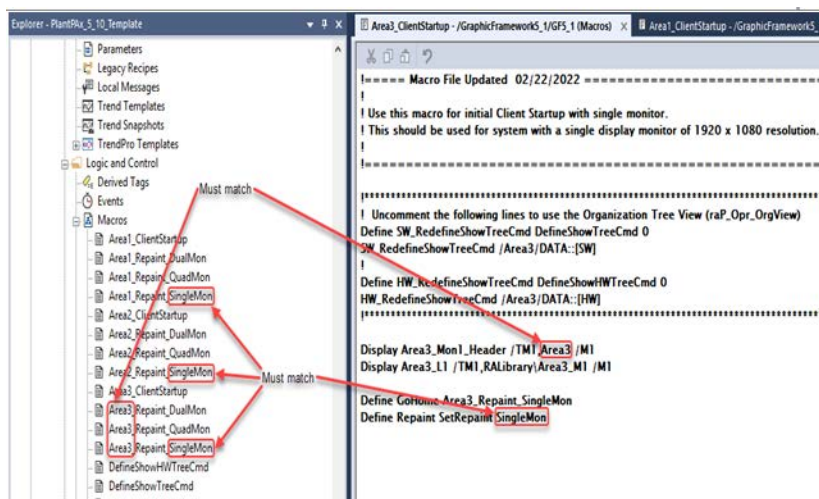
There is a naming convention that must be followed when creating each repaint macro. The file name must be in the following format, as shown in the macro file SetRepaint:

```
===== SetRepaint created 05/20/2022 =====
! Builds the Repaint Macro to be used by specific client based on the current
! L1 area and monitor quantity (defined from startup client macro)
=====

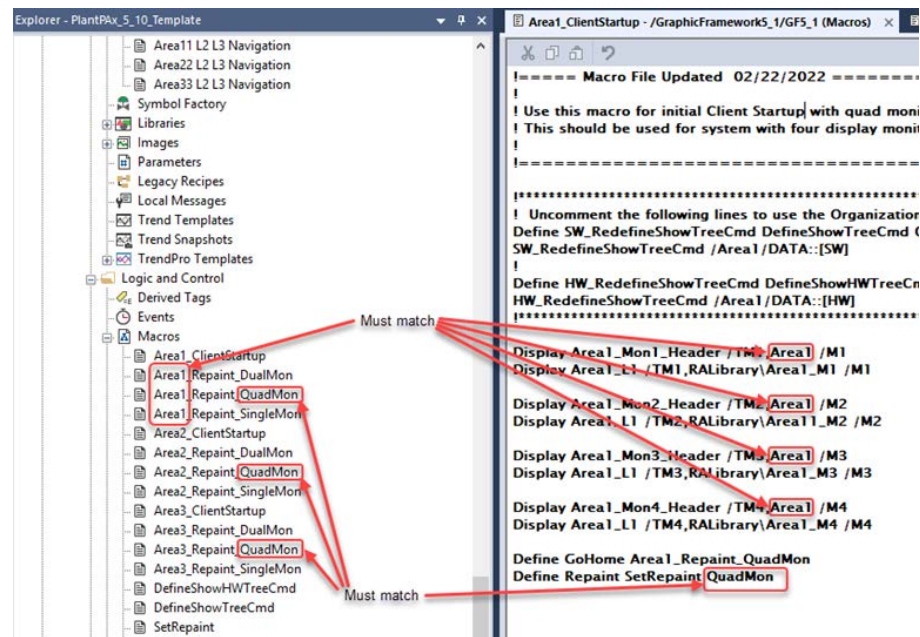
! Parameters
! %1 - Monitor Quantity (i.e. "QuadMon" or "4Mon", "DualMon" or "2Mon", "SingleMon" or "1Mon")
! %2 - Area Name

%2_Repaint_%1
```

The %1 and %2 are defined in each client startup macro, as shown in the following examples.

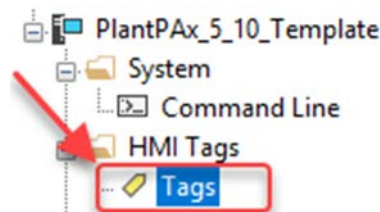




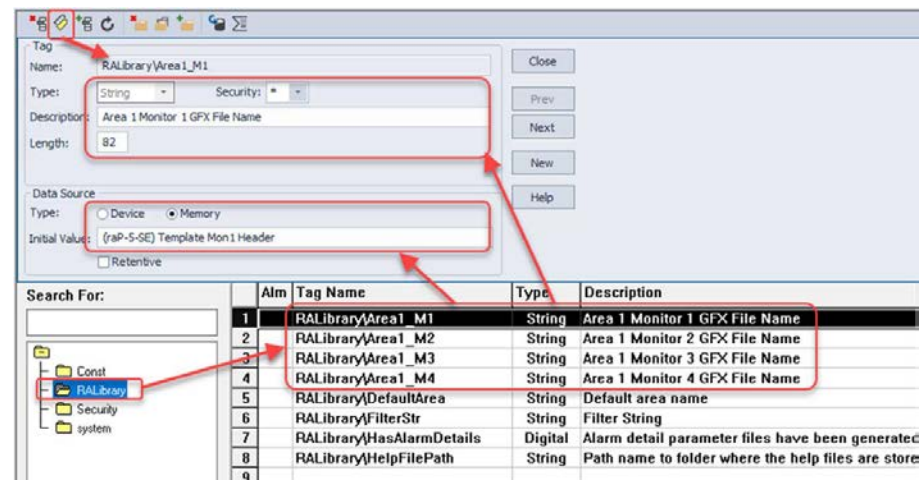


### Create HMI Tags for Multi-Monitor and Repaint

1. Open Tags under HMI Tags in the application in FactoryTalk View Studio.



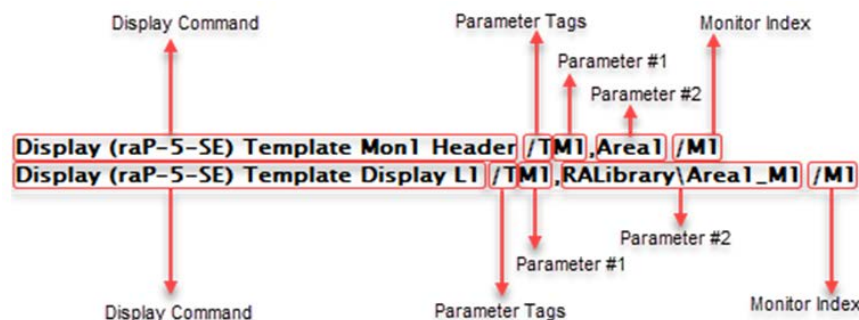
2. Open the folder "RALibrary". There are four sample tags that are created in this folder. Duplicate each tag – groupings of four tags for each L1 area, one for each possible monitor. "Area1" should be replaced with the name of your L1 area. Update the description field and enter the header file display name (\*.gfx) in the initial value field for each header in the appropriate tag. Repeat for each L1 area.



## Parameter Explanation

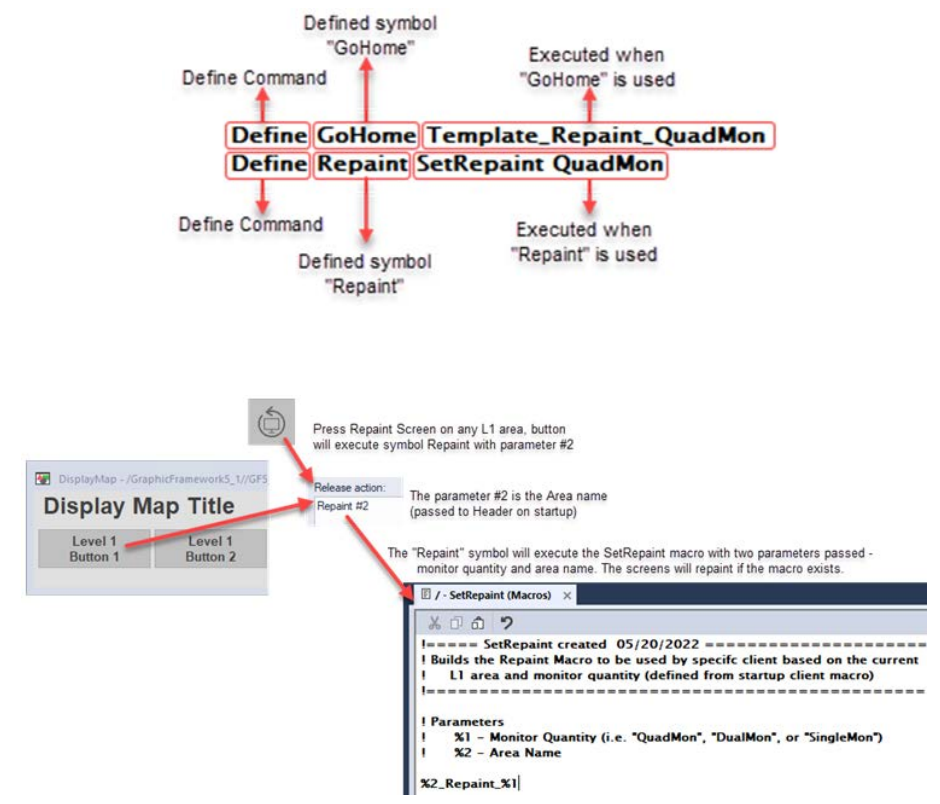
### Client Startup Macro

Each monitor has two button command lines that are associated with the first time that the displays are opened on the given monitor of the client. It is important that these parameters are configured correctly in the client startup macro and when switching between L1 areas. The following is an explanation of what the commands and parameters mean for each monitor, in this example for monitor 1. This needs to be duplicated for each monitor used in the client.



Display Command	Item	Description and Configuration
Display (Header Display)	/T	Parameter Tags - A built-in parameter that indicates the next items that are listed in the command will be Parameter Tags. No configuration required.
	M1	Parameter #1 - Parameter is used to pass the monitor number to commands executed on the Header Display. The parameter must be updated to M1, M2, M3, or M4 depending on which monitor the display opens on.
	Area1	Parameter #2 - Parameter is used to pass the current L1 area name to commands executed on the Header Display. The parameter must correspond to the area name for that L1 and match the area name that is used in the HMI Tags for multimonitor.
	/M1	Monitor Index - A built-in parameter in FactoryTalk View to command the display to open on a particular monitor. The parameter must be updated to /M1, /M2, /M3, or /M4 depending on which monitor it opens on.
Display (Process Display)	/T	Parameter Tags - A built-in parameter that indicates the next items that are listed in the command will be Parameter Tags. No configuration required.
	M1	Parameter #1 - Parameter is used to pass the monitor number to commands executed on the Process Display. The parameter must be updated to M1, M2, M3, or M4 depending on which monitor the display will open on.
	RALibrary\Area1_M1	Parameter #2 - Parameter is used to pass the HMI tag name for the current L1 area and current monitor. The value of the tag will be used to identify what the Header display file name is for that monitor. The parameter must be updated to the specific L1 area and monitor for this client. See <a href="#">HMI Tags, Headers, and Macros</a> for more details on how to configure the HMI tags for multi-monitor.
	/M1	Monitor Index - A built-in parameter in FactoryTalk View to command the display to open on a particular monitor. The parameter must be updated to /M1, /M2, /M3, or /M4 depending on which monitor it opens on.

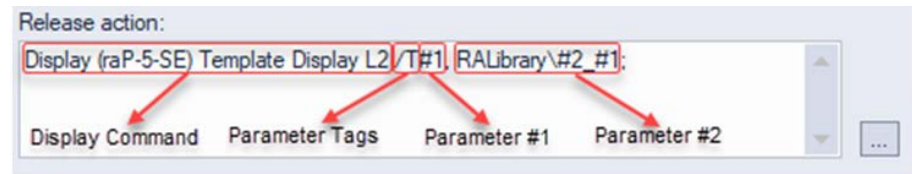
There are two defined symbols in the startup macro that are crucial for the client to operate as expected. As noted in FactoryTalk View Studio help documentation, the system command Define creates a symbol at run time on the FactoryTalk View SE Client. This command is only run on the FactoryTalk View SE Client. Symbol definitions are valid only during the current client session; they must be redefined each time that the client is restarted. Symbols are typically defined in a startup or login macro.



Define Command	Description and Configuration
Define GoHome	<p>The "GoHome" symbol is used exclusively for the Home Button that is used on the header display. The "GoHome" symbol is defined when the client starts up and the definition is specific to that client. Regardless of which L1 area an operator might end up navigating to, when the Home Button is pressed, it executes the defined macro. The macro that is used for this symbol should be configured to open on the correct number of monitors for that client. The "GoHome" symbol should be used on every startup macro.</p> <p>Replace "Template_Repaint_QuadMon", "Template_Repaint_DualMon", or "Template_Repaint_SingleMon" with the Repaint macro to be used for this specific client.</p>
Define Repaint	<p>The "Repaint" symbol is used for both the Repaint Screen Button header display and L1 Navigation from the display map pop-up. The "Repaint" symbol is defined when the client starts up and the definition is specific to that client. When navigating to another L1 area or repainting the screen on any area, the symbol executes the pre-defined macro "SetRepaint", with two parameters passed to the macro.</p> <p>%1 Parameter - This is configured in the definition of in the startup client and should be either "QuadMon", "DualMon", or "SingleMon" depending on how many monitors that client has. User must update this in the startup client file.</p> <p>%2 Parameter - This is passed automatically when the button is pressed. No configuration is required as long as the display commands are configured as required in the startup macro.</p>

### L2 Navigation

Each button on the L2 Navigation bar needs the following button command constructed to pass the proper Parameter Tags to the process display.



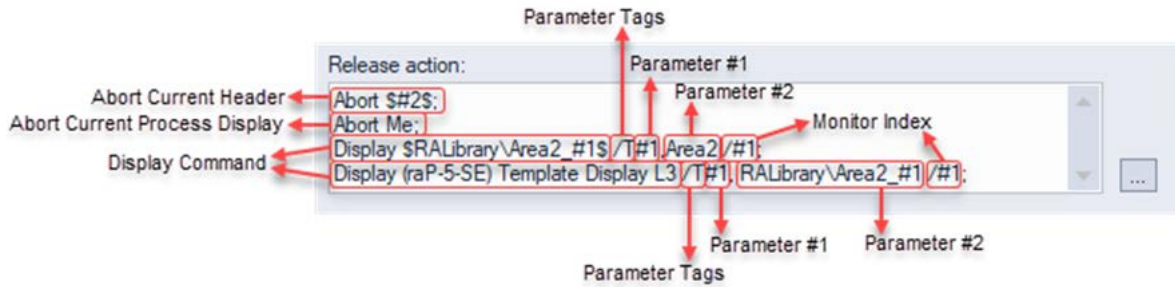
Command	Item	Description and Configuration
Display [L2 Process Display]	/T	Parameter Tags - A built-in parameter that indicates the next items that are listed in the command will be Parameter Tags. No configuration required.
	#1	Parameter #1 - Parameter is used to pass the monitor number to commands executed on the L2 process display. The "#1" will use the Parameter #1 pushed into the Header Display when it was initially opened. No configuration required; leave #1 as is.
	RALibrary\#2_#1	Parameter #2 - Parameter is used to pass the HMI tag name for the current L1 area and current monitor. The value of the tag will be used to identify what the Header display file name is for that monitor. The "#1" and "#2" will use the Parameter #1 and Parameter #2 pushed into the Header Display when it was initially opened. No configuration required; leave #1 and #2 as is. See HMI Tag, Headers, and Macros for more details on how to configure the HMI tags for multi-monitor.

### L3 Navigation

Each button on the L3 Navigation bar needs the following button command constructed to pass the proper Parameter Tags to the process display. This will also be used for any Off-Screen navigation buttons within the same L1 area.



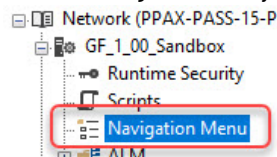
Command	Item	Description and Configuration
Display [L3 Process Display]	/T	Parameter Tags - A built-in parameter that indicates the next items that are listed in the command will be Parameter Tags. No configuration required.
	#1	Parameter #1 - Parameter is used to pass the monitor number to commands executed on the L3 process display. The "#1" uses the Parameter #1 pushed into the Process Display when it was initially opened. No configuration required; leave #1 as is.
	#2	Parameter #2 - Parameter is used to pass the HMI tag name for the current L1 area and current monitor. The value of the tag is used to identify what the Header display file name is for the monitor active for this display. The "#2" uses the Parameter #2 pushed into the Process Display when it was initially opened. No configuration required; leave #2 as is. See <a href="#">HMI Tags, Headers, and Macros</a> for more details on how to configure the HMI tags for multi-monitor.

*Off-Screen Navigation*


Command	Item	Description and Configuration
Abort [Header Display]	Abort \$#2\$	This command aborts the header that is open above the process display. The "\$#2\$" inserts the value of the parameter "#2" that was passed into the display that the button is executing from. The value of "#2" is the HMI tag for the header display file name.
Abort [Process Display]	Abort Me	This command aborts the process display that the button is executing from.
Display [Header Display]	/T	Parameter Tags - A built-in parameter that indicates the next items that are listed in the command will be Parameter Tags. No configuration required.
	#1	Parameter #1 - Parameter is used to pass the monitor number to commands executed on the Header Display. In this instance, we take the parameter that is passed from when the display was originally opened. No configuration required.
	Area2	Parameter #2 - Parameter is used to pass the destination L1 area name to commands executed on the destination Header Display of the other L1 area. The parameter must correspond to the area name for the destination L1 area and match the area name that is used in the HMI Tags for multimonitor.
	/#1	Monitor Index - A built-in parameter in FactoryTalk View to command the display to open on a particular monitor. In this instance, it takes the parameter that is passed from when the display was originally opened. No configuration required.
Display [Process Display]	/T	Parameter Tags - A built-in parameter that indicates the next items that are listed in the command will be Parameter Tags. No configuration required.
	#1	Parameter #1 - Parameter is used to pass the monitor number to commands executed on the Header Display. In this instance, we take the parameter that is passed from when the display was originally opened. No configuration required.
	RLibrary\Area2_#1	Parameter #2 - Parameter is used to pass the HMI tag name for the destination L1 area and current monitor. The value of the tag is used to identify what the Header display file name is for that monitor in the other L1 area. The parameter must be updated to the specific L1 area, but the "#1" should be left as is. See <a href="#">HMI Tags, Headers, and Macros</a> for more details on how to configure the HMI tags for multi-monitor.
	/#1	Monitor Index - A built-in parameter in FactoryTalk View to command the display to open on a particular monitor. In this instance, it takes the parameter that is passed from when the display was originally opened. No configuration required.

## Navigation Menu

FactoryTalk View SE has a built-in navigation menu that can be used with the Graphic Framework v1.00 in place of the L2 and L3 navigation, with one navigation menu configured for each L1 area. The navigation menu is configured directly in FactoryTalk View SE.

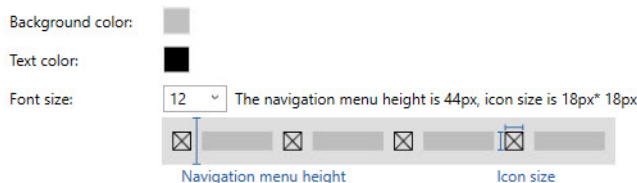



The following are recommendations for how to configure the navigation menu when using it with the Graphic Framework [v1.00]. These directions assume that all L1, L2, L3, and header displays have been populated for the user's application. When using the navigation menu, the headers should be developed using the template file "(raC-1.00-SE) Template Header Nav Menu" and L1, L2, and L3 displays should be developed using the template file "(raC-1.00-SE) Template Display Nav Menu".

1. Open the Navigation Menu by double-clicking it in the application explorer.
2. Select the "Add navigation menu" button . Create a navigation menu for each L1 area.
3. Double-click one of the navigation menus created in the previous step. The following settings are recommended for each navigation menu.

Property	Recommended setting
Background color	RGB {192,192,192}
Text color	RGB {0,0,0}
Font size	12
Enable Backward, Forward, and History buttons	Feature is optional
Enable search	Feature is optional

### Navigation menu appearance



4. Click the OK button to save the settings and return to the main configuration menu.
5. Click the "Add menu items" button . Add all L2 and L3 displays that are available in this L1 area.

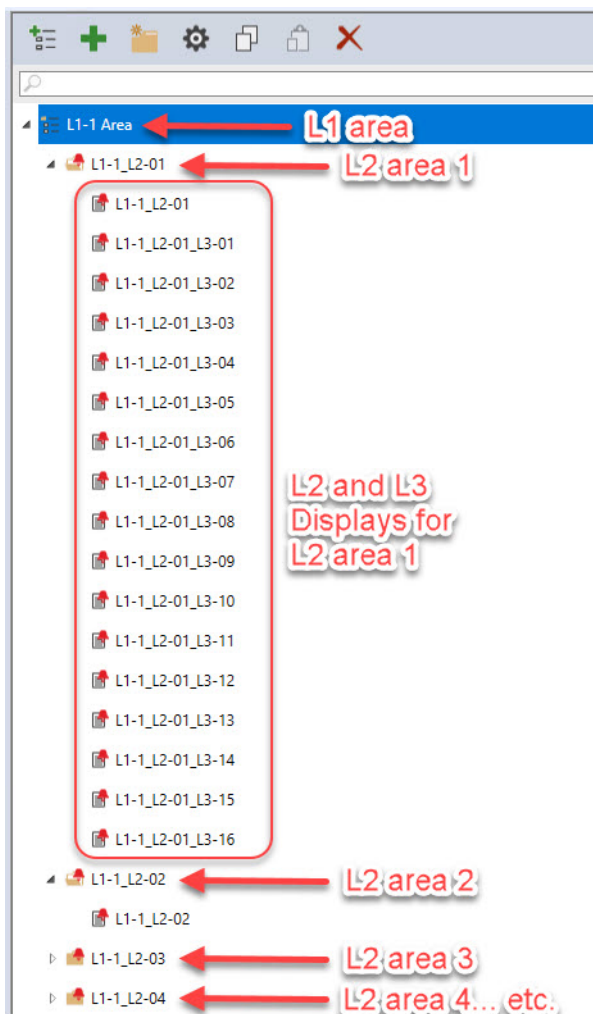
**Note:** It is OK if the displays are added in any order. They can be reorganized after being added.



You can save time by pre-organizing your L2 and L3 into L2 folders in application explorer before adding the display to the navigation menu and the tool pre-populates the navigation folders in the same way.



6. Organize your navigation menu into folders if they are not already organized. Each L2 area should have a folder as shown.



7. Click the first L2 folder and then select "Settings". Add the following alarm source to create alarm indication roll-up on that folder. Replace "L1\_Name1" with the alarm group name for this L1 area and replace "L2\_Name01" with the alarm group name for this L2 area.

\*L1\_Name1.L2\_Name01\*..\*

---

**IMPORTANT** Include the "\*" as shown. This is a wildcard that allows any alarm in these groups to indicate on this folder.

---

8. You can optionally add a device path to create automatic diagnostic indication on the folder. Click OK when done configuring the L2 folder settings to return to the main navigation menu configuration window.
9. Repeat the previous two steps for each L2 folder.
10. Click the first L3 display in the first L2 folder and then select "Settings". Click "Notification" tab at the top. Add the following alarm source to create alarm indication roll-up on that display. Replace "L1\_Name1" with the alarm group name for this L1 area, replace "L2\_Name01" with the alarm group name for this L2 area, and replace "L3\_Name01" with the alarm group name for this L3 area.

\*L1\_Name1.L2\_Name01.L3\_Name01\*..\*

---

**IMPORTANT** Include the "\*" as shown. This is a wildcard that allows any alarm in these groups to indicate on this folder.

---

11. You can optionally add a device path to create automatic diagnostic indication on the display. Click the "Command" tab to return back to the main L3 display settings.
12. Verify that the "Name" and "Linked Display" are correct.
13. Add the following "Parameter Tags" and "Monitor Index". Click OK to close the display settings once the display commands are configured.

**Display Command:**

☐ Parameter File

☒ Parameter Tags

☐ /B - Display In Background

☐ /E - Disable Enter Key

☐ /U - Upload Data Entry Fields

☐ /O - Disable Key List

☒ /M - Monitor Index

☐ /H - Height

☐ /W - Width

Note: See section [Create HMI Tags for Multi-Monitor and Repaint on page 108](#) for details on creating HMI tags to allow navigation to function properly between L1 areas.

Note: Only single monitor is supported with navigation menu and Graphic Framework v1.00. The monitor index selection is recommended to be configured for future multimonitor functionality.

14. Repeat steps 10...13 for each L2 display call under each L2 folder. The alarm source entry should match step 7. The display commands should match step 13.
15. Exit the Navigation Menu configuration when all folders and displays are configured.  
Make sure that the following macro files are used to create the application macros when using the Navigation Menu:
  - Template\_NavMenu\_ClientStartup\_SingleMon
  - Template\_NavMenu\_Repaint\_SingleMon

These macros contain the correct call for header, navigation menu, and main display.

The following is a summary of pros and cons to using the Navigation Menu compared to legacy button navigation with L2 and L3 button bars:

Pros	Cons
<ul style="list-style-type: none"> <li>• Built into FactoryTalk View SE</li> <li>• Configurable in one place</li> <li>• Built-in tag search</li> <li>• Built-in forward, backward, and historical navigation</li> <li>• Unlimited number of displays per L2 and L3 area</li> <li>• Simple to move, add, and reconfigure L2 and L3 areas</li> <li>• Easily configure display commands directly in the navigation menu configuration</li> <li>• Built in alarm source and automatic diagnostic indication and rolup</li> <li>• Option to use icons instead of text on dropdown and display navigation</li> </ul>	<ul style="list-style-type: none"> <li>• Currently only supported for single monitor with the Graphic Framework</li> <li>• No tool to bulk configure the navigation - must manually be configured directly in FactoryTalk View SE</li> <li>• If more L2 folder areas are configured than fit on a single monitor, the alarm indication is not visible for those L2 areas.</li> </ul>

## FactoryTalk Resource & Status Server Configuration

The FactoryTalk Resource and Status server (FTRS server) is a new feature available starting in FactoryTalk View SE v15 with FactoryTalk Services Platform v6.50 and later. Faceplates and global object for use with FactoryTalk Resource and Status server is only available with the Graphic Framework v1.00. The following section outlines recommendations for setup and configuration of the Resource and Status server on your system.

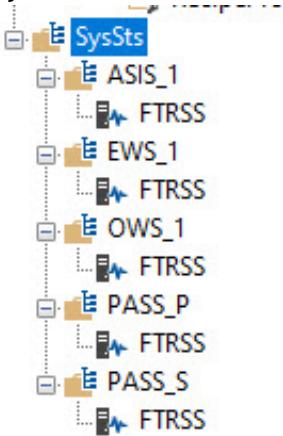


## Setup

The FactoryTalk Resource and Status server can monitor three main items:

- Performance of the workstation it is installed on, including CPU usage, storage space, and memory capacity.
- Status of specific system processes of the workstation if configured to do so.
- Connection of the workstation to other devices in the system including other workstations, network switches, and infrastructure components.

The Resource and Status server can be installed on any workstation or virtual machine that is joined to the FactoryTalk Directory. It is recommended to place each instance of the Resource and Status server in a separate area - this will optimize data reference lookup. Here is an example of a recommended configuration:



## Device Status Configuration

On the “Device Status” tab of the FTRS server configuration, network connection to different devices can be set up. Here are some recommendations for the device status configuration:

- It is best practice to keep the update rates slow (large intervals between pings and large intervals of each cycle) to reduce the loading on the system network.
- It is recommended to configure a device once per system. For instance, pick the workstation that hosts the FactoryTalk Directory and check the connection from that server to all other devices in the system from there. This reduces duplicate network connection checking to the same device.
- Fill out the Alias Name so that it is populated on the global object.

## Process Configuration

On the “Process” tab of the FTRS server configuration, specific tasks or processes running on a system can be set up to be monitored. Here is a list of recommended tasks to monitor based on typical servers and workstations in a system:

System Device	Process Name	Purpose
FactoryTalk Directory server	RnaDirServer.exe	FTD Failure
	RNADirMultiplexor.exe	

System Device	Process Name	Purpose
Process Automation System Server (PASS)	DatalogServ.exe	HMI Failure
	DataLogProPlusReadService.exe	
	DataLogProPlusServer.exe	
	DataLogProPlusService.exe	
	DatalogReadExService.exe	
	EventDetector.exe	
	FTViewServiceHost.exe	
	HMIServer.exe	
	LocalDBOps64.exe	
	RuntimeSearch.Service.Host.exe	
	RuntimeSearchListenService.exe	
	SAUserServ.exe	
	ServerFramework.exe	
	ServerScriptService.exe	
	TagSrv.exe	
	ViewSharedService.exe	
	w3wp.exe	
	RSlinxNG.exe	FactoryTalk Linx Failure
	RnaAeServer.exe	FTAE Failure
	RnaAlarmDetector.exe	
	FTAE_HistServ.exe	
	DataAccessServiceHost.exe	
	FTAEArchiver.exe	
	FTAE.Web.DataProvider.Service.exe	
	FTAE.Web.DataProvider.RunTime.exe	
	FTAE.Web.DataProvider.Historian.exe	
	RnaDirServer.exe	FTD Failure
	RNADirMultiplexor.exe	
Thin Manager server	ThinServer.exe	TM Failure
	RnaDirServer.exe	FTD Failure
	RNADirMultiplexor.exe	
Engineering Workstation	RnaDirServer.exe	FTD Failure
	RNADirMultiplexor.exe	
Operator Workstation	DisplayClient.exe	Client Failure
	SAUserServ.exe	
	SEGfxVBACli.exe	
	CommandCliSrv.exe	
	RPMClientSideService.exe	
	RSOAAServer.exe	Activation Failure
	RnaAlarmMux.exe	FTAE Failure
	FTAEExpressionServer.exe	
	FTAECommandServer.exe	
	RnaAlarmMailRuleConfig.exe	
	RnaDirServer.exe	FTD Failure
	RNADirMultiplexor.exe	
Information Management Server (SQL)	sqlservr.exe	SQL Failure
	RnaDirServer.exe	FTD Failure
	RNADirMultiplexor.exe	

System Device	Process Name	Purpose
Information Management Server (FactoryTalk Historian)	pibasess.exe	FactoryTalk Historian Failure
	piogsvr.exe	
	pinetmgr.exe	
	pisnapss.exe	
	RnaDirServer.exe	FTD Failure
	RNADirMultiplexor.exe	
FactoryTalk Asset Centre Server	RA.FTAC.Server.exe	FTAC Server Failure
	Rsvchost.exe	FTAC Diagnostic Failure
	w3wp.exe	FTAC Web Service Failure
	RnaDirServer.exe	FTD Failure
	RNADirMultiplexor.exe	
FactoryTalk Asset Centre Agent	RA.FTAC.AgentControllerService.exe	FTAC Agent Controller Failure
	RA.FTAC.InventCrawler.Server.exe	FTAC Asset Inventory Disaster Recovery Failure
	RA.FTAC.MonitorRuntime.exe	FTAC Change Detect Service Failure
	Rsvchost.exe	FTAC Diagnostic Failure
	VerificationAgent.exe	FTAC Logix Disaster Recovery Failure
	RnaDirServer.exe	FTD Failure
	RNADirMultiplexor.exe	

## Macros

Macros are an important component in the graphic framework. There are several macros that are provided as a template.

- Template\_ClientStartup\_SingleMon
- Template\_ClientStartup\_DualMon
- Template\_ClientStartup\_QuadMon
- Template\_NavMenu\_ClientStartup\_SingleMon
- Template\_Repaint\_SingleMon
- Template\_Repaint\_DualMon
- Template\_Repaint\_QuadMon
- Template\_NavMenu\_Repaint\_SingleMon
- SetRepaint

The following are optional macros that are used for applications using both Process Library 4.10 and Process Library 5.00 or later.

- NavToFaceplate with mixed library
- NavToDisplay with mixed library

## Template\_ClientStartup

Number of Monitors	Commands
1	<pre> ===== Macro File Updated 02/22/2022 ===== ! ! Use this macro for initial Client Startup with single monitor. ! This should be used for system with a single display monitor of 1920 x 1080 resolution. ! !=====  !***** ! Uncomment the following lines to use the Organization Tree View (raP_Opr_OrgView) ! Define SW_RedefineShowTreeCmd DefineShowTreeCmd 0 ! SW_RedefineShowTreeCmd /Area1/DATA::[Hardware] ! ! Define HW_RedefineShowTreeCmd DefineShowHWTTreeCmd 0 ! HW_RedefineShowTreeCmd /Area1/DATA::[Hardware] !*****  Display (raP-5-SE) Template Mon1 Header /TM1,Area1 /M1 Display (raP-5-SE) Template Display L1 /TM1,RALibrary\Area1_M1 /M1  Define GoHome Template_Repaint_SingleMon Define Repaint SetRepaint SingleMon </pre>
1 - With Navigation Menu	<pre> ! — Template_NavMenu_ClientStartup_SingleMon Macro — Revision 1.00-00 ————— ! ! Use this macro for initial Client Startup with single monitor. ! This should be used for system with a single display monitor of 1920 x 1080 resolution. ! !=====  Display (raC-1_00-SE) Template Header Nav Menu /TM1,Template_NavMenu /M1 /DT DisplayNavigationMenu "L1-1 Area" /DT Display (raC-1_00-SE) Template Display Nav Menu /TM1,RALibrary\Template_NavMenu_M1 /M1  Define GoHome Template_NavMenu_Repaint_SingleMon Define Repaint SetRepaint SingleMon </pre>
2	<pre> ===== Macro File Updated 02/22/2022 ===== ! ! Use this macro for initial Client Startup with dual monitors. ! This should be used for system with two display monitors of 1920 x 1080 resolution. ! !=====  !***** ! Uncomment the following lines to use the Organization Tree View (raP_Opr_OrgView) ! Define SW_RedefineShowTreeCmd DefineShowTreeCmd 0 ! SW_RedefineShowTreeCmd /Area1/DATA::[Hardware] ! ! Define HW_RedefineShowTreeCmd DefineShowHWTTreeCmd 0 ! HW_RedefineShowTreeCmd /Area1/DATA::[Hardware] !*****  Display (raP-5-SE) Template Mon1 Header /TM1,Area1 /M1 Display (raP-5-SE) Template Display L1 /TM1,RALibrary\Area1_M1 /M1  Display (raP-5-SE) Template Mon2 Header /TM2,Area1 /M2 Display (raP-5-SE) Template Display L1 /TM2,RALibrary\Area1_M2 /M2  Define GoHome Template_Repaint_DualMon Define Repaint SetRepaint DualMon ! </pre>

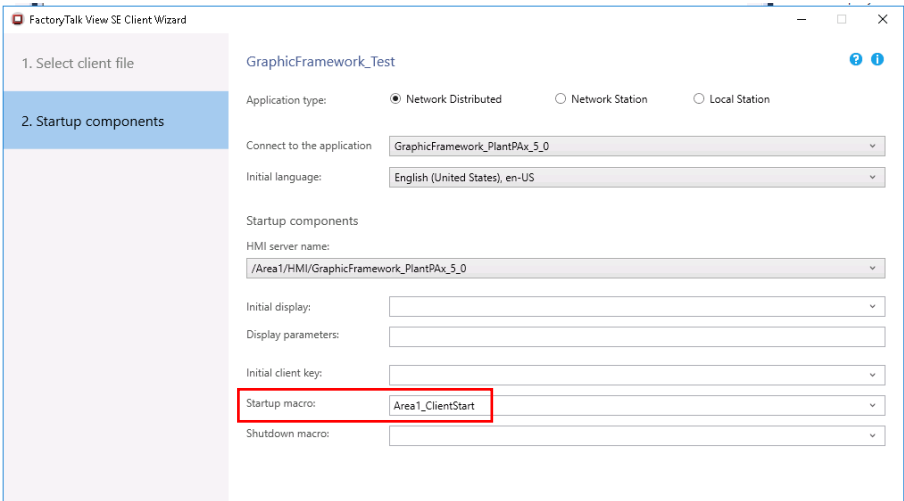
Number of Monitors	Commands
4	<pre>!===== Macro File Updated 02/22/2022 ===== ! ! Use this macro for initial Client Startup with quad monitors. ! This should be used for system with four display monitors of 1920 x 1080 resolution. ! !=====  !***** ! Uncomment the following lines to use the Organization Tree View (raP_Opr_OrgView) ! Define SW_RedefineShowTreeCmd DefineShowTreeCmd 0 ! SW_RedefineShowTreeCmd /Area1/DATA::[Hardware] ! ! Define HW_RedefineShowTreeCmd DefineShowHWTreeCmd 0 ! HW_RedefineShowTreeCmd /Area1/DATA::[Hardware] !*****  Display (raP-5-SE) Template Mon1 Header /TM1,Area1 /M1 Display (raP-5-SE) Template Display L1 /TM1,RALibrary\Area1_M1 /M1  Display (raP-5-SE) Template Mon2 Header /TM2,Area1 /M2 Display (raP-5-SE) Template Display L1 /TM2,RALibrary\Area1_M2 /M2  Display (raP-5-SE) Template Mon3 Header /TM3,Area1 /M3 Display (raP-5-SE) Template Display L1 /TM3,RALibrary\Area1_M3 /M3  Display (raP-5-SE) Template Mon4 Header /TM4,Area1 /M4 Display (raP-5-SE) Template Display L1 /TM4,RALibrary\Area1_M4 /M4  Define GoHome Template_Repaint_QuadMon Define Repaint SetRepaint QuadMon</pre>

The Client Startup macro should be linked to the Startup Macro selected in the client file configuration. There should be at least one Client Startup macro for every L1 area.

```
Define SW_RedefineShowTreeCmd DefineShowTreeCmd 0
SW_RedefineShowTreeCmd /Area1/DATA::[Hardware]

Define HW_RedefineShowTreeCmd DefineShowHWTreeCmd 0
HW_RedefineShowTreeCmd /Area1/DATA::[Hardware]
```

The two "Define" functions that are shown in the preceding screenshot are used to configure the Client Startup Macro for use with the Hardware and Software Tree Views. For each client used, the number at the end of these "Define" calls should increment by one (for example, if you have five clients in a system, each client would be assigned a different number: 0, 1, 2, 3, 4, etc). The shortcut that is defined for each in the second line should be a valid shortcut that is used for to initialize on. The shortcut should include the full area and short name.



The main purpose of this macro is to open the header and the L1 overview display for each monitor. The specific displays must be updated for each macro that is created to point to the Header and screen for that L1 area.

The macro is also used to define the GoHome and Repaint symbol commands. GoHome is used for Home button on the Header. The definition of the GoHome has to be updated to point to the specific L1 area and client repaint macro. The Repaint symbol is used for Repaint Screens button as well as the L1 Navigation. The number of monitors that are used by the client should be updated here (QuadMon, DualMon, or SingleMon)

## Template\_Repaint

The repaint macro is identical to the client startup macro, except the symbol definitions are not executed. At least one repaint macro should be created for every L1 area. If there multiple clients per L1 area with differing number of monitors, one repaint macro per each client, with specified monitor quantity, should be created for each L1 area. The repaint macro is used by the Repaint symbol, which executes the macro SetRepaint. The repaint macro should be created regardless of if the Repaint button is used, because it will be used by the Home button and for navigation between L1 areas.

The following example shows a system with four display monitors.

```
!===== Macro File Updated 10/07/2021 =====
!
! Use this macro to Repaint the current L1 area graphics windows.
! This macros is also utilized by the defined "GoHome" function (see ClientStartup macro)
! This should be used for system with four display monitors of 1920 x 1080 resolution.
!
!=====

Abort * /D

Display (raP-5-SE) Template Mon1 Header /TM1,Area1 /M1
Display (raP-5-SE) Template Display L1 /TM1,RALibrary\Area1_M1 /M1

Display (raP-5-SE) Template Mon2 Header /TM2,Area1 /M2
Display (raP-5-SE) Template Display L1 /TM2,RALibrary\Area1_M2 /M2

Display (raP-5-SE) Template Mon3 Header /TM3,Area1 /M3
Display (raP-5-SE) Template Display L1 /TM3,RALibrary\Area1_M3 /M3

Display (raP-5-SE) Template Mon4 Header /TM4,Area1 /M4
Display (raP-5-SE) Template Display L1 /TM3,RALibrary\Area1_M4 /M4
|
```

## SetRepaint

The SetRepaint macro is used to build the correct repaint macro to use based on the area parameter and quantity of monitors that are configured in the startup client macro. No configuration of this macro is required. It must exist in the macro list for navigation to work properly.

```
!===== SetRepaint created 05/20/2022 =====
! Builds the Repaint Macro to be used by specfic client based on the current
! L1 area and monitor quantity (defined from startup client macro)
!=====

! Parameters
! %1 - Monitor Quantity (i.e. "QuadMon", "DualMon", or "SingleMon")
! %2 - Area Name

%2_Repaint_%1
```



## NavToDisplay with Mixed Library / NavToFaceplate with Mixed Library

The two macros "NavToDisplay with mixed library" and "NavToFaceplate with mixed library" are only necessary for applications that are using both the Process Library 4.10 and Process Library 5.00 or later. There is added logic in these two macros to ensure that navigation is possible between 4.10 object faceplates and 5.00 object faceplates and vice versa. The macros work with two redirect displays - "(raP-5\_20-SE) Common-Redirect-to-4\_10" and "(raP-5\_20-SE) Common-Redirect-to-5\_00".

The macros are used in place of the NavToDisplay and NavToFaceplate. To use:

1. Rename the existing NavToDisplay and NavToFaceplate to a temporary name such as NavToDisplay\_Original and NavToFaceplate\_Original. This is in case the macros are needed for review in the future, they will already be available.
2. Rename "NavToDisplay with mixed library" and "NavToFaceplate with mixed library" to NavToDisplay and NavToFaceplate respectively. The macros are ready use.

```
! Macro "NavToDisplay with mixed library"
! version 5.10-00 Release
! Rockwell Automation Library of Process Objects
!
! *** Alternate version for compatability with 4.10 Library objects ***
! *** Rename this macro to "NavToDisplay" when you have 4.10 and 5.00 (or newer) objects in the same application ***
!
! This macro navigates to the faceplate for the object specified by the by the given Path and Tag names
! The parameters are separated by spaces. Parameters are as follows:
!
! %1 - Object Tag Name
! %2 - Pass thru information (or "{x}" if not used)
! %3 - Display Type
! %4 - Display Parameter
! %5 - Display Parameter
!
! An example:
! NavToDisplay [MyPath]MyObject {x} "Faceplate" /X100 /Y200
!
! Copyright © Rockwell Automation, Inc. All Rights Reserved

! If the @Library Extended Tag Property is not found, then assume this is a 4.x object
If Comm_Err( {%1.@Library} ) Then
    Display (raC-5-SE) Common-Redirect-to-4_10 /T%1 /RP
Else
    Display ($%1.@Library$-SE) $%1.@Instruction$-%3 /T{Const\Num2},%1,%2,%4,%5,{x} %4 %5
Endif;

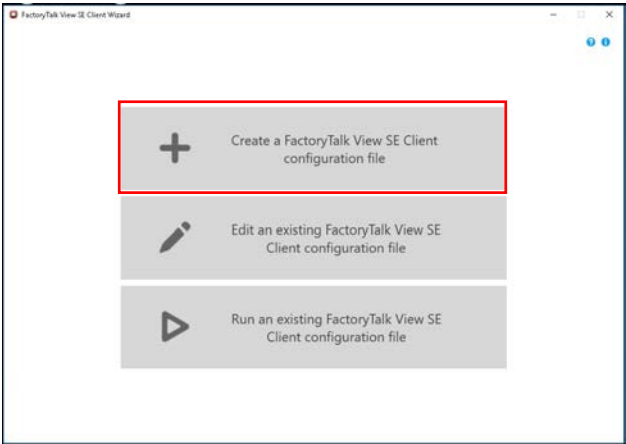
! Macro "NavToFaceplate with mixed library"
! version 5.10-00 Release
! Rockwell Automation Library of Process Objects
!
! *** Alternate version for compatability with 5.00 or newer Library objects ***
! *** Rename this macro to "NavToFaceplate" when you have 4.10 and 5.00 (or newer) objects in the same application ***
!
! This macro navigates to the faceplate for the object specified by the by the given Path and Tag names
! The parameters are separated by spaces. Parameters are as follows:
!
! %1 - Object Tag Name
! %2 - Pass thru information (Usually Object Path Name not including tag)
! %3 - Display Parameter
! %4 - Display Parameter
!
! An example:
! NavToFaceplate [MyPath]MyObject [MyPath] /X100 /Y200
!
! Copyright © Rockwell Automation, Inc. All Rights Reserved

! If the tag HMI_Lib is not found, then assume this is a 5.x object
If Comm_Err( {%1.HMI_Lib} ) Then
    Display (raC-5-SE) Common-Redirect-to-5_00 /T%1 /RP
Else
    Display ($%1.HMI_Lib$) $%1.HMI_Type$-Faceplate /T{Const\Num2},%1,%2,%3,%4,{x} %3 %4
Endif;
```

## Client File Setup (.CLI)

Configure a basic client file to use with the Graphic Framework.

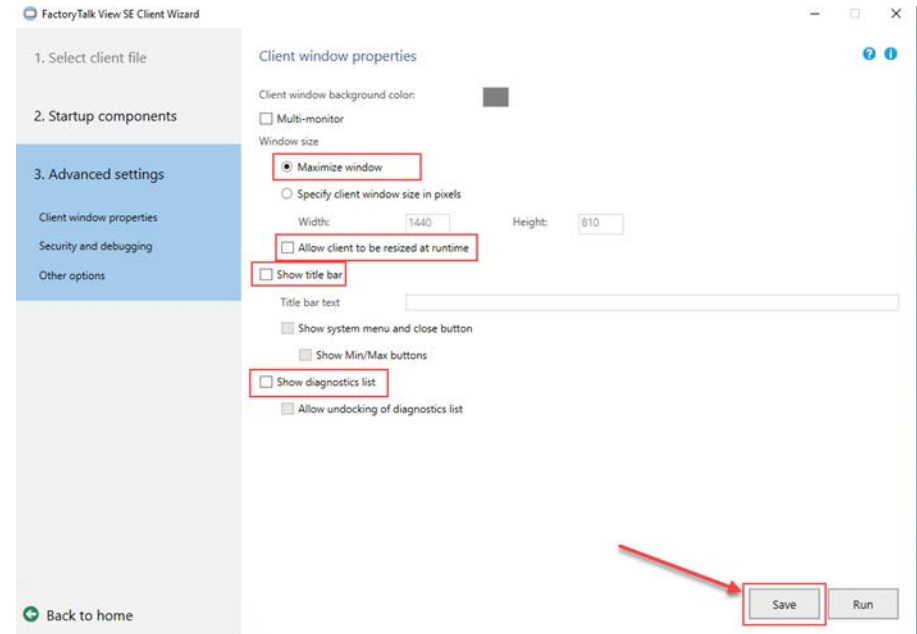
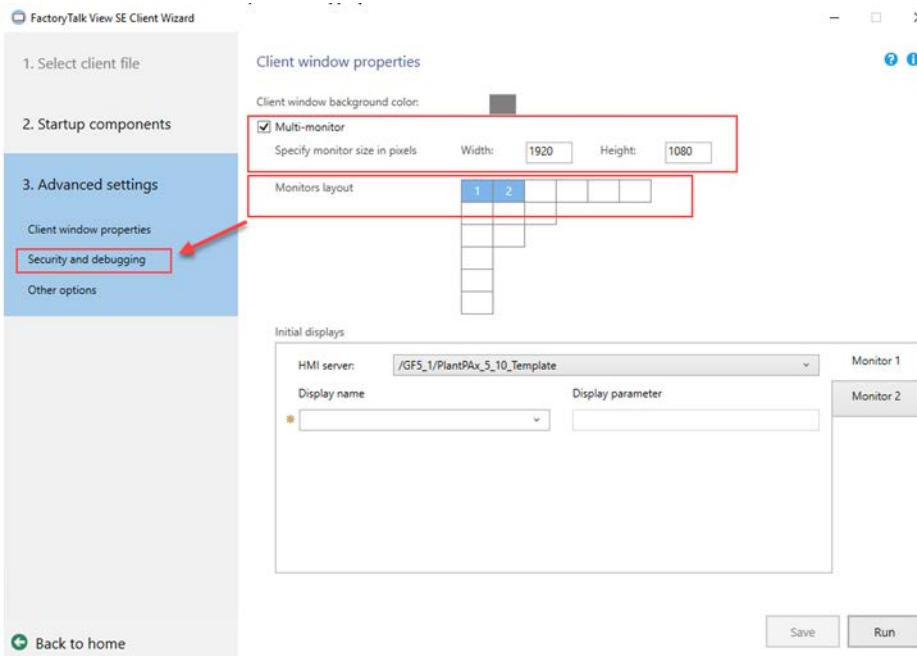
1. Go to FactoryTalk View SE Client Wizard and select Create a FactoryTalk View SE Client configuration file.



2. In the wizard, set the following:

On this Page	Action
File Name and Location	Name the client file and select the store location. In most cases, the store location should be the OWS desktop.
Startup Components	<p>Select the appropriate application type. Connect to the correct application and select the initial language. Select the HMI server name within your application. Select the Startup Macro created in <a href="#">Macros</a>. Select Advanced.</p> <div><div><div>1. File name and location</div><div>2. Startup components</div><div>3. Advanced settings</div></div><div><div>ClientFile</div><div>Application type: <input checked="" type="radio"/> Network Distributed <input type="radio"/> Network Station <input type="radio"/> Local Station</div><div>Connect to the application: GraphicFramework_PlantPax_5_0</div><div>Initial language: English (United States), en-US</div><div>Startup components</div><div>HMI server name: /Area1/HMI/GraphicFramework_PlantPax_5_0</div><div>Initial display:</div><div>Display parameters:</div><div>Initial client key:</div><div>Startup macro: Area1_ClientStart</div><div>Shutdown macro:</div><div>Back to home</div><div>Advanced Save Run</div></div></div>



On this Page	Action
Advanced Settings	<p>Select "Maximize Window" - Note: It is assumed that all monitors in the system have a resolution of 1920x1080. The PlantPAx Graphic Framework is designed to work with this resolution. Unselect "Allow Client to be resized at runtime". Unselect "Show title bar" and unselect "Show diagnostic list". Save the configuration.</p> 
Advanced Settings - Multi-Monitor	<p>If multiple monitors are used for the station that will run this client, check the box for "Multi-monitor". Additional options appear. Specify the monitor size as 1920x1080 and pick the desired monitor layout. In the following example, dual monitors side by side are being used. No additional configuration is required for each monitor - the startup macro that is selected on the Startup Components tab configures the screens when the client starts. Save and select the "Security and debugging".</p> 

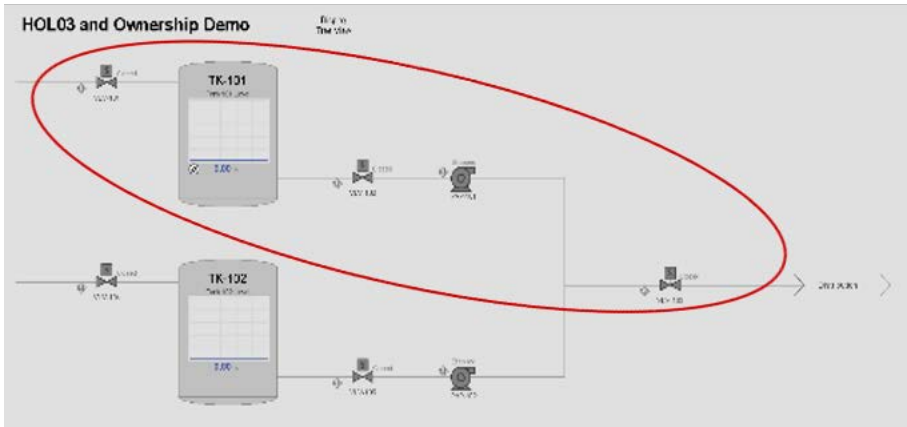
On this Page	Action
	<p>Depending on application requirements, select or unselect the “Enable auto logout”, “Open FactoryTalk View SE Client as view-only”, or “Disable switch to other applications”. The Debugging feature is only used for troubleshooting. Select “Other Options” tab.</p> <div><div>Security and Debugging</div><div><div>FactoryTalk View SE Client Wizard</div><div><div>1. File name and location</div><div>2. Startup components</div><div>3. Advanced settings</div></div><div><div>Client window properties</div><div>Security and debugging</div><div>Other options</div></div><div><div>Back to home</div></div></div><div><div>Security</div><div><input type="checkbox"/> Enable auto logout</div><div>Inactivity period: <input type="text" value="10"/> minutes (Please enter an integer between 1 and 99)</div><div><input type="checkbox"/> Open FactoryTalk View SE Client as view-only</div><div><input type="checkbox"/> Disable switch to other applications</div><div>Debugging</div><div><input type="checkbox"/> Allow display code debugging</div><div><div>Save</div><div>Run</div></div></div></div>
	<p>Review the options and modify if necessary. Leave at default if there are not application-specific requirements. Save and close or Select Run to run the Client file.</p> <div><div>Other Options</div><div><div>FactoryTalk View SE Client Wizard</div><div><div>1. File name and location</div><div>2. Startup components</div><div>3. Advanced settings</div></div><div><div>Client window properties</div><div>Security and debugging</div><div>Other options</div></div><div><div>Back to home</div></div></div><div><div>Other options</div><div><input checked="" type="checkbox"/> Maintain client tag connection</div><div><input checked="" type="checkbox"/> Navigation tracking</div><div>Max number of displays tracked for navigation (2-50) <input type="text" value="10"/></div><div>Font size in history list <input type="text" value="10"/></div><div>On-screen keyboard</div><div><input type="checkbox"/> Always use on-screen keyboard for operator entry</div><div><input checked="" type="checkbox"/> Hide Update Field button</div><div><input type="checkbox"/> Allow to get HMI project files from an alternate location</div><div><input type="text"/></div><div><div>Save</div><div>Run</div></div></div></div>

**Notes:**

# Organization

## Overview

Organization is a method by which parent / child relationships can be created and modified among PlantPax® Instructions. Organization provides a method to propagate a selected subset of commands (related to command source, alarms, and so forth) from the parent down to its children or propagate the aggregate of a selected subset of status (related to command source, alarms, and so forth) from the children up to one or more parents.

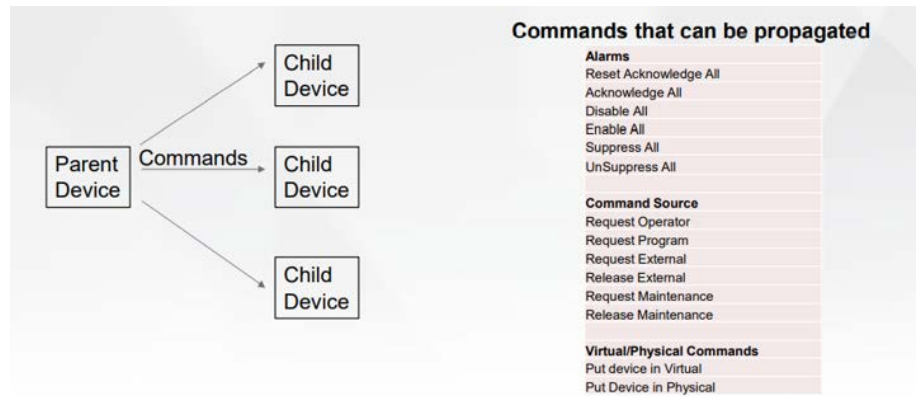


Organizational views can be many nodes deep and wide, and numerous organizational views can reference the same devices to suit the needs of the user. The structure and view of these organizational trees can be modified online from the HMI. This provides the ability to coordinate commands of related equipment and view their related status (equipment modules or phase modules), or alternatively to monitor specific equipment or equipment types as a maintenance function.

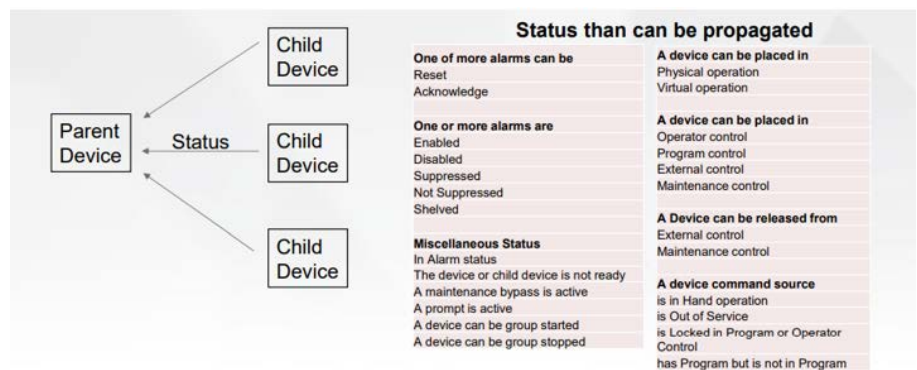
There are three basic capabilities:

Function	Description
Organization	Create parent/child relationships among objects to provide a method to propagate commands from the parent to its children and propagate status from the children to the parent.
Ownership	Uses the Organization backbone to allow a parent to take ownership of its children by placing them into Program state and accept the Owner's ID
Arbitration	Provides ability to manage and prioritize ownership of shared equipment

- Provides the ability to command devices as an Equipment Group
- No additional Logix-based code required to group equipment
- Consolidates information (alarms, device modes)
- Queues ownership requests and lets users set arbitration rules
- Applying standard solutions not only for direct device control, but also for device management enables a common look and feel throughout the complete application



Commands Issued and Propagated	Description
Reset/Ack All	Issue a Reset/Ack All to all objects
Reset	Issue a Reset to all objects
Disable alarms	Disable all alarms
Enable alarms	Enable all alarms
Suppress alarms	Suppress all alarms
Unsuppress alarms	Unsuppress all suppressed alarms
Unshelve alarms	Unshelve all shelved alarms
Request Virtual	Request all to be in Virtual
Request Physical	Request all to be in Physical
Request Oper	Request all to be in Operator
Request Prog	Request all to be in Program
Request Ext	Request all to be in External
Release Ext	Release all from External
Request Maint	Request all to be in Maintenance
Release Maint	Release all from Maintenance



Status Produced and Propagated	Description
Alarms Active	At least one alarm is active for this object or its children
Alarms/Object to be Reset	At least one alarm is ready for reset for this object or its children
Ready for Reset	At least one object or child is ready for reset
Alarms Enabled	At least one alarm is enabled for this object or its children
Alarms Disabled	At least one alarm is disabled for this object or its children
Alarms Unsuppressed	At least one alarm is not suppressed for this object or its children
Alarms Suppressed	At least one alarm is suppressed for this object or its children
Alarms Shelved	At least one alarm is shelved for this object or its children
Object Not Ready	At least one object or child is not ready

Status Produced and Propagated	Description
Maint Bypass Active	At least one object or child has a Maint Bypass active
Objects in Physical	At least one object or child is in Physical
Objects in Virtual	At least one object or child is in Virtual
Ready for Oper Request	At least one object or child is ready for an Oper request
Ready for Prog Request	At least one object or child is ready for a Prog request
Ready for Ext Request	At least one object or child is ready for an Ext request
Ready for Ext Release	At least one object or child is ready for an Ext release request
Ready for Maint Request	At least one object or child is ready for a Maint request
Ready for Maint Release	At least one object or child is ready for a Maint release request
Objects in Hand	At least one object or child has an active prompt
Objects Out of Service (OoS)	At least one object or child is Out of Service
Objects in Oper or Prog Locked	At least one object or child is Oper or Prog Locked
Objects has Prog, is not in Prog	At least one object or child has Prog but is not in Prog
Prompt is active	At least one object or child has an active prompt

## Workflow

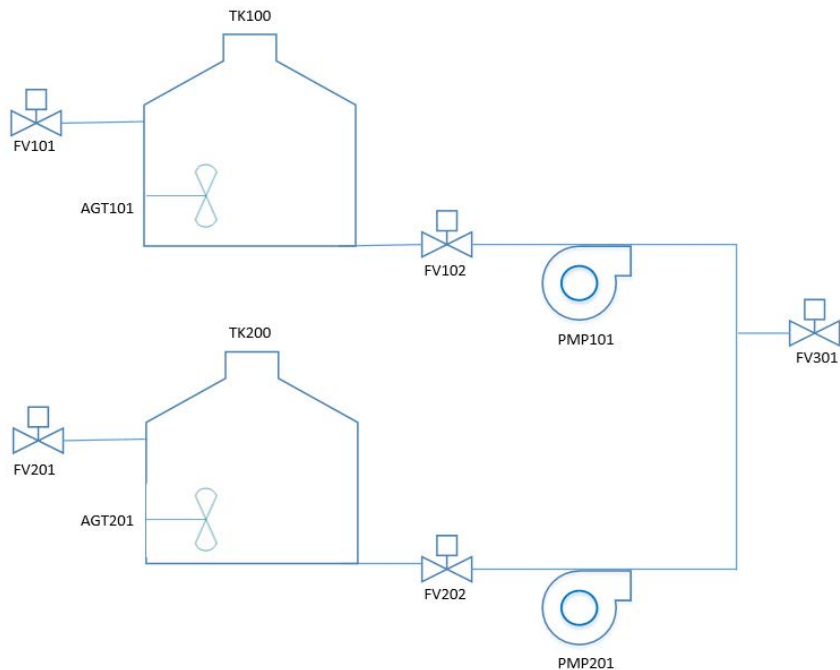
Before you begin, confirm you have the following:

- Controller project and HMI project communicating to controller
- System hierarchy for equipment grouping
- Graphic framework installed
- Configured HMI shortcuts
- Displays created

This chapter shows how to manually configure organization.

Application Code Manager and the PlantPAx Configuration Tool provide simplified workflows that are more efficient to initially configure organization. However, the manual process can be useful for minor edits.

1. In a process controller project, create the organization logic (create Bus and Node arrays)
2. Define the Bus elements
3. Implement the OrgView elements that store data for each HMI client
4. Create the Organizational Tree (define nodes and configure propagation and displays)



The Tank Farm Area has:

- Unit TK100 has children FV101, FV102, FV301, PMP101, and AGT101
- Unit TK200 has children FV201, FV202, FV301, PMP201, and AGT201

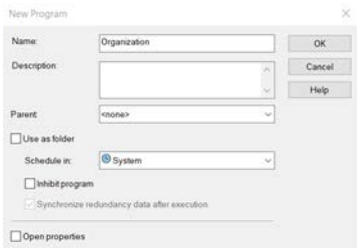
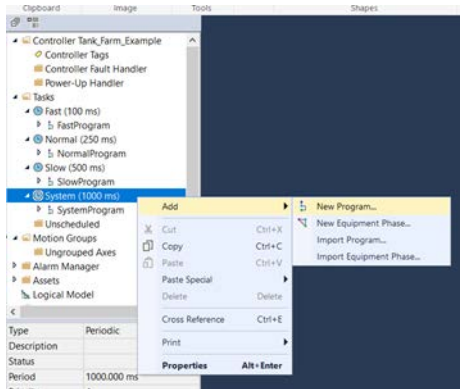
# Create the Organization Logic

Before you begin, import the process library Add-On Instructions into your controller project. All logic must be in one controller. The following Add-On Instructions are required:

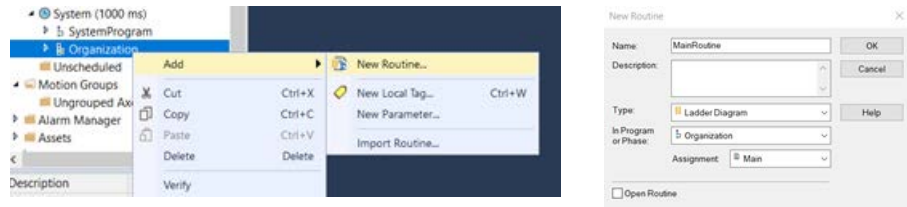
- raP\_Opr\_OrgScan Organizational Scan
- raP\_Opr\_OrgView Organizational View

In a process controller project, create the organization program

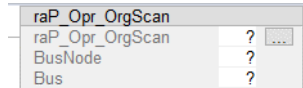
1. Add a new program in the appropriate Task and name it Organization. The default task is the System task.



## 2. Add a new routine to the Organization program and name it MainRoutine



## 3. Open the MainRoutine in the Ladder Diagram editor and add an raP\_Opr\_OrgScan Add-On Instruction to manage the propagation of commands/status and Ownership within the Organization Tree.



In the next steps, you create two array tags for these parameters that are used in this Add-On Instruction:

- Bus array with an element for each device in your system hierarchy. Make the array larger than the number of devices so you have room for future additions.
- BusNode array with an element for each device and its relationship to other devices. Make the node array twice as large as the Bus array so that you can account for devices that have relationships with multiple other devices, and you have room for future additions
  - a. Right-click the raP\_Opr\_OrgScan ? and create a new, **controller-scoped** tag OrgScan of data type raP\_Opr\_OrgScan.



- b. Right-click the BusNode ? and create a new, **controller-scoped** array tag Node of type raP\_UDT\_Opr\_Bus\_Node.

The array tag must be named **Node**.



For this example, edit the array to have 100 elements. You can have more nodes than bus elements to define multiple parent/child relationships.



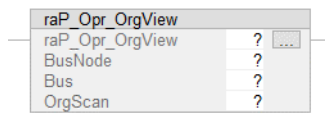
- c. Right-click the Bus ? and create a new, **controller-scoped** array tag Bus of type raP\_UDT\_Opr\_Bus.

The array tag must be named Bus.  
Edit the array elements to have 50. Create more elements than your original list of bus elements to leave space to add future elements.

Can have as many as 500 Bus elements per controller (increase to 1500 for 5.00.04 or later)



- 4. Add a rung with an instance of the raP\_Opr\_OrgView Add-On Instruction for each HMI client that will be in the organizational tree. This example assumes five HMI clients, so there are five individual rungs.



- a. Right-click the raP\_Opr\_OrgView ? and create a new tag OrgView of data type raP\_Opr\_OrgView.

Edit the Data Type and enter the array dimensions so that you have an element for each

HMI client. In this example there are five HMI clients so edit the array to have five elements (one element for each of the five HMI clients in this example).



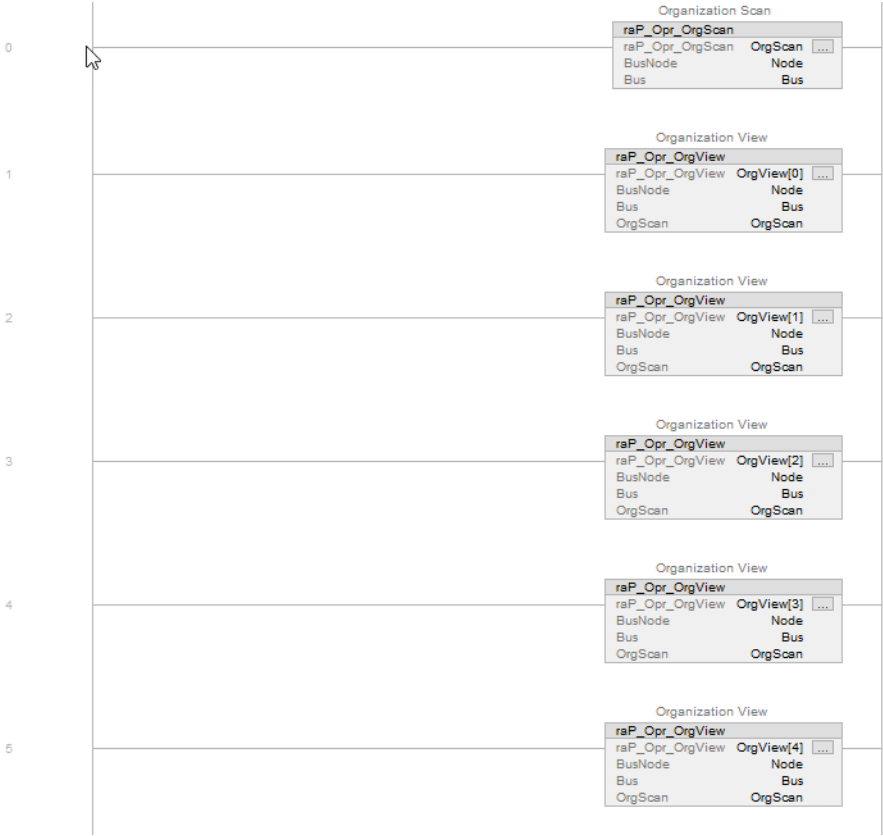
b. Enter the BusNode, Bus, and Orgscan tags you created for the OrgScan instruction.

Select one OrgView[x] element for each rung/instance to correspond with each HMI client.

## Example Logic

The final logic for this example, looks like the following:

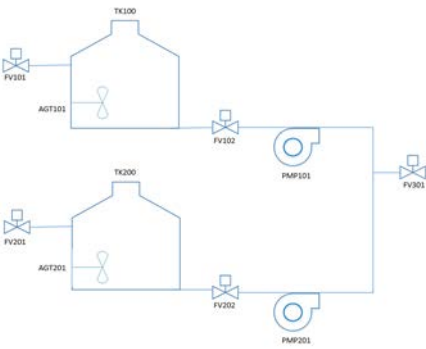
- ▲ ⌚ System (1000 ms)
  - ⚙️ SystemProgram
    - ▲ ⚙️ Organization
      - ◆ Parameters and Local Tags
        - 📄 MainRoutine



Define the Bus Elements

Organization requires a mechanism to collect entities into a structure. Each entity that is grouped into an organization must be assigned a unique identifier. The Bus array provides this mechanism, in addition to providing an interface to exchange commands and status. A single Bus element is assigned to each control element. Generic Bus elements can be added as logical containers as necessary to group control elements and other Generic Bus elements.

Example Bus Elements



You need a bus element for every possible owner (parent) and child. For this example, create these elements.

The elements can be in any order and you can use any names that are appropriate for your application.

Bus Element	Name	Description
Bus[0]		Reserved
Bus[1]		
Bus[2]	Area_Tank_Farm	Process area
Bus[3]	TK100	Unit TK100
Bus[4]	TK200	Unit TK200
Bus[5]	FV101	Valve FV101 owned by TK100
Bus[6]	FV102	Valve FV102 owned by TK100
Bus[7]	FV201	Valve FV201 owned by TK200
Bus[8]	FV202	Valve FV202 owned by TK200
Bus[9]	FV301	Valve FV301 shared by TK100 and TK200
Bus[10]	AGT101	Agitator AGT101
Bus[11]	AGT201	Agitator AGT201
Bus[12]	PMP101	Pump PMP101
Bus[13]	PMP201	Pump PMP201
Bus[14]	TK100_Fill_EP	Fill Equipment Phase for TK100
Bus[15]	TK100_Drain_EP	Drain Equipment Phase for TK100
Bus[16]	TK100_Agt_EP	Agitate Equipment Phase for TK100
Bus[17]	TK200_Fill_EP	Fill Equipment Phase for TK200
Bus[18]	TK200_Drain_EP	Drain Equipment Phase for TK200
Bus[19]	TK200_Agt_EP	Agitate Equipment Phase for TK200
Bus[20]...Bus[50]	Empty; for future additions	

### IMPORTANT

Release 5.00.00 of the PlantPax library, supports as many as 500 bus elements. With release 5.00.04 and later, you can have as many 1500 bus elements.

Each bus element has multiple members. To see the members, on the OrgScan or OrgView instruction, right-click Bus and select MonitorBus.

Expand each element to configure the device.

1. Enter the name of each element in the Value Field for each Bus[x].Name. The organizational tree uses this value for the device name.

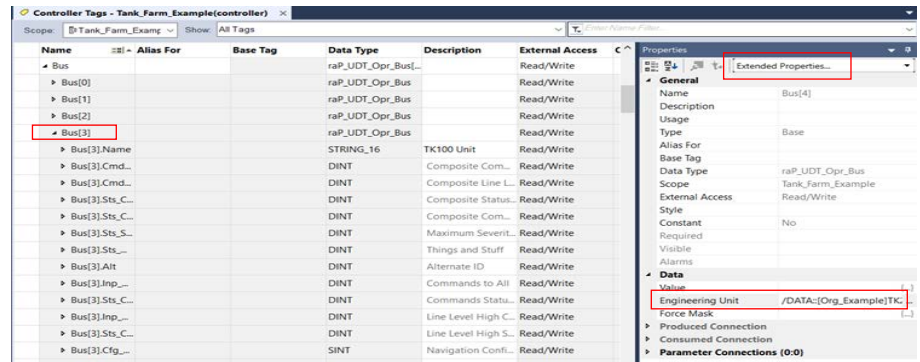
Name	Value	Force Mask	Style	Data Type	Description	Constant
Bus	(...)	(...)	(...)	raP_UDT_Opr_Bus[50]		<input type="checkbox"/>
Bus[0]	(...)	(...)	(...)	raP_UDT_Opr_Bus		
Bus[1]	(...)	(...)	(...)	raP_UDT_Opr_Bus		
Bus[2]	(...)	(...)	(...)	raP_UDT_Opr_Bus		
Bus[3]	(...)	(...)	(...)	raP_UDT_Opr_Bus		
Bus[3].Name	TK100	(...)	(...)	STRING_16	TK100 Unit	
Bus[3].Cmd_Parent	2#0000_0000_000...		Binary	DINT	Composite Com...	
Bus[3].CmdLLH_Parent	2#1111_1111_111...		Binary	DINT	Composite Line L...	
Bus[3].Sts_Children	2#0000_0000_000...		Binary	DINT	Composite Status...	

2. Add Extended Properties > Engineering Unit to the element and specify the shortcut for the Data value. The shortcut ties the element to the display faceplate. The shortcut must be defined in the HMI project.

In this example:

- DATA is the name of the data server
- Org\_Example is the name of the shortcut in the HMI project

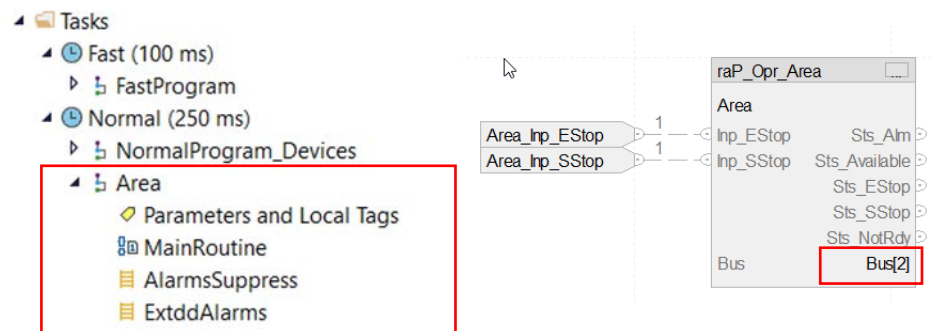
- TK100\_EM is the name of the element



## Configure the Area Instance

Import the PlantPAx area control strategy: CS\_raP\_Opr\_Area. This defines the Area. In this example, the main routine identifies Bus[2] element for the area.

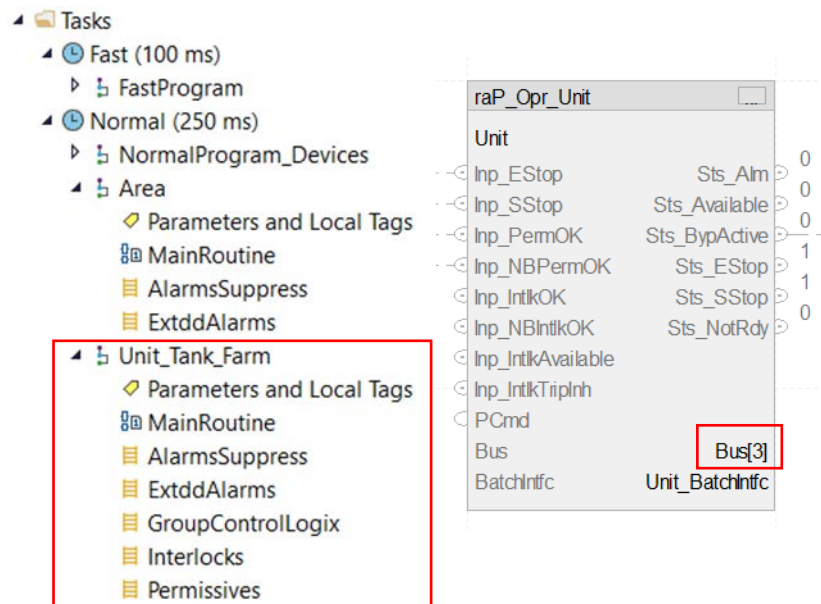
On the Import Configuration dialog, find and replace all instances of 'raP\_Opr\_Area' in Tags and Descriptions with 'Area.'



## Configure the Unit Instances

Import the PlantPAx unit control strategy: CS\_raP\_Opr\_Unit. This defines a Unit. In this example, the main routine defines Bus[3] (Unit\_TK100) and Bus[4] (Unit\_TK200) elements for a Unit.

On the Import Configuration dialog, find and replace all instances of 'raP\_Opr\_Unit' in Tags and Descriptions with 'Unit\_TK100' for the first instance and 'Unit\_TK200' for the second instance.



Create instances for the TK100 and TK200 Units.

## Configure the Equipment Phase or Equipment Module Instances

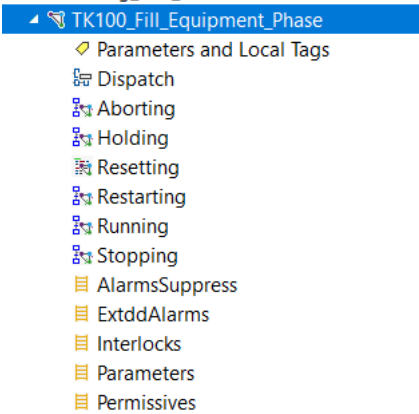
Import the appropriate PlantPAx control strategy:

- CS\_raP\_Opr\_EM\_Gen (Equipment Module)
- CS\_raP\_Opr\_EP\_Gen (Equipment Phase)

This example uses Equipment Phases. Edit the Bus element appropriately:

- Bus[14] for Unit TK100\_Fill\_EP
- Bus[15] for Unit TK100\_Drain\_EP
- Bus[16] for Unit TK100\_AGT\_EP
- Bus[17] for Unit TK200\_Fill\_EP
- Bus[18] for Unit TK200\_Drain\_EP
- Bus[19] for Unit TK200\_AGT\_EP

On the Import Configuration dialog, find and replace all instances of 'raP\_Opr\_EP\_Gen' in Tags and Descriptions with the appropriate phase name.

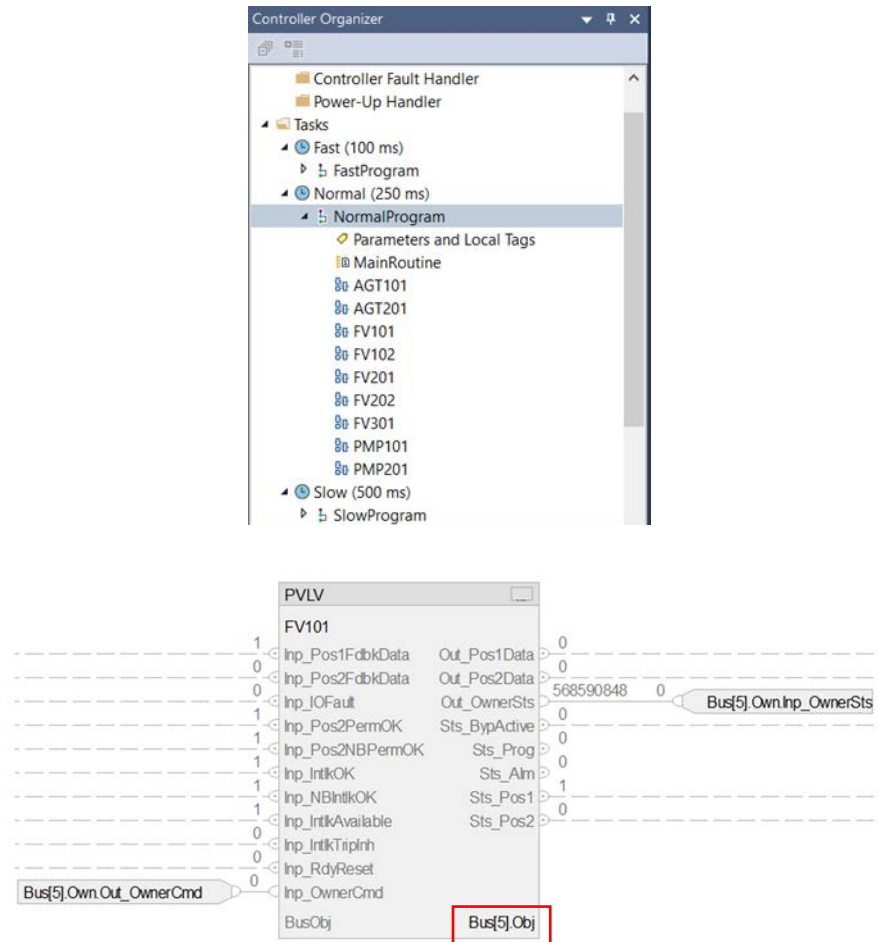


raP_Opr_EPGen		
raP_Opr_EPGen		
Inp_StepHold	Sts_Idle	1
Inp_PermOK	Sts_Running	0
Inp_NBPemOK	Sts_Stopped	0
Inp_IntlkOK	Sts_Held	0
Inp_NBIntlkOK	Sts_Aborted	0
Inp_IntlkAvailable	Sts_Paused	0
Inp_IntlkTriplnh	Sts_AutoPaused	0
Inp_RdyReset	Sts_Complete	1
Inp_DvcAlms	Sts_eState	0
Inp_NBDvcAlms	Sts_eStep	0
Inp_Reset	Sts_eSts	1
	Sts_ePhsOwner	0
	Sts_ePhsState	64
	Sts_Alm	0
	Sts_Available	0
	Sts_BypActive	0
	Sts_DvcAlms	0
	Sts_Err	0
	Sts_Maint	1
	Sts_Oper	0
	Sts_Prog	0
	Val_ActlStep	0
	Val_HoldIndx	0
Ref_Phase	TK100_Fill_Equipment_Phase	
Bus	Bus[14]	
ParObj	raP_Opr_EPGen_PAR	
RptObj	raP_Opr_EPGen_RPT	
SysObj	System	

Configure the Device Instances to Use the Bus Elements

Use the PlantPAx control strategies to create the logic for your application. Import the appropriate control strategy for each device. Assign the bus element of each device to the process instruction.

The Bus Object must match the device element in the Bus array.



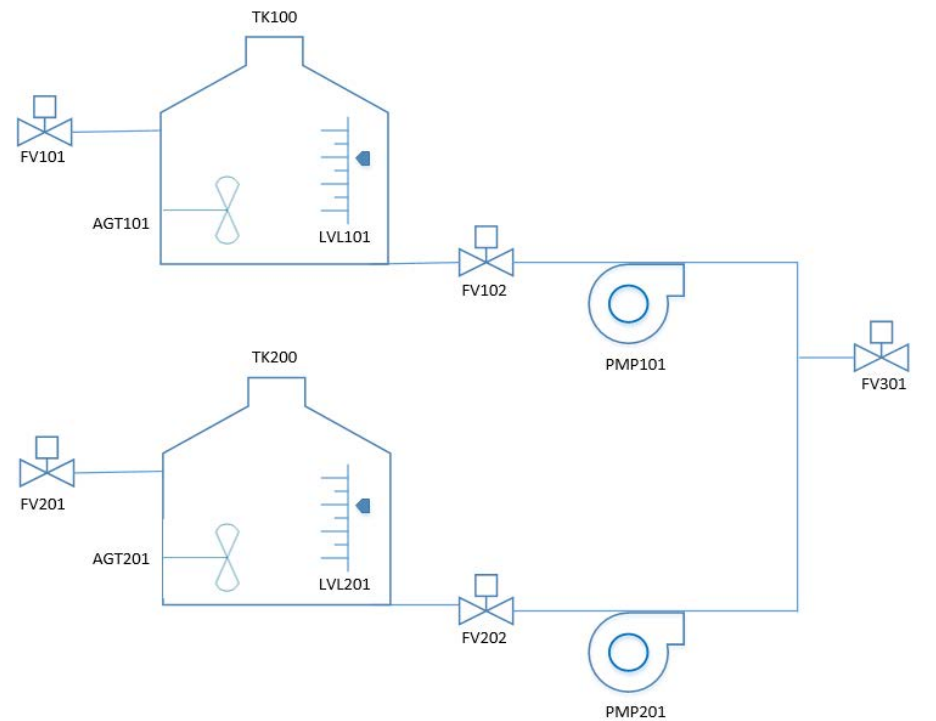
Each device that you want to add to the node tree must have an associated process instruction.



## Add Devices

Bus elements can be in any order and you can use any names that are appropriate for your application. To add additional devices to the Bus, reference and use a Bus array element that is not being used by another object, excluding 0.

In this example, add level indicators to both tanks.

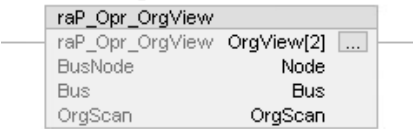


Bus Element	Name	Description
Bus[20]	LVL101	Level for TK100
Bus[21]	LVL201	Level for TK200
Bus[22]...Bus[50]	Empty; for future additions	Bus[20]...Bus[50]

## Define the OrgView Elements

Each control entity and container has been assigned a unique identifier (Bus element), and each tree and its entities are capable of being updated dynamically using the OrgScan instruction (Node element).

To facilitate the creation of the HMI client access, you must also define an OrgView array, which will store the data for each client. This is an array of type raP\_UDT\_Opr\_OrgView. There should be one OrgView instruction that is configured for each HMI Client. OrgView provides a window to allow online manipulation of each organizational tree. The Organization View object allows online changes to the Organization Tree (Nodes) while providing a view to the various organizational trees.



## Example OrgView Elements

For each OrgView element, enable the Area, Instruction, and Library Extended Properties. These properties tie the display back to the organization structure.

The screenshot shows a table of elements in the Rockwell Automation software. The table has columns: Name, Value, Force Mask, Style, Data Type, Description, and Constant. The first row is 'OrgView'. Below it are several 'OrgView' elements (OrgView[0] through OrgView[4]) and various 'PMP101' elements. The 'OrgView[0]' element is highlighted with a red box. To the right of the table is a 'Properties' panel. In the 'Properties' panel, the 'Extended Properties...' dropdown is open, showing a list of properties: Area, Engineering Unit, Instruction, Label, Library, and URL. The 'Area', 'Instruction', and 'Library' properties are checked. Below this, the 'Data' section is visible, showing a table with columns 'Value' and 'Area'. The 'Area' property is set to 'Area01', 'Instruction' is set to 'raP\_Opr\_OrgView', 'Library' is set to 'raP-5\_00', and 'URL' is set to 'n/a'. The 'Data' section is also highlighted with a red box.

Then in the Data, enter this information:

- Area = Area01
- Instruction = raP\_Opr\_OrgView
- Library = raP-5\_10
- URL = n/a

### IMPORTANT

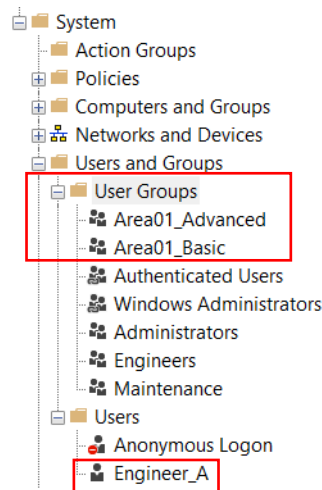
The Area and Library names must match the settings in the HMI page of the device properties. See the following example:

The screenshot shows the 'PMTR Properties - MT301' dialog box. The 'HMI' tab is selected. The 'Library name' field is set to 'raP-5\_10'. The 'Instruction name' field is set to 'PMTR'. The 'Display label' field is set to 'MT301'. The 'Area name for security' field is set to 'Area01'. The 'Help button URL' field is set to 'n/a'. The 'Enable navigation to an object with more information' checkbox is unchecked.

These settings are the default names when you import a process control strategy.

# Create the Organizational Tree in the HMI Client

Make sure that you have the application configured with the appropriate user groups. This example uses the default Area01\_Basic and Area01\_Advanced user groups with a user Engineer\_A.



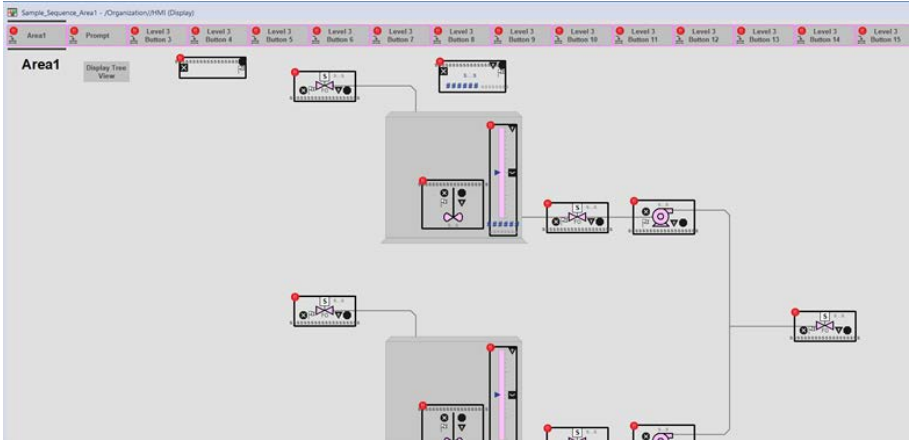
## Configure the Client Display

- 1. Build the client display with the elements you defined in the Bus.  
This example uses these graphic symbols in the display:

Graphic Symbol	Description															
Area	<div>(raP-5_20-SE) Graphic Symbols - raP_Opr_Area.gffx</div> <div><div><div></div><div>Global Object Parameter Values</div></div><table><thead><tr><th></th><th>Name</th><th>Value</th></tr></thead><tbody><tr><td>1</td><td>#102</td><td>{/DATA::[Org_Example]Area}</td></tr><tr><td>2</td><td>#103</td><td>{/DATA::[Org_Example]}</td></tr><tr><td>3</td><td>#120</td><td>/cc</td></tr><tr><td>4</td><td>#121</td><td></td></tr></tbody></table></div> <div>You must have one Area symbol</div>		Name	Value	1	#102	{/DATA::[Org_Example]Area}	2	#103	{/DATA::[Org_Example]}	3	#120	/cc	4	#121	
	Name	Value														
1	#102	{/DATA::[Org_Example]Area}														
2	#103	{/DATA::[Org_Example]}														
3	#120	/cc														
4	#121															
Unit	<div>(raP-5_20-SE) Graphic Symbols - raP_Opr_Unit.gffx</div> <div><div><div></div><div>Global Object Parameter Values</div></div><table><thead><tr><th></th><th>Name</th><th>Value</th></tr></thead><tbody><tr><td>1</td><td>#102</td><td>{/DATA::[Org_Example]Unit}</td></tr><tr><td>2</td><td>#103</td><td>{/DATA::[Org_Example]}</td></tr><tr><td>3</td><td>#120</td><td>/cc</td></tr><tr><td>4</td><td>#121</td><td></td></tr></tbody></table></div>		Name	Value	1	#102	{/DATA::[Org_Example]Unit}	2	#103	{/DATA::[Org_Example]}	3	#120	/cc	4	#121	
	Name	Value														
1	#102	{/DATA::[Org_Example]Unit}														
2	#103	{/DATA::[Org_Example]}														
3	#120	/cc														
4	#121															
Valve (one solenoid symbol for each valve)	<div>(raP-5_20-SE) Graphic Symbols - PVLV.ggfx</div> <div><div><div></div><div>Global Object Parameter Values</div></div><table><thead><tr><th></th><th>Name</th><th>Value</th></tr></thead><tbody><tr><td>1</td><td>#102</td><td>{/DATA::[Org_Example]FV101}</td></tr><tr><td>2</td><td>#120</td><td>/cc</td></tr><tr><td>3</td><td>#121</td><td></td></tr><tr><td>4</td><td>#122</td><td>2</td></tr></tbody></table></div>		Name	Value	1	#102	{/DATA::[Org_Example]FV101}	2	#120	/cc	3	#121		4	#122	2
	Name	Value														
1	#102	{/DATA::[Org_Example]FV101}														
2	#120	/cc														
3	#121															
4	#122	2														
Agitator (one agitator symbol for each agitator)	<div>(raP-5_20-SE) Graphic Symbols - PMTR.ggfx</div> <div><div><div></div><div>Global Object Parameter Values</div></div><table><thead><tr><th></th><th>Name</th><th>Value</th></tr></thead><tbody><tr><td>1</td><td>#102</td><td>{/DATA::[Org_Example]AGT101}</td></tr><tr><td>2</td><td>#120</td><td>/cc</td></tr><tr><td>3</td><td>#121</td><td></td></tr><tr><td>4</td><td>#122</td><td>2</td></tr></tbody></table></div>		Name	Value	1	#102	{/DATA::[Org_Example]AGT101}	2	#120	/cc	3	#121		4	#122	2
	Name	Value														
1	#102	{/DATA::[Org_Example]AGT101}														
2	#120	/cc														
3	#121															
4	#122	2														

Graphic Symbol	Description															
Pump (one blower symbol for each pump)	<div>(raP-5_20-SE) Graphic Symbols - PMTR.ggfx</div> <div><div><div></div></div><div>Global Object Parameter Values</div><table><tr><th></th><th>Name</th><th>Value</th></tr><tr><td>1</td><td>#102</td><td>{/DATA::[Org_Example]PMP101}</td></tr><tr><td>2</td><td>#120</td><td>/cc</td></tr><tr><td>3</td><td>#121</td><td></td></tr><tr><td>4</td><td>#122</td><td>2</td></tr></table></div>		Name	Value	1	#102	{/DATA::[Org_Example]PMP101}	2	#120	/cc	3	#121		4	#122	2
	Name	Value														
1	#102	{/DATA::[Org_Example]PMP101}														
2	#120	/cc														
3	#121															
4	#122	2														
Display Tree View button	(raP-5_20-SE) Graphic Symbols - Cross Functional.ggfx															

2. Select and copy the 'Display Tree View' button from the '(raP-5\_20-SE) Graphic Symbols - Cross Functional.ggfx' global object file. Paste this button to the desired display.



3. Add the following lines to the client startup macro

Line	Description
Define SW_ShortcutRedefine DefineShowTreeCmd X	X = Client number (OrgView element) 0 in this example for client 0
DefineShowTreeCmdForClx /SERVER::[TOPIC]	SERVER = data server name TOPIC = shortcut name (path to controller) DATA:[Org_Example] in this example

See [Client Startup Macro on page 109](#) to complete this configuration.

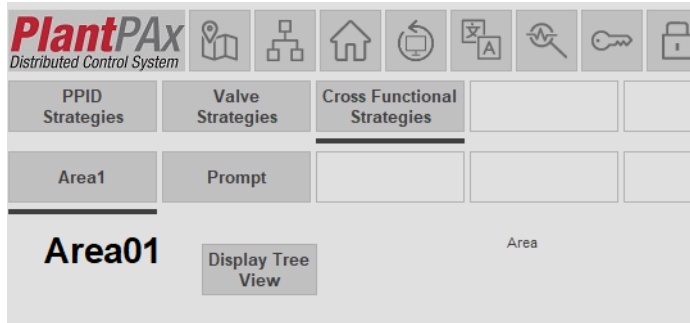
4. Generate the client display



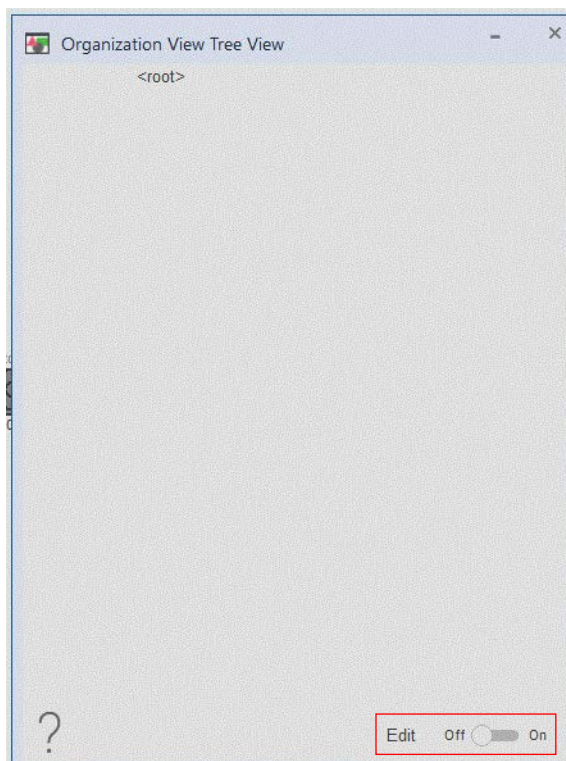
## Build the Node Tree

The node tree is where you define system hierarchy and relationships among objects. Build the complete node tree once. For each client you can specify a start node within the node tree. These examples show how to manually perform the processes, you can also use ACM and the PlantPax Configuration Tool.

1. Sign in to the client display and click the Display Tree View button

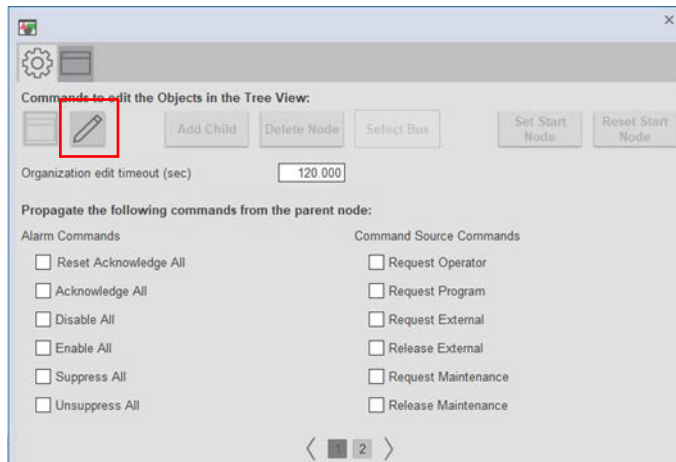


The initial Tree View shows only the <root>

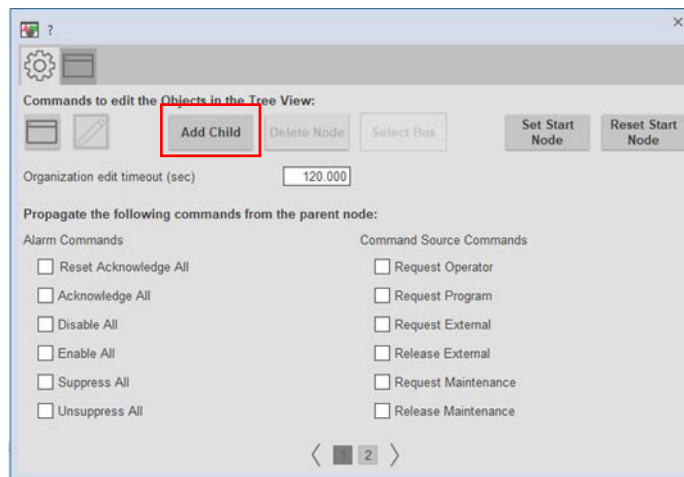


2. Enable Edit mode  
In Edit Mode, you can define the Bus that is associated with each Node, define parents or children, and define propagation configuration.
3. Select <root> to display the edit options.

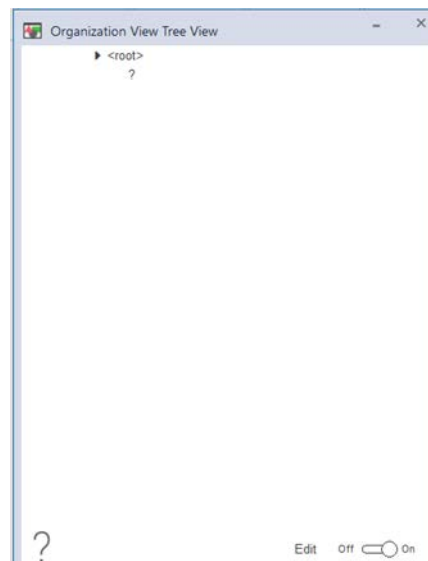
4. Select the edit button.



5. Select the Add Child button to add a node.

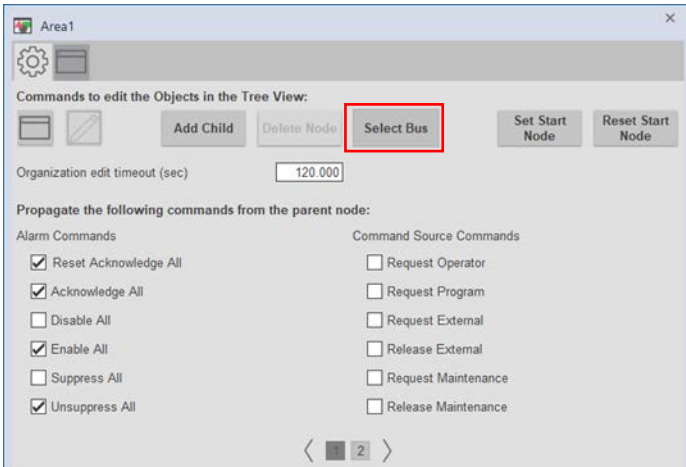


This adds a ? to the display tree.

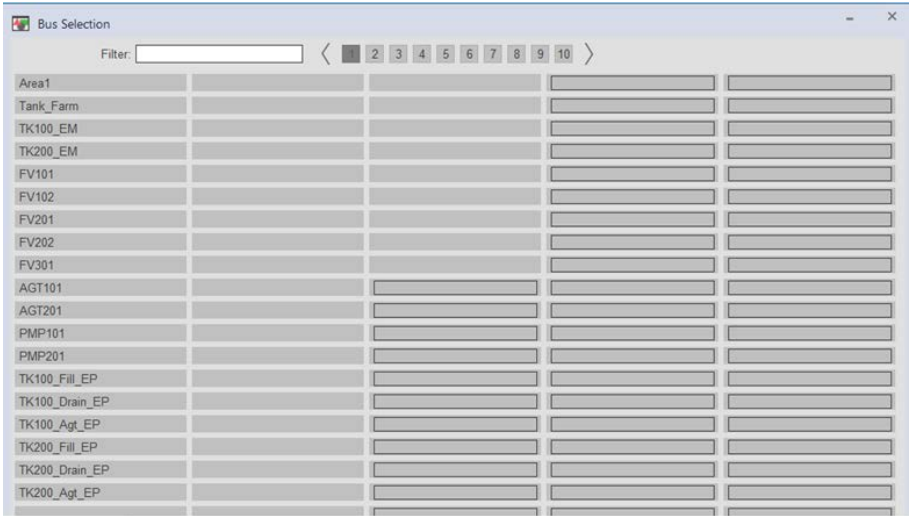


6. Select the ? to edit the node.

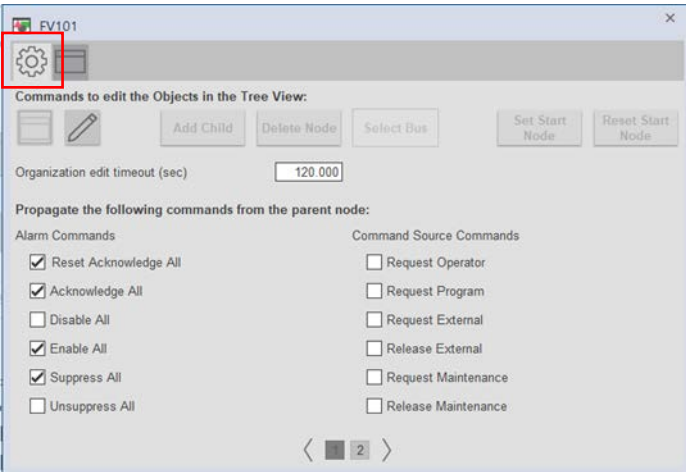
7. Select the edit button and click the Select Bus button to assign a bus element to the new node element.



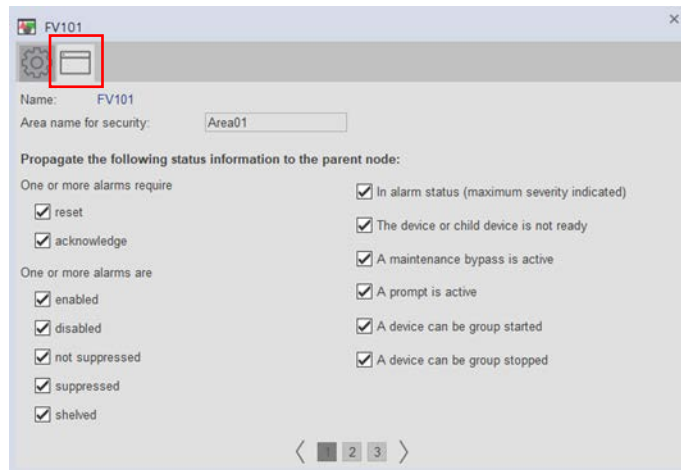
8. Select the bus element



9. Define how to propagate commands (gear button)



## 10. Define how to propagate status (HMI button)



## 11. Define navigation (HMI button, page 3)

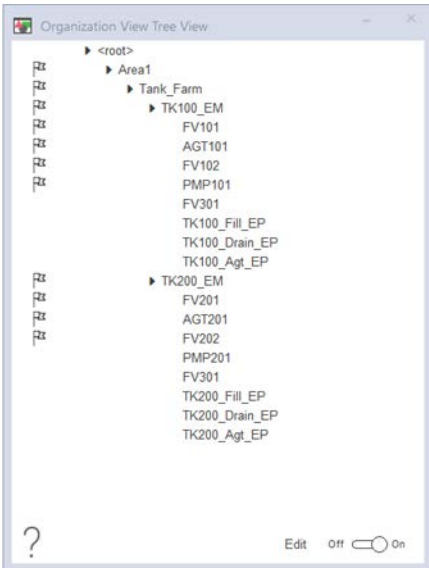
**IMPORTANT**

The navigation uses the Extended Tag Property @EngineeringUnit for the Bus Array instance (for example, Bus[37].@EngineeringUnit) because the @Navigation Extended Tag Property is not available in the user-defined data type (UDT) bus array.

Option	Description	Engineering Unit Extended Tag Property
nowhere - node not navigable	There is no configured navigation for the node	not used
Generic Bus Faceplate	For use when the node does not have an associated display or faceplate. The generic faceplate can be configured to show any of the standard bus commands or status information.	not used
Device Faceplate	Show a standard library faceplate (or other faceplate that uses the same navigation method)	Device Tag. For example, "[MyPath]MyMotor"
DeviceFaceplatewith Shortcut	For use with faceplates that require the path as the third display parameter (These include Sequencer, Area, Unit, EM, and EP)	Device Tag. For example, "[MyPath]MyEM"
Specific Display	A custom display. Display parameters are: #1 - read/write tag (constant 2) #2 - Bus instance tag from the bus array #3 - Area security tag from OrgView	FactoryTalk View display name



The complete organization tree for this example:



The organization tree updates the Node array in the controller.'

Node Element	Organization Tree Element
Node[0]	<root>
Node[1]	Area1
Node[2]	Tank_Farm
Node[3]	TK100_EM
Node[4]	TK200_EM

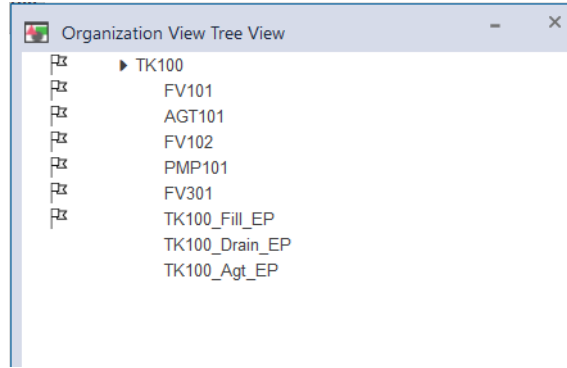
Scope: Tank_Farm_Example		Show: All Tags		Enter Name Filter			
Name	Value	Force Mask	Style	Data Type	Description	Constant	
Node		(-)	(-)	raP_UDT_Opr_Bus...		<input type="checkbox"/>	
Node[0]		(-)	(-)	raP_UDT_Opr_Bus...			
Node[1]		(-)	(-)	raP_UDT_Opr_Bus...			
Node[2]		(-)	(-)	raP_UDT_Opr_Bus...			
Node[3]		(-)	(-)	raP_UDT_Opr_Bus...			
Node[4]		(-)	(-)	raP_UDT_Opr_Bus...			
Node[4].BusIndex	4		Decimal	INT	Bus Array Index o...		
Node[4].ChildCnt	8		Decimal	INT	Number of Childr...		
Node[4].FirstChildIndex	13		Decimal	INT	Index of First Child		
Node[4].ParentIndex	2		Decimal	INT	Node Array Index...		
Node[4].Sts	0		Decimal	INT	Things and Stuff		
Node[4].Cfg_Ownership	0		Decimal	INT	Configuration for...		
Node[4].Cfg_StsMask	2#0000_0000_000...		Binary	DINT	Bit=0: Push Statu...		
Node[4].Cfg_CmdMask	2#0000_0000_000...		Binary	DINT	Bit=1: Accept Co...		
Node[4].Cfg_CmdLLHMask	2#0000_0000_000...		Binary	DINT	Bit=1: Accept Co...		
Node[5]	1	1	1	raP_UDT_Opr_Bus...			

Set Start Node

You build the complete node tree once. Once you have a complete node tree, you can select which node to start for each client. For example you can have one client view only the TK100 portion and another client view only the TK200 portion.

- 1. Select the start node.
- 2. Click the pencil button and click the Set Start Node button to define the start node.

For example, this view shows unit TK100 as the start node. The other nodes are not viewable by this client.



## Node Array Guidelines

Each entry that you make in the Node Tree becomes an element in the Node array.






- Do not change the node array manually within the Logix Designer application.

If you create your organization via Application Code Manager or the PlantPAx Configuration Tool, the Node array will be correctly configured.

## Status Indicators

When configured to be available, specific status' can be viewed from any node in an organizational tree via the Bus faceplate. Select status' are represented by breadcrumbs, which appear in the organizational tree next to the nodes that are affected. Status' related to alarms, command source, and virtualization are supported. The status' available on the faceplate are determined by the configuration previously entered.

When a condition occurs which produces a status point, those statuses may be relative to this object or any of its children.

Status Symbol	Description
	This object or one of its children is not ready.
	Object 'not usable' by parent. Either the object is owned by another parent, or the object's command source helps prevent program control.
	This object or one of its children is alerting the operator (Attention.)
	This object or one of its children is in Virtual.
	This object or one of its children has an active Maintenance Bypass.

Example of the Not Ready symbol next to the Area node.



Ownership

Ownership uses the organization that you configured in the Node Tree to let a parent take ownership of its children to place them in states and receive their status. An Area, Unit, Equipment Module, or Equipment Phase can act as an owner (parent).

The implementation of Area, Unit, Equipment Module, and Equipment Phase is specific to each application. The tank farm example shows an instance of each type.

Parent	Guidelines
Area	<p>An Area is the top-level ownership object.</p> <p>An Area groups Units together so that it can manage:</p> <ul style="list-style-type: none"><li>• Command Source for a group of equipment</li><li>• Alarms for a group of equipment</li></ul> <p>If you must sequence equipment (rather than group equipment), use either an Equipment Module or Equipment Phase</p>
Unit	<p>A Unit groups equipment. Units operate relatively independent of one another.</p> <p>A Unit manages:</p> <ul style="list-style-type: none"><li>• Command Source for a group of equipment</li><li>• Alarms for a group of equipment</li></ul> <p>If you must sequence equipment (rather than group equipment), use either an Equipment Module or Equipment Phase</p>
Equipment Module	<p>An Equipment Module groups and sequences equipment. Use an Equipment Module when you want to apply a custom state model to the equipment.</p>
Equipment Phase	<p>An Equipment Phase groups and sequences equipment. Use an Equipment Phase when you apply the ISA 88.01 state model using PhaseManager™.</p> <p>For more information see PhaseManager Software User Manual, <a href="#">LOGIX-UM001</a>.</p>

The Ownership function performs no action on final control device, but instead provides a method to identify and prioritize owners so that other logic can use the 'Owned & Organized' status as permission to an Equipment Module or Equipment Phase to execute (Go / NoGo Flag).

Although many objects (including PAI and PAO) can be included in the organizational tree, only objects with Command Source can be owned (Objects are in Program CmdSrc state when owned by a Bus element).

Request Ownership

The parent control point can be in Operator, Program, External, or Maintenance command state. All Ownership requests and statuses propagate through the Bus. Once owned, the owner issues a request to place its children in Program state.

Ownership is established when a parent requests Ownership, all of its children grant this request, and all of its children are placed into program command source state (Children that belong to this parent are ready to accept parental requests).

The parent can request ownership programmatically or via the faceplate for the associated parent Add-On Instruction.

Parent Object	Associated Add-On Instruction
Area	raP_Opr_Area
Unit	raP_Opr_Unit
Equipment Module	raP_Opr_EMGen
Equipment Phase	raP_Opr_EPGen

For example, a Unit parent can request ownership programmatically via the PCmd parameters. To request Ownership you must set PCmd\_OwnerAcq. Set PCmd\_OwnerRel to release Ownership:

raP\_Opr\_Unit Properties - Unit (Pend), Sheet 1, E2

Vis	Name	Argument	Value	Data Type	Description
<input type="checkbox"/>	Cfg_PCcmdLoc...		0	BOOL	1 = PCmd_Lock used...
<input type="checkbox"/>	Cfg_ExtAcqAs...		0	BOOL	1 = XCmd_Acq used...
<input type="checkbox"/>	PSet_Acft		0.0	REAL	Program setting to set...
<input type="checkbox"/>	PSet_Mst		0	INT	Program setting to set...
<input checked="" type="checkbox"/>	PCmd		2#0...	SINT	Program command to...
<input type="checkbox"/>	PCmd_Physical		0	BOOL	Program command to...
<input type="checkbox"/>	PCmd_Virtual		0	BOOL	Program command to...
<input type="checkbox"/>	PCmd_Reset		0	BOOL	Program command to...
<input type="checkbox"/>	PCmd_Suppre...		0	BOOL	Program command to...
<input type="checkbox"/>	PCmd_UseSup...		0	BOOL	Program command to...
<input type="checkbox"/>	PCmd_MtrDes...		0	BOOL	Program command to...
<input type="checkbox"/>	PCmd_MtrDes...		0	BOOL	Program command to...

☐ Sort Parameters

Execution Order Number: 14

☐ Never display description in a routine

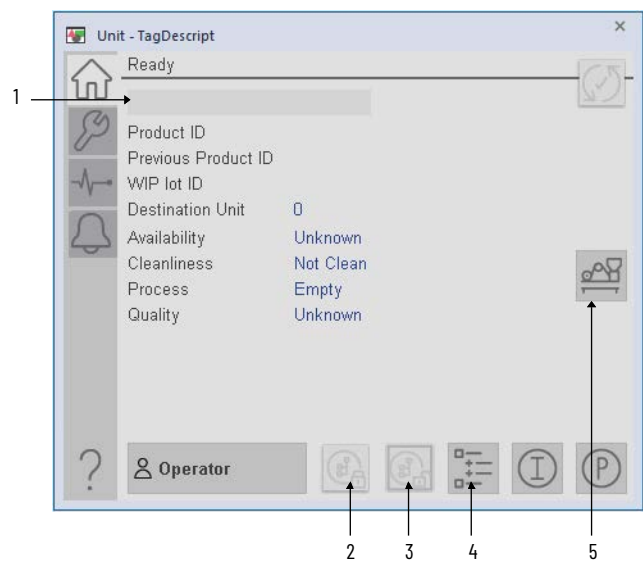
OK Cancel Apply Help

raP\_Opr\_Unit

Unit

1	Inp_EStop	Sts_Aim	0
1	Inp_SStop	Sts_Available	0
1	Inp_PermOK	Sts_BypActive	0
1	Inp_NBPermOK	Sts_EStop	1
1	Inp_IntlkOK	Sts_SStop	0
1	Inp_NBIntlkOK	Sts_NotRdy	0
0	Inp_IntlkAvailable		
0	Inp_IntlkTriph		
2#0000_0000	PCmd		
	Bus	Bus[2]	
	BatchIntfc	Unit_BatchIntfc	

A Unit parent can request ownership via the Operator tab on the faceplate:



Item	Description
1	Displays the current state of the object
2	Acquire child command source
3	Release child command source
4	Navigates to the tree view for this object
5	Navigates to the Bus faceplate

For object and visualization parameters, see Object and Visualization Parameters, [PROCES-RD201](#).

Arbitration

The optional Arbitration function manages optional queues for shared devices when using the Owner function. It takes an ownership acquisition request, which is pending and, places it on the appropriate class queue. Any pending ownership request is presented to the ownership function as a request in the order in which it resides on the queue. Once the current Owner releases its request, the next in the queue can take ownership.

The Arbitration queue:

- enables user-defined arbitration rules to be applied to shared resources within a class.
- handles and maintains multiple simultaneous requests for ownership.
- manages a FIFO of the IDs of Ownership requests within a single command source class. (Operator, Program, External, Maintenance)

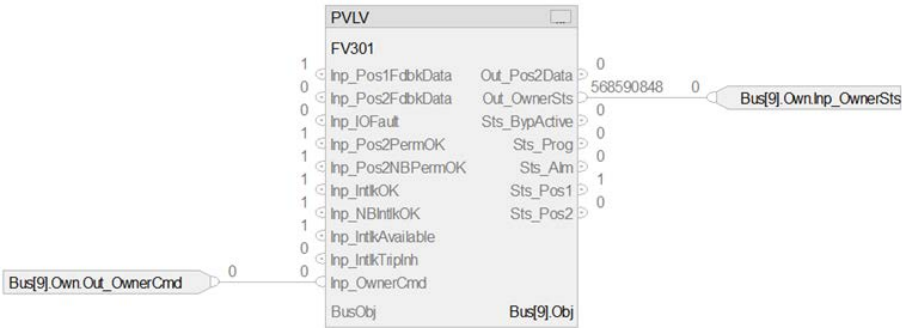
In the following example:

- TK100 and TK200 both have FV301 in their organization tree.

```

▶ TK100_EM
  FV101
  AGT101
  FV102
  PMP101
  FV301
  TK100_Fill_EP
  TK100_Drain_EP
  TK100_Agt_EP
▶ TK200_EM
  FV201
  AGT201
  FV202
  PMP201
  FV301
  TK200_Fill_EP
  TK200_Drain_EP
  TK200_Agt_EP
```

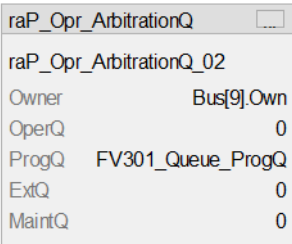
- Program an object for FV301 (Bus[9])



**IMPORTANT** For ownership commands and statuses to propagate, you must map the parameter pins as indicated in the example.

The parameter pins that are connected must align with the bus object index.

- There is an optional queue for each class request (Operator/Program/External/Maintenance). Currently, only Program is used, the rest are reserved for future functionality.



You can program logic to manipulate or reorder the entries on the individual queues. This queue shows ownership requests from Bus[3] (TK200) and Bus[2] (TK100).

▼ FV301_Queue_ProgQ	Local	{...}
▶ FV301_Queue_ProgQ[0]		3
▶ FV301_Queue_ProgQ[1]		2
▶ FV301_Queue_ProgQ[2]		0
▶ FV301_Queue_ProgQ[3]		0
▶ FV301_Queue_ProgQ[4]		0

**IMPORTANT** The user should not directly add or delete items on the individual queues. These functions are handled by the ownership functionality.

For object and visualization parameters, see Object and Visualization Parameters, [PROCES-RD201](#).

**Notes:**

# Ownership (raP\_Opr\_Owner)

The raP\_Opr\_Owner (Ownership) Add-On Instruction extends the functionality of the PCMDSRC (Command Source) instruction to allow for ownership requests and owner ID book-keeping functionality.



For the object and visualization parameters, see PlantPAx Process Objects, publication [PROCES-RD200](#), and PlantPAx Visualization Files, publication [PROCES-RD201](#).

## Guidelines

Use this instruction when it is desirable to maintain ownership IDs and manage ownership arbitration between the ownership classes (Opr, Prog, Ext, and Maint).

The raP\_Opr\_Owner functionality is included in the Bus Organizational UDT (raP\_UDT\_Opr\_Bus). It is not necessary to create a separate raP\_Opr\_Owner instance to obtain ownership functionality between parent child relationships that are configured in organizational trees that are processed by a raP\_Opr\_OrgScan instruction.

## Functional Description

The raP\_Opr\_Owner Add-On Instruction is used to accept and process ownership requests by ID utilizing a PCMDSRC (Command Source) instruction for class arbitration rules. The basic class arbitration rules are implemented by the PCMDSRC instruction, which ownership requests are allowed, which ownership requests 'win' when multiple ownership requests are made by different classes of owners, and so on.

The raP\_Opr\_Owner instruction uses positive value DINTs as ownership IDs.

This instruction yields status as to the current owner IDs maintained if any. The ultimate 'winning' owner class and ID are also produced as status.

The state of 'Organization' is also indicated through status. This status indicates if the device/object is in the correct PCMDSRC state for its ultimate owner and the status of any children if present and aggregated (that is, through the BUS organization). In this way you can determine if this device/object is in the proper condition for operation.





# Required Files

Add-On Instructions are reusable code objects that contain encapsulated logic that can streamline implementing your system. This lets you create your own instruction set for programming logic as a supplement to the instruction set provided natively in the ControlLogix® firmware. An Add-On Instruction is defined once in each controller project, and can be instantiated multiple times in your application code as needed.

## Controller Files

The raP\_Opr\_Owner\_5.20.00\_AOI.L5X Add-On Instruction definition file must be imported into the controller project to be able to be used in the controller configuration. The service release number (boldfaced) can change as service revisions are created.

## Visualization Files

The raP\_Opr\_Owner Instruction uses no visualization files or components.

# Operations

## Command Sources

The raP\_Opr\_Owner instruction has no commands or outputs that are intended to control equipment and therefore does not have any selection of active command source.

## Alarms

The raP\_Opr\_Owner Instruction uses no alarms.

## Virtualization

The raP\_Opr\_Owner Instruction has no Virtualization capability.

## Execution

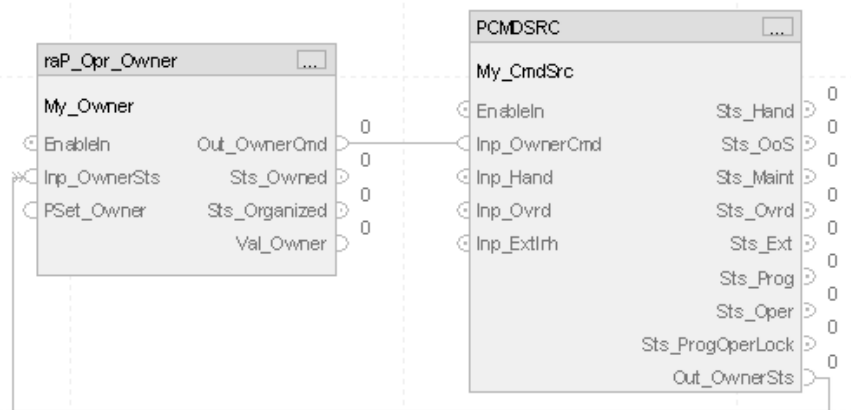
The following table explains the handling of instruction execution conditions.

Condition	Description
EnableIn False (false rung)	The raP_Opr_Owner instruction clears all owner status and ID fields, and releases any ownership that is currently applied when scanned false or with the EnableIn=0.
Powerup (prescan, first scan)	The raP_Opr_Owner instruction clears all owner status and ID fields on PreScan/first scan.
Postscan	No SFC Postscan logic is provided.

For more information, see the Logix 5000 Controllers Add-On Instructions Programming Manual, publication [1756-PM010](#).

## Programming Examples

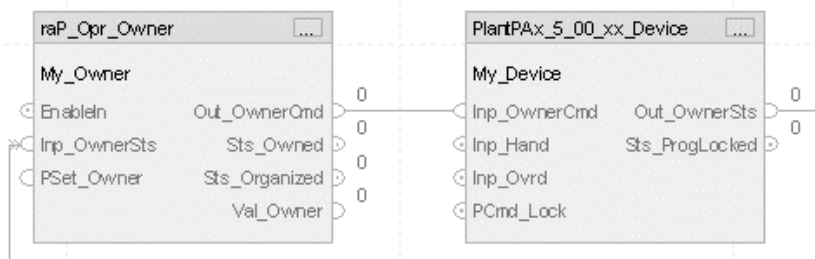
The raP\_Opr\_Owner instruction must be coupled with a PCMDSRC instruction or a device/object that contains a PCMDSRC instruction. There are input and output parameters to accomplish the interface:



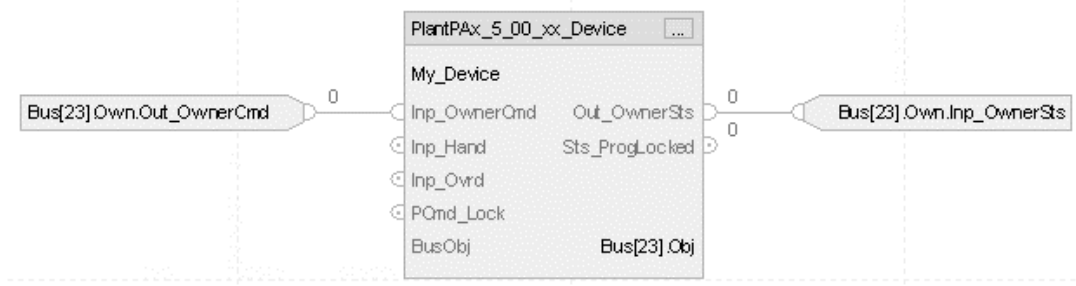
The 'Owner.Out\_OwnerCmd' output parameter sends any pending ownership requests to the PCMDSRC owner interface parameter of the PCMDSRC (Inp\_OwnerCmd).

The 'Owner.Inp\_OwnerSts' input parameter receives existence, configuration, and current state information from the associated PCMDSRC (Out\_OwnerSts).

When using a Process Object 5.00.xx and later device/object these parameters are supplied on the object to interface the ownership instruction with the object's internal PCMDSRC:



When using a Process Object 5.00.xx and later device/object as a participant on the Bus, the Bus referenced ownership interface parameters are used as input and output to the device/object:



## Graphic Symbols

There are no graphic symbols or HMI graphic support for the raP\_Opr\_Owner instruction.

## Faceplates

There is no faceplate for the raP\_Opr\_Owner instruction.

**Notes:**

## Arbitration (raP\_Opr\_ArbitrationQ)

The raP\_Opr\_ArbitrationQ (Arbitration) Add-On Instruction extends the functionality of the raP\_Opr\_Owner (Ownership) instruction to allow for the queuing of ownership requests within an ownership class.



For the object and visualization parameters, see PlantPAx Process Objects, publication [PROCES-RD200](#), and PlantPAx Visualization Files, publication [PROCES-RD201](#).

### Guidelines

Use this instruction if you want to extend the functionality of the raP\_Opr\_Owner to include multiple ownership requests within the same ownership class. One raP\_Opr\_ArbitrationQ instruction can be associated to a single raP\_Opr\_Owner to perform optional queuing of any of the four ownership classes (Oper, Prog, Ext, Maint).

### Functional Description

The raP\_Opr\_ArbitrationQ Add-On Instruction is used to manage arrays of owner IDs for each class of ownership. Ownership requests made of the associated raP\_Opr\_Owner are intercepted by the raP\_Opr\_ArbitrationQ instruction and placed into a queue (DINT array) in the order in which they are received. By default, the earliest entry is used by the raP\_Opr\_Owner for ownership evaluation. As ownership requests and releases are made of the raP\_Opr\_Owner, the raP\_Opr\_ArbitrationQ instruction manages the addition and deletion of these requests and releases in the respective queues.

Use of the raP\_Opr\_ArbitrationQ instruction is optional. It extends the functionality of the raP\_Opr\_Owner instruction. Use the raP\_Opr\_ArbitrationQ instruction when there are multiple entities that could simultaneously request ownership of this entity AND you wish to maintain their order of request or manipulate the requests for prioritization.

Items in the queues can be reordered by user programming to accommodate prioritization schemes.

#### IMPORTANT

You should never add or delete IDs on the queue by user programming. Addition and deletion of IDs is done by the instruction itself based on the ownership requests made by the associated raP\_Opr\_Owner instruction.

The following image shows how a raP\_Opr\_ArbitrationQ instruction configured with the raP\_Opr\_Owner instruction 'My\_Owner' as its associated owner instruction. Further, it is configured

to have queues for Oper, Prog, and Maint owner classes. It does not use a queue for the External owner class:



Required Files

Add-On Instructions are reusable code objects that contain encapsulated logic that can streamline implementing your system. This lets you create your own instruction set for programming logic as a supplement to the instruction set provided natively in the ControlLogix® firmware. An Add-On Instruction is defined once in each controller project, and can be instantiated multiple times in your application code as needed.

Controller Files

TheraP\_Opr\_ArbitrationQ\_5.20.00\_A01.L5X Add-On Instruction definition file must be imported into the controller project to be able to be used in the controller configuration. The service release number (boldfaced) can change as service revisions are created.

Visualization Files

The raP\_Opr\_ArbitrationQ Instruction uses no visualization files or components.

Operations

Command Sources

The raP\_Opr\_ArbitrationQ instruction has no commands or outputs that are intended to control equipment and therefore does not have any selection of active command source.

Alarms

The raP\_Opr\_ArbitrationQ Instruction uses no alarms.

Virtualization

The raP\_Opr\_Owner Instruction has no Virtualization capability.

Execution

The following table explains the handling of instruction execution conditions.

Condition	Description
EnableIn False (false rung)	The raP_Opr_Arbitration instruction clears all queues and counters when scanned false or with the EnableIn=0.
Powerup (prescan, first scan)	The raP_Opr_Arbitration instruction clears all queues and counters on PreScan/first scan.
Postscan	No SFC Postscan logic is provided.

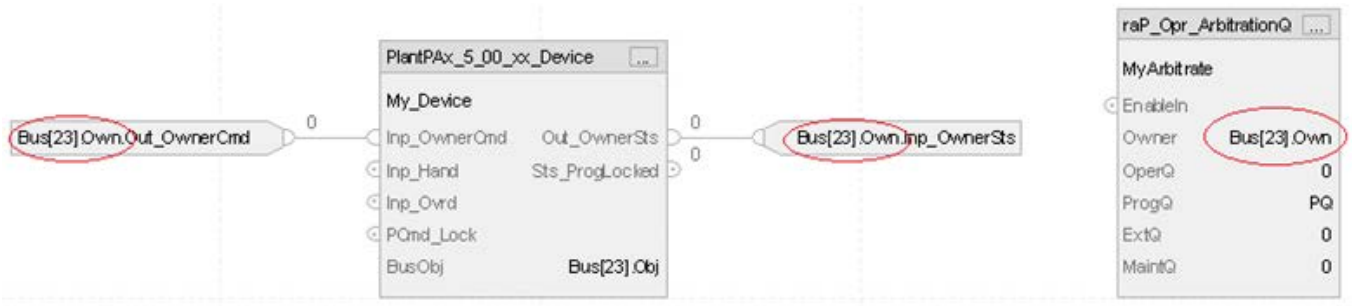
For more information, see the Logix 5000 Controllers Add-On Instructions Programming Manual, publication [1756-PM010](#).

Programming Examples

The example in the Function Description section shows the basic use of the raP\_Opr\_ArbitrationQ Add-On Instruction for extending an ownership instruction. Typically, the raP\_Opr\_ArbitrationQ instruction is used in association with a Bus-resident entity. The following shows an arbitration instruction that is associated with a Bus referenced entity. The owner field is the '.Own' sub-element of the Bus structure:



A Bus enabled PlantPax® device/object has its own Bus element. When extending the ownership functionality with the arbitration instruction, use the same Bus element reference that is used for that device/object:



Graphic Symbols

There are no graphic symbols or HMI graphic support for the `raP_Opr_ArbitrationQ` instruction.

Faceplates

There is no faceplate for the `raP_Opr_ArbitrationQ` instruction.

**Notes:**

## Organizational Scan (raP\_Opr\_OrgScan)

The raP\_Opr\_OrgScan (Organizational Scan) Add-On Instruction processes user-defined organizational trees to propagate status information from child nodes to parent nodes, and to propagate commands from parent nodes to child nodes. Further ownership requests and status can be propagated between parent and child nodes. The functionality to edit any organizational trees is built into this Add-On Instruction and edit requests are executed synchronously with the organizational scan.



For the object and visualization parameters, see PlantPAx Process Objects, publication [PROCES-RD200](#), and PlantPAx Visualization Files, publication [PROCES-RD201](#).

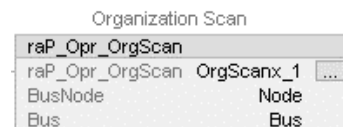
### Guidelines

Use this instruction if you want to build parent child relationships between controller-resident entities and propagate status, command, and ownership functionality between them.

### Functional Description

The raP\_Opr\_OrgScan Add-On Instruction is used to propagate the information between elements of organizational trees and allow ownership relationships between those elements. It also maintains the organizational tree editing functions and the edit token ownership.

A single raP\_Opr\_OrgScan instruction is to be used to scan all organizational trees in a controller. As such, a single instance of the Add-On Instruction is to be scanned unconditionally in a slow, low-priority task.



'Node' is an array that is composed of elements of type 'raP\_UDT\_Opr\_Bus\_Node.' This array must be of sufficient length to accommodate the maximum possible number of organizational tree nodes. Typical systems can have 100...1000 nodes depending upon the complexity of the organizational trees. Significant scans can occur when Node arrays with greater than 500 elements are used.

'Bus' is an array that is composed of elements 'raP\_UDT\_Opr\_Bus.' This array must be of sufficient length to accommodate the maximum possible number of devices/objects that you wish to place on the Bus.

#### IMPORTANT

The name of the Node array must be 'Node' and the name of the Bus array must be 'Bus' for raP\_Opr\_OrgView operation.

Edit functionality and Edit Token management is also maintained in the raP\_Opr\_OrgScan instruction. All editing of the nodal organizational trees occurs through this instruction instance.



## Required Files

Add-On Instructions are reusable code objects that contain encapsulated logic that can streamline implementing your system. This lets you create your own instruction set for programming logic as a supplement to the instruction set provided natively in the ControlLogix® firmware. An Add-On Instruction is defined once in each controller project, and can be instantiated multiple times in your application code as needed.

## Controller Files

TheraP\_Opr\_OrgScan\_5.20.**00**\_A01.L5X Add-On Instruction definition file must be imported into the controller project to be able to be used in the controller configuration. The service release number (boldfaced) can change as service revisions are created.

## Visualization Files

The raP\_Opr\_OrgScan Instruction uses no visualization files or components.

## Operations

### Command Sources

The raP\_Opr\_OrgScan instruction has no commands or outputs that are intended to control equipment and therefore does not have any selection of active command source. A raP\_Opr\_Owner and PCMDSRC instances are present in the Add-On Instruction to facilitate edit token ownership by an HMI client through a raP\_Opr\_OrgView instance.

### Alarms

The raP\_Opr\_OrgScan Instruction uses no alarms.

### Virtualization

The raP\_Opr\_OrgScan Instruction has no Virtualization capability.

### Execution

The following table explains the handling of instruction execution conditions.

Condition	Description
EnableIn False (false rung)	No EnableIn False logic is provided. The raP_Opr_OrgScan instruction must always be scanned true. In relay ladder logic, the raP_Opr_OrgScan instruction must be by itself on an unconditional rung.
Powerup (prescan, first scan)	All status and internal limits are cleared on prescan/first scan and array bounds and existing node configuration are checked.
Postscan	No SFC Postscan logic is provided.

For more information, see the Logix 5000 Controllers Add-On Instructions Programming Manual, publication [1756-PM010](#).

## Programming Examples

The example in the Function Description section shows the basic use of the raP\_Opr\_OrgScan Add-On Instruction. The raP\_Opr\_OrgScan can be executed from any controller language. But must be executed unconditionally. The scan update of all nodes in a system may require long scan times, therefore it is recommended to be executed from a slow, low-priority task. Further, the associated timeouts (Program, and so on) should be lengthened accordingly.

## Graphic Symbols

There are no graphic symbols or HMI graphic support for the raP\_Opr\_OrgScan instruction.

## Faceplates

There is no faceplate for the raP\_Opr\_OrgScan instruction.

**Notes:**

# Organizational View (raP\_Opr\_OrgView)

The raP\_Opr\_OrgView (Organizational View) Add-On Instruction continuously scans the organizational trees and queues the information into a standard hierarchical tree view for presentation on a single HMI (FactoryTalk® View SE) client.



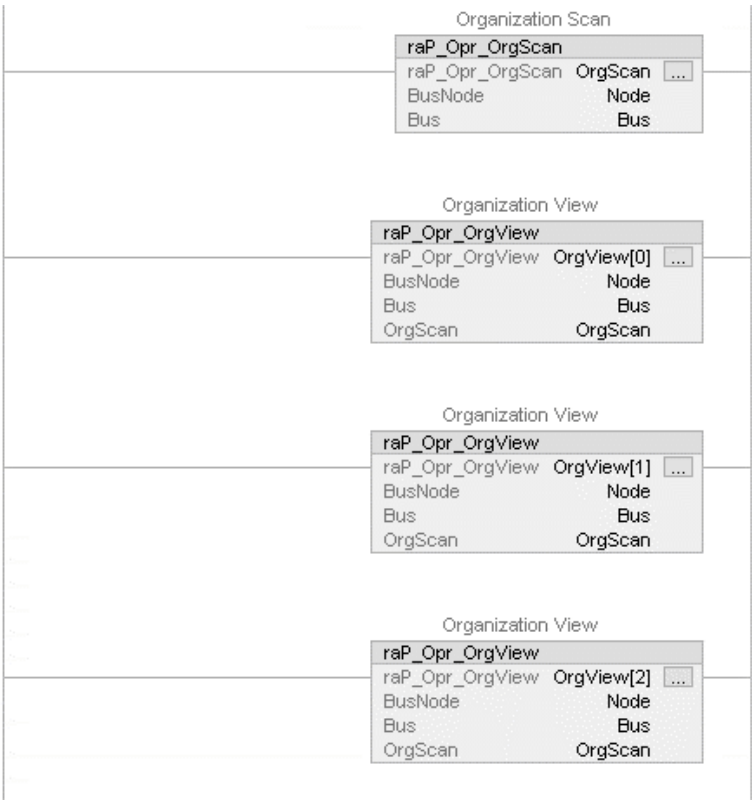
For the object and visualization parameters, see PlantPAx Process Objects, publication [PROCES-RD200](#), and PlantPAx Visualization Files, publication [PROCES-RD201](#).

## Guidelines

Use this instruction if you want to display organizational tree information on an HMI client. Another instance of the raP\_Opr\_OrgView instruction must be instantiated and scanned within the user project for each intended HMI client.

## Functional Description

The raP\_Opr\_OrgView Add-On Instruction is used to read and format organizational tree information into a standard tree view on the HMI. The Add-On Instruction automatically adjusts the tree view based on user edits of the organizational tree. It is intended to have one raP\_Opr\_OrgView instruction instance for each HMI client viewing the organizational trees in a controller. This is so each HMI client can have a tree view that is unaffected by the actions of another client (expand, collapse, edit, and so on).



Here there are three raP\_Opr\_OrgView instances that are associated with the primary raP\_Opr\_OrgScan instance to update three individual HMI clients.

**IMPORTANT**

An array of raP\_Opr\_OrgView backing tags must be created at the controller scope of name 'OrgView.' Each element of the array is used as the backing tag for each instance servicing a single HMI client. See [Organizational Scan \(raP\\_Opr\\_OrgScan\) on page 163](#) for other naming requirements.

Required Files

Add-On Instructions are reusable code objects that contain encapsulated logic that can streamline implementing your system. This lets you create your own instruction set for programming logic as a supplement to the instruction set provided natively in the ControlLogix® firmware. An Add-On Instruction is defined once in each controller project, and can be instantiated multiple times in your application code as needed.

Controller Files

The raP\_Opr\_View\_5.20.00\_AOI.L5X Add-On Instruction definition file must be imported into the controller project to be able to be used in the controller configuration. The service release number (boldfaced) can change as service revisions are created.

Visualization Files

See [Visualization Files on page 21](#) for general information on visualization files.

Operations

Command Sources

The raP\_Opr\_OrgView instruction has no commands or outputs that are intended to control equipment and therefore does not have any selection of active command source.

Alarms

The raP\_Opr\_OrgView Instruction uses no alarms.

Virtualization

The raP\_Opr\_OrgView Instruction has no Virtualization capability.

Execution

The following table explains the handling of instruction execution conditions.

Condition	Description
EnableIn False (false rung)	No EnableIn False logic is provided. The raP_Opr_OrgView instruction must always be scanned true. In relay ladder logic, the raP_Opr_OrgView instruction must be by itself on an unconditional rung.
Powerup (prescan, first scan)	All status, internal HMI buffers, and internal limits are cleared on prescan/first scan and array bounds and existing node configuration are checked.
Postscan	No SFC Postscan logic is provided.

For more information, see the Logix 5000 Controllers Add-On Instructions Programming Manual, publication [1756-PM010](#).


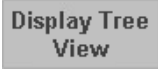


## Programming Examples

The example in the Function Description section shows the basic use of the raP\_Opr\_OrgView Add-On Instruction for three HMI clients to monitor of the organizational tree.

The raP\_Opr\_OrgView instances are to be executed immediately after the raP\_Opr\_OrgScan instance execution. And are to be scanned unconditionally (always enabled).

## Graphic Symbols

A Graphic Symbol (global object) is created once and can be referenced multiple times on multiple displays in an application. When changes are made to the original (base) object, the instantiated copies (reference objects) are automatically updated. Use of graphic symbols, with tag structures in the ControlLogix® system, aid consistency and save engineering time.

Graphic Symbol Name	Graphic Symbol	Description
GO_nav_ShowTree		Show the object tree view for the current client
GO_nav_NavShowTreeView		Show the object tree view for the current client
GO_nav_ShowHWTreel		Show the hardware tree view for the current client
GO_nav_NavShowHWTreelView		Show the hardware tree view for the current client

## Faceplates

There are basic faceplate attributes that are common across all instructions. See [Basic Faceplate Attributes on page 29](#).

Faceplates for this instruction are shown in [Chapter 4 Organization](#).

**Notes:**

## Process Area Module (raP\_Opr\_Area)

The raP\_Opr\_Area object groups Units together, and provides a propagation mechanism for aggregating status from Unit objects, and broadcasting commands to Unit objects.



For the object and visualization parameters, see PlantPax Process Objects, publication [PROCES-RD200](#), and PlantPax Visualization Files, publication [PROCES-RD201](#).

### Guidelines

The Area group is based in a controller.

The Area is responsible for managing the equipment that is associated to that Area. These responsibilities include, but are not limited to, the following:

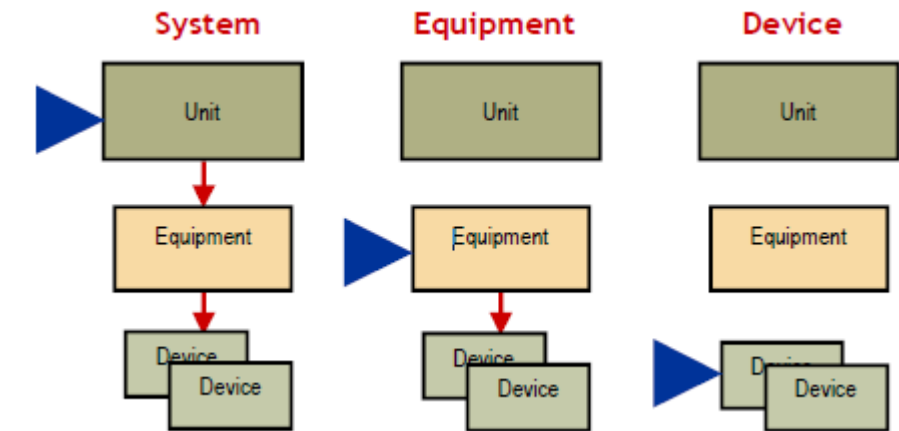
- Command Source management for a group of equipment.
- Alarm management for a group of equipment.
- Aggregate (propagation) status (for items such as: command source, alarm, configuration errors, and so forth) and provided “bread crumbs” for navigation.
- Provide broadcast (propagation) command mechanism.
- Detects failure conditions, such as Emergency Stop and Software Stop.
- Provides mechanism for extended Alarms.
- Monitor various Area failure conditions, and produce alarms.
- Provide a propagation mechanism to allow the Area to receive status from and send commands to a group of equipment.
- Provides the ability to produce a Software Stop condition based on any of the following:
  - Alarm from any lower-level object
  - Software Stop input
  - Area Alarm



## Functional Description

## Command Source Management

Allows you to interact with the system at various levels.



Use the PCMDSRC PlantPax® instruction to manage the command source(owner) of an instruction or control strategy. For more information, see PlantPax Process Control Instructions, publication [PROCES-RM215](#).

## Required Files

Add-On Instructions are reusable code objects that contain encapsulated logic that can streamline implementing your system. This lets you create your own instruction set for programming logic as a supplement to the instruction set provided natively in the ControlLogix® firmware. An Add-On Instruction is defined once in each controller project, and can be instantiated multiple times in your application code as needed.

## Controller Files

The raP\_Opr\_Area\_5.20.00\_A01.L5X Add-On Instruction must be imported into the controller project to be used in the controller configuration. The service release number (boldfaced) can change as service revisions are created.

## Visualization Files

See [Visualization Files on page 21](#) for general information on visualization files.

## Operations

### Command Sources

The raP\_Opr\_Area instruction has no commands or outputs that are intended to control equipment and therefore does not have any selection of active command source.

### Alarms

The raP\_Opr\_Area Instruction uses the following alarms, which are implemented by using Tag Based Alarms.

Alarm	Alarm Name	Description
E-Stop trip	Alm_EStopTrip	Raised when an emergency stop condition triggers a change in state of the Area.
S-Stop trip	Alm_SStopTrip	Raised when a software stop condition triggers a change in state of the Area.

## Virtualization

The raP\_Opr\_Area Instruction has no Virtualization capability.

## Execution

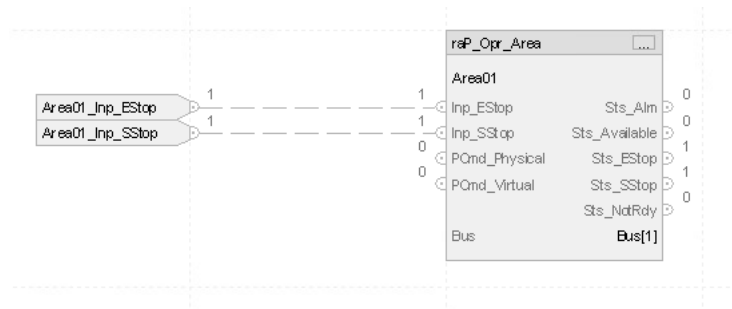
The handling of instruction execution conditions.

Condition	Description
EnableIn False (False Rung)	Handle processing for EnableIn False (False Rung) the same as if the Area were Disabled by Command. The Area outputs are de-energized and the Area is shown as Disabled on the HMI.
Powerup (Pre-scan, First Scan)	Handles processing of command source and alarms on Pre-scan and Powerup. On Powerup, the Area is treated as if it were Commanded to reset all program and operator commands
Postscan (SFC Transition)	No SFC Postscan logic is provided.

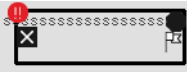


See Logix 5000 Controllers Add-On Instructions: Programming Manual, [1756-PM010](#) for more information.

## Programming Example

The example in the Functional Description section shows the basic use of the raP\_Opr\_Area Add-On Instruction. Typically, the raP\_Opr\_Area instruction is used in association with a Bus-resident entity. The following example shows an area instruction that is associated with a Bus referenced entity. The area is also connected to 2 inputs, emergency stop, and software stop that can trigger two alarms. The area object typically is used in an S88 application but can be applied to suit numerous hierarchy layouts.



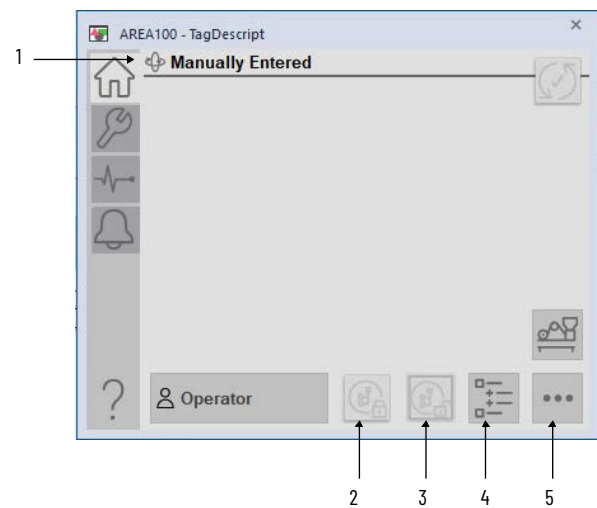
## Graphic Symbols

FactoryTalk View SE Graphic Symbol	FactoryTalk Optix Graphic Symbol	Studio 5000 View Designer Graphic Symbol	Description
GO_PAREA 	raP_5_20_GS_raP_Opr_Area 		The raP_Opr_Area object groups Units together, and provides a propagation mechanism for aggregating status from Unit objects, and broadcasting commands to Unit Objects.

# FactoryTalk View SE Faceplates

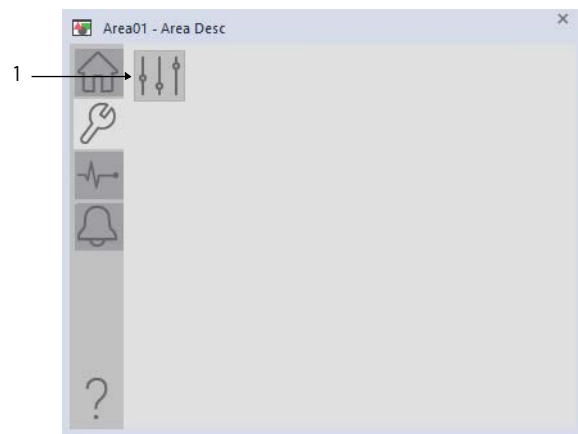
There are basic faceplate attributes that are common across all instructions. The Trends tab, Diagnostics tab, and Alarms tab all have the same basic functionality and are not described in this section. See [Basic Faceplate Attributes on page 29](#).

## Operator Tab



Item	Description
1	Displays the current state of the object
2	Acquire child command source
3	Release child command source
4	Display organizational tree view for this object
5	Display more information

## Maintenance Tab



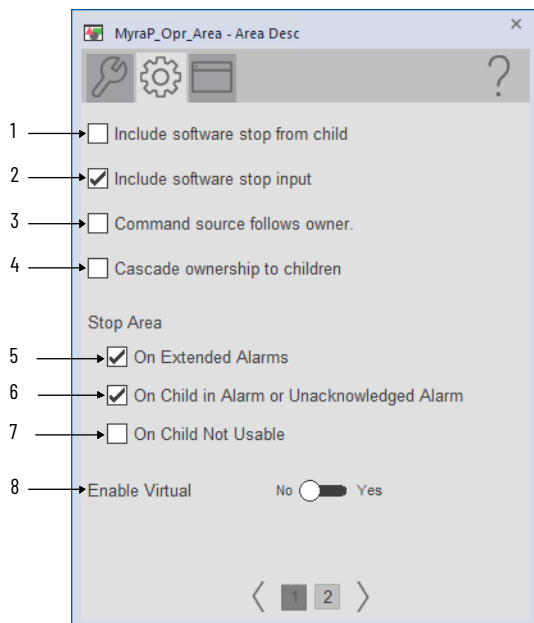
Item	Description
1	Display Advanced Properties

## Advanced Maintenance Tab

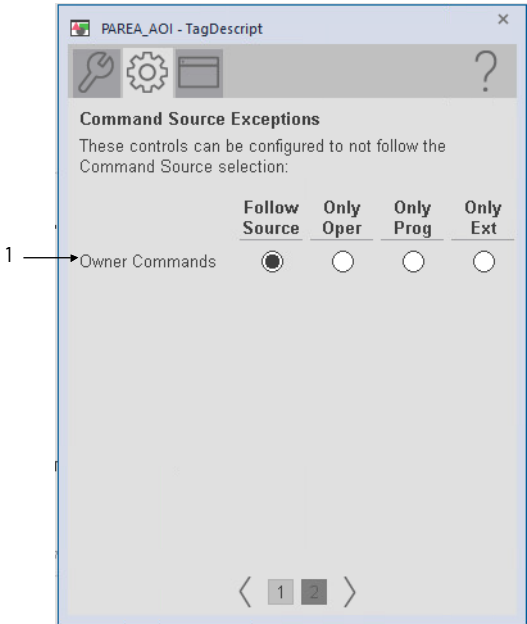


The timer creates a delay for the Tree View to indicate that Children are 'not good' upon ownership acquisition. This is done to avoid nuisance indications on the Tree View while waiting for children to be acquired. The default of five seconds is sufficient delay for most applications. You may wish to raise that value if child acquisition takes longer than this. This can occur if the organization has many nested organizational levels or nested elements have relatively long scan intervals. This value is limited less than 3600 seconds.

## Engineering Tab

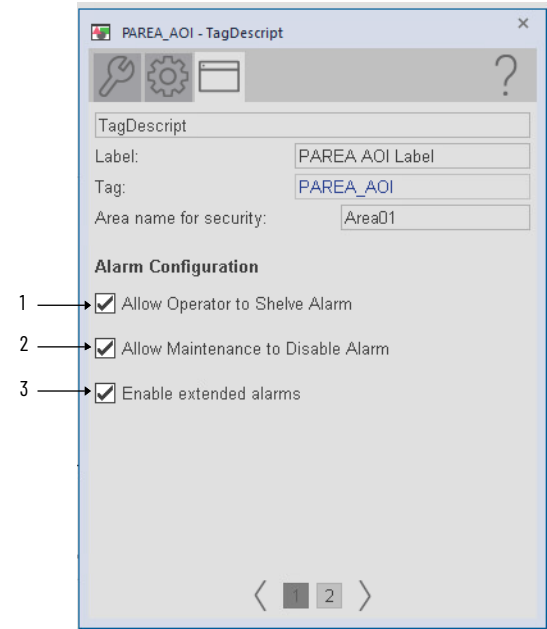


Item	Description
1	Select to include software stop from child
2	Select to include software stop input
3	Select to have the Command source follow the owner
4	Select to cascade ownership to children (children will be owned when this object is owned)
5	Select to stop unit on extended alarms
6	Select to stop unit when Child is in Alarm or Unacknowledged Alarm
7	Select to stop unit when Child cannot be put into Program or is owned by another owner.
8	Select yes to enable virtual mode

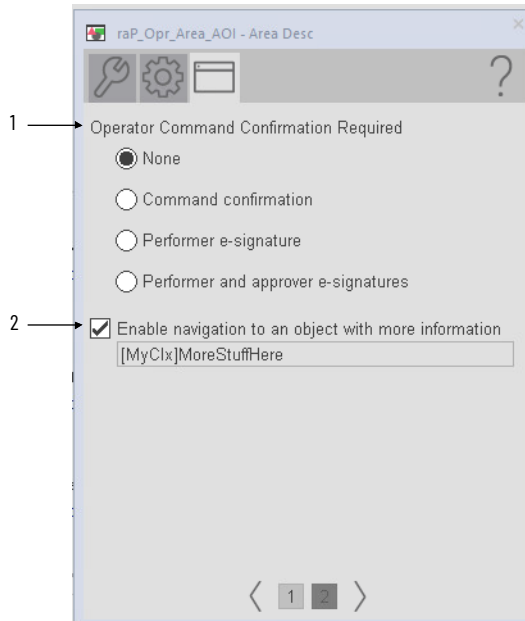


Item	Description
1	Use the radio buttons for the area owner commands to follow the overall command source of the instruction, or to “keep” particular source (operator, program, or external).

HMI Configuration Tab



Item	Description
1	Select to allow Operator to shelf alarm
2	Select to allow Maintenance to disable alarm
3	Select to enable extended alarms



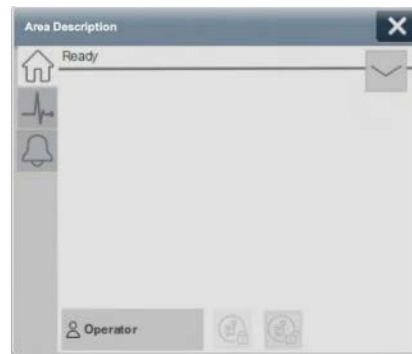
Item	Description
1	Select an option for Operator Command Confirmation Requirements
2	Select to allow navigation to an object with more information. You configure the tag name of the object that you want to navigate to in the extended tag property "Cfg_HasMoreObj.@Navigation". It uses the <backing tag>.@Library and <backing tag>.@Instruction extended tag properties to display the objects faceplate.

## Studio 5000 View Designer Faceplates

There are basic faceplate attributes that are common across all instructions. The Trends tab, Diagnostics tab, and Alarms tab all have the same basic functionality and are not described in this section. See [Basic Faceplate Attributes on page 29](#).

Any feature that is contained in the Studio 5000 View Designer® faceplates has the same functionality as used in the FactoryTalk® View SE faceplates. See [FactoryTalk View SE Faceplates on page 174](#).

## Operator

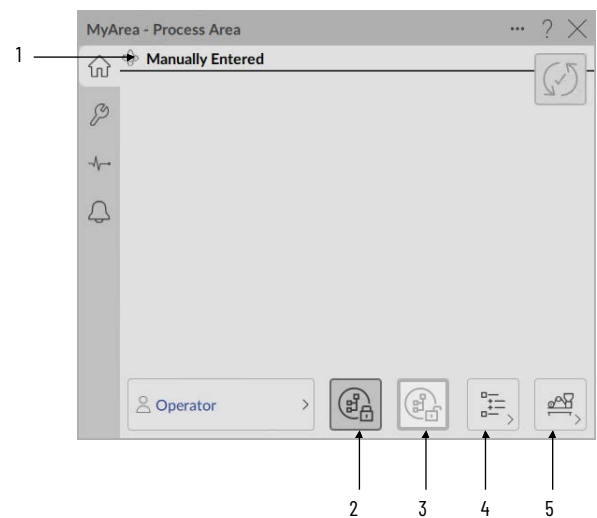


# FactoryTalk Optix Faceplates

There are basic faceplate attributes that are common across all instructions. The Trends tab, Diagnostics tab, and Alarms tab all have the same basic functionality and are not described in this section. See [Basic Faceplate Attributes on page 29](#).

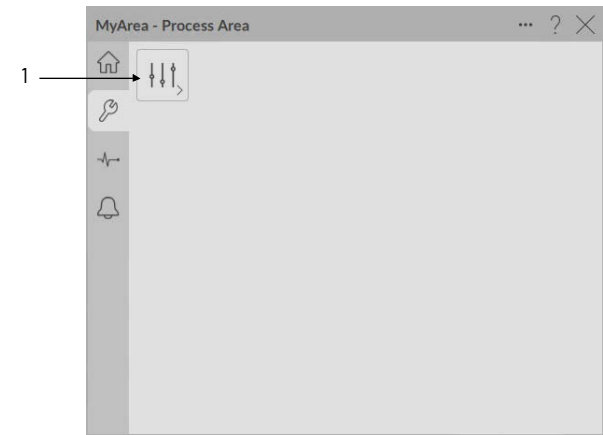
Any feature that is contained in the FactoryTalk Optix faceplates has the same functionality as used in the FactoryTalk View SE faceplates. See [FactoryTalk View SE Faceplates on page 174](#)

## Operator Tab



Item	Description
1	Displays the current state of the object
2	Acquire child command source
3	Release child command source
4	Display organizational tree view for this object
5	Display more information

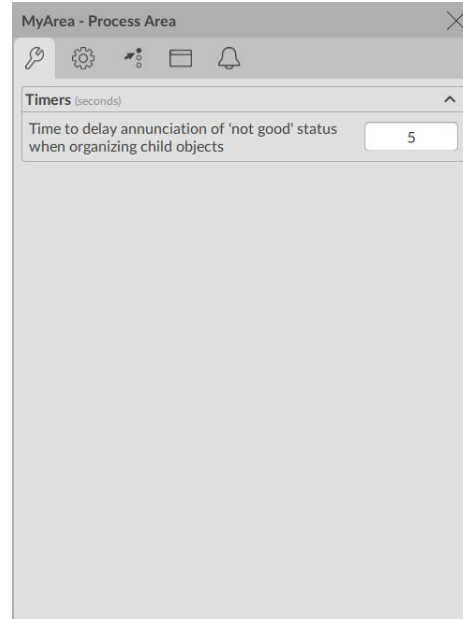
## Maintenance Tab



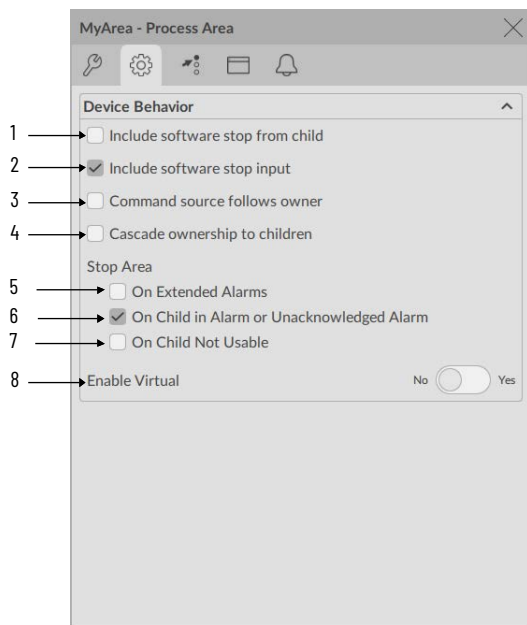
Item	Description
1	Display Advanced Properties

## Advanced Maintenance Tab

The timer creates a delay for the Tree View to indicate that Children are 'not good' upon ownership acquisition. This is done to avoid nuisance indications on the Tree View while waiting for children to be acquired. The default of five seconds is sufficient delay for most applications. You may wish to raise that value if child acquisition takes longer than this. This can occur if the organization has many nested organizational levels or nested elements have relatively long scan intervals. This value is limited less than 3600 seconds.



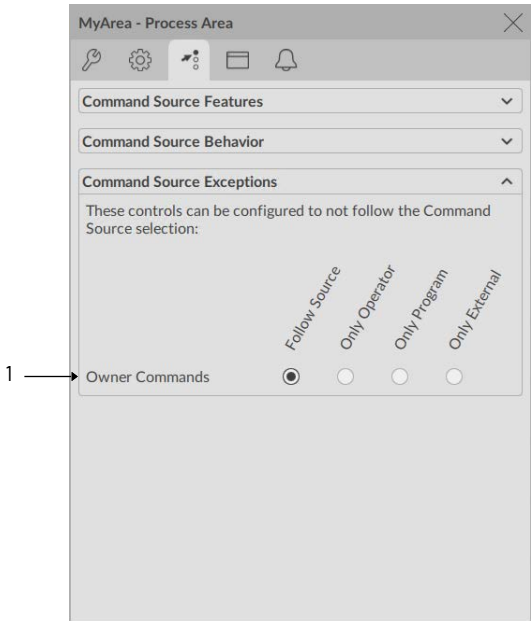
## Advanced Engineering Tab



Item	Description
1	Select to include software stop from child
2	Select to include software stop input
3	Select to have the Command source follow the owner
4	Select to cascade ownership to children (children will be owned when this object is owned)
5	Select to stop unit on extended alarms
6	Select to stop unit when Child is in Alarm or Unacknowledged Alarm
7	Select to stop unit when Child cannot be put into Program or is owned by another owner.
8	Select yes to enable virtual mode

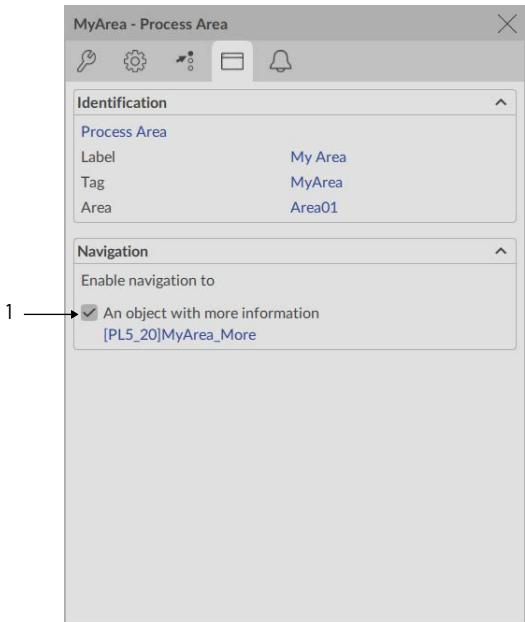


## Advanced CmdSrc Tab - Command Source Exceptions



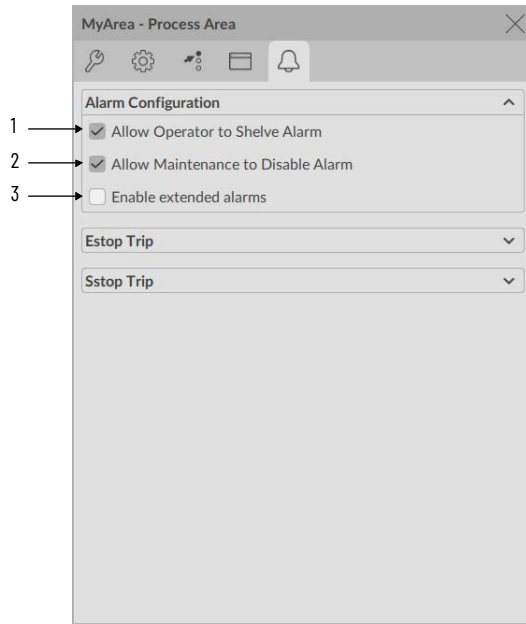
Item	Description
1	Use the radio buttons for the area owner commands to follow the overall command source of the instruction, or to “keep” particular source (operator, program, or external).

## Advanced HMI Configuration Tab



Item	Description
2	Select to allow navigation to an object with more information. You configure the tag name of the object that you want to navigate to in the extended tag property "Cfg_HasMoreObj.@Navigation". It uses the .@Library and .@Instruction extended tag properties to display the objects faceplate.

## Advanced Alarm Configuration



Item	Description
1	Select to allow Operator to shelve alarm
2	Select to allow Maintenance to disable alarm
3	Select to enable extended alarms

**Notes:**

## Process Unit (raP\_Opr\_Unit)

The raP\_Opr\_Unit object groups Equipment together, and provides a propagation mechanism for aggregating status from Equipment, and broadcasting commands to Equipment. As an example each vessel, tank, mixer, machine, etc... within the control system would be considered a Unit.

- Units are presumed to operate on only one batch at a time.
- Units operate relatively independently of one another.
- This term applies to both the physical equipment and the equipment entity.
- Examples of major processing activities are; react, crystallize, and make a solution.



For the object and visualization parameters, see PlantPAx Process Objects, publication [PROCES-RD200](#), and PlantPAx Visualization Files, publication [PROCES-RD201](#).

### Guidelines

The raP\_Opr\_Unit (Process Unit) object controls a Unit in various command sources and monitors for fault conditions.

Use when:

- You want to consolidate status from groups of equipment. These statuses include:
  - Alarm Status
  - Alarm Priority
  - Command Source
  - Configuration Errors
- You want to manage and to following functions for a group of equipment, with a “global” set of commands:
  - Command Source
  - Alarm Acknowledge
  - Alarm Reset
- You want to apply permissive conditions to a group of equipment.
- You want to shut down groups of equipment based on a single alarm that occurs in any related equipment.
- You want to issue user-defined commands to equipment.

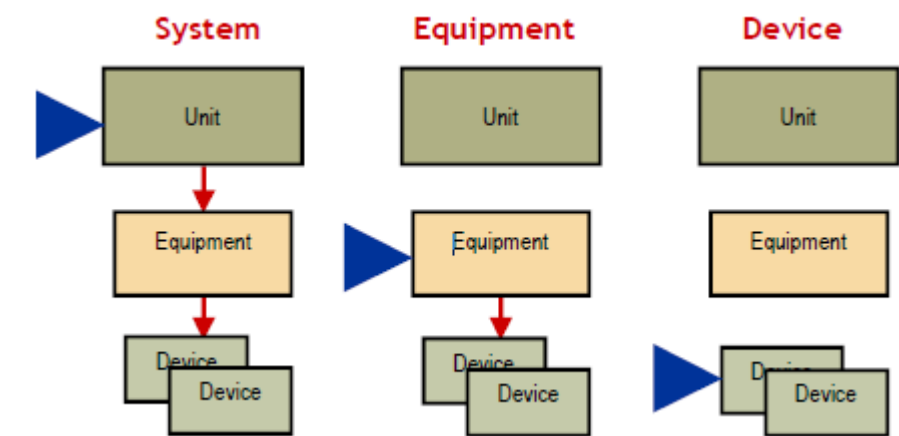
The raP\_Opr\_Unit object also:

- Provides an interface to parameter display, data entry and configuration.
- Provides an interface to resultant (report) data display and configuration.
- Provides interface to Prompt Response and configuration

## Functional Description

## Command Source Management

Allows the user to interact with the system at various levels.



Use the PCMDSRC PlantPax® instruction to manage the command source(owner) of an instruction or control strategy. For more information, see PlantPax Process Control Instructions, publication [PROCES-RM215](#).

## Required Files

Add-On Instructions are reusable code objects that contain encapsulated logic that can streamline implementing your system. This lets you create your own instruction set for programming logic as a supplement to the instruction set provided natively in the ControlLogix® firmware. An Add-On Instruction is defined once in each controller project, and can be instantiated multiple times in your application code as needed.

## Controller Files

Controller File The raP\_Opr\_Unit\_5.20.00.A01.L5X Add-On Instruction must be imported into the controller project to be used in the controller configuration. The service release number (boldfaced) can change as service revisions are created.

## Visualization Files

See [Visualization Files on page 21](#) for general information on visualization files.

## Operations

## Command Sources

The raP\_Opr\_Area instruction has no commands or outputs that are intended to control equipment and therefore does not have any selection of active command source.

## Program Structure

The raP\_Opr\_Unit Instruction may be implemented using a program as a container (recommended). The following table outlines suggested program structure and routine naming:

Routine	Description
Object Name	Contains raP_Opr_Unit instance, external function instances (Interlock, Permissive, Extended Alarms), and routine calls.
AlarmsSuppress	Contains raP_Opr_Unit alarm suppression logic.
Interlocks	Contains raP_Opr_Unit interlock mapping from interlock conditions to _Intlk block.

Routine	Description
Parameters	Contains raP_Opr_Unit parameter mapping to and from Parameter blocks(_ParRpt(Enum, Integer, Real, String)) to raP_Opr_Unit instance.
Permissives	Contains raP_Opr_Unit permissive mapping from permissive conditions to _Perm block.
Group Command Permissives	Contains raP_Opr_Unit group commands (1-4) permissive mapping from permissive conditions to _Perm block.
Reports	Contains raP_Opr_Unit report mapping to and from Parameter blocks (_ParRpt (Enum, Integer, Real, String)) to raP_Opr_Unit instance.
ExtddAlarms	Contains raP_Opr_Unit instances of external alarm instances and trigger logic.

**IMPORTANT** The raP\_Opr\_Unit Instruction may be implemented without the program structure that is defined in the previous table; this is provided as an example.

## Alarms

The raP\_Opr\_Unit Instruction uses the following alarms, which are implemented by using Tag Based Alarms.

Alarm	Alarm Name	Description
E-Stop trip	Alm_EStopTrip	Raised when an emergency stop condition triggers a change in state of the Unit.
Group Command 1 Fail	Alm_GroupCmd1Fail	Raised when the defined Group Command 1 fails to execute on the Unit.
Group Command 2 Fail	Alm_GroupCmd2Fail	Raised when the defined Group Command 2 fails to execute on the Unit.
Group Command 3 Fail	Alm_GroupCmd3Fail	Raised when the defined Group Command 3 fails to execute on the Unit.
Group Command 4 Fail	Alm_GroupCmd4Fail	Raised when the defined Group Command 3 fails to execute on the Unit.
Interlock trip	Alm_IntlkTrip	Raised when an interlock condition triggers a change in state of the Unit.
S-Stop trip	Alm_SStopTrip	Raised when a software stop condition triggers a change in state of the Unit.

## Virtualization

The raP\_Opr\_Unit Instruction has no Virtualization capability.

## Execution

The handling of instruction execution conditions.

Condition	Description
EnableIn False (False Rung)	Handle processing for EnableIn False (False Rung) the same as if the Area were Disabled by Command. The Area outputs are de-energized and the Area is shown as Disabled on the HMI.
Powerup (Pre-scan, First Scan)	Handles processing of modes and alarms on Pre-scan and Powerup. On Powerup, the Area is treated as if it were Commanded to reset all program and operator commands
Postscan (SFC Transition)	No SFC Postscan logic is provided.

See Logix 5000 Controllers Add-On Instructions: Programming Manual, [1756-PM010](#) for more information.

Local Message

The object raP\_Opr\_Unit utilizes local message display elements to display Step Names, Material Names, and Summary information. A default local message file is provided for each information type. This default local message file populates the local message display elements from tags in the controller. For Step Names and Material names, these are the same controller tags used in previous versions of the library. The difference is that 512 messages are available, rather than the 99 messages in the previous version. To upgrade from previous versions, developers need to add the local message file to the project and set the @Navigation property of the specified tag to the Local Message file name (see the following table).

Information	Default Local Message File	File Name Reference	Default Controller Data
Material Name	SystemMaterialNames	Sts_eMtrl.@Navigation	System.Enum.Materials[x].@Description
Step Description	SystemStepDescriptions	Sts_eStep.@Navigation	System.Enum.Step_Desc[x].@Description
Summary Information	SystemSummary	Sts_eSummary.@Navigation	System.Enum.Summary_Desc[1].@Description

Users may add customized local messages for individual objects by creating a new local message file and populating the file with the customized strings or tag references. Then set the @Navigation property of the specified tag to the name of the new custom file.

FactoryTalk Optix Local message

The object raP\_Opr\_Unit uses the @Label property of the specified tag to input the path for displaying Step Names, Material Names, and Summary information. Differ with FactoryTalk ViewSE(FT ViewSE ), FactoryTalk Optix (FT Optix) does not require Local Message files. For Step Names, Material Names, and Summary, these are the same controller tags used with FT ViewSE. FT Optix directly retrieves Controller Data using the path specified in the @Label property of Logix Designer. Users must set the path information into @Label property of the specified tag to a Controller Data Path (see the following table).

Information	Reference	Customized Controller Data Path	Default Controller Data
Material Name	Sts_eMtrl@Label	System/Enum/Materials	System.Enum.Materials[x].@Description
Step Description	Sts_eStep@Label	System/Enum/Step_Desc	System.Enum.Step_Desc[x].@Description
Summary Information	Sts_eSummary@Label	System/Enum/Summary_Desc	System.Enum.Summary_Desc[1].@Description

Users may add Customized Controller Data for individual objects by creating a new tag member with the Data Type "raP\_UDT\_Opr\_System" in Logix Designer.

Name	Alias For	Base Tag	Data Type	Description	External Access
System			raP_UDT_Opr_System	System Global Structure	Read/Write
System.Enum			raP_UDT_Opr_System_Enum	System Global Structure Enumerations	Read/Write
System.Enum.Step_Desc			BOOL[512]	System Global Structure Step Descriptions	Read/Write
System.Enum.Materials			BOOL[512]	System Global Structure Material Names	Read/Write
System.Enum.Summary_Desc			BOOL[512]	System Global Structure Summary Descriptions	Read/Write
System.Proj			raP_UDT_Opr_System_Proj	System Global Structure Project Settings	Read/Write
System.Sts			raP_UDT_Opr_System_Status	System Global Structure Status	Read/Write
NewCreatedSystem			raP_UDT_Opr_System	System Global Structure	Read/Write

Then set the @Label property of the specified tag to the Customized Controller Data Path and import the tag with the customized extended properties into FT Optix.

Name	Value	Force	Style	Data Type	Description	Properties
MyUnit.XCmd_RptClear	0	Decimal	BOOL	Process U		Extended Properties...
MyUnit.XCmd_RptRestore	0	Decimal	BOOL	Process U		Engineering Unit
MyUnit.Out_ExtddAlarmReset	0	Decimal	BOOL	Process U		Extended Logging
MyUnit.Out_ExtddAlarmResetAck	0	Decimal	BOOL	Process U		Scope
MyUnit.Out_ExtddAlarmDisable	0	Decimal	BOOL	Process U		External Access
MyUnit.Out_ExtddAlarmDisable	0	Decimal	BOOL	Process U		Min
MyUnit.Out_ExtddAlarmSuppress	0	Decimal	BOOL	Process U		Navigation
MyUnit.Out_ExtddAlarmInShelve	0	Decimal	BOOL	Process U		Constant
MyUnit.Val_Act1	45.62	Float	REAL	Process U		Required
MyUnit.Sts_eSummary	4	Decimal	DINT	Process U		Visible
MyUnit.Sts	0	Decimal	DINT	Process U		Alarms
MyUnit.Sts_Alarm1	0	Decimal	BOOL	Process U		Value
MyUnit.Sts_Alarm2	0	Decimal	BOOL	Process U		External Logging

Programming Example


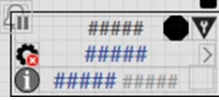
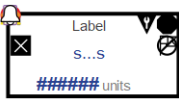
The example in the Functional Description section shows the basic use of the raP\_Opr\_Unit Add-On Instruction. Typically, the raP\_Opr\_Unit instruction is used in association with a Bus-resident entity. The following example shows a unit instruction that is associated with a Bus referenced entity. The unit is also connected to 2 inputs, Emergency stop, and software stop that can trigger 2 alarms.

Units also allow for connections to permissives and interlocks. The unit object typically is used in an S88 application but can be applied to suit numerous hierarchy layouts. The unit allows for optional connections to parameters, reports, and FTBatch interface objects.





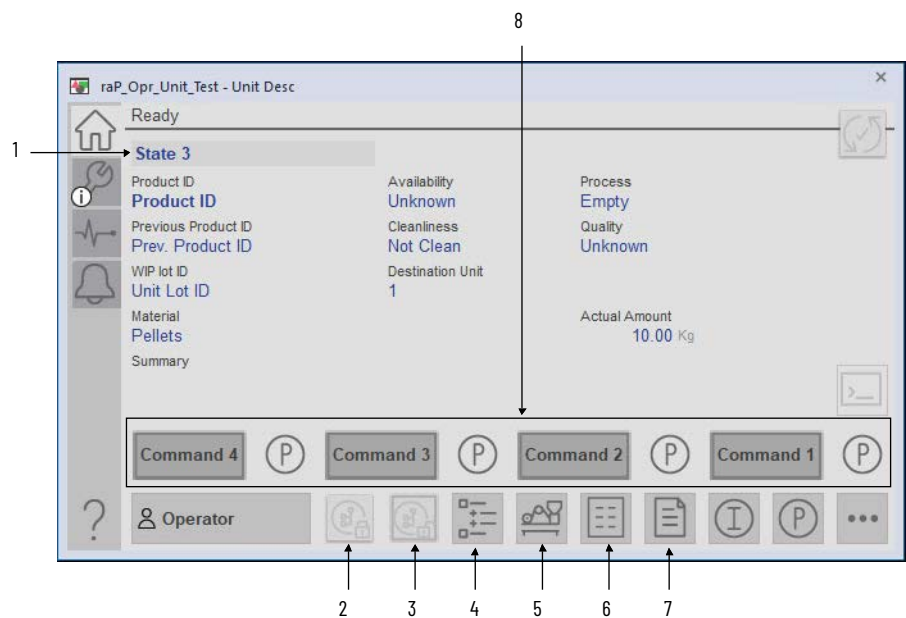
Graphic Symbols

FactoryTalk View SE Graphic Symbol	FactoryTalk Optix Graphic Symbol	Studio 5000 View Designer Graphic Symbol	Description
GO_PUNIT 	raP_5_20_GS_raP_Opr_Unit 		The raP_Opr_Unit object groups Equipment together, and provides a propagation mechanism for aggregating status from Equipment, and broadcasting commands to Equipment.

FactoryTalk View SE  
Faceplates

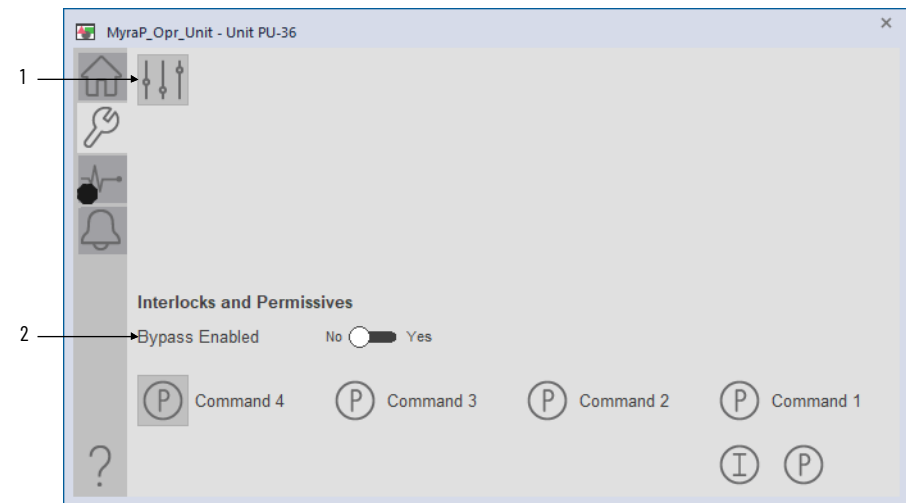
There are basic faceplate attributes that are common across all instructions. The Trends tab, Diagnostics tab, and Alarms tab all have the same basic functionality and are not described in this section. See [Basic Faceplate Attributes on page 29](#).

Operator Tab



Item	Description
1	Displays the current state of the object
2	Acquire child command source
3	Release child command source
4	Display tree view for this object
5	Display the Bus faceplate for this object
6	Show parameter display
7	Show report display
8	Command user-defined function(1, 2, 3, or 4)

Maintenance Tab



Item	Description
1	Display Advanced Properties
2	Select yes to enable bypass

## Advanced Maintenance Tab

raP\_Opr\_Unit\_AOI - Unit PU-36

Command 1 Fail Time (sec) 60.000

Command 2 Fail Time (sec) 60.000

Command 3 Fail Time (sec) 60.000

Command 4 Fail Time (sec) 60.000

1 → Time to delay annunciation of 'hot good' status when organizing child objects (sec) 5

Item	Description
1	The timer creates a delay for the Tree View to indicate that Children are 'not good' upon ownership acquisition. This is done to avoid nuisance indications on the Tree View while waiting for children to be acquired. The default of five seconds is sufficient delay for most applications. You may wish to raise that value if child acquisition takes longer than this. This can occur if the organization has many nested organizational levels or nested elements have relatively long scan intervals. This value is limited less than 3600 seconds.

## Engineering Tab

MyraP\_Opr\_Unit - Unit PU-36

Unit includes a Batch object with more information

1 → ☐ Include software stop from child

2 → ☐ Include software stop input

3 → ☒ Include material

4 → ☐ Command source follows owner.

5 → ☒ Cascade ownership to children

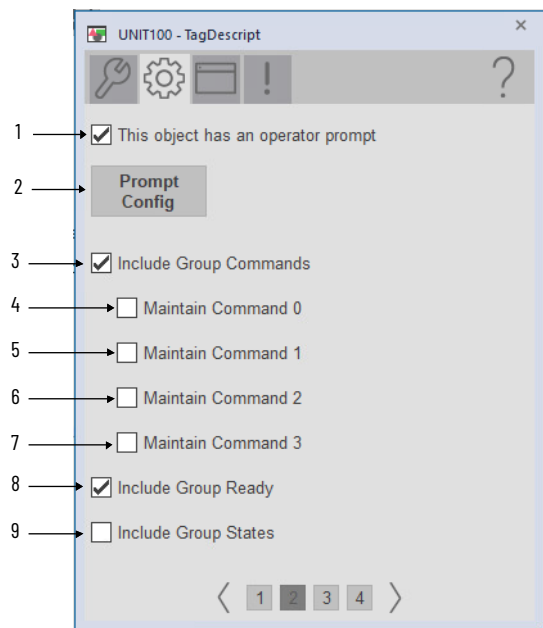
6 → **Material Quantity**

Maximum 100

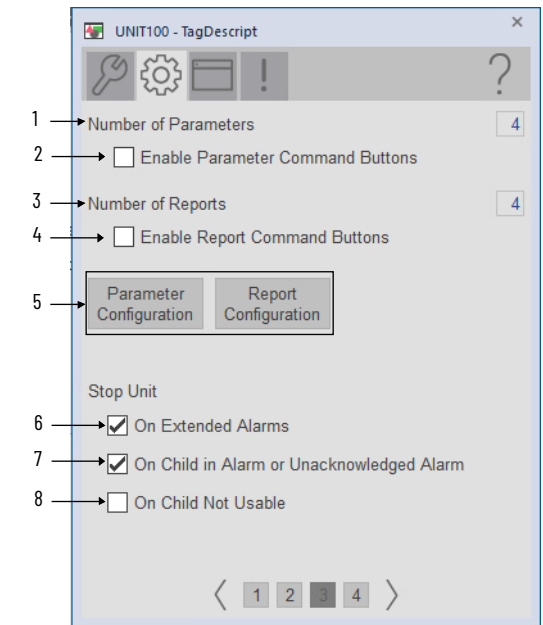
Minimum 0

Units Kg

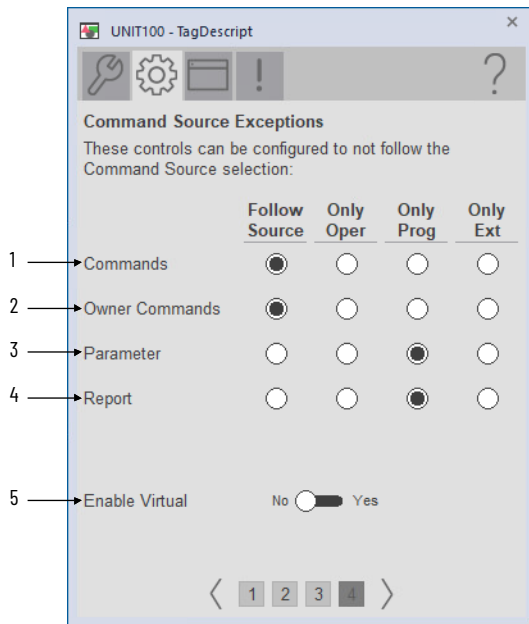
Item	Description
1	Select to include a software stop from child object
2	Select to include software stop input
3	Select to include material
4	Select to have the command source follow the owner.
5	Select to cascade ownership to children(children will be owned when this object is owned)
6	Enter the material maximum and minimum quantities as well as the units.



Item	Description
1	Select to enable an operator prompt
2	Select to open the Prompt configuration
3	Enable User-Defined Group Commands
4	Enable level command for Command 0
5	Enable level command for Command 1
6	Enable level command for Command 2
7	Enable level command for Command 3
8	Enable external ready mapping to group commands
9	Enable User-Defined Group States

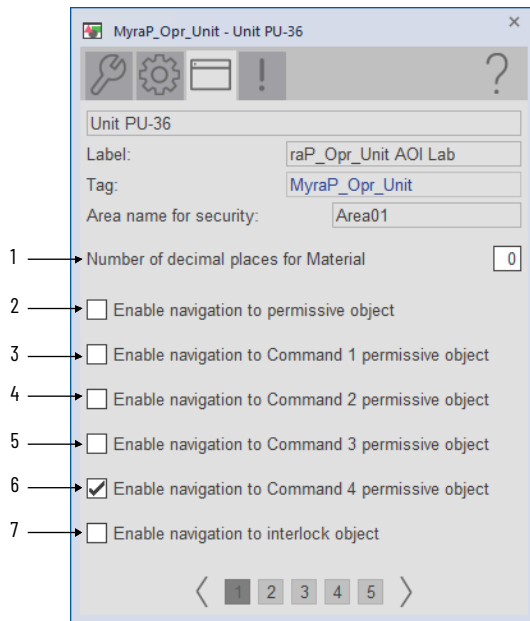


Item	Description
1	Number of Parameters configured
2	Select to enable parameter command buttons
3	Number of Reports configured
4	Select to enable report command buttons
5	Select to show parameter configuration display (left) or report configuration display (right)
6	Select to stop unit on extended alarms
7	Shed Unit actions on active child alarm, or unacknowledged child alarm
8	Shed Unit actions on child not usable, cannot be owned or in a state that makes it unusable.

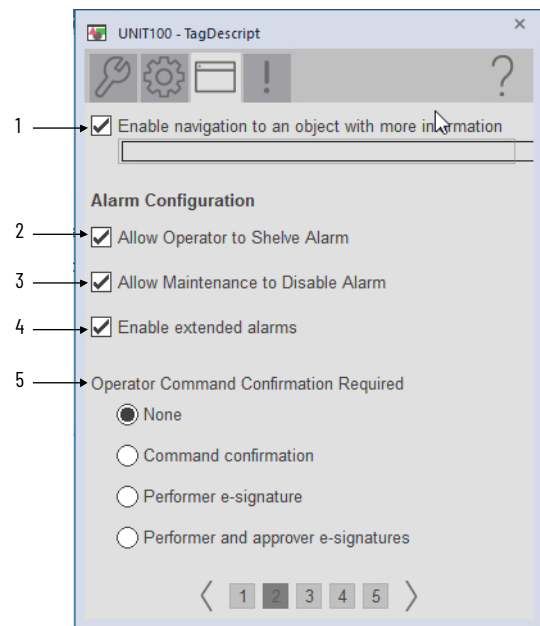


Item	Description
1	Use the radio buttons for the unit commands to follow the overall command source of the instruction, or to "keep" particular source (operator, program, or external).
2	Use the radio buttons for the unit owner commands to follow the overall command source of the instruction, or to "keep" particular source (operator, program, or external).
3	Use the radio buttons for the unit parameter commands to follow the overall command source of the instruction, or to "keep" particular source (operator, program, or external).
4	Use the radio buttons for the unit report commands to follow the overall command source of the instruction, or to "keep" particular source (operator, program, or external).
5	Select to enable virtual mode

## HMI Configuration Tab



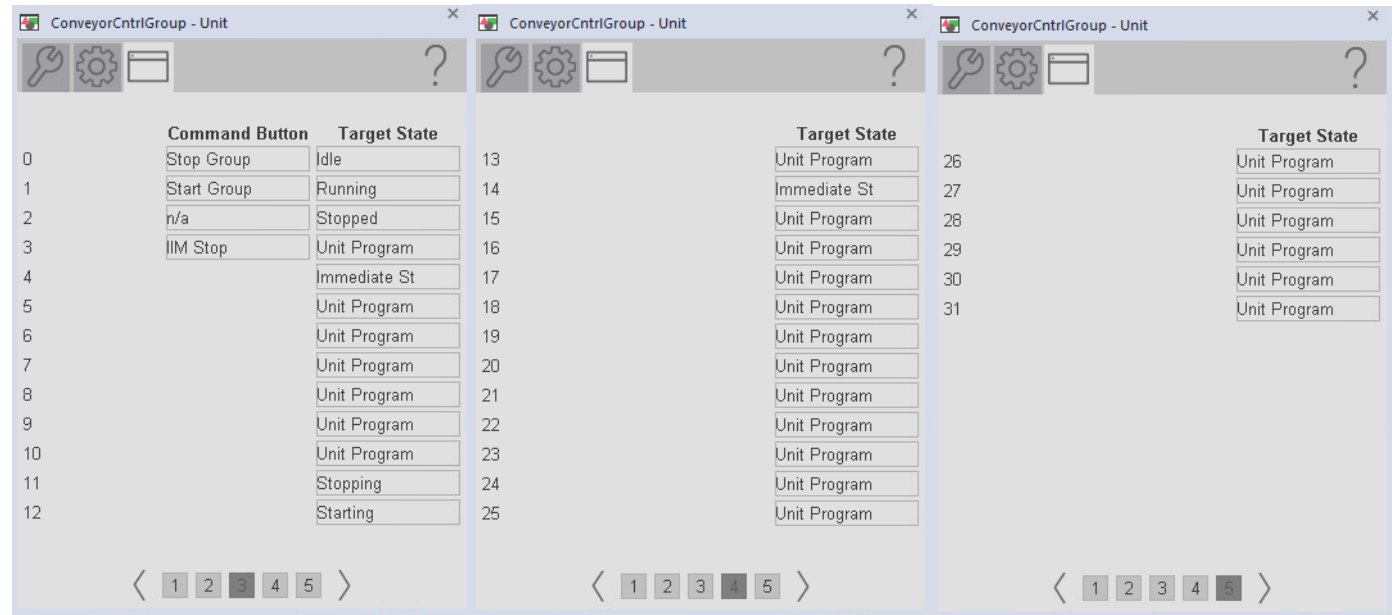
Item	Description
1	Enter the number of decimal places for the material
2	Select to enable navigation to the permissive object
3	Select to enable navigation to the Command 1 permissive object
4	Select to enable navigation to the Command 2 permissive object
5	Select to enable navigation to the Command 3 permissive object
6	Select to enable navigation to the Command 4 permissive object
7	Select to enable navigation to the interlock object



Item	Description
1	Select to enable navigation to an object with more information. You configure the tag name of the object that you want to navigate to in the extended tag property "Cfg_HasMoreObj.@Navigation". It uses the <backing tag>.@Library and <backing tag>.@Instruction extended tag properties to display the objects faceplate.
2	Select to allow Operator to shelve alarm
3	Select to allow Maintenance to disable the alarm
4	Select to enable extended alarms
5	Select an option for Operator Command Confirmation Requirements

The Configuration - HMI Tab has the following purpose:

- Displays configuration of Command Buttons and Target State text (displayed on Operator Tab) for the Equipment Object.



## Studio 5000 View Designer Faceplates

There are basic faceplate attributes that are common across all instructions. The Trends tab, Diagnostics tab, and Alarms tab all have the same basic functionality and are not described in this section. See [Basic Faceplate Attributes on page 29](#).

Any feature that is contained in the Studio 5000 View Designer® faceplates has the same functionality as used in the FactoryTalk View SE faceplates. See [FactoryTalk View SE Faceplates on page 188](#).

### Operator

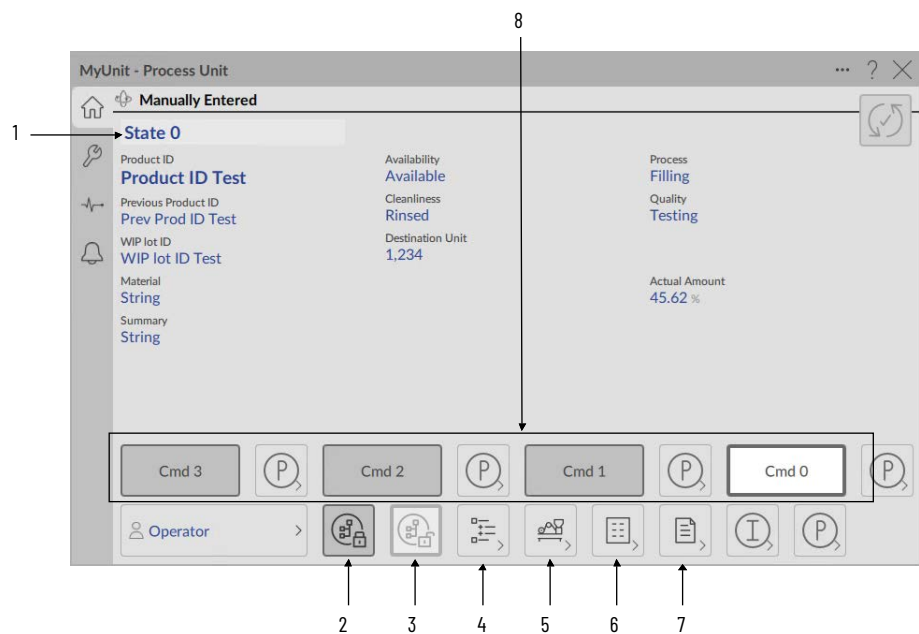


### Maintenance



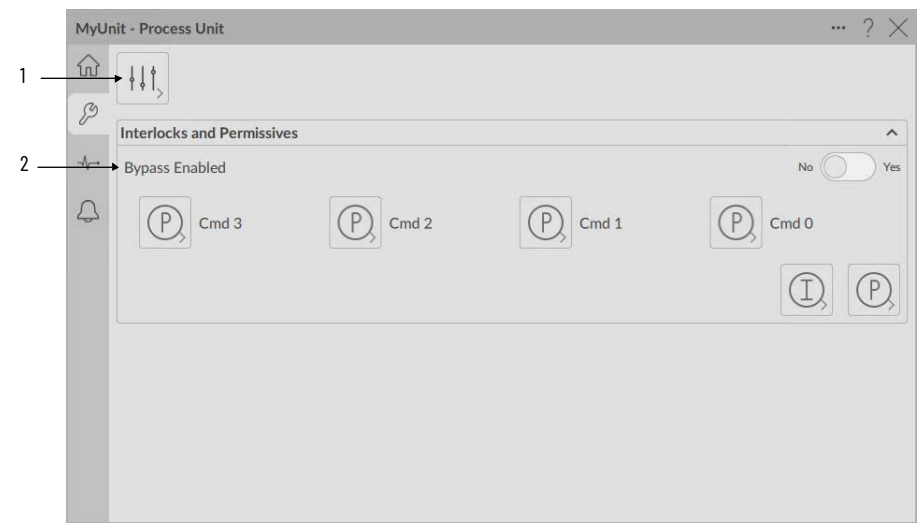
FactoryTalk Optix  
Faceplates

Operator Tab



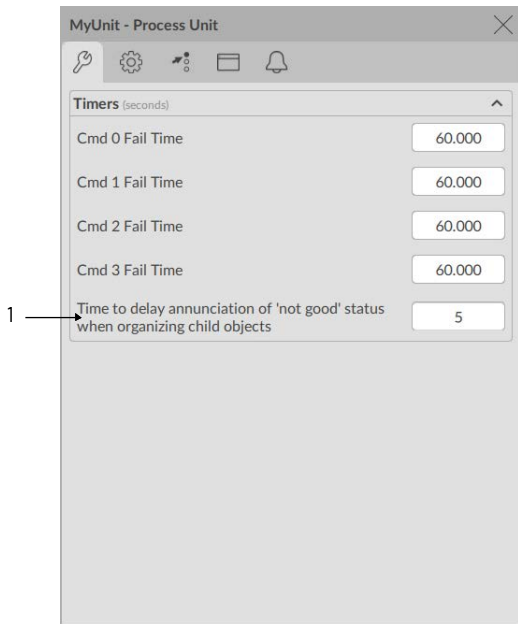
Item	Description
1	Displays the current state of the object
2	Acquire child command source
3	Release child command source
4	Display tree view for this object
5	Display the Bus faceplate for this object
6	Show parameter display
7	Show report display
8	Command user-defined function (0, 1, 2, or 3)

Maintenance Tab



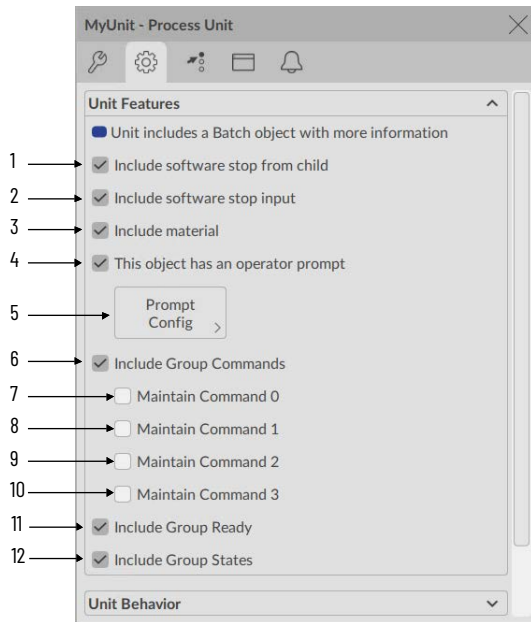
Item	Description
1	Display Advanced Properties
2	Select yes to enable bypass

## Advanced Maintenance Tab



Item	Description
1	The timer creates a delay for the Tree View to indicate that Children are 'not good' upon ownership acquisition. This is done to avoid nuisance indications on the Tree View while waiting for children to be acquired. The default of five seconds is sufficient delay for most applications. You may wish to raise that value if child acquisition takes longer than this. This can occur if the organization has many nested organizational levels or nested elements have relatively long scan intervals. This value is limited less than 3600 seconds.

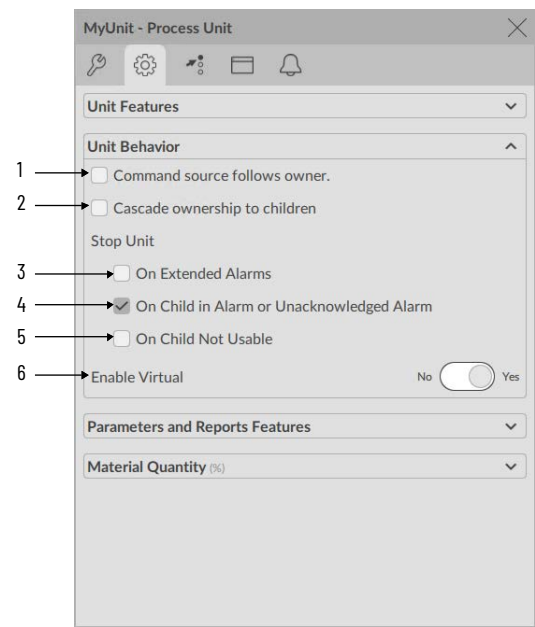
## Advanced Engineering Tab - Unit Features



Item	Description
1	Select to include a software stop from child object
2	Select to include software stop input
3	Select to include material
4	Select to enable an operator prompt
5	Select to open the Prompt configuration
6	Enable User-Defined Group Commands
7	Enable level command for Command 0
8	Enable level command for Command 1
9	Enable level command for Command 2
10	Enable level command for Command 3
11	Enable external ready mapping to group commands
12	Enable User-Defined Group States

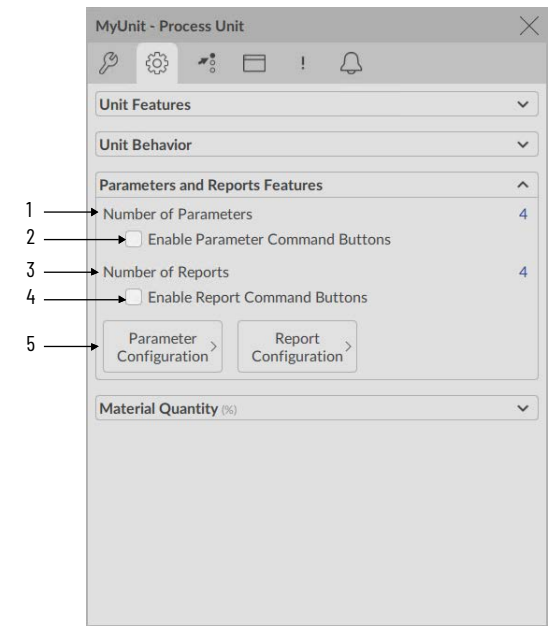


## Advanced Engineering Tab - Unit Behavior



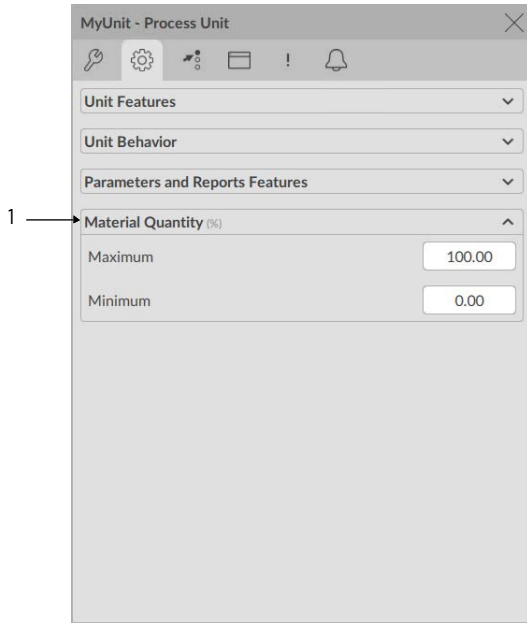
Item	Description
1	Select to have the command source follow the owner.
2	Select to cascade ownership to children (children will be owned when this object is owned)
3	Select to stop unit on extended alarms
4	Select to stop unit on active child alarm, or unacknowledged child alarm
5	Select to stop unit on child not usable, cannot be owned or in a state that makes it unusable.
6	Select to enable virtual mode

## Advanced Engineering Tab - Parameters and Reports Features



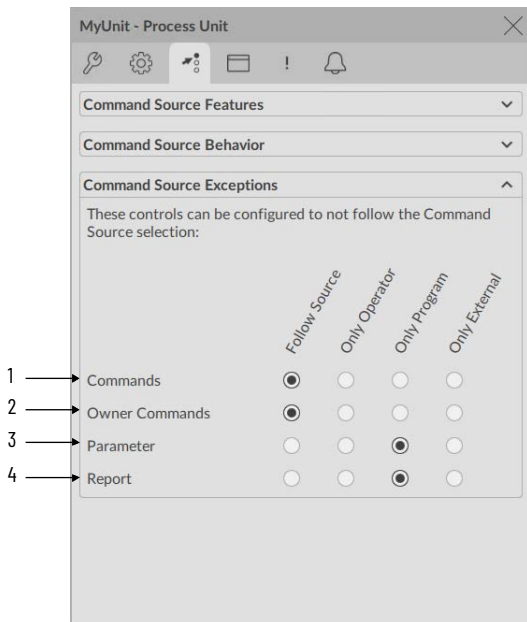
Item	Description
1	Number of Parameters configured.
2	Select to enable parameter command buttons
3	Number of Reports configured.
4	Select to enable report command buttons
5	Select to show parameter configuration display (left) or report configuration display (right)

## Advanced Engineering Tab - Material Quantity



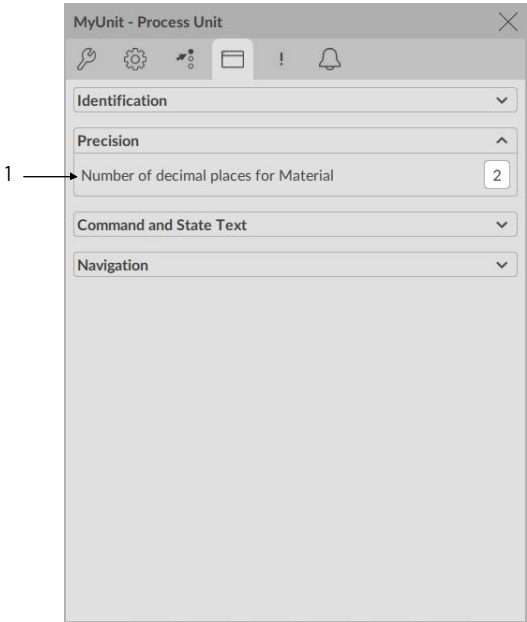
Item	Description
1	Enter the material maximum and minimum quantities.

## Advanced CmdSrc Tab - Command Source Exceptions



Item	Description
1	Use the radio buttons for the unit commands to follow the overall command source of the instruction, or to "keep" particular source (operator, program, or external).
2	Use the radio buttons for the unit owner commands to follow the overall command source of the instruction, or to "keep" particular source (operator, program, or external).
3	Use the radio buttons for the unit parameter commands to follow the overall command source of the instruction, or to "keep" particular source (operator, program, or external).
4	Use the radio buttons for the unit report commands to follow the overall command source of the instruction, or to "keep" particular source (operator, program, or external).

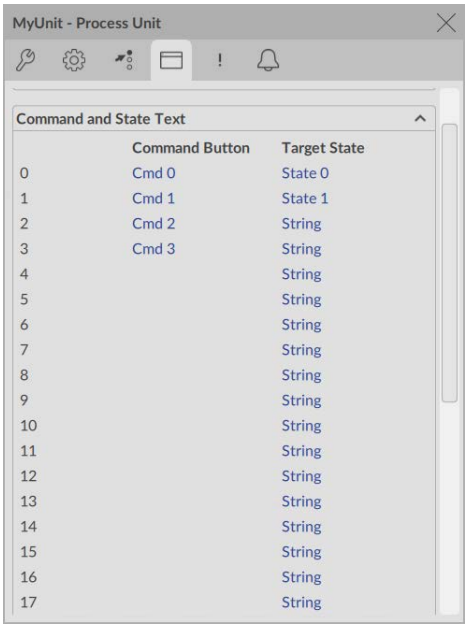
### Advanced HMI Configuration Tab - Precision



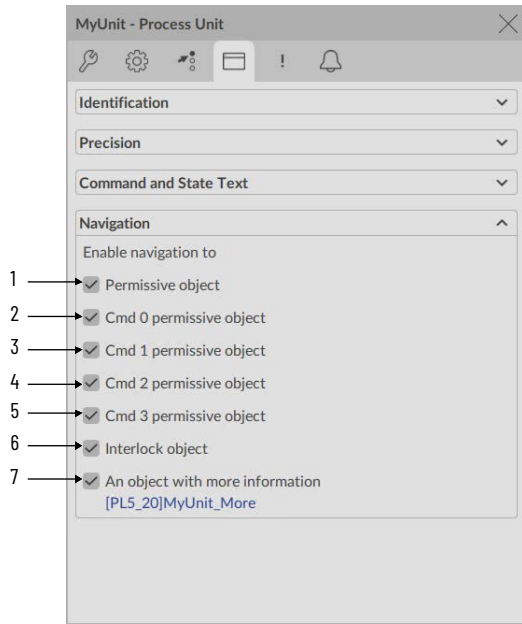
Item	Description
1	Enter the number of decimal places for the material

### Advanced HMI Configuration Tab - Command and State Text

This faceplate displays configuration of Command Buttons and Target State text (displayed on Operator Tab) for the Equipment Object.



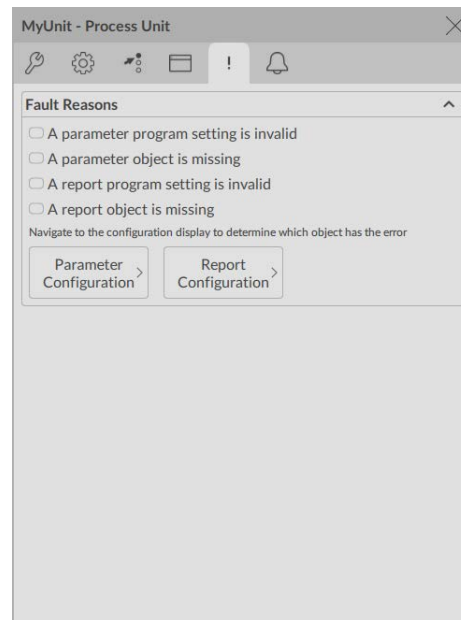
## Advanced HMI Configuration Tab - Navigation



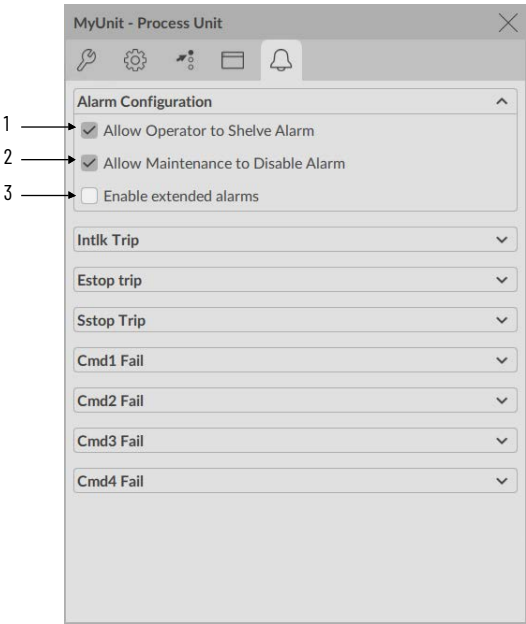
Item	Description
1	Select to enable navigation to the permissive object
2	Select to enable navigation to the Command 0 permissive object
3	Select to enable navigation to the Command 1 permissive object
4	Select to enable navigation to the Command 2 permissive object
5	Select to enable navigation to the Command 3 permissive object
6	Select to enable navigation to the interlock object
7	Select to enable navigation to an object with more information. You configure the tag name of the object that you want to navigate to in the extended tag property "Cfg_HasMoreObj.@Navigation". It uses the .@Library and .@Instruction extended tag properties to display the objects faceplate.

## Advanced Faults Tab

The Faults tab shows information on the status of the objects. Select the Parameter and Report configuration buttons to determine which object has the fault.



## Advanced Alarm Configuration



Item	Description
1	Select to allow Operator to shelve alarm
2	Select to allow Maintenance to disable alarm
3	Select to enable extended alarms

## Generic Equipment Module (raP\_Opr\_EMGen)

An equipment module is a functional group of equipment that can conduct a finite number of specific minor processing activities. An equipment module is typically centered around a piece of process equipment (a weigh tank, a process heater, a scrubber, and so forth). This term applies to both the physical equipment and the equipment entity.



For the object and visualization parameters, see PlantPAx Process Objects, publication [PROCES-RD200](#), and PlantPAx Visualization Files, publication [PROCES-RD201](#).

### Guidelines

The raP\_Opr\_EMGen (Generic Equipment Module) object controls an Equipment Module in various command sources and monitors for fault conditions.

Use when:

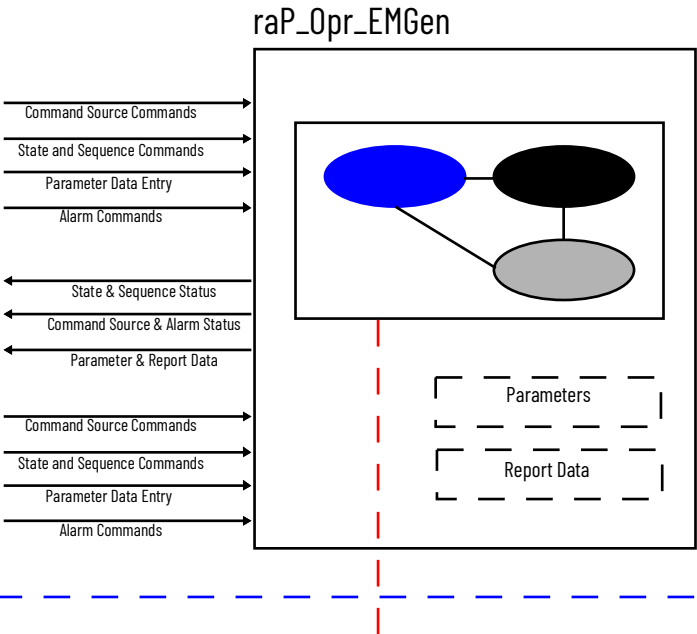
- You want to group equipment, and you want to apply a custom state model
- You want to provide the following for a group of equipment
  - Apply a mode model to the equipment group
  - Definable Commands and states
  - Apply interlocks and/or permissives to the group of equipment
  - Parameter that define the behavior of the group of equipment
  - Report / Resultant data from the group of equipment
  - A faceplate that allows monitoring / control of the equipment grouping
  - Alarm if any device fails
  - Monitor step (description), and allow forcing of steps in maintenance command source
  - Allow configurable alarms for certain process / equipment failure conditions

# Functional Description

## Program

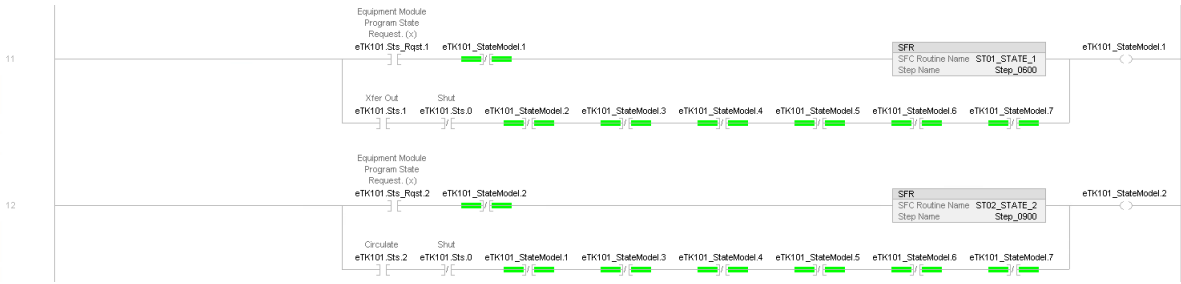
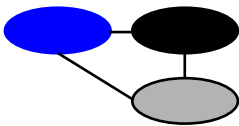
### Dispatch

ContainsraP\_Opr\_EMGeninstructionand any external instructions required.



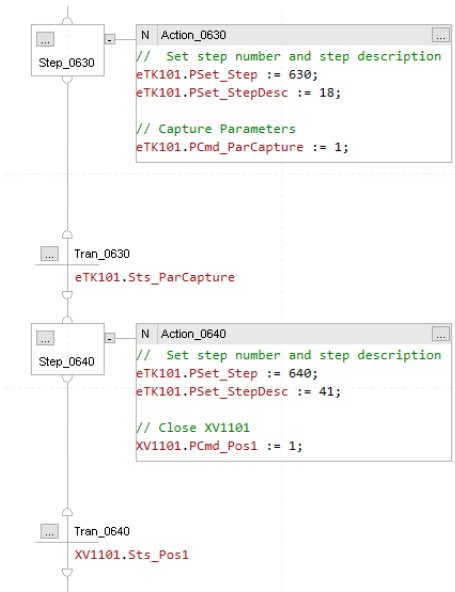
### StateModel

Containsyourstate model(if state model is implemented external to raP\_Opr\_EMGen



### STxx\_<State> Routines

Contains your logic that sequences and coordinates devices (implement states as required)



## Required Files

Add-On Instructions are reusable code objects that contain encapsulated logic that can streamline implementing your system. This lets you create your own instruction set for programming logic as a supplement to the instruction set provided natively in the ControlLogix® firmware. An Add-On Instruction is defined once in each controller project, and can be instantiated multiple times in your application code as needed.

## Controller File

The raP\_Opr\_EMGen\_5.20.00\_A01.L5X Add-On Instruction must be imported into the controller project to be used in the controller configuration. The service release number (boldfaced) can change as service revisions are created.

## Visualization Files

See [Visualization Files on page 21](#) for general information on visualization files.

## Operations

The primary operations of raP\_Opr\_EMGen (Generic Equipment Module) are to:

- Provides user-defined states, and commands
- Allow monitoring of sequence Step, and display sequence Status.
- Monitor permissive conditions to help prevent Equipment Module operation.
- Monitor interlock conditions to help prevent Equipment Module operation or create failure condition.
- Provide the ability to force steps (maintenance)
- Monitor various Equipment Module failure conditions, and produce alarms.
- Operate in maintenance, program, and operator command source.
- Provide an “available” status for use by automation logic, to indicate that the Equipment Module is available for operation.
- Provide a propagation mechanism to allow the Equipment Module to publish status to and receive status from a group of equipment.
- Provides an interface to parameter display, data entry, and configuration.
- Provides an interface to resultant (report) data display and configuration.
- Allows configurable state effect of Alarm and Permissive
- Provides interface to Prompt Response and configuration

## Command Sources

The raP\_Opr\_EMGen (Generic Equipment Module) uses the standard command source operations that are implemented using an embedded PCMDSRC instruction. See PlantPAx Process Control Instructions, publication [PROCES-RM215](#) for more information.

## State Model

The raP\_Opr\_EMGen (Generic Equipment Module) Add-On Instruction allows the creation of a customized state model, for a particular instance.

Depending on your requirements, you may choose to write your own State module logic and make the appropriate connections to the raP\_Opr\_EMGen, or you may choose to use one of the provided raP\_Opr\_VSM (Variable State Module) configurations (S88, NUMUA, PackML, Equipment, and Generic), or create your own using this provided Add-On Instruction. You can then make the appropriate connections to the raP\_Opr\_EMGen. Each instance of the raP\_Opr\_EMGen needs an instance of the raP\_Opr\_VSM Instruction.



The raP\_Opr\_EMGen (Generic Equipment Module) provides up to 32 state commands (PCmd) and 32 state status's (Sts), which may be used when creating a custom state model.

## Program Structure

The raP\_Opr\_EMGen (Generic Equipment Module) may be implemented using a program as a container (recommended). The following table outlines suggested program structure and routine naming:

Routine	Description
Dispatch	Contains raP_Opr_EMGen instance, external function instances (Interlock, Permissive, Associated Device), and routine calls.
AlarmsSuppress	Contains raP_Opr_EMGen alarm suppression logic.
Interlocks	Contains raP_Opr_EMGen interlock mapping from interlock conditions to _Intlk block.
Parameters	Contains raP_Opr_EMGen parameter mapping to and from Parameter blocks (_ParRpt (Enum, Integer, Real, String)) to raP_Opr_EMGen instance.
Permissives	Contains raP_Opr_EMGen permissive mapping from permissive conditions to _Perm block.
Reports	Contains raP_Opr_EMGen report mapping to and from Parameter blocks (_ParRpt (Enum, Integer, Real, String)) to raP_Opr_EMGen instance.
_StateModel	Contains raP_Opr_EMGen state module program logic.
ExtdAlarms	Contains raP_Opr_EMGen instances of external alarm instances and trigger logic.
St<xx>_<StateDesc>	Contains raP_Opr_EMGen state logic.

**IMPORTANT** The raP\_Opr\_EMGen (Generic Equipment Module) may be implemented without the program structure that is defined in the preceding table; this is provided as an example.

## Alarms

The raP\_Opr\_EMGen Instruction uses the following alarms, which are implemented by using Tag Based Alarms.

Alarm	Alarm Name	Description
Device alarms	Alm_DvcAlms	Raised when a device within the Equipment Module has an alarm.
Interlock trip	Alm_IntlkTrip	Raised when an interlock condition triggers a change in state of the Equipment Module.
Report data	Alm_RptData	Raised when new report data are available.

## Virtualization

The raP\_Opr\_EMGen Instruction has no Virtualization capability.

## Execution

Condition	Description
EnableIn False (False Rung)	Handle processing for EnableIn False (False Rung) the same as if the Equipment Module were Disabled by Command. The Equipment Module outputs are de-energized and the Equipment Module is shown as Disabled on the HMI.
Powerup (Pre-scan, First Scan)	Handles processing of command sources and alarms on Pre-scan and Powerup. On Powerup, the Equipment Module is treated as if it were Commanded to Reset all Program and Operator commands.
Postscan (SFC Transition)	No SFC Postscan logic is provided.

See Logix 5000 Controllers Add-On Instructions: Programming Manual, [1756-PM010](#) for more information.



**ATTENTION:** Disabling the raP\_Opr\_EMGen Add-On Instruction causes Equipment Module outputs to become de-energized.

## Local Message

The object raP\_Opr\_EMGen utilizes local message display elements to display Step Names, Material Names, and Summary information. A default local message file is provided for each information type. This default local message file populates the local message display elements from tags in the controller. For Step Names and Material names, these are the same controller tags that are used in previous versions of the library. The difference is that 512 messages are available, rather than the 99 messages in the previous version. To upgrade from previous versions, developers must add the local message file to the project and set the @Navigation property of the specified tag to the Local Message file name (see the following table).

Information	Default Local Message File	File Name Reference	Default Controller Data
Material Name	SystemMaterialNames	Sts_eMtrl.@Navigation	System.Enum.Materials[x].@Description
Step Description	SystemStepDescriptions	Sts_eStep.@Navigation	System.Enum.Step_Desc[x].@Description
Summary Information	SystemSummary	Sts_eSummary.@Navigation	System.Enum.Summary_Desc[1].@Description

Users may add customized local messages for individual objects by creating a new local message file and populating the file with the customized strings or tag references. Then set the @Navigation property of the specified tag to the name of the new custom file.

## FactoryTalk Optix Local message

The object raP\_Opr\_Unit uses the @Label property of the specified tag to input the path for displaying Step Names, Material Names, and Summary information. Differ with FactoryTalk ViewSE(FT ViewSE ), FactoryTalk Optix (FT Optix) does not require Local Message files. For Step Names, Material Names, and Summary, these are the same controller tags used with FT ViewSE. FT Optix directly retrieves Controller Data using the path specified in the @Label property of Logix Designer. Users must set the path information into @Label property of the specified tag to a Controller Data Path (see the following table).

Information	Reference	Customized Controller Data Path	Default Controller Data
Material Name	Sts_eMtrl@Label	System/Enum/Materials	System.Enum.Materials[x].@Description
Step Description	Sts_eStep@Label	System/Enum/Step_Desc	System.Enum.Step_Desc[x].@Description
Summary Information	Sts_eSummary@Label	System/Enum/Summary_Desc	System.Enum.Summary_Desc[1].@Description

Users may add Customized Controller Data for individual objects by creating a new tag member with the Data Type "raP\_UDT\_Opr\_System" in Logix Designer.

Name	Alias For	Base Tag	Data Type	Description	External Access
System			raP_UDT_Opr_System	System Global Structure	Read/Write
System.Enum			raP_UDT_Opr_System_Enum	System Global Structure Enumerations	Read/Write
System.Enum.Step_Desc			BOOL[512]	System Global Structure Step Descriptions	Read/Write
System.Enum.Materials			BOOL[512]	System Global Structure Material Names	Read/Write
System.Enum.Summary_Desc			BOOL[512]	System Global Structure Summary Descriptions	Read/Write
System.Proj			raP_UDT_Opr_System_Proj	System Global Structure Project Settings	Read/Write
System.Sts			raP_UDT_Opr_System_Status	System Global Structure Status	Read/Write
NewCreatedSystem			raP_UDT_Opr_System	System Global Structure	Read/Write

Then set the @Label property of the specified tag to the Customized Controller Data Path and import the tag with the customized extended properties into FT Optix.

Name	Value	Force	Style	Data Type	Description
MyLink.XCmd_RptClear		0	Decimal	BOOL	Process U-
MyLink.XCmd_RptFeature		0	Decimal	BOOL	Process U-
MyLink.Out_ExtddAlarmReset		0	Decimal	BOOL	Process U-
MyLink.Out_ExtddAlarmResetAckHl		0	Decimal	BOOL	Process U-
MyLink.Out_ExtddAlarmDisable		0	Decimal	BOOL	Process U-
MyLink.Out_ExtddAlarmEnable		0	Decimal	BOOL	Process U-
MyLink.Out_ExtddAlarmSuppress		0	Decimal	BOOL	Process U-
MyLink.Out_ExtddAlarmUnSuppress		0	Decimal	BOOL	Process U-
MyLink.Out_ExtddAlarmUnShelve		0	Decimal	BOOL	Process U-
MyLink.Val_Actl	45.62		Float	REAL	Process U-
MyLink.Sts_eSummary	4		Decimal	INT	Process U-
MyLink.Sts	240000_0000_0000_0000_...		Binary	DINT	Process U-
MyLink.Sts_Alarm		0	Decimal	BOOL	Process U-
MyLink.Sts_AlarmInb		0	Decimal	BOOL	Process U-

Extended Properties

Engineering Unit

External Logging

Scope

External Access

OPC UA Access

Min

Style

Navigation

Constant

Required

Visible

Alarms

Data

Value

External Logging

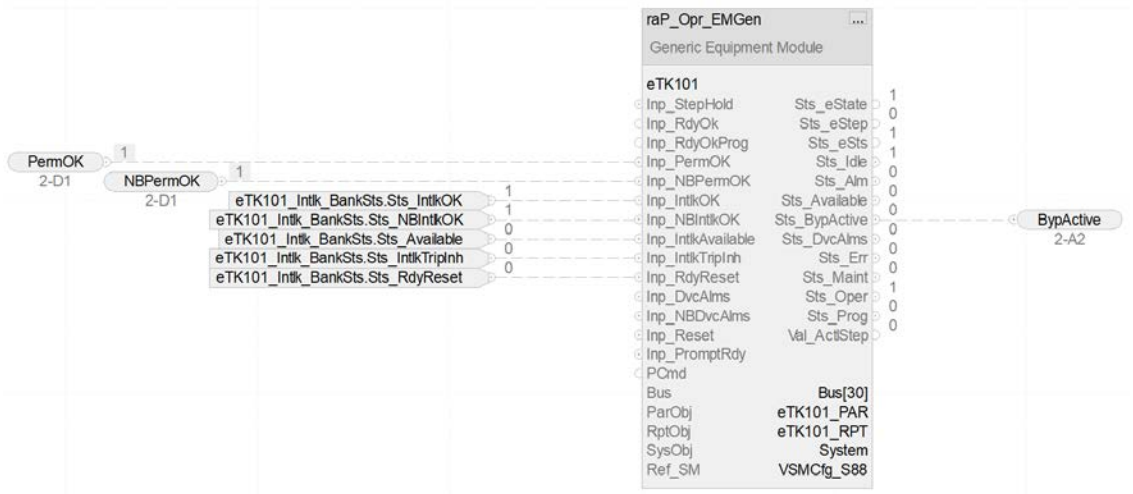
Label

Navigation

Force Mask

Programming Example

The example in the Functional Description section shows the basic use of the raP\_Opr\_EMGen Add-On Instruction. Typically, the raP\_Opr\_EMGen instruction is used in association with a Bus-resident entity. The following shows a generic equipment module instruction that is associated with a Bus referenced entity. The generic equipment module also allows for connections to permissives, interlocks, and a System tag. The generic equipment module typically is used in an S88 application but can be applied to suit numerous hierarchy layouts. The generic equipment module allows for optional connections to parameter and report interface objects.



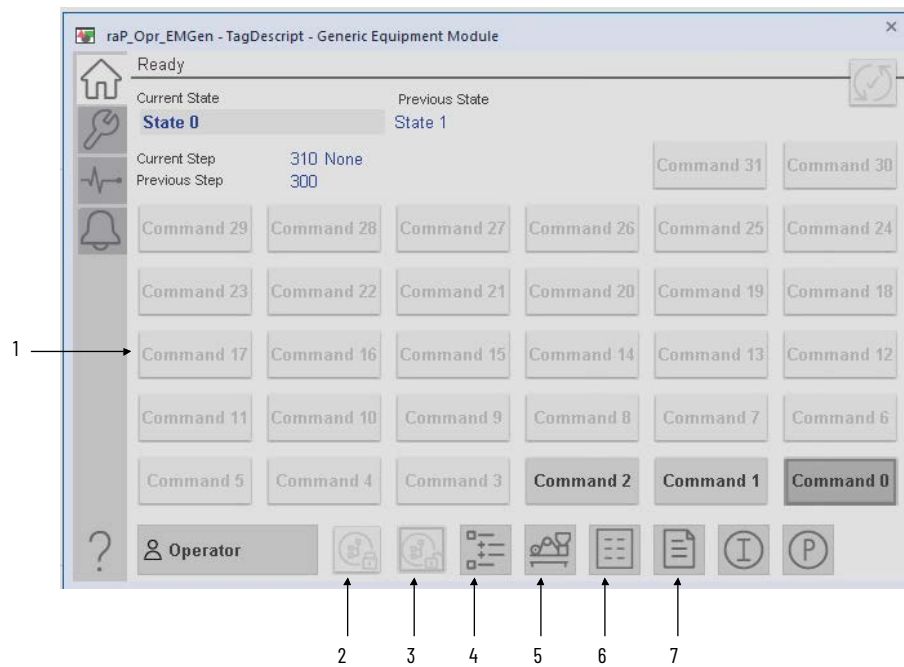
Graphic Symbols

FactoryTalk View SE Graphic Symbol	FactoryTalk Optix Graphic Symbol	Studio 5000 View Designer Graphic Symbol	Description
GO_PEMGEN 	raP_5_20_GS_raP_Opr_EMGen 		The raP_Opr_EMGen (Generic Equipment Module) object controls an Equipment Module in a variety of command sources and monitors for fault conditions.

## FactoryTalk View SE Faceplates

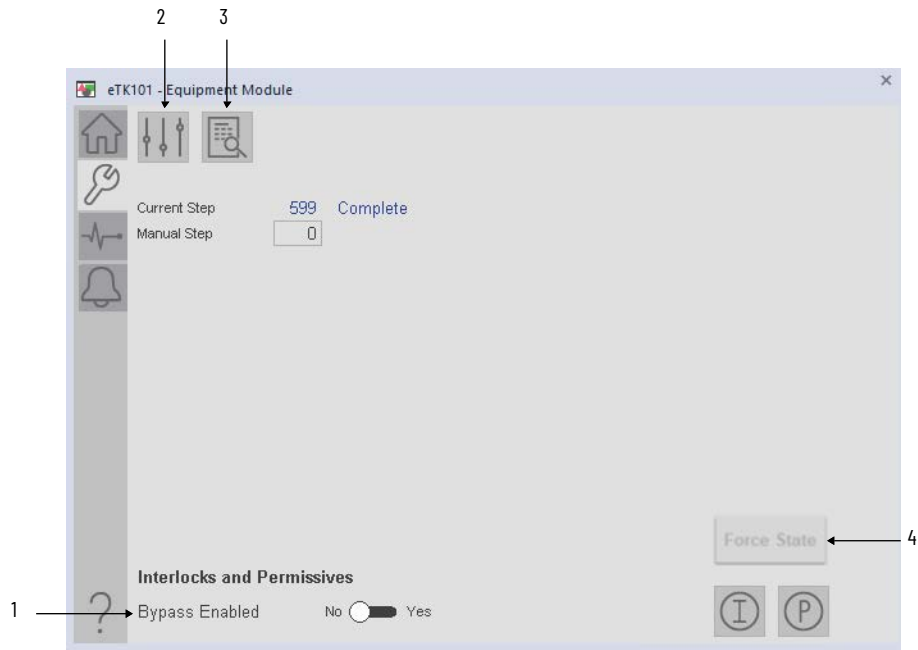
There are basic faceplate attributes that are common across all instructions. The Trends tab, Diagnostics tab, and Alarms tab all have the same basic functionality and are not described in this section. See [Basic Faceplate Attributes on page 29](#).

### Operator Tab



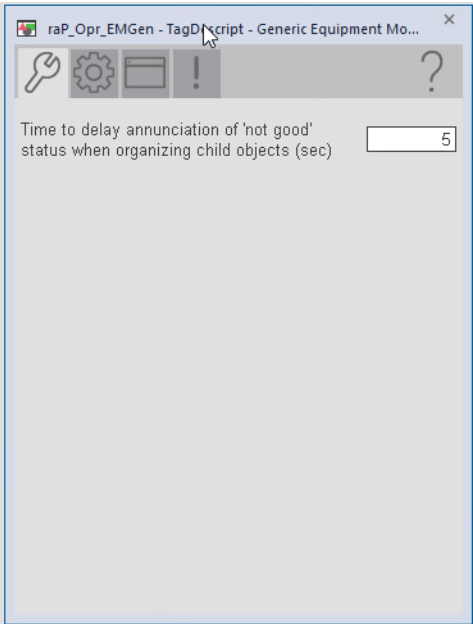
Item	Description
1	Command buttons with command text
2	Acquire child command source
3	Release child command source
4	Display tree view for this object
5	Display the Bus faceplate for this object
6	Show parameter display
7	Show report display

Maintenance Tab



Item	Description
1	Select yes to enable bypass
2	Display advanced properties
3	Navigation to detail display
4	The state force button is a Maintenance source command that is used to set the Sts_StateCompleteRqst bit. For an EM instance with the VSM enabled, this will set the Inp_StateComplete parameter and transition the current state to complete. For an instance without the VSM the user will need to connect the Sts_StateCompleteRqst to the required location in their SM logic.

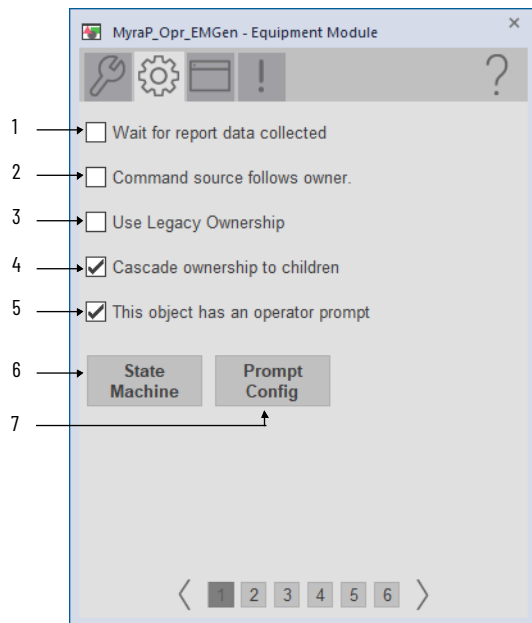
Advanced Maintenance Tab



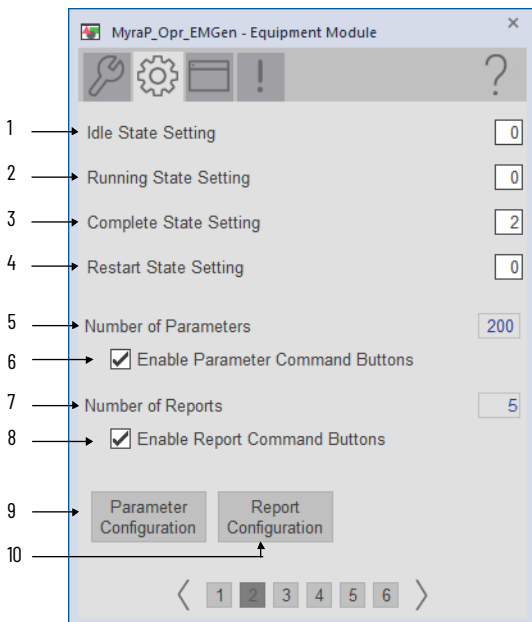
The timer creates a delay for the Tree View to indicate that Children are ‘not good’ upon ownership acquisition. This is done to avoid nuisance indications on the Tree View while waiting for children to be acquired. The default of five seconds is sufficient delay for most applications. You may wish to raise that value if child acquisition takes longer than this. This

can occur if the organization has many nested organizational levels or nested elements have relatively long scan intervals. This value is limited less than 3600 seconds.

## Engineering Tab



Item	Description
1	Wait for report data to be collected.
2	Command source follows parent object.
3	Enable legacy ownership, use PCmd_Owner.
4	Select to cascade ownership to children (children will be owned when this object is owned)
5	Select to enable the Operator prompt.
6	Select to navigate to the Variable State Machine(VSM)faceplate to configure the object's state machine controls.
7	Select to navigate to the Prompt faceplate to configure this object's prompts.



Item	Description
1	Define the Idle State for Status indication.
2	Define the Running State for Status indication.
3	Define the Complete State for Status indication.
4	Define the Restart State for Status indication.
5	Define the number of Parameters.
6	Select to enable parameter command buttons
7	Define the number of Reports.
8	Select to enable report command buttons
9	Show parameter configuration display
10	Show report configuration display

1

2

MyraP\_Opr\_EMGen - Equipment Module

?

Allow Command When

	In Alarm	Perm Loss		In Alarm	Perm Loss
0	<input type="checkbox"/>	<input type="checkbox"/>	4	<input type="checkbox"/>	<input type="checkbox"/>
1	<input type="checkbox"/>	<input type="checkbox"/>	5	<input type="checkbox"/>	<input type="checkbox"/>
2	<input type="checkbox"/>	<input type="checkbox"/>	6	<input type="checkbox"/>	<input type="checkbox"/>
3	<input type="checkbox"/>	<input type="checkbox"/>	7	<input type="checkbox"/>	<input type="checkbox"/>
8	<input type="checkbox"/>	<input type="checkbox"/>	20	<input type="checkbox"/>	<input type="checkbox"/>
9	<input type="checkbox"/>	<input type="checkbox"/>	21	<input type="checkbox"/>	<input type="checkbox"/>
10	<input type="checkbox"/>	<input type="checkbox"/>	22	<input type="checkbox"/>	<input type="checkbox"/>
11	<input type="checkbox"/>	<input type="checkbox"/>	23	<input type="checkbox"/>	<input type="checkbox"/>
12	<input type="checkbox"/>	<input type="checkbox"/>	24	<input type="checkbox"/>	<input type="checkbox"/>
13	<input type="checkbox"/>	<input type="checkbox"/>	25	<input type="checkbox"/>	<input type="checkbox"/>
14	<input type="checkbox"/>	<input type="checkbox"/>	26	<input type="checkbox"/>	<input type="checkbox"/>
15	<input type="checkbox"/>	<input type="checkbox"/>	27	<input type="checkbox"/>	<input type="checkbox"/>

< 1 2 3 4 5 6 >

Item	Description
1	Select to allow Operator command execution with active alarm condition
2	Select to allow Operator command execution with loss of permissive

MyraP\_Opr\_EMGen - Equipment Module

?

Allow Command When

	In Alarm	Perm Loss		In Alarm	Perm Loss
16	<input type="checkbox"/>	<input type="checkbox"/>	28	<input type="checkbox"/>	<input type="checkbox"/>
17	<input type="checkbox"/>	<input type="checkbox"/>	29	<input type="checkbox"/>	<input type="checkbox"/>
18	<input type="checkbox"/>	<input type="checkbox"/>	30	<input type="checkbox"/>	<input type="checkbox"/>
19	<input type="checkbox"/>	<input type="checkbox"/>	31	<input type="checkbox"/>	<input type="checkbox"/>

1 → Stop Equipment

☐ On Device Alarm

☒ On Extended Alarms

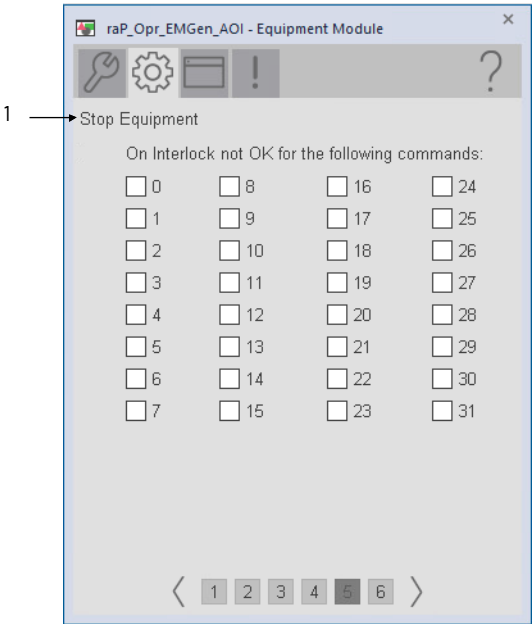
☐ On Report Data Alarm

☒ On Child in Alarm or Unacknowledged Alarm

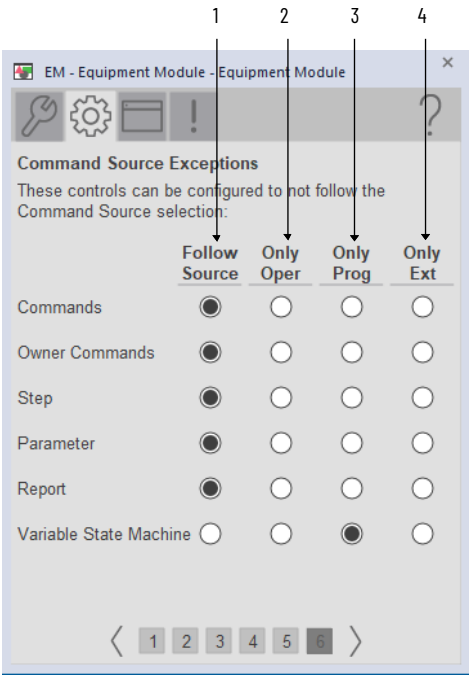
☐ On Child Not Usable

< 1 2 3 4 5 6 >

Item	Description
1	Select conditions to stop equipment



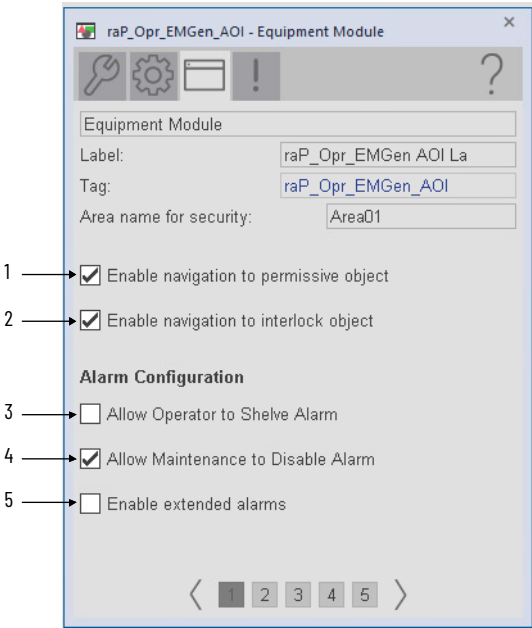
Item	Description
1	Stop equipment module on interlock trip. Bit based condition applies to only its state, Bit 0 will only affect operation of state 0, bit 31 effects state 31.



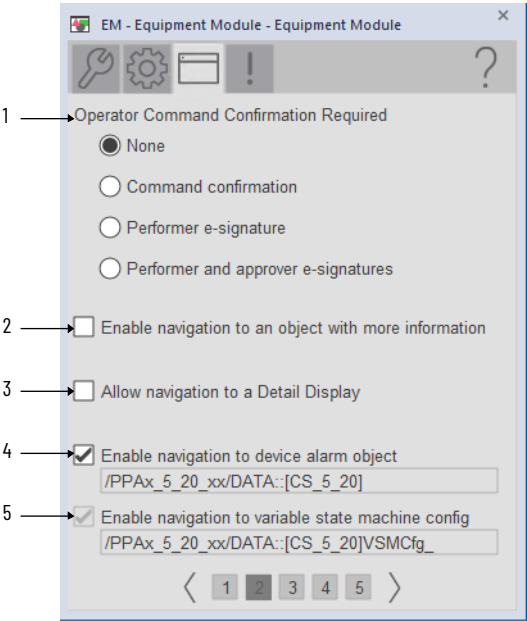
Item	Description
1	Control of this feature is determined by the current command source
2	This feature will always be commanded by the Operator
3	This feature will always be commanded by the Program Logic
4	This feature will always be commanded by the External Source



## HMI Configuration Tab

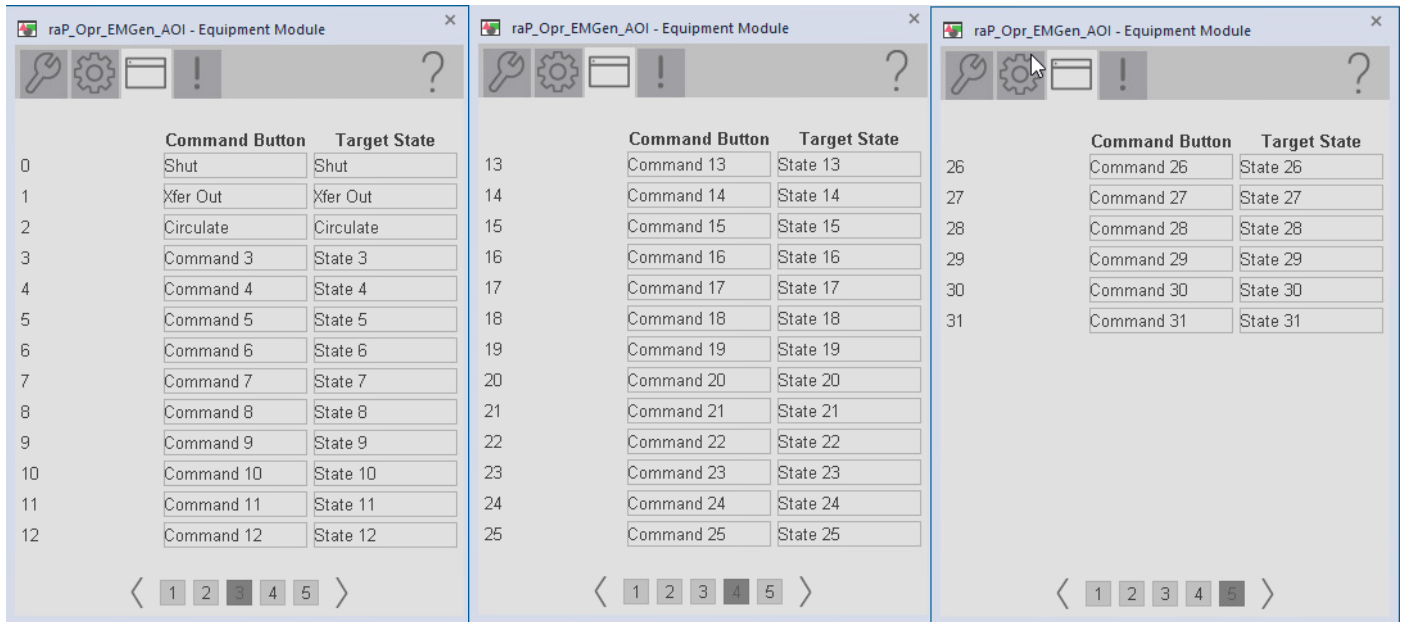


Item	Description
1	Select to enable navigation to permissive object
2	Select to enable navigation to interlock object
3	Select to allow Operator to shelve alarm
4	Select to allow Maintenance to disable alarm
5	Select to enable extended alarms



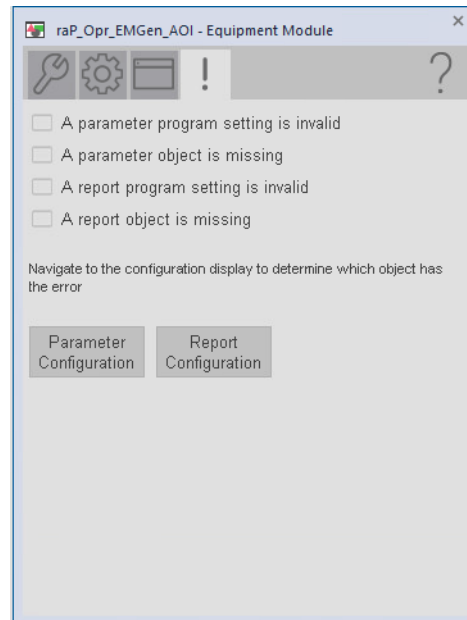
Item	Description
1	Select an option for Operator Command Confirmation Requirements
2	Select to enable navigation to an object with more information. You configure the tag name of the object that you want to navigate to in the extended tag property "Cfg_HasMoreObj.@Navigation". It uses the <backing tag>.@Library and <backing tag>.@Instruction extended tag properties to display the objects faceplate.
3	Select to allow navigation to detail display
4	Select to allow navigation to a device alarm object.
5	Select to allow navigation to the variable state machine configuration.

Define the Command Button and Target Stages on pages three, four, and five..



## Faults Tab

The Faults tab shows information on the status of the objects. You use the Parameter and Report configuration buttons to determine which object has the fault.

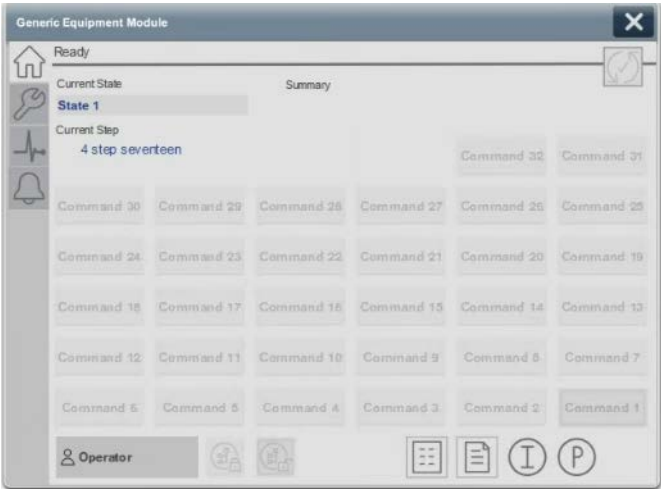


# Studio 5000 View Designer Faceplates

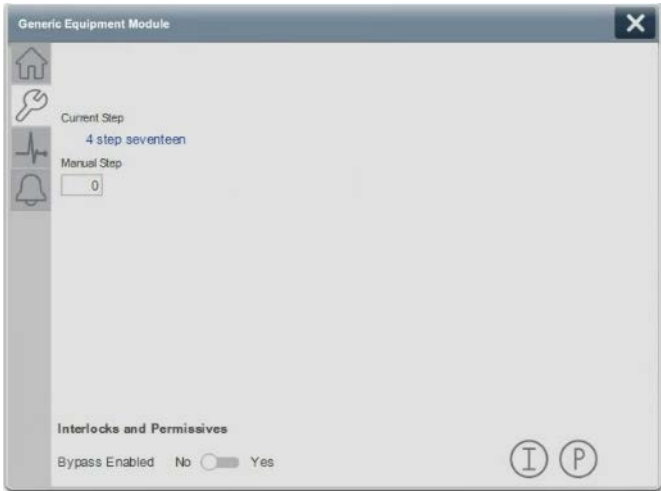
There are basic faceplate attributes that are common across all instructions. The Trends tab, Diagnostics tab, and Alarms tab all have the same basic functionality and are not described in this section. See [Basic Faceplate Attributes on page 29](#).

Any feature that is contained in the Studio 5000 View Designer® faceplates has the same functionality as used in the FactoryTalk View SE faceplates. See [FactoryTalk View SE Faceplates on page 207](#).

## Operator



## Maintenance

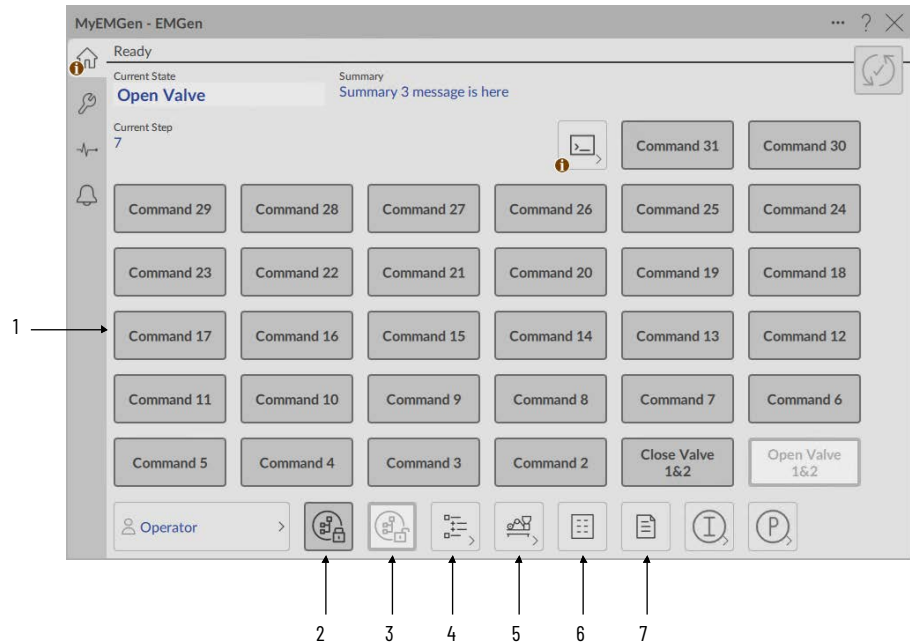


## FactoryTalk Optix Faceplates

There are basic faceplate attributes that are common across all instructions. The Trends tab, Diagnostics tab, and Alarms tab all have the same basic functionality and are not described in this section. See [Basic Faceplate Attributes on page 29](#).

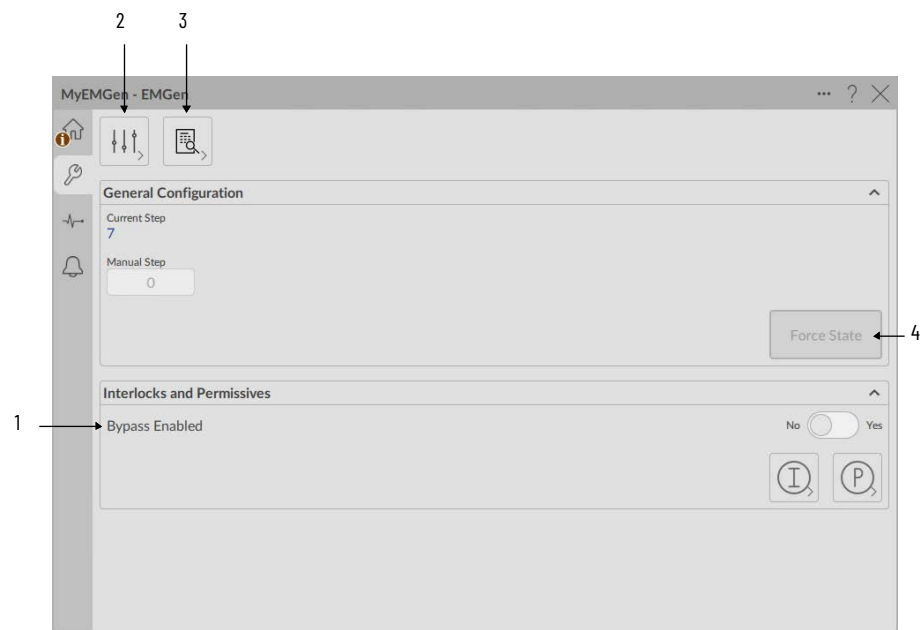
Any feature that is contained in the FactoryTalk Optix faceplates has the same functionality as used in the FactoryTalk View SE faceplates. See [FactoryTalk View SE Faceplates on page 207](#).

### Operator Tab



Item	Description
1	Command buttons with command text
2	Acquire child command source
3	Release child command source
4	Display tree view for this object
5	Display the Bus faceplate for this object
6	Show parameter display
7	Show report display

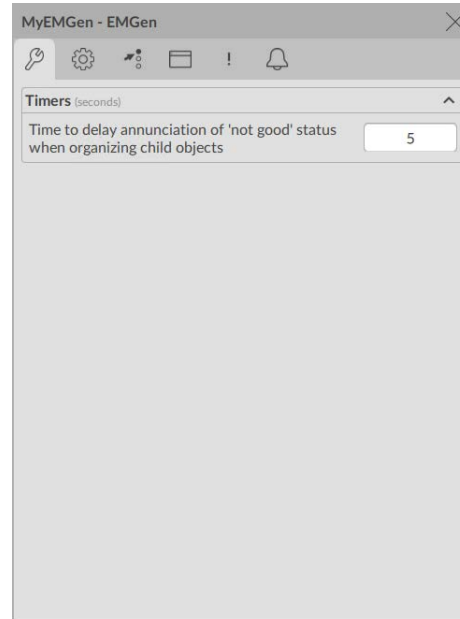
# Maintenance Tab



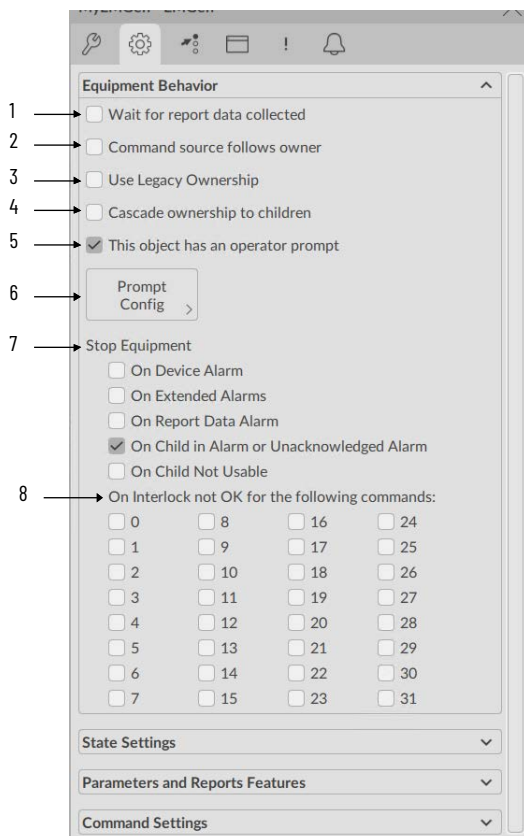
Item	Description
1	Select yes to enable bypass
2	Display advanced properties
3	Navigation to detail display
4	The state force button is a Maintenance source command that is used to set the Sts_StateCompleteRqst bit. For an EM instance with the VSM enabled, this will set the Inp_StateComplete parameter and transition the current state to complete. For an instance without the VSM the user will need to connect the Sts_StateCompleteRqst to the required location in their SM logic.

## Advanced Maintenance Tab

The timer creates a delay for the Tree View to indicate that Children are 'not good' upon ownership acquisition. This is done to avoid nuisance indications on the Tree View while waiting for children to be acquired. The default of five seconds is sufficient delay for most applications. You may wish to raise that value if child acquisition takes longer than this. This can occur if the organization has many nested organizational levels or nested elements have relatively long scan intervals. This value is limited less than 3600 seconds.

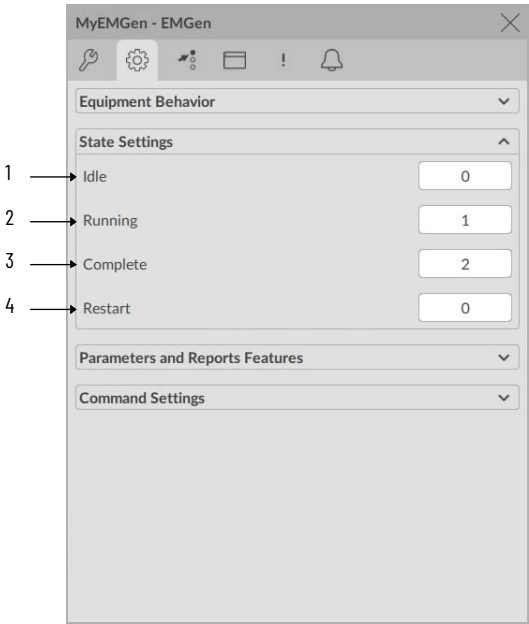


## Advanced Engineering Tab - Equipment Behavior



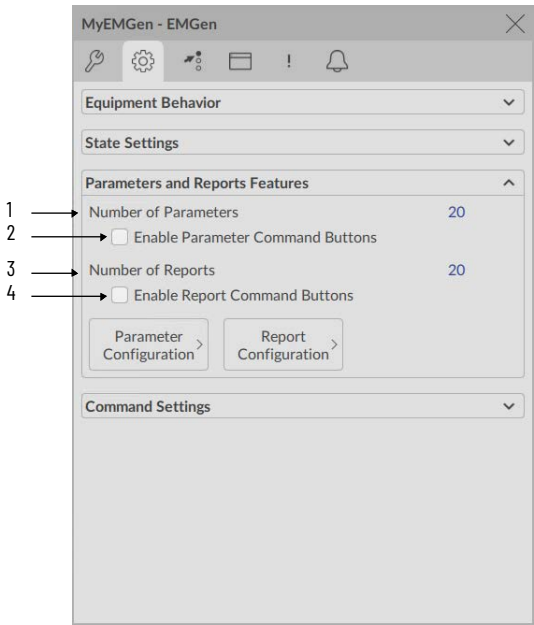
Item	Description
1	Wait for report data to be collected.
2	Command source follows parent object.
3	Enable legacy ownership, use PCmd_Owner.
4	Select to cascade ownership to children (children will be owned when this object is owned)
5	Select to enable the Operator prompt.
6	Select to navigate to the Prompt faceplate.
7	Select conditions to stop equipment
8	Stop equipment module on interlock trip. Bit based condition applies to only its state, Bit 0 will only affect operation of state 0, bit 31 effects state 31.

## Advanced Engineering Tab - State Settings



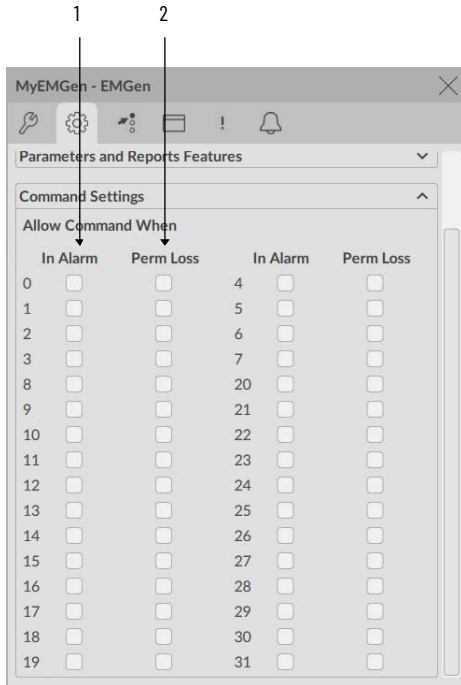
Item	Description
1	Define the Idle State for Status indication.
2	Define the Running State for Status indication
3	Define the Complete State for Status indication.
4	Define the Restart State for Status indication.

## Advanced Engineering Tab - Parameters and Reports



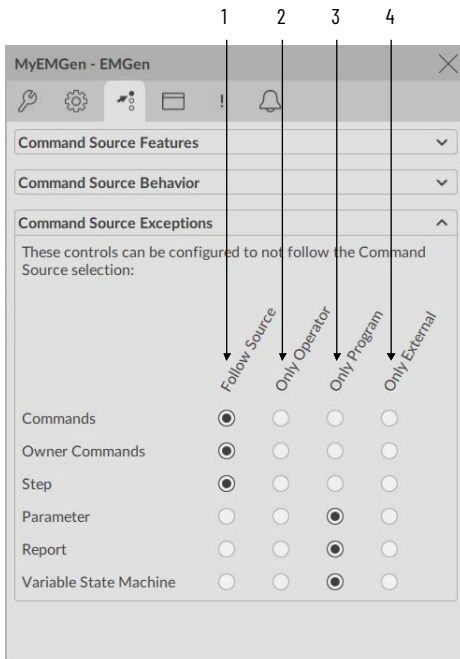
Item	Description
1	Number of Parameters configured.
2	Select to enable parameter command buttons
3	Number of Reports configured.
4	Select to enable report command buttons

## Advanced Engineering Tab - Command Settings



Item	Description
1	Select to allow Operator command execution with active alarm condition
2	Select to allow Operator command execution with loss of permissive

## Advanced Command Source Tab - Command Source Exceptions

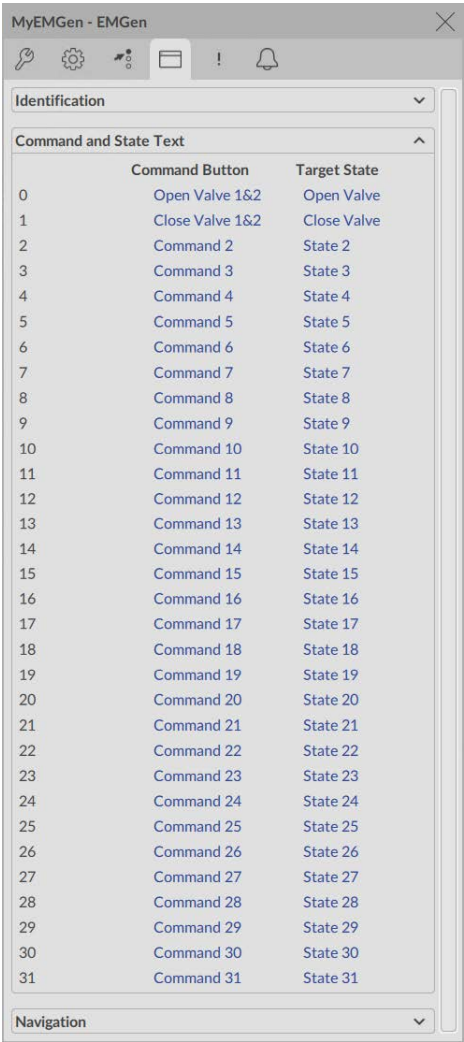


Item	Description
1	Control of this feature is determined by the current command source
2	This feature will always be commanded by the Operator
3	This feature will always be commanded by the Program Logic
4	This feature will always be commanded by the External Source

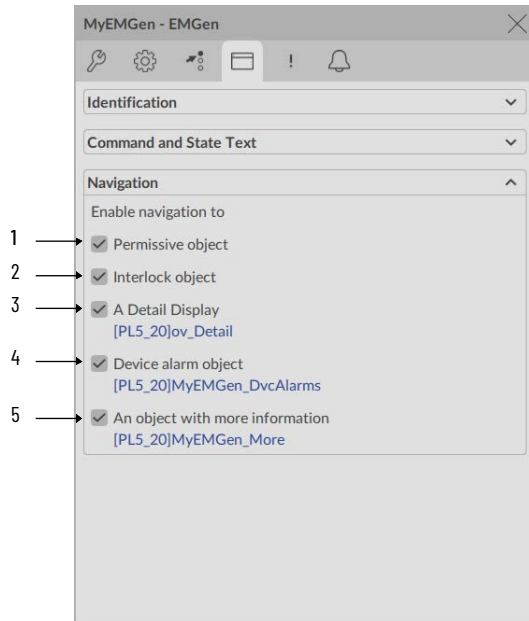


## Advanced HMI Configuration Tab - Command and State Text

Display the Command Button and Target Stages.



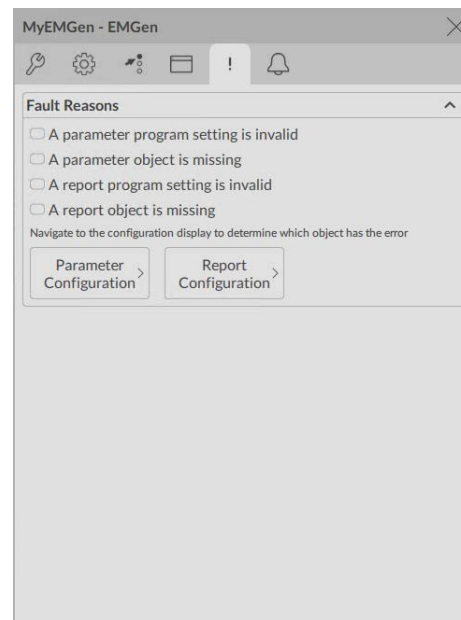
## Advanced HMI Configuration Tab - Navigation



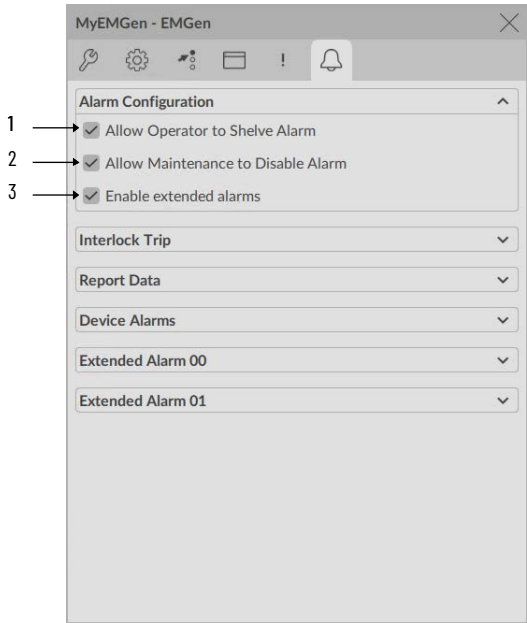
Item	Description
1	Select to enable navigation to permissive object
2	Select to enable navigation to interlock object
3	Select to allow navigation to detail display
4	Select to allow navigation to a device alarm object.
5	Select to enable navigation to an object with more information. You configure the tag name of the object that you want to navigate to in the extended tag property "Cfg_HasMoreObj.@Navigation". It uses the .@Library and .@Instruction extended tag properties to display the objects faceplate.

## Advanced Faults Tab

The Faults tab shows information on the status of the objects. Select the Parameter and Report configuration buttons to determine which object has the fault.



## Advanced Alarm Configuration



Item	Description
1	Select to allow Operator to shelve alarm
2	Select to allow Maintenance to disable alarm
3	Select to enable extended alarms

## Generic Equipment Phase (raP\_Opr\_EPGen)

An equipment phase is a functional group of equipment that can conduct a finite number of specific minor processing activities when directed by a (recipe) phase.



For the object and visualization parameters, see PlantPAx Process Objects, publication [PROCES-RD200](#), and PlantPAx Visualization Files, publication [PROCES-RD201](#).

### Guidelines

The raP\_Opr\_EPGen (Generic Equipment Phase Module) object controls an Equipment Phase in various command sources and monitors for fault conditions.

Use when:

- You want to group equipment, and you want to apply the ISA 88.01 state model using PhaseManager™
- You want to provide the following for a group of equipment
  - Apply a mode model to the equipment group
  - Apply interlocks and/or permissives to the group of equipment
  - Parameters that define the behavior of the group of equipment
  - Report / Resultant data from the group of equipment
  - A faceplate that allows monitoring / control of the equipment grouping
  - Monitor step (description), and allow forcing of steps in maintenance command source
  - Allow alarms to be defined for certain process / equipment failure conditions
  - Alarming function, including alarms based on device failure.

# Functional Description

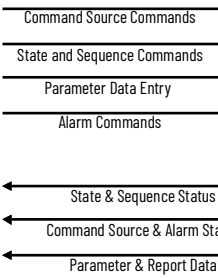
## Phase Manager Program

### Dispatch

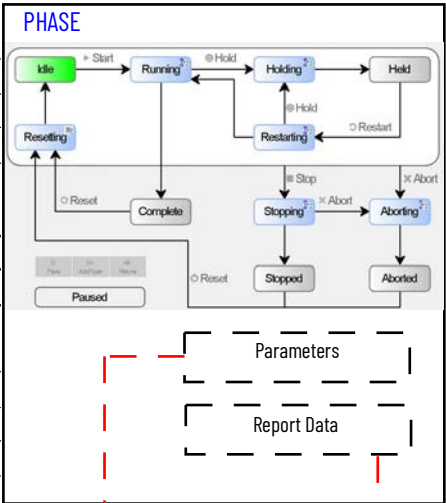
Contains raP\_Opr\_EPGen instruction and any external instructions required.



Operator

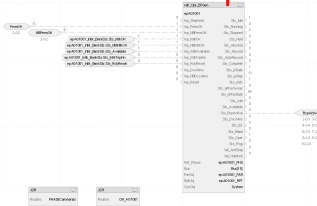


### raP\_Opr\_EPGen



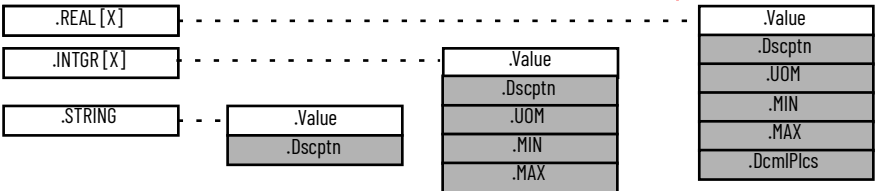
### PHASECommands

Contains commands from your logic to raP\_Opr\_EPGen (as required)  
Note: FactoryTalk® Batch issues commands directly to raP\_Opr\_EPGen via Phase Manager - no logic is required.



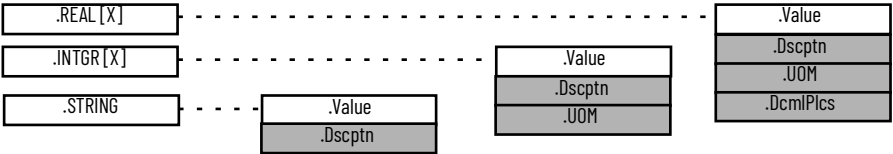
### Parameters

Contains logic that maps parameters to raP\_Opr\_EPGen to Phase Manager tags (Input)



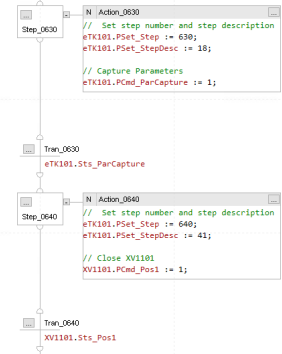
### Reports

Contains logic that maps report data from raP\_Opr\_EPGen to Phase Manager tags (Output)



### Phase State Routines

Contains your logic that sequences and coordinates devices (implement states as required)



## Required Files

Add-On Instructions are reusable code objects that contain encapsulated logic that can streamline implementing your system. This lets you create your own instruction set for programming logic as a supplement to the instruction set provided natively in the ControlLogix® firmware. An Add-On Instruction is defined once in each controller project, and can be instantiated multiple times in your application code as needed.

## Controller File

The raP\_Opr\_EPGen\_5.20.00\_A01.L5X Add-On Instruction must be imported into the controller project to be used in the controller configuration. The service release number (boldfaced) can change as service revisions are created.

## Visualization Files

See [Visualization Files on page 21](#) for general information on visualization files.

## Operations

The primary operations of the raP\_Opr\_EPGen (Generic Equipment Phase Module) are to:

- Provides ISA 88 states, and associated commands
- Provides program structure as a container for coordination and sequencing logic.
- Provides Parameter display, and data entry (operator command source).
- Provides resultant (report) data display.
- Allow monitoring of process Step, and display Equipment Phase status.
- Monitor permissives, helping prevent Equipment Phase operation.
- Monitor interlock conditions to help prevent Equipment Phase operation or create failure condition.
- Provide a stepping mechanism, including the ability to force steps (maintenance)
- Monitor various Equipment Phase failure conditions, and produce alarms.
- Operate in maintenance, program, and operator command sources.
- Provide an “available” status for use by automation logic, to indicate that the Equipment Phase is available for operation.
- Provide a propagation mechanism to allow the Equipment Phase to publish status to and receive status from a group of equipment.
- Provides an interface to parameter display, data entry, and configuration.
- Provides an interface to resultant (report) data display and configuration.
- Provides interface to Prompt Response and configuration

## Command Sources

The raP\_Opr\_EPGen (Generic Equipment Phase Module) uses the standard command sources that are implemented using an embedded PCMDSRC instruction. See PlantPAX Process Control Instructions, publication [PROCES-RM215](#) for more information.

## Phase Manager

The raP\_Opr\_EPGen (Generic Equipment Phase Module) is designed to operate with PhaseManager™.

PhaseManager provides the following:

- ISA 88 state model, which can be executed by FTBatch, Studio 5000 Logix Designer®, or program logic.

- Program Structure, which contains phase state routines
- Program scoped tags, which allow individual tags to be configured as Input (parameters from FTBatch) or Output (resultant data, or report data, to FTBatch) for a particular PhaseManager phase.
- Phase data structure, which allows interface to the PhaseManager phase
- An instruction set for issuing commands, and controlling the execution of the PhaseManager phase.

The raP\_Opr\_EPGen (Generic Equipment Phase Module) provides an embedded reference to an associated PhaseManager Phase. The raP\_Opr\_EPGen (Generic Equipment Phase Module):

- Provides a human machine interface (faceplate), which allows control and monitoring of the PhaseManager phase.
- Provides a predefined human machine interface (faceplate), which allows input and monitoring of parameters (linked to program tags) and monitoring of resultant/report data (linked to program tags)
- Provides a normalized logic command interface, which utilizes the PhaseManager instruction set.

## Program Structure

The raP\_Opr\_EPGen (Generic Equipment Phase Module) utilizes the PhaseManager program structure, as follows:

Routine	Description
Dispatch	Contains raP_Opr_EPGen instance, external function instances (Interlock, Permissive, Associated Device), and Phase State routine calls. Phase state routines are a component of a PhaseManager Phase. <ul style="list-style-type: none"> <li>• One or all available Phase state routines may be implemented.</li> <li>• The logic within a particular Phase state routine is executed when the Phase is in the corresponding state.</li> <li>• Any implemented Phase state routine requires a Phase State Complete instruction (which the state engine uses to determine the state is complete).</li> </ul>
Aborting	Used for shutting down equipment in an emergency situation. If you have implemented Stopping, you would at a minimum duplicate the stopping logic within Aborting. In some cases, the sequence in an emergency situation (Aborting) differs from the orderly shutdown of equipment (Stopping).
Holding	Used if equipment or a subset of equipment must be shut down when the phase enters the hold state. It may also be advantageous to release owned equipment if maintaining ownership while held constrains production by maintaining ownership of shared equipment.
Resetting	Used to perform "clean-up" activities such as release owned equipment, etc.
Restarting	Implemented if Holding is implemented. Used to bring equipment from the state that it is in at the end of the Holding state back to the state that it was in prior Holding. Used in conjunction with PSet_HoldIdx and Val_LastRunningStep to return execution to the proper sequence step.
Running	Use to start up equipment, and acquire ownership of equipment (if necessary).
Stopping	Use if equipment must be shut down in a given sequence.
AlarmsSuppress	Contains EP_GEN alarm suppression logic.
Interlocks	Contains EP_GEN interlock mapping from interlock conditions to <EP_GEN>_Intlk block.
Parameter	Contains EP_GEN parameter mapping to and from Parameter blocks (_ParRpt(Enum, Integer, Real, String)) to EP_GEN instance.
Permissives	Contains EP_GEN permissive mapping from permissive conditions to <EP_GEN>_Perm block.
<EP_GEN>_PhaseCommands	Maps commands from EP_GEN to PhaseManager commands
<EP_GEN>_PRXQ	PRXQ Routine container. Use the PRXQ instruction to initiate communication with FTBatch software.
Reports	Contains EP_GEN report mapping to and from Parameter blocks (_ParRpt(Enum, Integer, Real, String)) to EP_GEN instance.
ExtddAlarms	Contains EP_GEN instances of external alarm instances and trigger logic.

**IMPORTANT** Routines listed in the table above, are located within the PhaseManager program. This represents an example for implementing PhaseManager with the raP\_Opr\_EPGen (Generic Equipment Phase Module).  
PhaseManager may be implemented without the raP\_Opr\_EPGen (Generic Equipment Phase Module), in which case the PhaseManager program may be structured as desired. See the PhaseManager User Manual, Publication [LOGIX-UM001](#).

## Alarms

The raP\_Opr\_EPGen Instruction uses the following alarms, which are implemented by using Tag Based Alarms.

Alarm	Alarm Name	Description
Device alarms	Alm_DvcAlms	Raised when a device within the Equipment Phase has an alarm.
Interlock trip	Alm_IntlkTrip	Raised when an interlock condition triggers a change in state of the Equipment Phase.
Report data	Alm_RptData	Raised when new report data are available.

## Virtualization

The raP\_Opr\_EPGen Instruction has no Virtualization capability.

## Execution

The following table explains the handling of instruction execution conditions.

Condition	Description
EnableIn False (False Rung)	Handle processing for EnableIn False (False Rung) the same as if the Equipment Module were Disabled by Command. The Equipment Module outputs are de-energized and the Equipment Module is shown as Disabled on the HMI.
Powerup (Pre-scan, First Scan)	Handles processing of command sources and alarms on Pre-scan and Powerup. On Powerup, the Equipment Module is treated as if it were Commanded to Reset all Program and Operator command.
Postscan (SFC Transition)	No SFC Postscan logic is provided.

See Logix 5000 Controllers Add-On Instructions: Programming Manual, [1756-PM010](#) for more information.



**ATTENTION:** Disabling the raP\_Opr\_EPGen Add-On Instruction causes Equipment Phase outputs to become de-energized.

## Local Message

The object raP\_Opr\_EPGen utilizes local message display elements to display Step Names, Material Names, and Summary information. A default local message file is provided for each information type. This default local message file populates the local message display elements from tags in the controller. For Step Names and Material names, these are the same controller tags that are used in previous versions of the library. The difference is that 512 messages are available, rather than the 99 messages in the previous version. To upgrade from previous versions, developers must add the local message file to the project and set the @Navigation property of the specified tag to the Local Message file name (see table below).



Information	Default Local Message File	File Name Reference	Default Controller Data
Material Name	SystemMaterialNames	Sts_eMtrl.@Navigation	System.Enum.Materials[x].@Description
Step Description	SystemStepDescriptions	Sts_eStep.@Navigation	System.Enum.Step_Desc[x].@Description
Summary Information	SystemSummary	Sts_eSummary.@Navigation	System.Enum.Summary_Desc[1].@Description

Users may add customized local messages for individual objects by creating a new local message file and populating the file with the customized strings or tag references. Then set the @Navigation property of the specified tag to the name of the new custom file.

FactoryTalk Optix Local message

The object raP\_Opr\_Unit uses the @Label property of the specified tag to input the path for displaying Step Names, Material Names, and Summary information. Differ with FactoryTalk ViewSE(FT ViewSE ), FactoryTalk Optix (FT Optix) does not require Local Message files. For Step Names, Material Names, and Summary, these are the same controller tags used with FT ViewSE. FT Optix directly retrieves Controller Data using the path specified in the @Label property of Logix Designer. Users must set the path information into @Label property of the specified tag to a Controller Data Path (see the following table).

Information	Reference	Customized Controller Data Path	Default Controller Data
Material Name	Sts_eMtrl@Label	System/Enum/Materials	System.Enum.Materials[x].@Description
Step Description	Sts_eStep@Label	System/Enum/Step_Desc	System.Enum.Step_Desc[x].@Description
Summary Information	Sts_eSummary@Label	System/Enum/Summary_Desc	System.Enum.Summary_Desc[1].@Description

Users may add Customized Controller Data for individual objects by creating a new tag member with the Data Type "raP\_UDT\_Opr\_System" in Logix Designer.

Name	Alias For	Base Tag	Data Type	Description	External Access
System			raP_UDT_Opr_System	System Global Structure	Read/Write
System.Enum			raP_UDT_Opr_System_Enum	System Global Structure Enumerations	Read/Write
System.Enum.Step_Desc			BOOL[512]	System Global Structure Step Descriptions	Read/Write
System.Enum.Materials			BOOL[512]	System Global Structure Material Names	Read/Write
System.Enum.Summary_Desc			BOOL[512]	System Global Structure Summary Descriptions	Read/Write
System.Proj			raP_UDT_Opr_System_Proj	System Global Structure Project Settings	Read/Write
System.Sts			raP_UDT_Opr_System_Status	System Global Structure Status	Read/Write
NewCreatedSystem			raP_UDT_Opr_System	System Global Structure	Read/Write

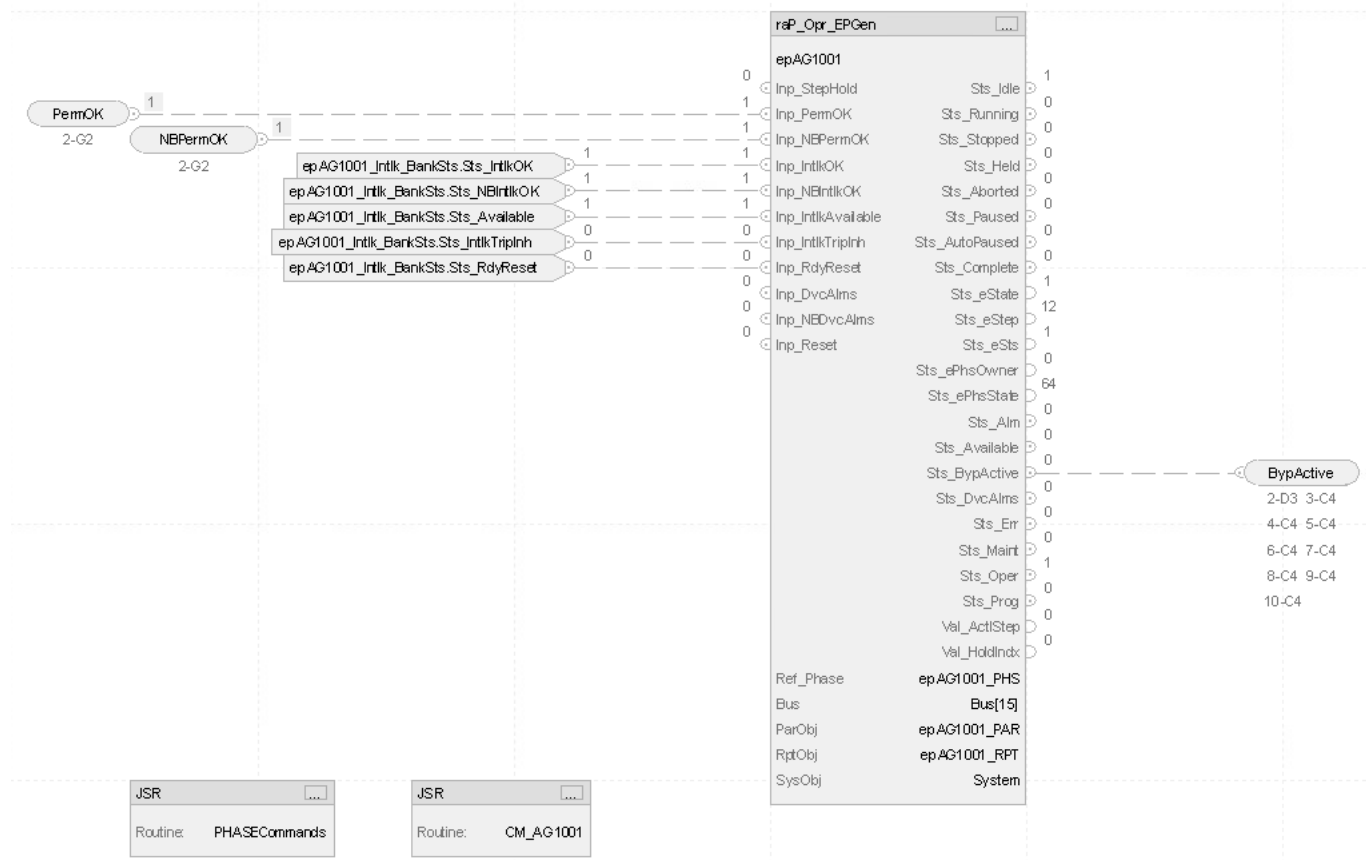
Then set the @Label property of the specified tag to the Customized Controller Data Path and import the tag with the customized extended properties into FT Optix.

Name	Value	Force	Style	Data Type	Description	Properties
MyLink_XCmd_RptClear	0	Decimal	BOOL	Process U		Extended Properties
MyLink_XCmd_RptFeature	0	Decimal	BOOL	Process U		Data Type
MyLink_Out_ExtddAmFeed	0	Decimal	BOOL	Process U		Engineering Unit
MyLink_Out_ExtddAmFeedAckHl	0	Decimal	BOOL	Process U		External Logging
MyLink_Out_ExtddAmDisable	0	Decimal	BOOL	Process U		Scope
MyLink_Out_ExtddAmEnable	0	Decimal	BOOL	Process U		External Access
MyLink_Out_ExtddAmInShelve	0	Decimal	BOOL	Process U		Min
MyLink_Out_ExtddAmInShelve	0	Decimal	BOOL	Process U		Navigation
MyLink_Val_Actl	45.62	Float	REAL	Process U		Constant
MyLink_Sts_eSummary	4	Decimal	INT	Process U		Required
MyLink_Sts	240000_0000_0000_0000_...	Binary	DINT	Process U		Visible
MyLink_Sts_Alm	0	Decimal	BOOL	Process U		Alarms
MyLink_Sts_AlmInb	0	Decimal	BOOL	Process U		Value

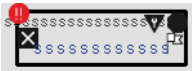
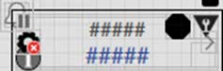
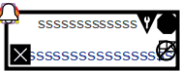
Label: NewCreatedSystem/Enum/Summary\_Desc

Navigation: SystemSummary

## Programming Example



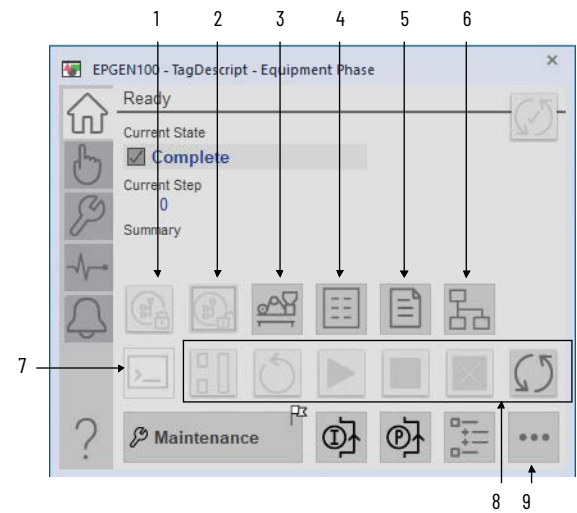
## Graphic Symbols

FactoryTalk View SE Graphic Symbol	FactoryTalk Optix Graphic Symbol	Studio 5000 View Designer Graphic Symbol	Description
GO_PEPGEN 	raP_5_20_GS_raP_Opr_EPGen 		The <b>raP_Opr_EPGen</b> (Generic Equipment Module) object controls an Equipment Module in various command sources and monitors for fault conditions.

# FactoryTalk View SE Faceplates

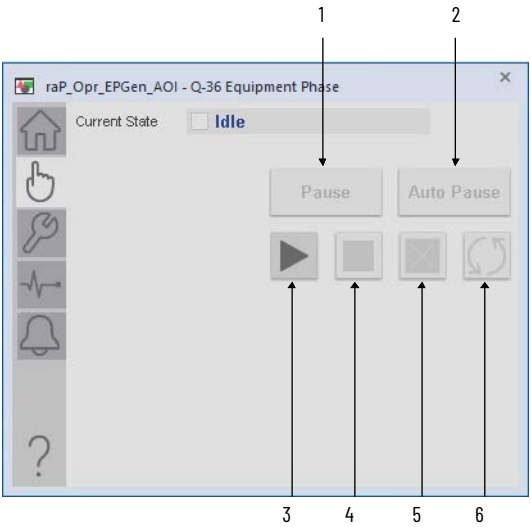
There are basic faceplate attributes that are common across all instructions. The Trends tab, Diagnostics tab, and Alarms tab all have the same basic functionality and are not described in this section. See [Basic Faceplate Attributes on page 29](#)

## Operator Tab



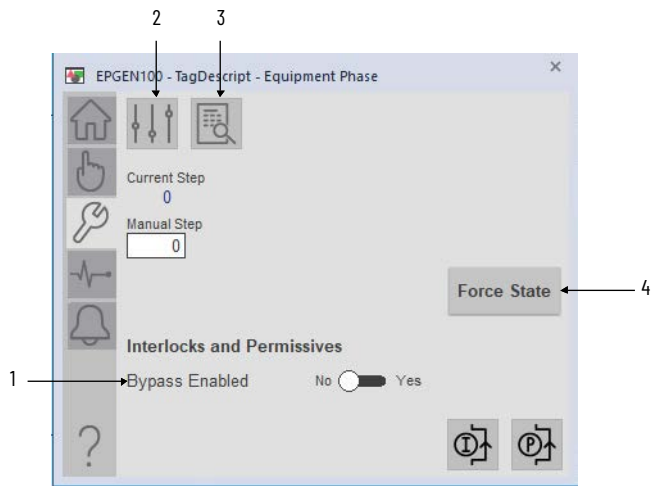
Item	Description
1	Acquire child command source
2	Release child command source
3	Display Bus faceplate for this object
4	Show parameter display
5	Show report display
6	Show State Detail display
7	Respond to Prompt request
8	Phase Commands (from left to right): Hold phase, Restart phase, Start phase, Stop phase, Abort phase, Reset phase
9	Display more information

## Manual Control



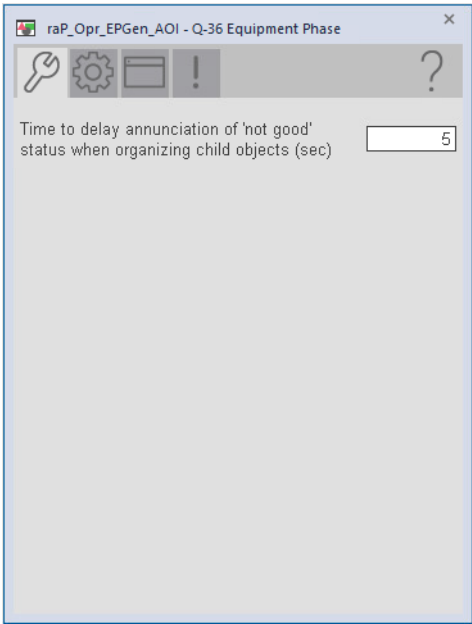
Item	Description
1	Pause phase
2	Auto pause the phase
3	Start phase
4	Stop phase
5	Abort phase
6	Reset phase

## Maintenance Tab



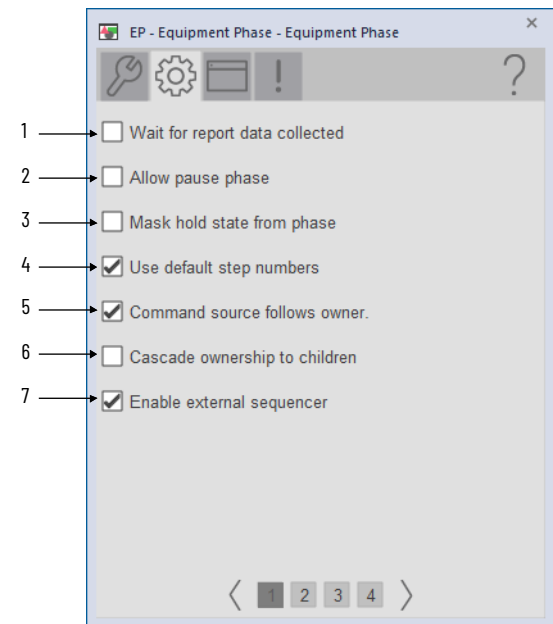
Item	Description
1	Select Yes to enable bypass
2	Display Advanced Properties
3	Navigate to detail display
4	The state force button is a Maintenance source command that is used to set the Sts_StateCompleteRqst bit. For an instance without the VSM the user will need to connect the Sts_StateCompleteRqst to the required location in their SM logic.

## Advanced Maintenance

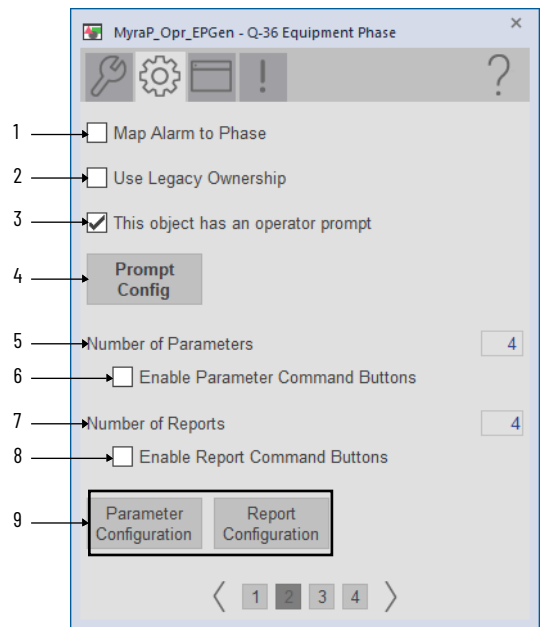


The timer creates a delay for the Tree View to indicate that Children are 'not good' upon ownership acquisition. This is done to avoid nuisance indications on the Tree View while waiting for children to be acquired. The default of five seconds is sufficient delay for most applications. You may wish to raise that value if child acquisition takes longer than this. This can occur if the organization has many nested organizational levels or nested elements have relatively long scan intervals. This value is limited less than 3600 seconds.

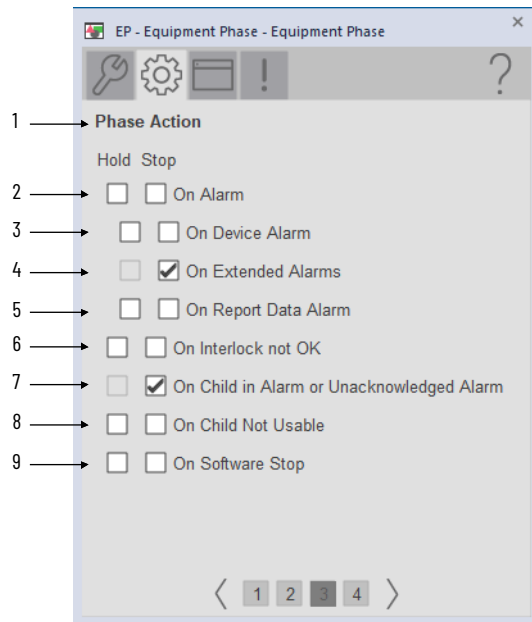
## Engineering Tab



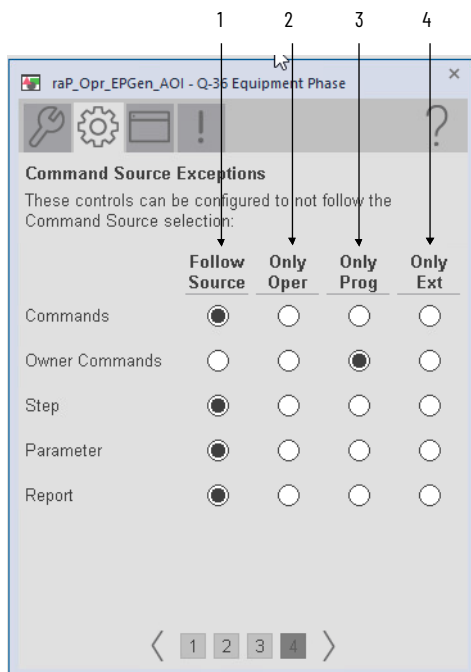
Item	Description
1	Select to wait for report data that is collected before alarming.
2	Select to allow a pause phase
3	Select to mask hold state from phase
4	Select to use default step numbers
5	Select to have the command source follow the owner
6	Select to cascade ownership to children (children will be owned when this object is owned)
7	This phase has an external sequence that is associated to it. (FTBatch)



Item	Description
1	Map alarm code form the equipment phase to the phase with the PFL instruction.
2	Use legacy object ownership. Use PCmd_Owner to set Val_Owner.
3	Select to enable an operator prompt
4	Select to open the Prompt configuration
5	Define the number of Parameters.
6	Select to enable parameter command buttons
7	Define the number of Reports.
8	Select to enable report command buttons
9	Select to show parameter configuration display (left) or report configuration display (right)



Item	Description
1	Select conditions to Hold or Stop phase
2	On alarm active
3	Device alarms condition, external devices connected via Inp_DvcAlms
4	Extended alarms active, connected via Inp_ExtddAlmsAlm
5	Report data alarm, report data not received from external system in set time.
6	Interlock not ok
7	Child alarm active or UnAckd via OOAP
8	Child cannot be owned or is in a state that makes it unusable via OOAP
9	Software stop active



Item	Description
1	Control of this feature is determined by the current command source
2	This feature will always be commanded by the Operator
3	This feature will always be commanded by the Program Logic
4	This feature will always be commanded by the External Source

## HMI Configuration Tab

raP\_Opr\_EPGen\_AOI - Q-36 Equipment Phase

Q-36 Equipment Phase

Label: raP\_Opr\_EPGen AOI La

Tag: raP\_Opr\_EPGen\_AOI

Area name for security: Area01

1 → ☒ Enable navigation to permissive object

2 → ☒ Enable navigation to interlock object

**Alarm Configuration**

3 → ☒ Allow Operator to Shelf Alarm

4 → ☒ Allow Maintenance to Disable Alarm

5 → ☐ Enable extended alarms

Item	Description
1	Select to enable navigation to permissive object
2	Select to enable navigation to interlock object
3	Select to allow Operator to shelf alarm
4	Select to allow Maintenance to disable alarm
5	Select to enable extended alarms

EP - Equipment Phase - Equipment Phase

1 → Operator Command Confirmation Required

☒ None

☐ Command confirmation

☐ Performer e-signature

☐ Performer and approver e-signatures

2 → ☐ Enable navigation to an object with more information

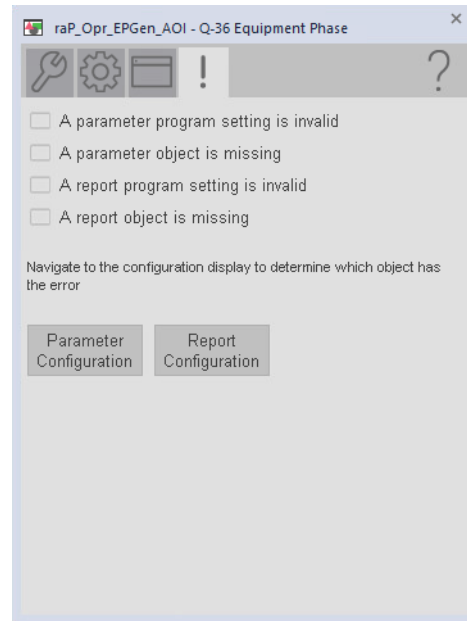
3 → ☐ Allow navigation to a Detail Display

4 → ☐ Enable navigation to device alarm object

Item	Description
1	Select an option for Operator Command Confirmation Requirements.
2	Select to enable navigation to an object with more information. You configure the tag name of the object that you want to navigate to in the extended tag property "Cfg_HasMoreObj.@Navigation". It uses the <backing tag>.@Library and <backing tag>.@Instruction extended tag properties to display the objects faceplate.
3	Select to allow navigation to detail display.
4	Select to allow navigation to a device alarm object.

## Faults Tab

The Faults tab contains specific reasons that the device is not ready.

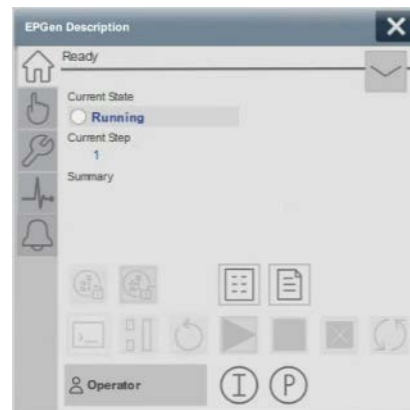


## Studio 5000 View Designer Faceplates

There are basic faceplate attributes that are common across all instructions. The Trends tab, Diagnostics tab, and Alarms tab all have the same basic functionality and are not described in this section. See [Basic Faceplate Attributes on page 29](#).

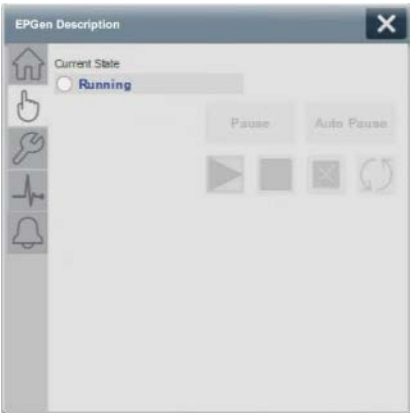
Any feature that is contained in the Studio 5000 View Designer® faceplates has the same functionality as used in the FactoryTalk View SE faceplates. See [FactoryTalk View SE Faceplates on page 230](#).

## Operator





Manual



Maintenance

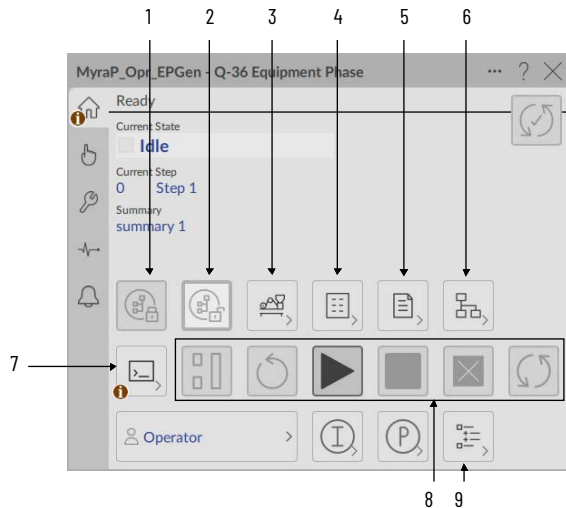


## FactoryTalk Optix Faceplates

There are basic faceplate attributes that are common across all instructions. The Trends tab, Diagnostics tab, and Alarms tab all have the same basic functionality and are not described in this section. See [Basic Faceplate Attributes on page 29](#).

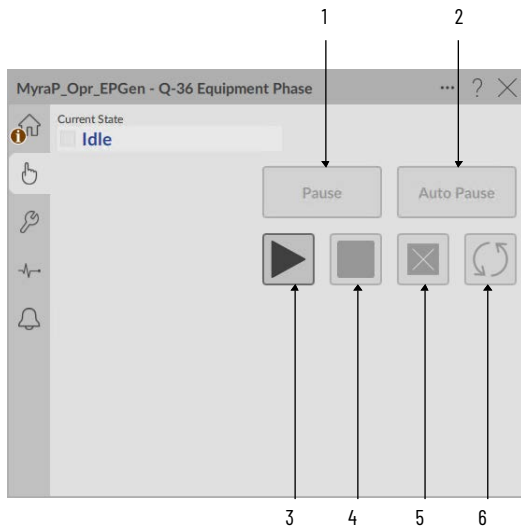
Any feature that is contained in the FactoryTalk Optix faceplates has the same functionality as used in the FactoryTalk View SE faceplates. See [FactoryTalk View SE Faceplates on page 230](#).

### Operator Tab



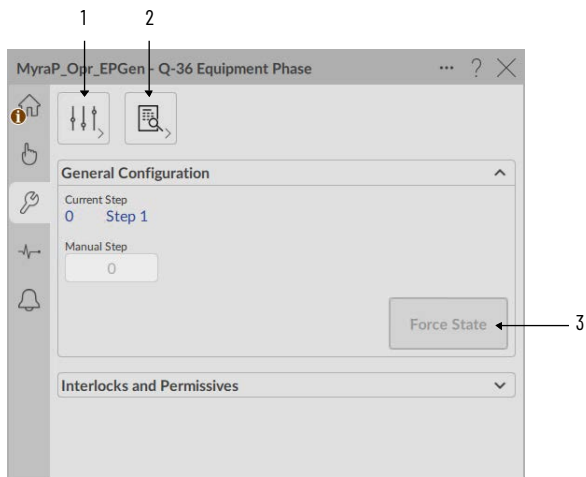
Item	Description
1	Acquire child command source
2	Release child command source
3	Display Bus faceplate for this object
4	Show parameter display
5	Show report display
6	Show State Detail display
7	Respond to Prompt request
8	Phase Commands (from left to right): Hold phase, Restart phase, Start phase, Stop phase, Abort phase, Reset phase
9	Display more information

### Manual Control



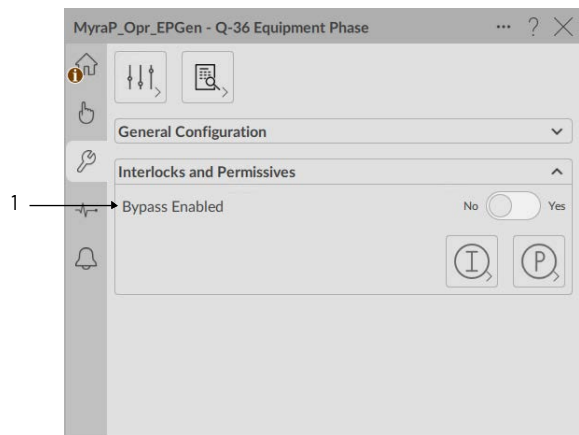
Item	Description
1	Pause phase
2	Auto pause the phase
3	Start phase
4	Stop phase
5	Abort phase
6	Reset phase

## Maintenance Tab



Item	Description
1	Display Advanced Properties
2	Navigate to detail display
3	The state force button is a Maintenance source command that is used to set the Sts_StateCompleteRqst bit. For an instance without the VSM the user will need to connect the Sts_StateCompleteRqst to the required location in their SM logic.

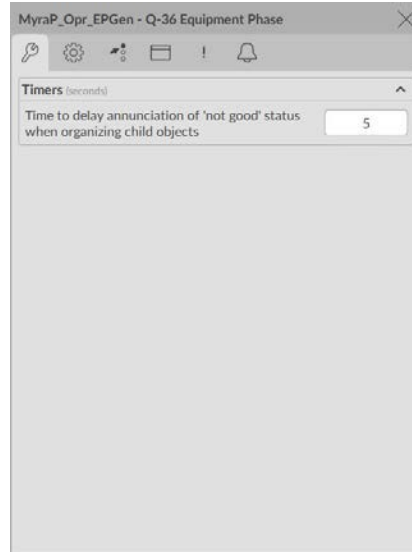
## Maintenance Tab - Interlocks and Permissives



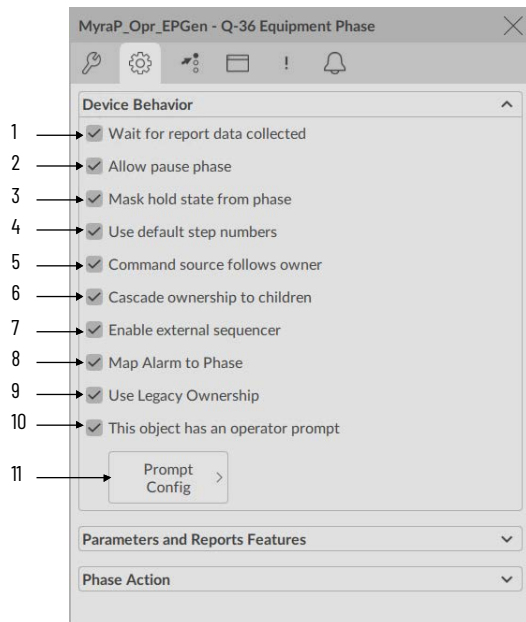
Item	Description
1	Select Yes to enable bypass

## Advanced Maintenance Tab

The timer creates a delay for the Tree View to indicate that Children are 'not good' upon ownership acquisition. This is done to avoid nuisance indications on the Tree View while waiting for children to be acquired. The default of five seconds is sufficient delay for most applications. You may wish to raise that value if child acquisition takes longer than this. This can occur if the organization has many nested organizational levels or nested elements have relatively long scan intervals. This value is limited less than 3600 seconds.

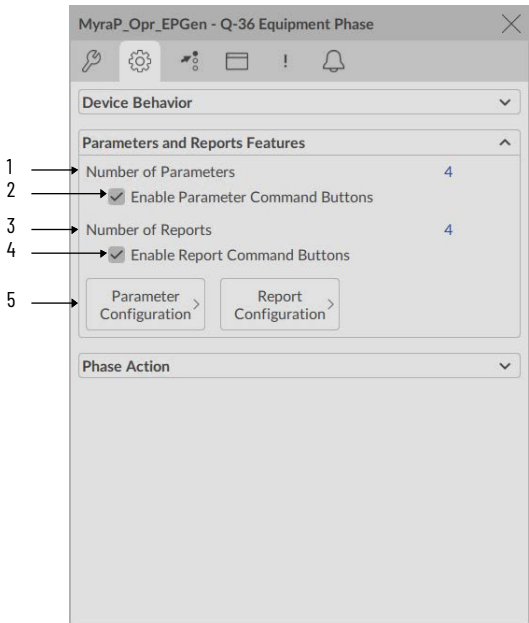


## Advanced Engineering Tab - Device Behavior



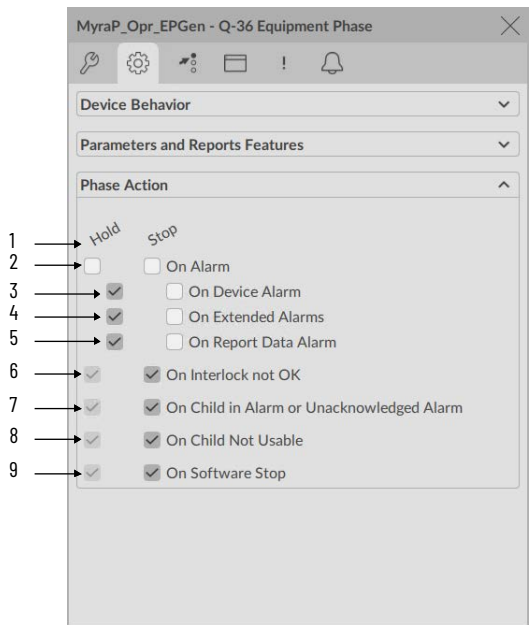
Item	Description
1	Select to wait for report data that is collected before alarming.
2	Select to allow a pause phase.
3	Select to mask hold state from phase.
4	Select to use default step numbers.
5	Select to have the command source follow the owner.
6	Select to cascade ownership to children (children will be owned when this object is owned)
7	This phase has an external sequence that is associated to it. (FTBatch).
8	Map alarm code from the equipment phase to the phase with the PFL instruction.
9	Use legacy object ownership. Use PCmd_Owner to set Val_Owner.
10	Select to enable an operator prompt.
11	Select to navigate to the Prompt faceplate.

## Advanced Engineering Tab - Parameters and Reports Features



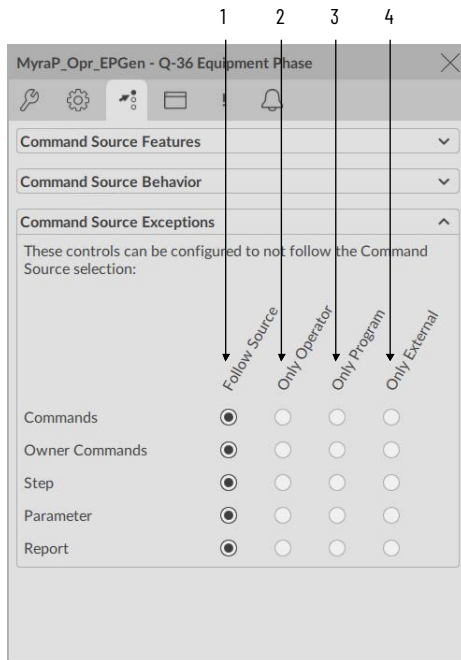
Item	Description
1	Number of Parameters configured.
2	Select to enable parameter command buttons.
3	Number of Reports configured.
4	Select to enable report command buttons.
5	Select to show parameter configuration display (left) or report configuration display (right).

## Advanced Engineering Tab - Phase Action



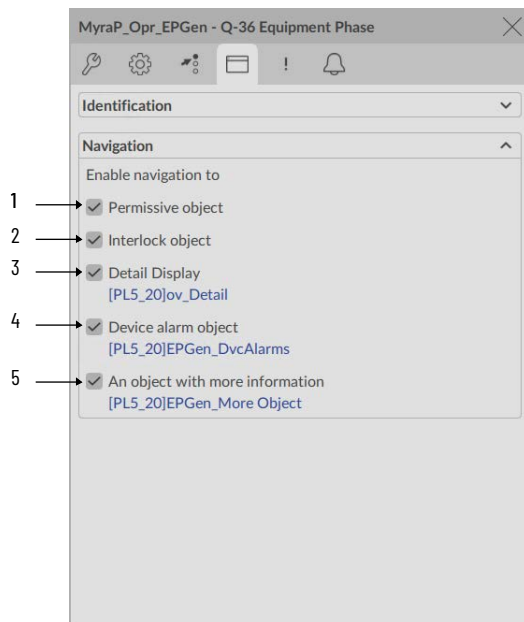
Item	Description
1	Select conditions to Hold or Stop phase
2	On alarm active
3	Device alarms condition, external devices connected via Inp_DvcAlms
4	Extended alarms active, connected via Inp_ExtddAlmsAlm
5	Report data alarm, report data not received from external system in set time.
6	Interlock not ok
7	Child alarm active or UnAckd via OOAP
8	Child cannot be owned or is in a state that makes it unusable via OOAP
9	Software stop active

## Advanced Command Source Tab - Command Source Exceptions



Item	Description
1	Control of this feature is determined by the current command source
2	This feature will always be commanded by the Operator
3	This feature will always be commanded by the Program Logic
4	This feature will always be commanded by the External Source

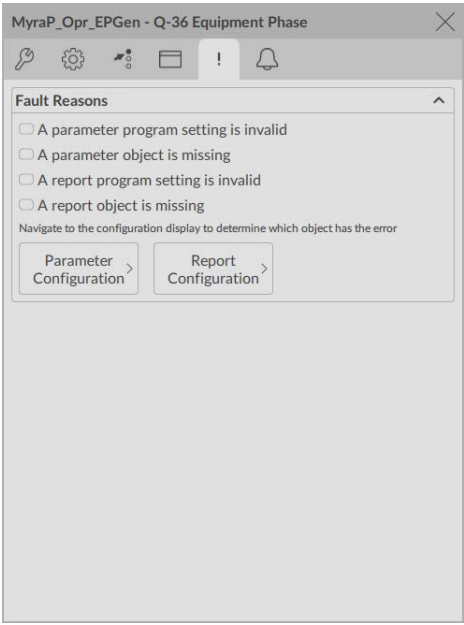
## Advanced HMI Configuration Tab - Navigation



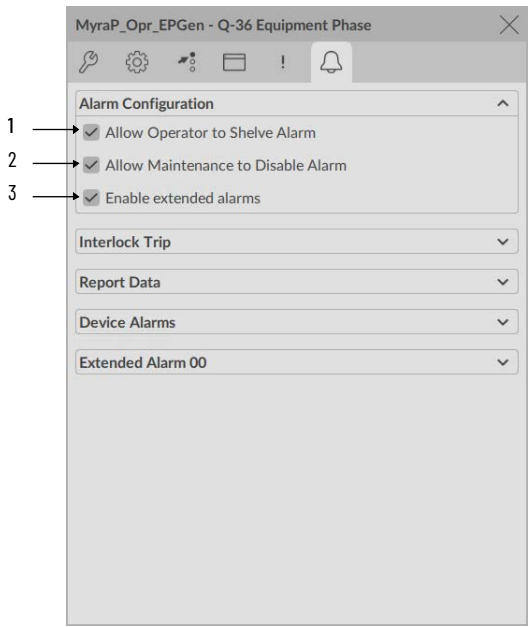
Item	Description
1	Select to enable navigation to permissive object
2	Select to enable navigation to interlock object
3	Select to allow navigation to detail display
4	Select to allow navigation to a device alarm object.
5	Select to enable navigation to an object with more information. You configure the tag name of the object that you want to navigate to in the extended tag property "Cfg_HasMoreObj.@Navigation". It uses the .@Library and .@Instruction extended tag properties to display the objects faceplate.

## Advanced Faults Tab

The Faults tab shows information on the status of the objects. Select the Parameter and Report configuration buttons to determine which object has the fault.



## Advanced Alarm Configuration



Item	Description
1	Select to allow Operator to shelve alarm
2	Select to allow Maintenance to disable alarm
3	Select to enable extended alarms

## Parameter and Reports (raP\_Tec\_ParRpt)

The raP\_Tec\_ParRpt Add-On Instruction is used to implement parameter data items. The raP\_Tec\_ParRpt instruction may be used as follows:

- For a read-only parameter
- For a read/write parameter
- For a parameter of type Integer, Real, String, or Enumeration
- Equipment Module (raP\_Opr\_EMGen) and Equipment Phase (raP\_Opr\_EPGen) are designed to work with the raP\_Tec\_ParRpt instruction



For the object and visualization parameters, see PlantPAx Process Objects, publication [PROCES-RD200](#), and PlantPAx Visualization Files, publication [PROCES-RD201](#).

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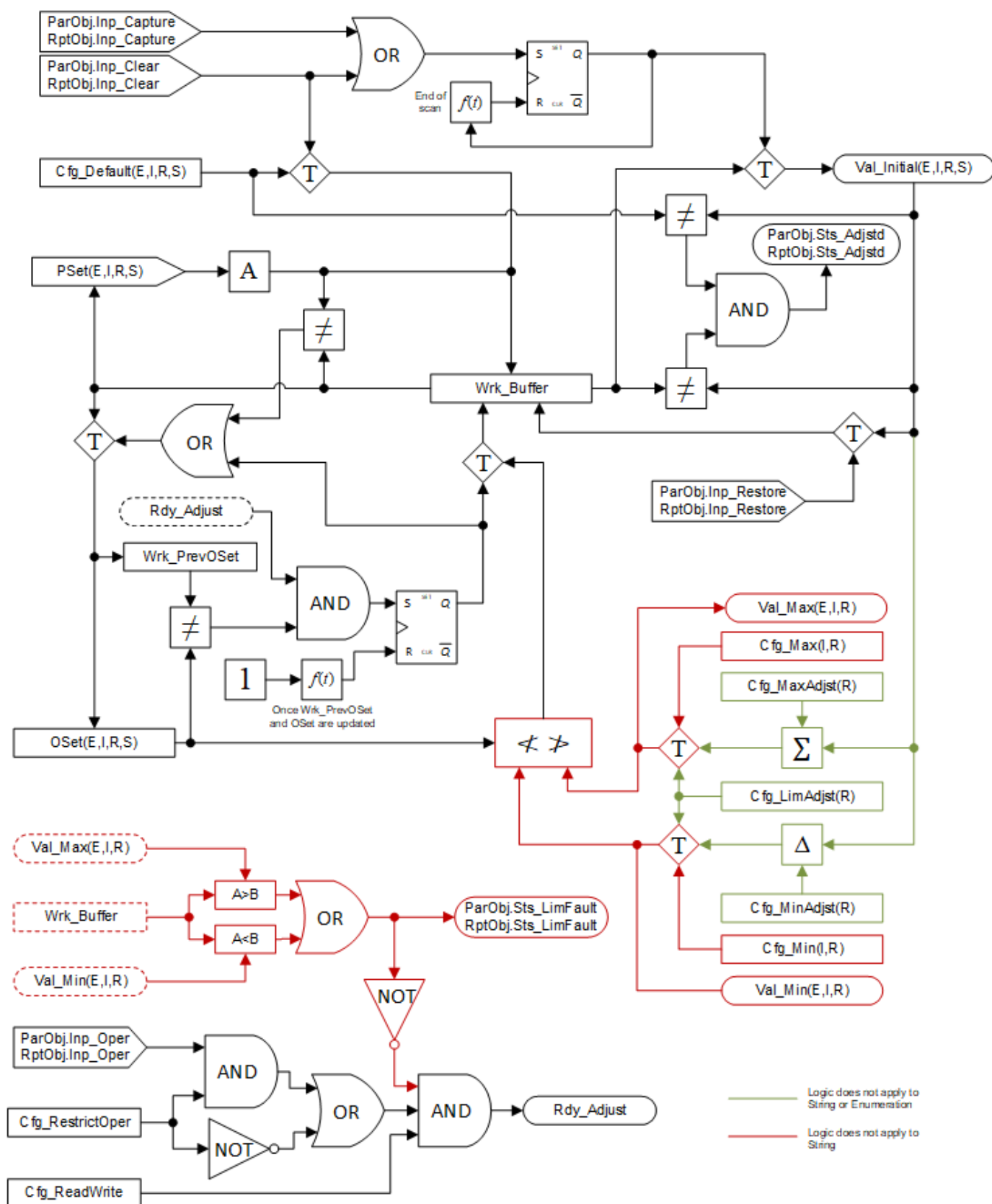
### Guidelines

Use when:

- You need the ability to view or modify a parameter from either the HMI or from logic
- You must arbitrate parameter input based on mode
- You need the ability to limit the value of a parameter, from either the HMI or logic
- You need the ability to capture an initial parameter value (based on a trigger), and provide an indication if the parameter was adjusted from the initial value
- You must limit the adjustment of a parameter within a deadband relative to an initial value
- You must apply command confirmation (that is, Electronic Signature) to parameter entry from the HMI.
- Your parameter is read-only or read/write
- Your need a Parameter (recipe) or Report (resultant) parameter
- Your parameter is of data type: Integer, Real, String, or is an Enumeration



# Functional Description



## Required Files

Add-On Instructions are reusable code objects that contain encapsulated logic that can streamline implementing your system. This lets you create your own instruction set for programming logic as a supplement to the instruction set provided natively in the ControlLogix® firmware. An Add-On Instruction is defined once in each controller project, and can be instantiated multiple times in your application code as needed.

## Controller File

The raP\_Tec\_ParRpt\_5.20.00\_A01.L5X Add-On Instruction must be imported into the controller project to be used in the controller configuration. The service release number (boldfaced) can change as service revisions are created.

## Visualization Files

See [Visualization Files on page 21](#) for general information on visualization files.

## Operations

The primary operations of the raP\_Tec\_ParRpt (Parameter Instruction) are:

- Captures the initial value of the parameter (snap shot) when the Trigger goes TRUE. Maintains the initial value until the Clear input goes TRUE.
- Permits or denies Operator adjustment of the parameter value. When permitted, allows the adjustment of the parameter value within a deadband of the initial parameter value based on configured limits.
- Compares the initial parameter value to the present parameter value and produces an "Adjusted" status.
- Allows initial parameter values to be restored, when the Reset to Initial input goes TRUE.
- Limits the value of the parameter based on configured Minimum and Maximum limits, and produces a status when the parameter value is beyond limits.
- Allows parameter to be configured as Read, or Read/Write
- Allows a default parameter value to be configured, restores defaults when Clear input goes TRUE.
- Allows the configuration of a text description, and units of measure (engineering units) for the parameter.
- When configured to allow Operator entry and read/write, and "Operator" mode input is true; produces "Ready to Adjust" status, and allows the parameter value to be entered from the HMI.
- Allows command confirmation to be applied to parameter entry from the HMI: No Signature, Performer Signature only, or Performer and Approvers Signatures.

## Command Sources

The raP\_Tec\_ParRpt instruction does not have command sources. However, the raP\_Tec\_ParRpt provides an input to monitor for Operator mode, and uses this to arbitrate request to modify the parameter value.

## Alarms

The raP\_Tec\_ParRpt instruction does not generate any alarms.

## Virtualization

The raP\_Tec\_ParRpt Instruction has no Virtualization capability.

Execution

The following table explains the handling of instruction execution conditions.

Condition	Description
EnableIn False (False Rung)	Handle processing for EnableIn False (False Rung) the same as if the Equipment Module were Disabled by Command. The Equipment Module outputs are de-energized and the Equipment Module is shown as Disabled on the HMI.
Powerup (Pre-scan, First Scan)	Handles processing of modes and alarms on Pre-scan and Powerup. On Powerup, the Equipment Module is treated as if it were Commanded to Reset all Program and Operator command.
Postscan (SFC Transition)	No SFC Postscan logic is provided.

See Logix 5000 Controllers Add-On Instructions: Programming Manual, [1756-PM010](#) for more information.

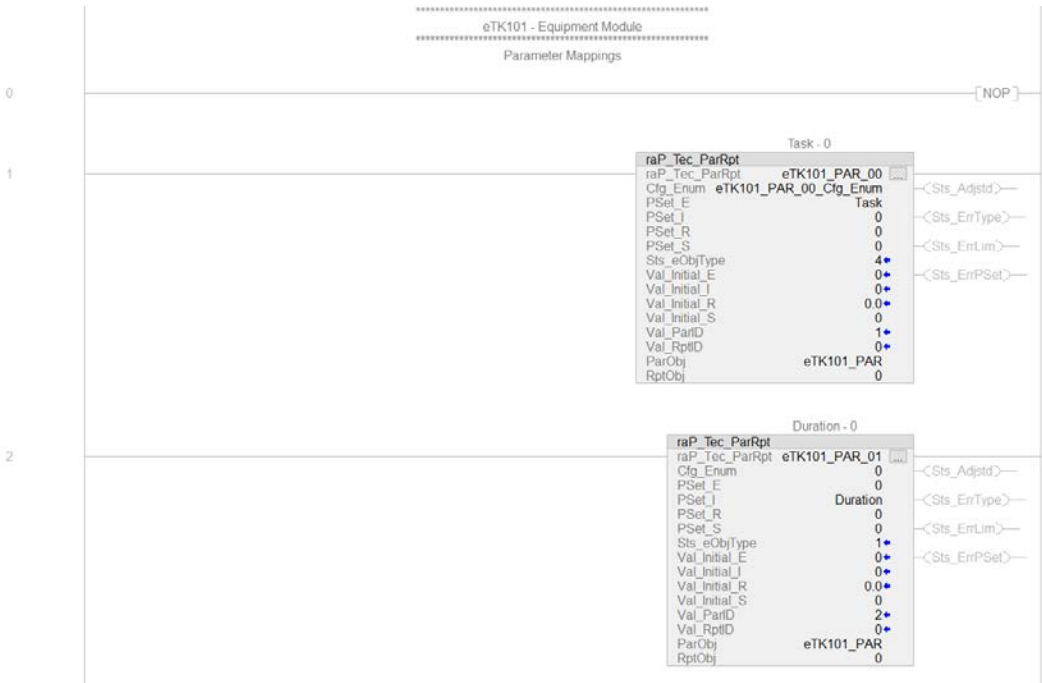


**ATTENTION:** Disabling the raP\_Tec\_ParRpt Add-On Instruction causes Equipment Phase outputs to become de-energized.

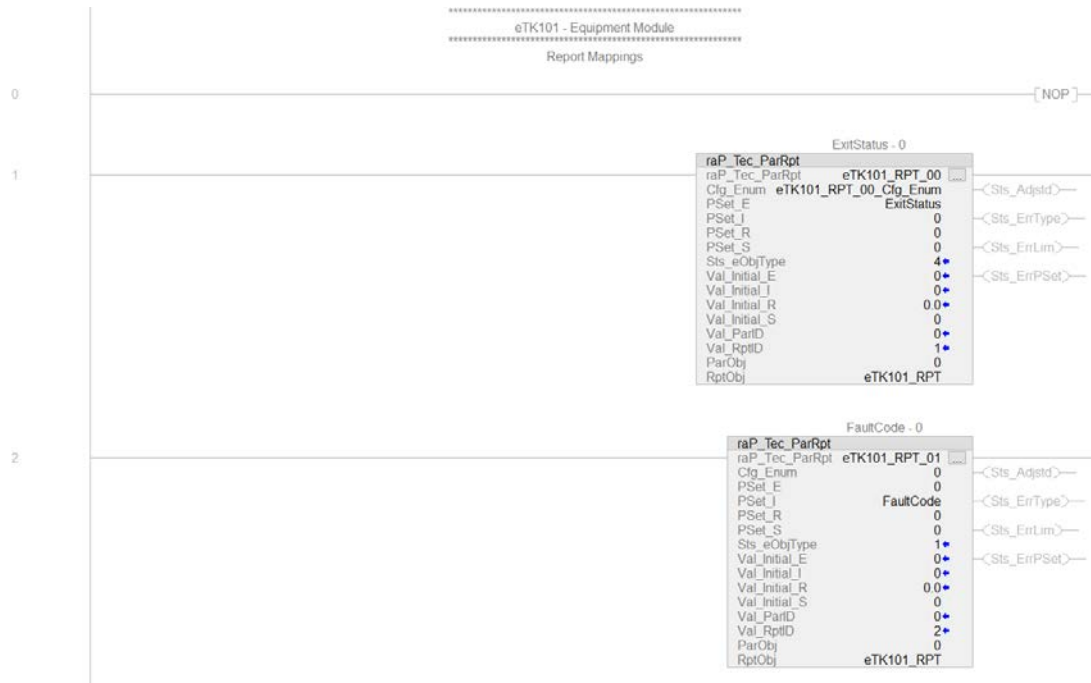
Programming Example

The example in the Function Description section shows the basic use of the raP\_Opr\_ParRpt Add-On Instruction. Typically, the raP\_Opr\_ParRpt instruction is not used on its own. The instruction is used with the Unit, EMGen, or the EPGen instructions, the instruction is used for both the Parameters and Reports. Multiples of each can be created as long as it follows the naming convention and has a unique number that is associated with it. The raP\_Opr\_ParRpt instruction allows for four different options, Enumeration, String, Integer, or Real, only one of these types can be used per instance. When used with the EPGen, the PSet parameter tag is associated to the FTBatch parameter or report.

Parameter Program Example



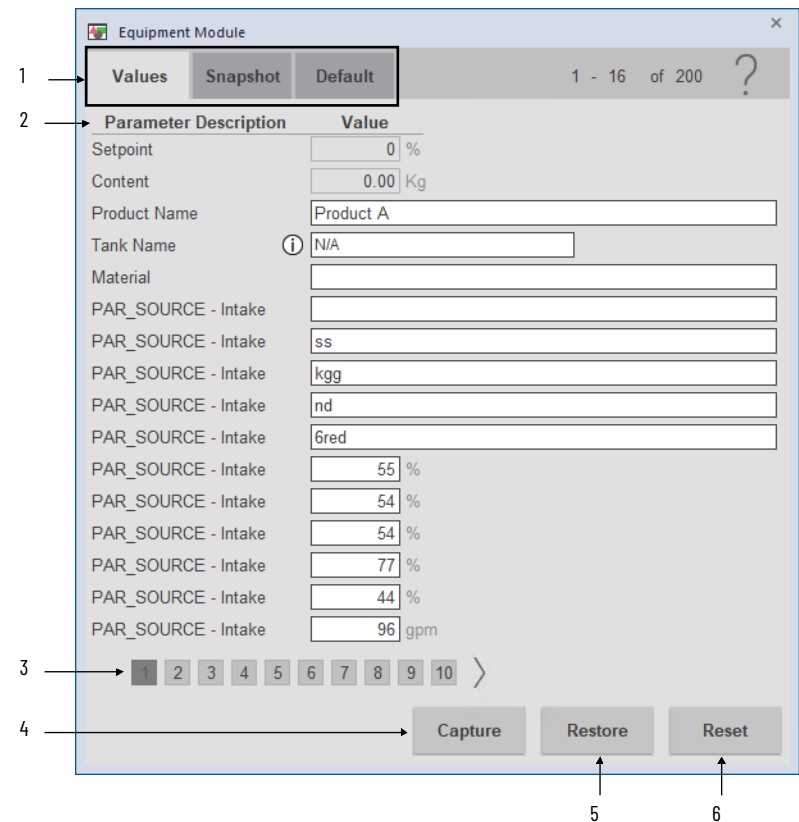
## Reports Program Example



FactoryTalk View SE

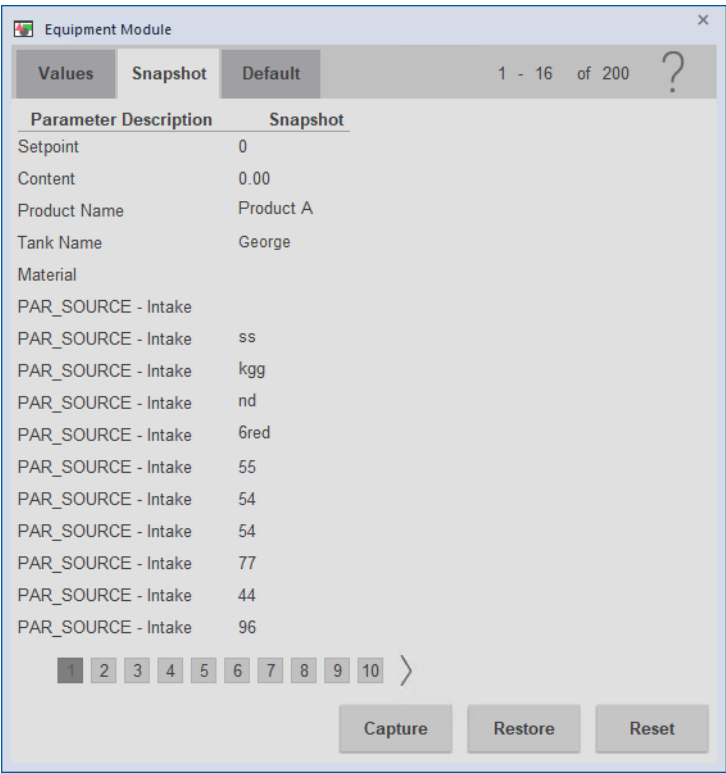
Parameter Display

Faceplates

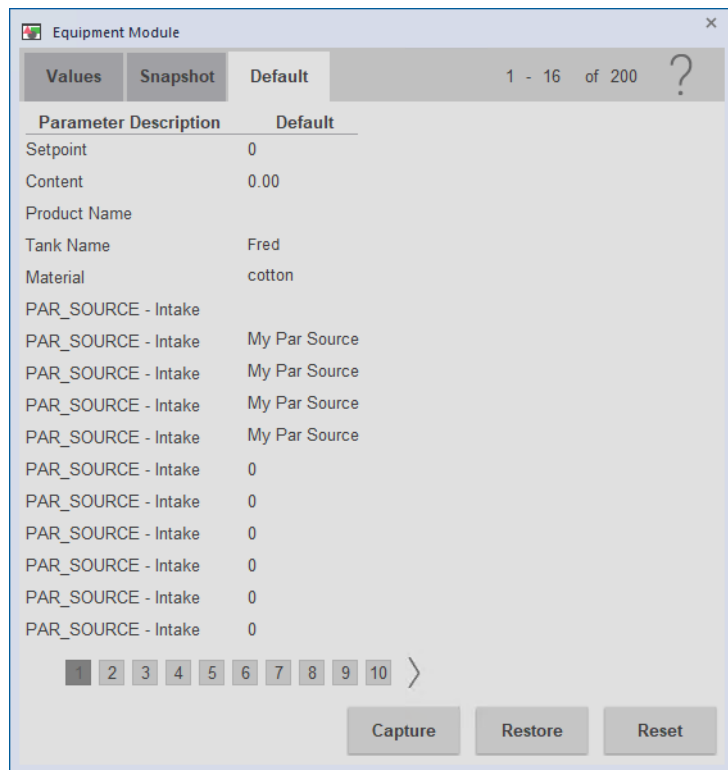


Item	Description
1	Select to navigate between current values, snapshot values, and default values.
2	List of each parameter value and description.
3	Navigation between up to 480 parameters (only visible if more than 16 parameter values used).
4	Capture Snapshot. Press to capture current values into snapshot values.
5	Restore Snapshot. Press to restore snapshot values into current values.
6	Reset to defaults. Press to reset current values to default values.

The following page shows the information captured by the snapshot.



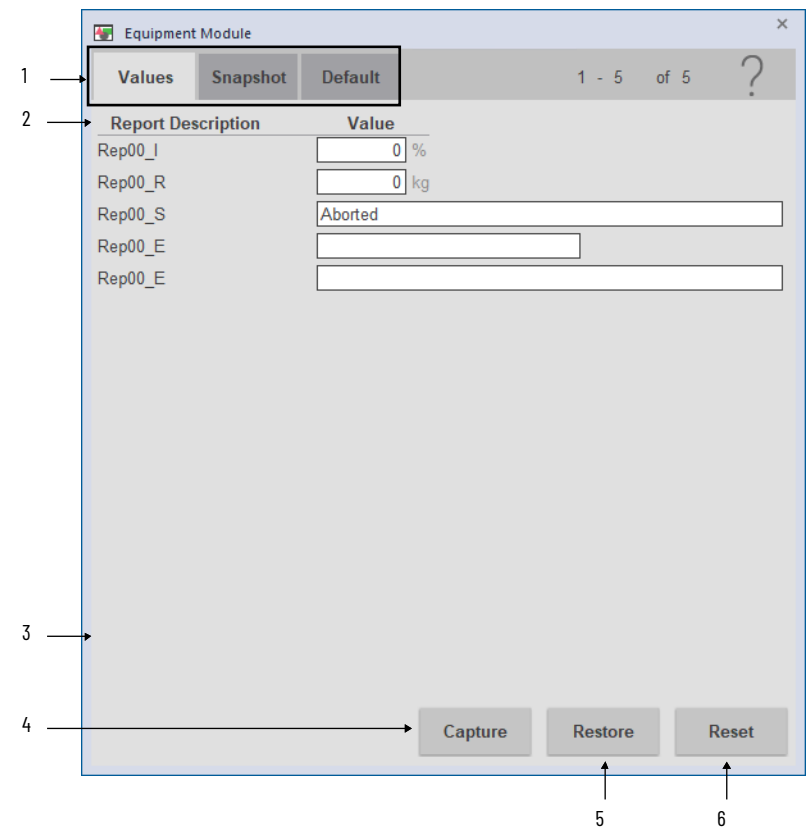
The following page shows the default information.



The screenshot shows a software window titled "Equipment Module" with a close button (X) in the top right corner. Below the title bar are three tabs: "Values", "Snapshot", and "Default". The "Default" tab is selected. In the top right of the tab area, it displays "1 - 16 of 200" and a question mark icon. The main area contains a table with two columns: "Parameter Description" and "Default". The table lists various parameters and their default values. At the bottom of the table area, there is a row of 10 numbered buttons (1-10) and a right-pointing chevron. Below the buttons are three buttons labeled "Capture", "Restore", and "Reset".

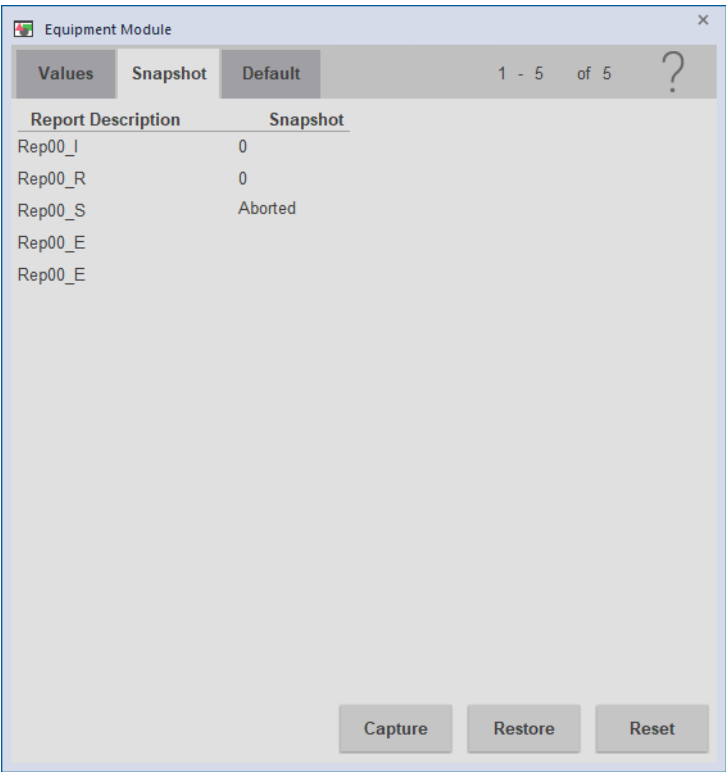
Parameter Description	Default
Setpoint	0
Content	0.00
Product Name	
Tank Name	Fred
Material	cotton
PAR_SOURCE - Intake	
PAR_SOURCE - Intake	My Par Source
PAR_SOURCE - Intake	My Par Source
PAR_SOURCE - Intake	My Par Source
PAR_SOURCE - Intake	My Par Source
PAR_SOURCE - Intake	0
PAR_SOURCE - Intake	0
PAR_SOURCE - Intake	0
PAR_SOURCE - Intake	0
PAR_SOURCE - Intake	0
PAR_SOURCE - Intake	0
PAR_SOURCE - Intake	0

## Report Display

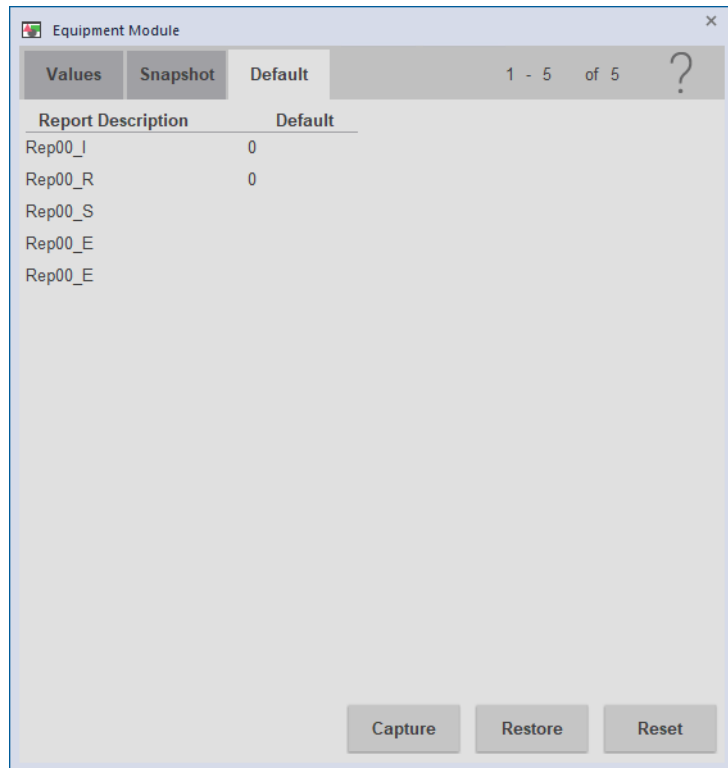


Item	Description
1	Select to navigate between current values, snapshot values, and default values.
2	List of each report value and description.
3	Navigation between up to 480 reports (only visible if more than 16 report values used). See <a href="#">Parameter Display on page 248</a> .
4	Capture Snapshot. Press to capture current values into snapshot values
5	Restore Snapshot. Press to restore snapshot values into current values
6	Reset to defaults. Press to reset current values to default values

The following page shows the information captured by the snapshot.



The following page shows the default information.





Parameter Configuration

1

2

3

4

5

6

7

8

9

10

11

12

13

epAG1001 - TagDescript - Equipment Module

Has Parameter

☒

Control Strategy

☒

Setpoint Speed

☒

Speed Tolerance

☒

Setpont Time

0.00

☐

-3E38

3E38

-3.40E38

3.40E38

2

%

☒

☒

☐

E

0.00

☐

-3E38

3E38

-3.40E38

3.40E38

2

%

☒

☒

☐

E

0.00

☐

-3E38

3E38

-3.40E38

3.40E38

2

%

☒

☒

☐

E

1 - 4 of 4

DP - Decimal places

Keep - Value can be modified when in Program Command

R/W - Value can be modified by the user

C/E - Confirmation / E-Signature

Item	Description
1	Parameter Description
2	Default value of Parameter
3	Allow limit adjust
4	Integer minimum adjust value of parameter.
5	Integer maximum adjust value of parameter.
6	Minimum value of Parameter
7	Maximum value of Parameter
8	Enter the decimal places to display.
9	Engineering unit of Parameter.
10	Parameter value can be modified by the operator when enabled.
11	Parameter value can be modified when in Program Command.
12	Enable Confirmation / E-Signature of Parameter.
13	Assign User Roles Security Level of Parameter.

## Report Configuration

1 - 5 of 5

DP - Decimal places  
Keep - Value can be modified when in Program Command  
R/W - Value can be modified by the user  
C/E - Confirmation / E-Signature

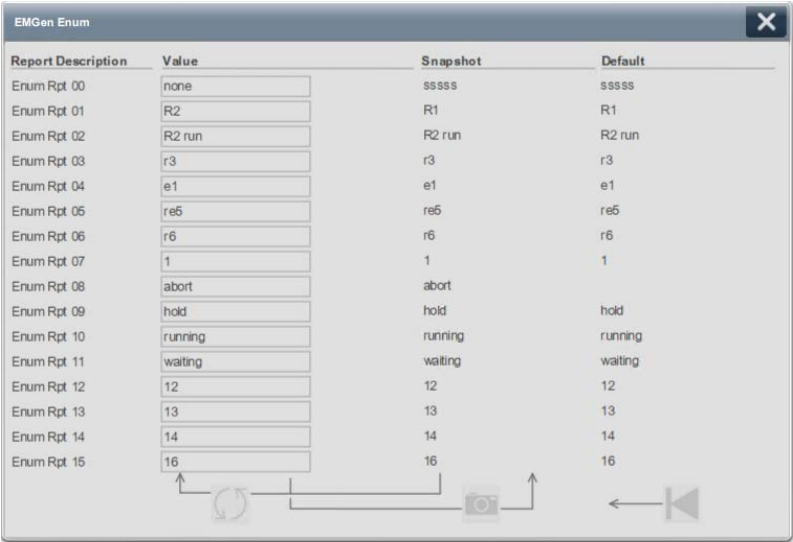
Item	Description
1	Report Description
2	Default value of Report
3	Allow limit adjust
4	Integer minimum adjust value of parameter.
5	Integer maximum adjust value of parameter.
6	Minimum value of Report
7	Maximum value of Report
8	Enter the decimal places to display.
9	Engineering unit of Report.
10	Report value can be modified by the operator when enabled.
11	Report value can be modified when in Program Command.
12	Enable Confirmation / E-Signature of Report.
13	Assign User Roles Security Level of Report.

# Studio 5000 View Designer Faceplates

There are basic faceplate attributes that are common across all instructions. The Trends tab, Diagnostics tab, and Alarms tab all have the same basic functionality and are not described in this section. See [Basic Faceplate Attributes on page 29](#).

Any feature that is contained in the Studio 5000 View Designer® faceplates has the same functionality as used in the FactoryTalk View SE faceplates. See [FactoryTalk View SE Faceplates on page 248](#).

## Parameter and Report Display

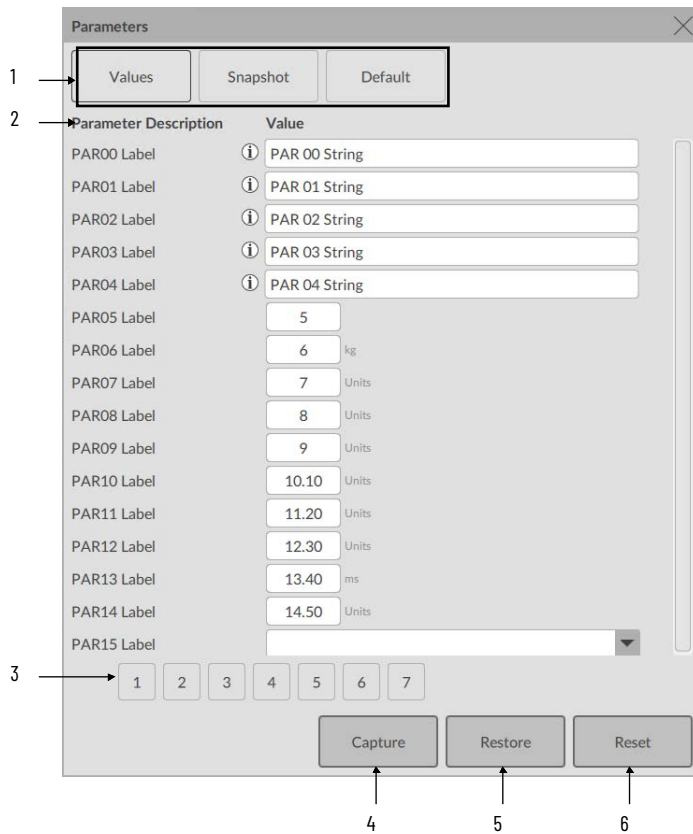


## FactoryTalk Optix Faceplates

There are basic faceplate attributes that are common across all instructions. The Trends tab, Diagnostics tab, and Alarms tab all have the same basic functionality and are not described in this section. See [Basic Faceplate Attributes on page 29](#).

Any feature that is contained in the FactoryTalk Optix faceplates has the same functionality as used in the FactoryTalk View SE faceplates. See [FactoryTalk View SE Faceplates on page 248](#).

### Parameter Display



Item	Description
1	Select to navigate between current values, snapshot values, and default values.
2	List of each parameter value and description.
3	Navigation to more parameters (only visible if more than 16 parameter values used).
4	Capture Snapshot. Press to capture current values into snapshot values.
5	Restore Snapshot. Press to restore snapshot values into current values.
6	Reset to defaults. Press to reset current values to default values.

The following display shows the information captured by the snapshot.

Parameters

Values

Snapshot

Default

Parameter Description	Snapshot
PAR00 Label	
PAR01 Label	
PAR02 Label	
PAR03 Label	
PAR04 Label	
PAR05 Label	0
PAR06 Label	0 kg
PAR07 Label	0 Units
PAR08 Label	0 Units
PAR09 Label	0 Units
PAR10 Label	0.00 Units
PAR11 Label	0.00 Units
PAR12 Label	0.00 Units
PAR13 Label	0.00 ms
PAR14 Label	0.00 Units
PAR15 Label	

1

2

3

4

5

6

7

Capture

Restore

Reset

The following display shows the default information.

Parameters

Values

Snapshot

Default

Parameter Description	Default
PAR00 Label	Test Default 00
PAR01 Label	
PAR02 Label	
PAR03 Label	
PAR04 Label	
PAR05 Label	0
PAR06 Label	0 kg
PAR07 Label	0 Units
PAR08 Label	0 Units
PAR09 Label	0 Units
PAR10 Label	0.00 Units
PAR11 Label	0.00 Units
PAR12 Label	0.00 Units
PAR13 Label	0.00 ms
PAR14 Label	0.00 Units
PAR15 Label	

1

2

3

4

5

6

7

Capture

Restore

Reset

## Report Display

1 → Values Snapshot Default

2 → Report Description Value

RPT00 Label

RPT01 Label

RPT02 Label

RPT03 Label

RPT04 Label

RPT05 Label 0.00 Unit1

RPT06 Label 0.00 Units

RPT07 Label 0.00 Units

RPT08 Label 0.00 Units

RPT09 Label 0.00 Units

RPT10 Label 0 Unit2

RPT11 Label 0 Units

RPT12 Label 0 Units

RPT13 Label 0 Units

RPT14 Label 0 Units

RPT15 Label RPT 15 String

3 → 1 2

4 → Capture

5 → Restore

6 → Reset

Item	Description
1	Select to navigate between current values, snapshot values, and default values.
2	List of each report value and description.
3	Navigation to more parameters (only visible if more than 16 report values used). See <a href="#">Parameter Display on page 255</a>
4	Capture Snapshot. Press to capture current values into snapshot values.
5	Restore Snapshot. Press to restore snapshot values into current values.
6	Reset to defaults. Press to reset current values to default values.

The following display shows the information captured by the snapshot.

1 → Values Snapshot Default

2 → Report Description Snapshot

RPT00 Label

RPT01 Label

RPT02 Label

RPT03 Label

RPT04 Label

RPT05 Label 0.00 Unit1

RPT06 Label 0.00 Units

RPT07 Label 0.00 Units

RPT08 Label 0.00 Units

RPT09 Label 0.00 Units

RPT10 Label 0 Unit2

RPT11 Label 0 Units

RPT12 Label 0 Units

RPT13 Label 0 Units

RPT14 Label 0 Units

RPT15 Label

3 → 1 2

4 → Capture

5 → Restore

6 → Reset

The following display shows the default information.

Reports

Values

Snapshot

Default

Report Description	Default
RPT00 Label	
RPT01 Label	
RPT02 Label	
RPT03 Label	
RPT04 Label	
RPT05 Label	0.00 Unit1
RPT06 Label	0.00 Units
RPT07 Label	0.00 Units
RPT08 Label	0.00 Units
RPT09 Label	0.00 Units
RPT10 Label	0 Unit2
RPT11 Label	0 Units
RPT12 Label	0 Units
RPT13 Label	0 Units
RPT14 Label	0 Units
RPT15 Label	Test Default 00

1

2

Capture

Restore

Reset

## Operator Prompt (raP\_Opr\_Prompt)

The raP\_Opr\_Prompt (Operator Prompt) Add-On Instruction is a universal mechanism for operator interaction that can be used within a control scheme. The instruction presents an operator with configurable message or data fields and accepts operator response data and confirmation.



The Sequencer Add-on Instruction instruction also uses the prompt instruction. For more information on the Sequencer instruction, see Rockwell Automation Sequencer Object, Publication [PROCES-RM202](#).

### Guidelines

Use a prompt to request input from an operator. The input can be any of the following:

- Acknowledging the prompt
- Viewing and confirming data
- Making a selection
- Entering numeric data
- Entering text data

Do **not** use a prompt in place of an alarm or an alert:

- An alarm, per ANSI/ISA-18.2-2016, is used to notify an operator of an abnormal situation that requires a response
- An alert is used to notify an operator of an abnormal situation that does not require a timely response

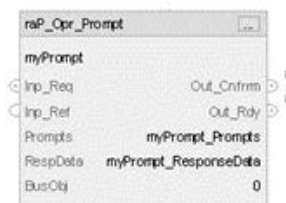
A prompt requires a response, but does not advise of an abnormal situation.

	Normal Operation	Abnormal Situation
Operator Response Not Required	Normal values and status	Alert
Operator Response Required	Prompt (raP_Opr_Prompt)	Alarm

### Functional Description

The RespData tag at the bottom of the raP\_Opr\_Prompt function block lets you define where to store operator responses. This tag stores any operator response as a string in the application. This tag needs to be unique to every instance of the raP\_Opr\_Prompt instruction.

The optional BusObj tag allows the prompt to participate on the organizational bus. The entry should be a unique bus element in the bus array. With this field populated, an 'operator attention' indicator is propagated up through any organizational tree in which this bus element is assigned.





Required Files

Add-On Instructions are reusable code objects that contain encapsulated logic that can streamline implementing your system. This lets you create your own instruction set for programming logic as a supplement to the instruction set provided natively in the ControlLogix® firmware. An Add-On Instruction is defined once in each controller project, and can be instantiated multiple times in your application code as needed.

Controller Files

The raP\_Opr\_Prompt\_5.20.00\_AOI.L5X Add-On Instruction must be imported into the controller project to be able to be used in the controller configuration. The service release number (boldfaced) can change as service revisions are created.

Visualization Files

See [Visualization Files on page 21](#) for general information on visualization files.

Operations

Command Sources

The raP\_Opr\_Prompt Add-On Instruction does not use command sources.

Alarms


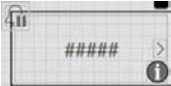

The raP\_Opr\_Prompt Instruction uses the following alarm, which is implemented by using Tag Based Alarms.

Alarm	Alarm Name	Description
Alert timeout	Alm_AlertTimeOut	Raised when no response to a posted prompt has been entered within the configured time.

Virtualization

The raP\_Opr\_Prompt Instruction has no Virtualization capability.

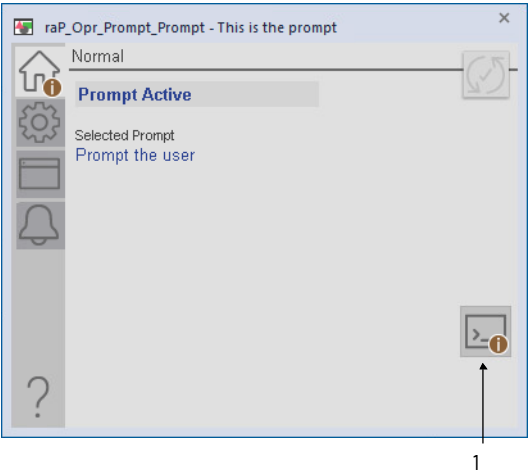
Graphic Symbols

FactoryTalk View SE Graphic Symbol	FactoryTalk Optix Graphic Symbol	Studio 5000 View Designer Graphic Symbol	Description
GO_Prompt 	raP_5_20_raP_Opr_Prompt_GS) 		Standard Prompt graphic symbol

# FactoryTalk View SE Faceplates

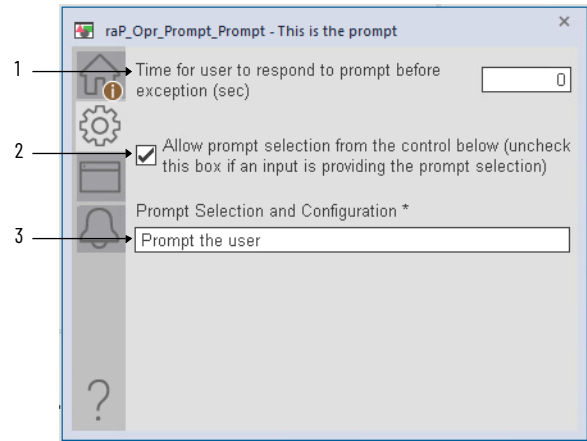
There are basic faceplate attributes that are common across all instructions. The Trends tab, Diagnostics tab, and Alarms tab all have the same basic functionality and are not described in this section. See [Basic Faceplate Attributes on page 29](#).

## Operator Tab



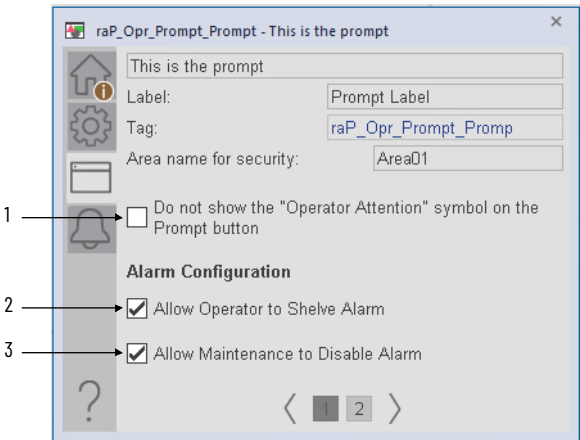
Item	Description
1	Navigate to the Prompt Response display

## Engineering Tab

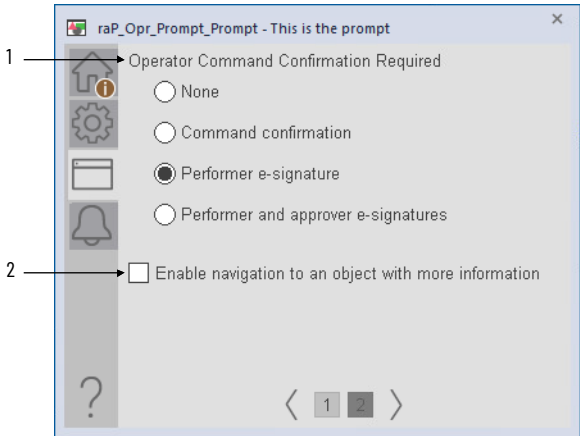


Item	Description
1	Configure the maximum time without a user response before an exception occurs
2	Allow prompt selection and configuration from this display
3	Navigates to the prompt selection and configuration display

HMI Tab



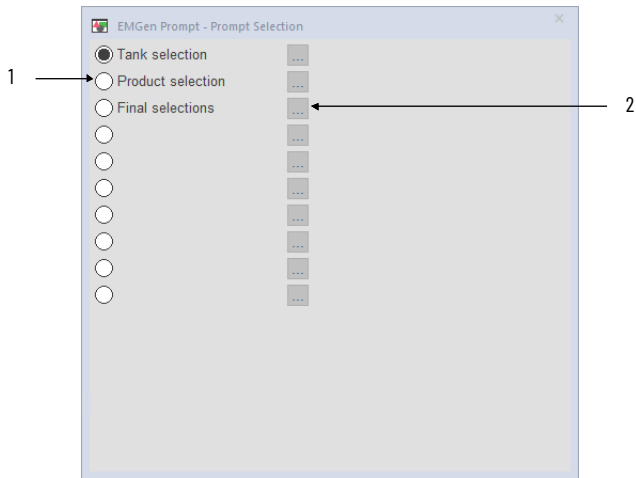
Item	Description
1	Hides the operator attention symbol on the Prompt Response button when there is an active prompt
2	Select to allow Operator to shelve alarm
3	Select to allow Maintenance to disable alarm



Item	Description
1	Select an option for Operator Command Confirmation Requirements
2	Select to enable navigation to an object with more information. You configure the tag name of the object that you want to navigate to in the extended tag property "Cfg_HasMoreObj.@Navigation". It uses the <backing tag>.@Library and <backing tag>.@Instruction extended tag properties to display the objects faceplate.

Selection

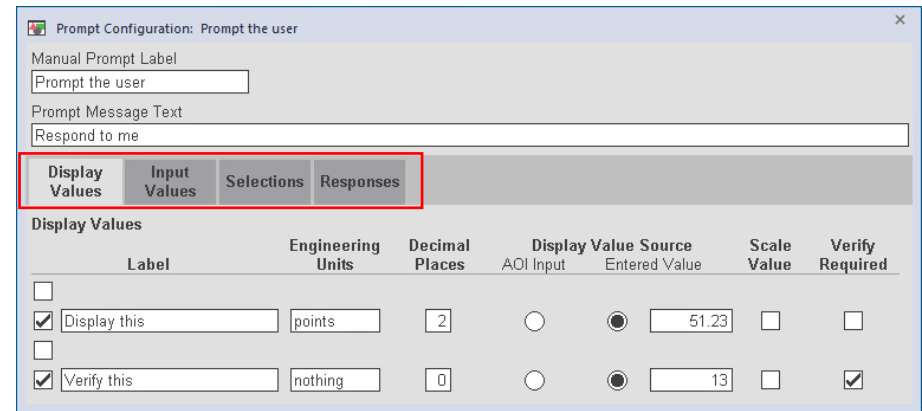
The Prompt Selection display provides access to the configuration dialog box for a given prompt configuration in the prompts array by clicking the corresponding browse button.



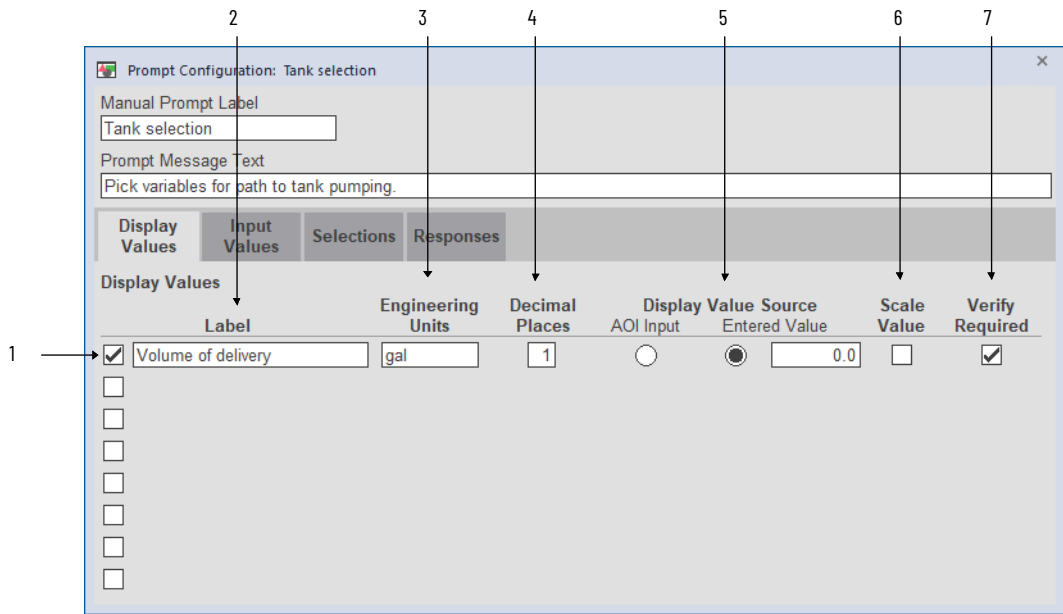
Item	Description
1	Select the radio button to select a prompt.
2	Select to open the configuration faceplate.

## Configuration

The Prompt Configuration dialog box has four sections to configure a prompt. The sections are Display Values, Input Values, Selection Options, and Response Prompts. Each of the four sections has the ability to add up to eight individually labeled items.



### Display Values



Item	Description
1	Select to enable a numeric display field.
2	Enter a label.
3	Enter an engineering unit.
4	Enter the decimal places to display.
5	Select to either display a value from the prompt 'AOI Input' or the value that you enter in the box that appears.
6	Select to scale the value by the entered value and the Inp_ScalePct.
7	Select to require the operator to verify the displayed value.

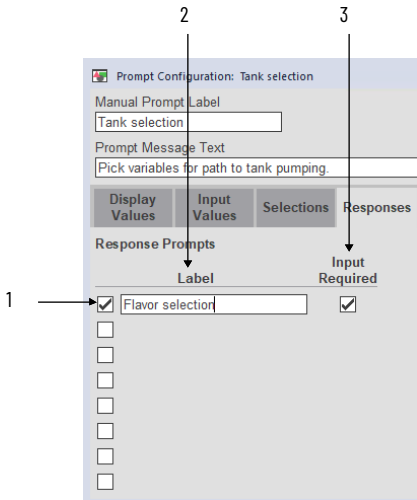
Input Values

Item	Description
1	Select to enable a numeric input
2	Enter a label for the input value.
3	Enter an engineering unit.
4	Enter the decimal places to display.
5	Enter a minimum value for the entry
6	Enter a maximum value for the entry.
7	Select to require an operator to enter a value.
8	If an input is not required, click Minimum or Maximum to be used for the entry.

Selection Options

Item	Description
1	Select to enable a label text box.
2	Enter a label for the selection option.
3	Select to designate a selection as the default.


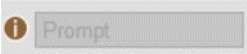
Response Prompts



Item	Description
1	Select to enable a response prompt.
2	Enter a label for the response prompt.
3	Select to require an input.

Response

This faceplate lets the operator review and record data based on the prompt. All values are configured on the prompt configuration faceplate. The operator selects the checkbox to continue.

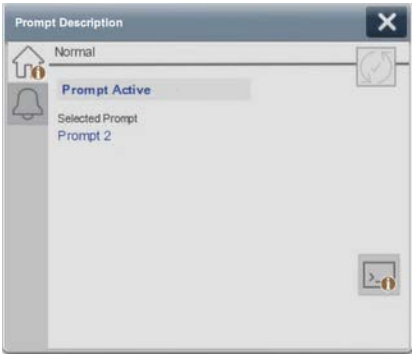
Graphic Symbol Name	FactoryTalk View SE Graphic Symbol	Studio 5000 View Designer Graphic Symbol	Description
GO_nav_PromptResponse		-	Standalone prompt button that assumes the raP_Opr_Prompt instruction is present, and the button is always visible. The Prompt instruction controls the enabled state and alert indicator visibility of the button.
GO_nav_PromptResponseTxt		-	Prompt display indicator for use on faceplates and displays for objects that possibly do not have a prompt instruction.

## Studio 5000 View Designer Faceplates

There are basic faceplate attributes that are common across all instructions. The Trends tab, Diagnostics tab, and Alarms tab all have the same basic functionality and are not described in this section. See [Basic Faceplate Attributes on page 29](#).

Any feature that is contained in the Studio 5000 View Designer® faceplates has the same functionality as used in the FactoryTalk View SE faceplates. See [FactoryTalk View SE Faceplates on page 261](#).

## Operator

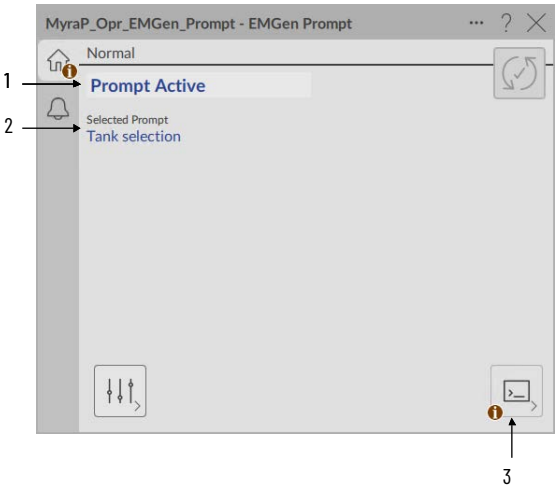


# FactoryTalk Optix Faceplates

There are basic faceplate attributes that are common across all instructions. The Trends tab, Diagnostics tab, and Alarms tab all have the same basic functionality and are not described in this section. See [Basic Faceplate Attributes on page 29](#).

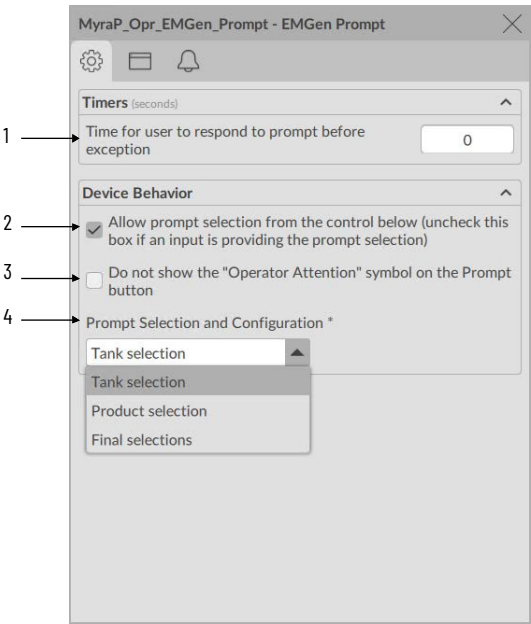
Any feature that is contained in the FactoryTalk Optix faceplates has the same functionality as used in the FactoryTalk View SE faceplates. See [FactoryTalk View SE Faceplates on page 261](#).

## Operator Tab



Item	Description
1	Displays the Prompt mode status.
2	Displays the Prompt selection.
3	Navigate to the Prompt Response display.

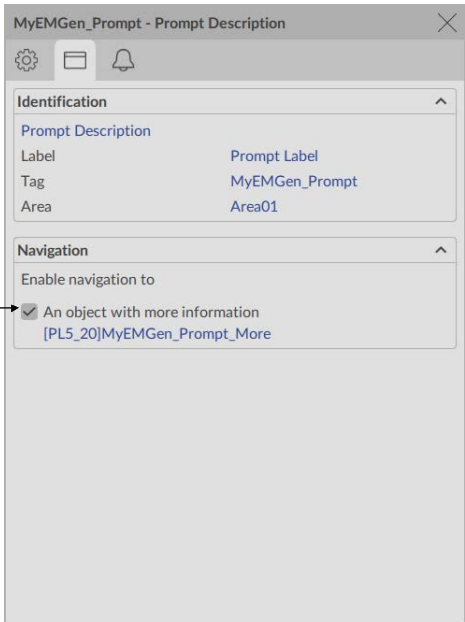
## Advanced Engineering Tab



Item	Description
1	Configure the maximum time without a user response before an exception occurs.
2	Allow prompt selection and configuration from this display.
3	Hides the operator attention symbol on the Prompt Response button when there is an active prompt.
4	Select a prompt from Prompt Selection drop down menu.



## Advanced HMI Configuration Tab

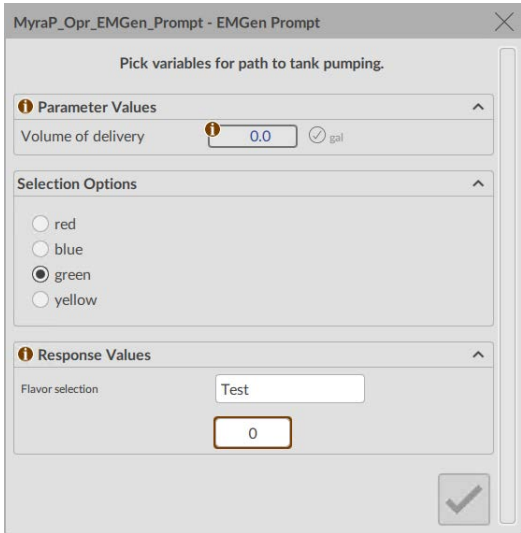


1

Item	Description
1	Select to enable navigation to an object with more information. You configure the tag name of the object that you want to navigate to in the extended tag property "Cfg_HasMoreObj.@Navigation". It uses the .@Library and .@Instruction extended tag properties to display the objects faceplate.

## Response

This faceplate lets the operator review and record data based on the prompt. All values are configured on the prompt configuration faceplate in FactoryTalk View SE. The operator selects the checkbox to continue.



## Logix Diagnostic Objects



For the object and visualization parameters, see PlantPAx Process Objects, publication [PROCES-RD200](#), and PlantPAx Visualization Files, publication [PROCES-RD201](#).

### Logix Change Detector (raP\_Dvc\_LgxChangeDet)

The raP\_Dvc\_LgxChangeDet (Logix Change Detector) Add-On Instruction monitors another Logix controller on the network and checks for changes that impact operation. Changes that can be monitored include downloads, online edits, I/O forcing, and controller mode changes.

No visualization elements are supplied with the raP\_Dvc\_LgxChangeDet instruction.

#### Guidelines

Use this instruction if you want to monitor a Logix controller for changes, to be sure that the correct application is being run for regulatory, quality, or security reasons.

Do not use this instruction in these situations:

- You have only one Logix controller. The raP\_Dvc\_LgxChangeDet instruction is intended to be run in a controller other than the one being monitored. Although the raP\_Dvc\_LgxChangeDet instruction can be configured to monitor the controller in which it is running, because it runs in controller logic, it cannot detect when the controller in which it is running is placed in Program mode.
- You have software, such as FactoryTalk® AssetCentre that monitors controllers on a secured network. This software provides much more extensive change tracking and auditing than the raP\_Dvc\_LgxChangeDet Add-On Instruction.

#### Functional Description

The raP\_Dvc\_LgxChangeDet instruction includes a source protected Add-On Instruction for use with Studio 5000 Logix Designer software, version 33 or later, and Logix controllers. This instruction is intended to be used in one Logix controller to monitor another controller for changes.

Although this instruction must be executed in a Logix controller with firmware revision 33 or later, it can monitor controllers running firmware revision 12 or later.

The raP\_Dvc\_LgxChangeDet instruction monitors a Logix controller for the following types of changes:

- New entries being made in the change log, such as the following:
  - Modify, insert, or delete logic in Run or Program mode
  - Accept, assemble, or cancel edits
  - Enable, disable, or remove forces
  - Reconfigure a module
  - Change an output list

- Send the 'Set Attribute' MSG or 'SSV' to a controller object class or instance
- Send the 'Set Attribute List' MSG to a controller object class or instance
- Send the 'Set Attribute All' MSG to a controller object class or instance
- Apply attributes to a controller object class or instance
- Create, delete, or reset a controller object instance
- Download of a different application
- Partially import into an application
- Download of an application without logic changes (but saved configuration data that has changed)
- Download of an application that contains offline edits
- Restore an application from an external drive source, such as a Secure Digital (SD) card

This instruction also reports the following:

- Controller/application 'check' value for change detection
- Date and time on the controller clock (YYYY-MM-DD hh:mm:ss)
- Day of the week based on the controller date
- Controller keyswitch position and mode
- Major and minor fault indications

The `raP_Dvc_LgxChangeDet` instruction is provided as a rung import for installation. Importing this rung into your ladder diagram routine:

- Imports the Add-On Instruction definition
- Create an instruction instance.
- Creates and completes all required tags and data structures for the instruction.

---

**IMPORTANT** Once the rung is imported, and before downloading and running the application, set the path in each of the referenced Message structures to point to the Logix controller to be monitored.

---

The interval at which this instruction checks for changes and updates its status is configurable, from 1...60 seconds.

## Required Files

Add-On Instructions are reusable code objects that contain encapsulated logic that can streamline implementing your system. This lets you create your own instruction set for programming logic as a supplement to the instruction set provided natively in the ControlLogix® firmware. An Add-On Instruction is defined once in each controller project, and can be instantiated multiple times in your application code as needed.

### *Controller Files*

The `raP_Dvc_LgxChangeDet_5.20.00_RUNG.L5X` rung import file must be imported into the controller project for the controller that is performing the monitoring. It is not necessary to add any logic to the controller being monitored. The service release number (boldfaced) can change as service revisions are created.

### *Visualization Files*

There are no visualization files because the `raP_Dvc_LgxChangeDet` object does not use Graphic Symbols or Faceplates.

## Operations

### Command Sources

The raP\_Dvc\_LgxChangeDet instruction has no commands or outputs that are intended to control equipment and therefore does not have any command sources.

### Alarms

The raP\_Dvc\_LgxChangeDet Instruction uses the following alarm, which is implemented by using Tag Based Alarms.

Alarm	Alarm Name	Description
Change detected	Alm_ChangeDetected	Raised when a change in controller operation such as a download or online edit has been detected.

### Virtualization

The raP\_Dvc\_LgxChangeDet Add-On Instruction does not have a Virtualization capability.

### Execution

The following table explains the handling of instruction execution conditions.

Condition	Description
EnableIn False (false rung)	No EnableIn False logic is provided. The raP_Dvc_LgxChangeDet instruction must always be scanned true. In relay ladder logic, the raP_Dvc_LgxChangeDet instruction must be by itself on an unconditional rung. If the Rung Import provided with the Rockwell Automation® Library is used to install this instruction, the proper rung is created for you.
Powerup (prescan, first scan)	On Prescan, any commands that are received before First Scan are discarded. The update timer and internal polling status are reset. On first scan, the Change Detected internal status latch is cleared.
Postscan (SFC transition)	No SFC Postscan logic is provided.

See to the Logix 5000 Controllers Add-On Instructions Programming Manual, publication [1756-PM010](#), for more information.

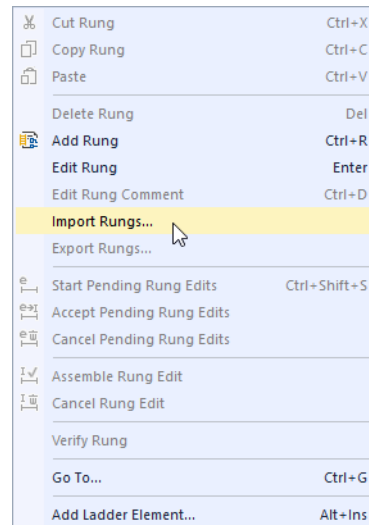
## Programming Example

The raP\_Dvc\_LgxChangeDet instruction is provided fully configured as a rung import; so little programming is required for the instruction to be used. This programming example shows how the rung import is used to instantiate the raP\_Dvc\_LgxChangeDet instruction.

Since the raP\_Dvc\_LgxChangeDet instruction is a rung import, it must be created in a Ladder Diagram routine. By default, raP\_Dvc\_LgxChangeDet checks controllers for changes only every 5 seconds, so the ladder routine does not need to run in a fast periodic task.

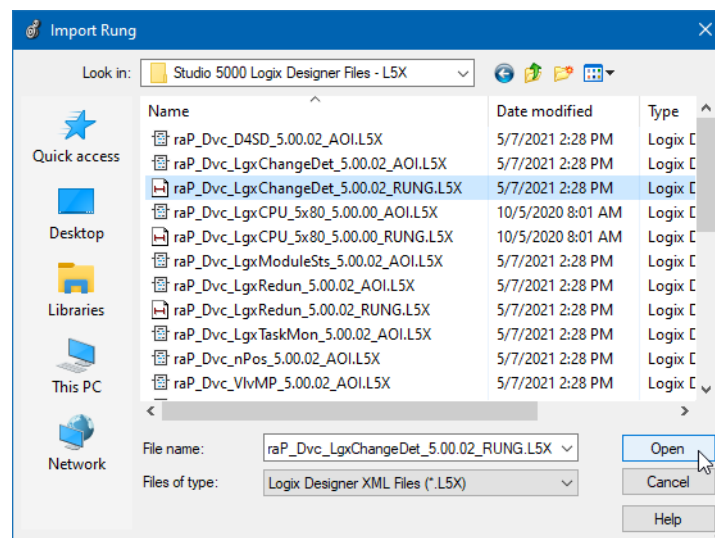
The following steps describe how you instantiate raP\_Dvc\_LgxChangeDet in your routine.

1. In your ladder routine, right-click where to insert the rungs and select Import Rungs.

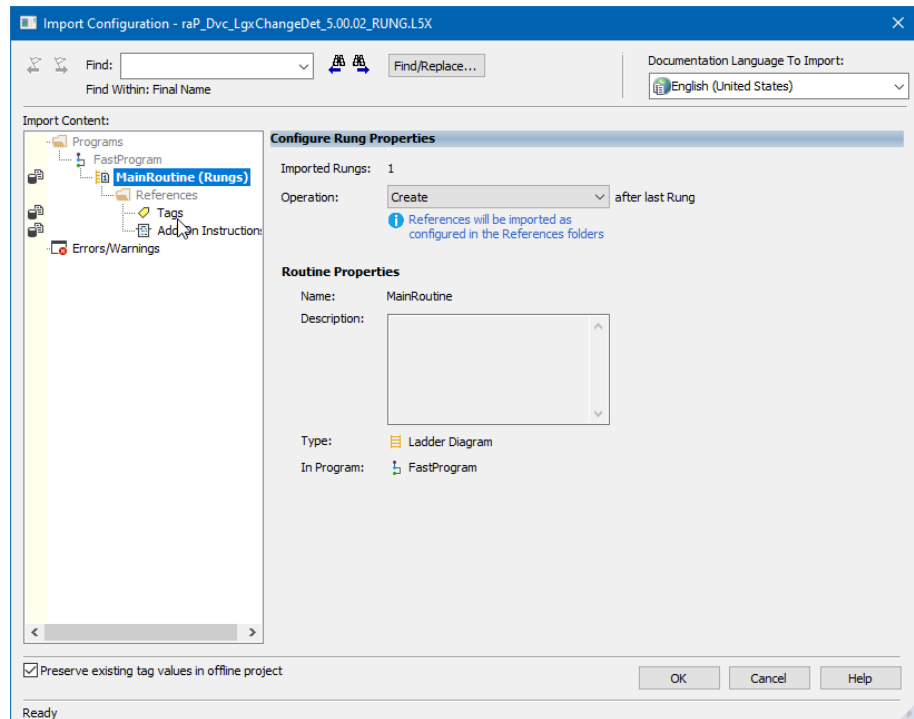


The Import Rungs dialog box appears.

2. Select the raP\_Dvc\_LgxChangeDet rung import file that is named in [Required Files on page 270](#).
3. Select Open.

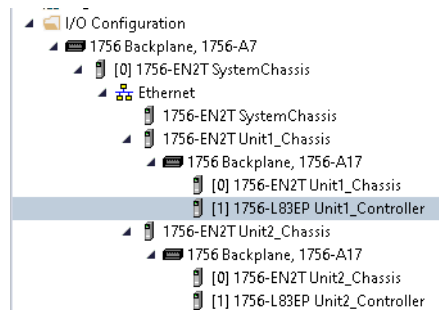


The Import Configuration dialog box appears.



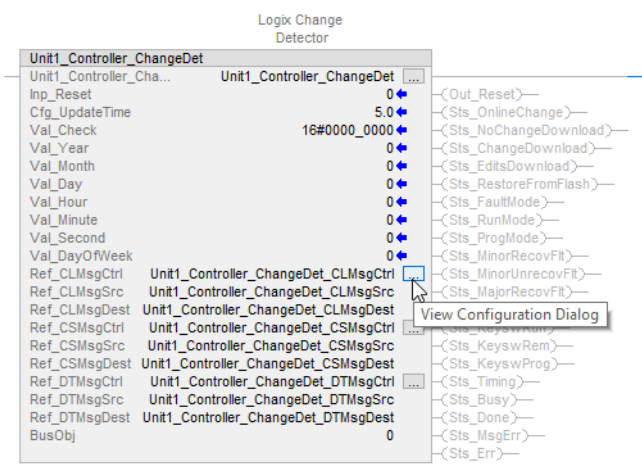
4. Rename the tags being imported to incorporate the name of the controller being monitored.  
One controller can monitor several others. Adding the controller name to the tag makes it easier to track the individual instances when monitoring multiple controllers.
5. Select OK.
6. To point to the controller being monitored for changes, change the path in each of the MSG control tags.

If you create a link to the controller in the I/O tree configuration, enter the name that is assigned to that controller.



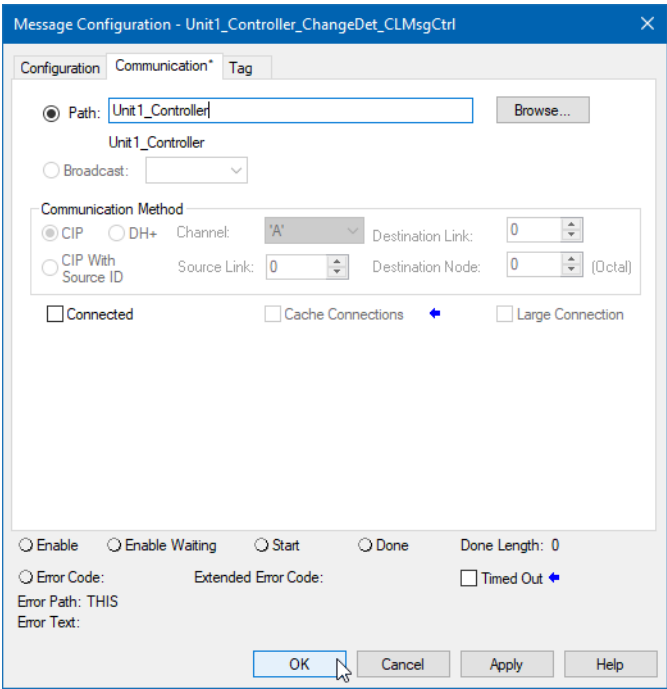
7. Complete the following steps for each of the three MSG control tags.

a. Select the ellipsis next to the MSG control tag.



The Message Configuration dialog box appears.

b. Select the Communication tab and change the path to the controller link created in the I/O tree.

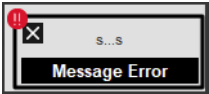
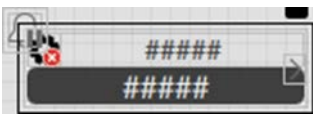
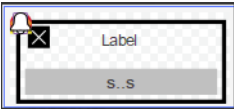


c. Select OK.

8. Place the controller in RUN mode.

Statusbits on the raP\_Dvc\_LgxChangeDet instruction indicate changes that are made to the monitored controller. Set Cmd\_AckAll to 1 to clear the latched-in detections.

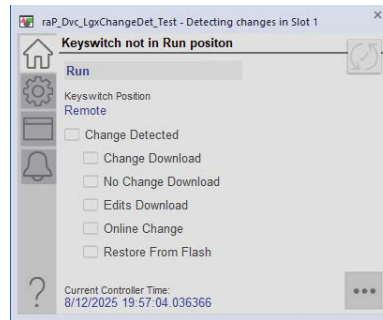
## Graphic Symbols

FactoryTalk View SE Graphic Symbol	FactoryTalk Optix Graphic Symbol	Studio 5000 View Designer Graphic Symbol	Description
GO_LgxChangeDet 	raP_5_20_raP_Dvc_LgxChangeDet_GS 		Standard raP_Dvc_LgxChangeDet graphic symbol

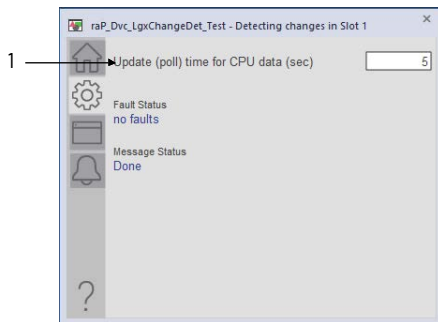
## FactoryTalk View SE Faceplates

There are basic faceplate attributes that are common across all instructions. The Trends tab, Diagnostics tab, and Alarms tab all have the same basic functionality and are not described in this section. See [Basic Faceplate Attributes on page 29](#).

### Operator Tab

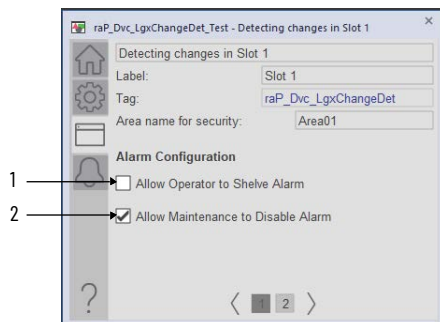


### Engineering Tab



Item	Description
1	Enter the update time for CPU data.

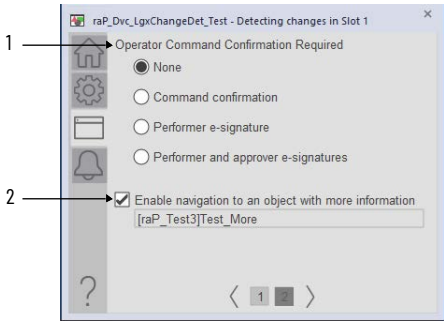
### HMI Configuration Tab 1



Item	Description
1	Select to allow Operator to shelve the alarm.
2	Select to allow Maintenance to disable the alarm.



HMI Configuration Tab 2



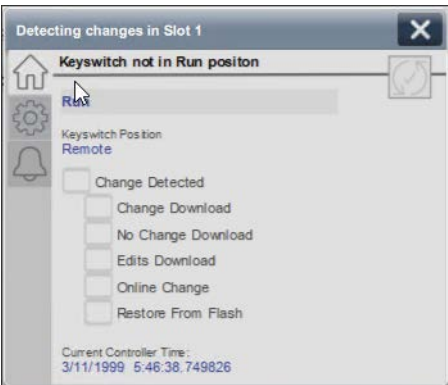
Item	Description
1	Select the type of confirmation required for Operator commands.
2	Select to enable navigation to an object with more information (Cfg_HasMoreObj is set to true.) This can be configured to navigate to an object backing tag or a UDT tag that has Instruction and Library defined.

Studio 5000 View Designer Faceplates

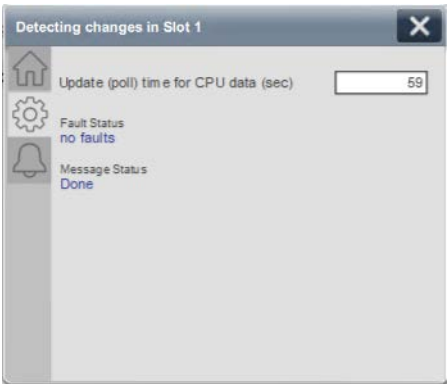
There are basic faceplate attributes that are common across all instructions. The Trends tab, Diagnostics tab, and Alarms tab all have the same basic functionality and are not described in this section. See [Basic Faceplate Attributes on page 29](#).

Any feature that is contained in the Studio 5000 View Designer faceplates has the same functionality as used in the FactoryTalk View SE faceplates. See [FactoryTalk View SE Faceplates on page 275](#) for descriptions of the features.

Operator Tab



Engineering Tab

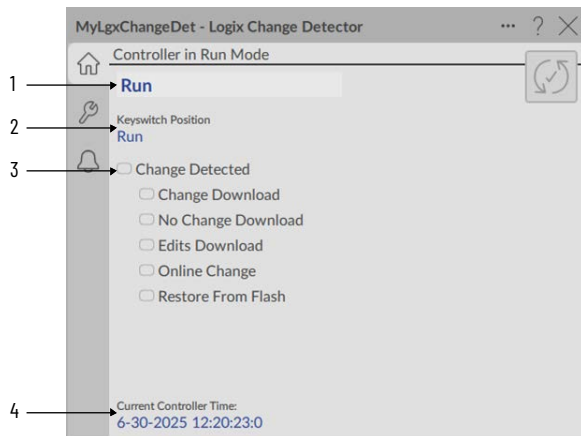


## FactoryTalk Optix Faceplates

There are basic faceplate attributes that are common across all instructions. The Trends tab, Diagnostics tab, and Alarms tab all have the same basic functionality and are not described in this section. See [Basic Faceplate Attributes on page 29](#).

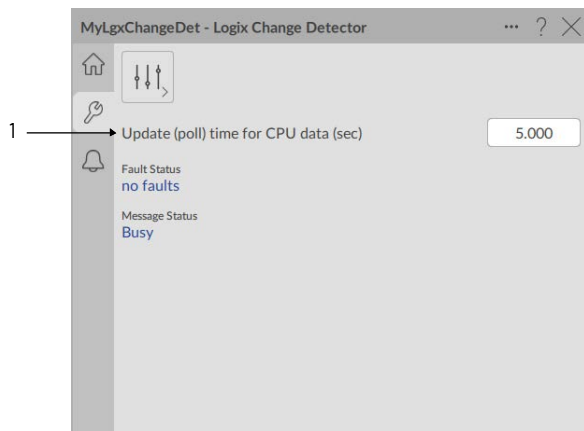
Any feature that is contained in the FactoryTalk Optix faceplates has the same functionality as used in the FactoryTalk View SE faceplates. See [FactoryTalk View SE Faceplates on page 275](#) for descriptions of the features.

### Operator Tab



Item	Description
1	Displays the controller status mode.
2	Displays the keyswitch position status
3	Displays the change detected status.
4	Displays the current controller time.

### Maintenance Tab



Item	Description
1	Enter the update time for CPU data.

Advanced HMI Configuration Tab - Navigation

MyLgxChangeDet - Logix Change Detector

Identification

Navigation

Enable navigation to

☒ An object with more information  
[PL5\_20]LgxChangeDet\_More

Item	Description
1	Select to enable navigation to an object with more information (Cfg_HasMoreObj is set to true.) This can be configured to navigate to an object backing tag or a UDT tag that has Instruction and Library defined.

Logix Controller CPU Utilization  
(raP\_Dvc\_LgxCPU\_5x80)

The raP\_Dvc\_LgxCPU\_5x80 (Logix Controller CPU Utilization) Add-On Instruction monitors a Logix controller, and provides information on controller CPU utilization, communication usage, and other information. Data that is provided by the raP\_Dvc\_LgxCPU\_5x80 instruction is useful to diagnose communication or control responsiveness issues and in tuning the performance of control tasks for optimum controller performance.

The raP\_Dvc\_LgxCPU\_5x80 instruction can be loaded as part of a control application and disabled (default) until needed. The instruction can also be enabled at a slow update rate for general controller monitoring. The update rate can be increased, if necessary, as directed by a Rockwell Automation Technical Support representative to help diagnose controller performance issues.

The global object and faceplate in the following image are examples of the HMI that is provided with this library object.

Guidelines

- Use this instruction in these situations:
- Monitor general controller resource utilization:
    - Processor utilization
    - Communication capacity
    - Networking performance and connection usage
  - Gather data to help resolve a specific issue under the direction of a Rockwell Automation Technical Support representative
  - Tune the periods or priorities of multiple tasks in a controller to optimize control and observe how changes in task configuration affect CPU and other resource usage in the controller
  - For use with CompactLogix 5380 Controllers and ControlLogix 5580 Controllers. Firmware / software must be version 33 and later.

Do not use this instruction at a high update rate on a continuing basis. The raP\_Dvc\_LgxCPU\_5x80 instruction increases the communication load on the controller when it is polling for performance data. At high update rates, the resource load that the

raP\_Dvc\_LgxCPU\_5x80 instruction polling generates can affect control performance, especially if you already have a fully loaded controller.

## Functional Description

The raP\_Dvc\_LgxCPU\_5x80 instruction collects and summarizes various data from the Logix controller that is being monitored. This information includes the following:

- Processor Identity information:
  - Catalog number and description
  - Major and minor firmware revision numbers
- Communication Responsiveness information:
  - CPU% used for responding to communication requests
  - Optimized Packets that are used for responding to communication requests

---

**IMPORTANT**      The raP\_Dvc\_LgxCPU\_5x80 instruction does not support SoftLogix™ 5800 or RSLogix™ Emulate 5000 controllers.

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- CPU utilization (%):
  - Continuous task (or unused CPU, if no continuous task)
  - Periodic and Event tasks
  - Responding to communication requests (such as from HMI)
  - System (I/O scan, timer updates, everything else)
- Communication connection usage:
  - Total connections available
  - Connections that are used for each of several classes of communication
  - Unconnected buffers and cached messages
- I/O Forcing status
- Controller minor faults

The items that are listed previously are displayed on several faceplate tabs, with summary information on the main (home) tab.

---

**IMPORTANT**      We recommend that you access the raP\_Dvc\_LgxCPU\_5x80 faceplate when you contact Rockwell Automation Technical Support. The information on the Operator (home) tab is often requested when you call. You also need your Studio 5000 Logix Designer software serial number or other license or support contract information. The Maintenance tab has a space for you to record this information for reference.

---

## Required Files

Add-On Instructions are reusable code objects that contain encapsulated logic that can streamline implementing your system. This lets you create your own instruction set for programming logic as a supplement to the instruction set provided natively in the ControlLogix® firmware. An Add-On Instruction is defined once in each controller project, and can be instantiated multiple times in your application code as needed.

### Controller Files

For use with Logix 5x80 controllers, one instance of raP\_Dvc\_LgxCPU\_5x80\_5.20.**00**\_RUNG.L5X must be imported into the controller. It is recommended to only use the rung import when configuring the AOI in a project. The service release number (boldfaced) can change as service revisions are created.

Visualization Files

See [Visualization Files on page 21](#) for general information on visualization files.



For the object and visualization parameters, see PlantPAx Process Objects, publication [PROCES-RD200](#), and PlantPAx Visualization Files, publication [PROCES-RD201](#).

Operations

Command Sources

The raP\_Dvc\_LgxCPU\_5x80 instruction is not intended to control equipment and therefore does not have any command sources. However, there are two program commands and two maintenance commands available to enable and disable collection of data (PCmd\_Enable, PCmd\_Disable, MCmd\_Enable, MCmd\_Disable). The maintenance commands are only available via the HMI faceplate.

Alarms

The raP\_Dvc\_LgxCPU\_5x80 Add-On Instruction does not provide any alarms. If an alarm is required, define the output status to be alarmed as a Logix Tag Based Alarm.

Virtualization

The raP\_Dvc\_LgxCPU\_5x80 Add-On Instruction does not have a Virtualization capability.

Execution

The following table explains the handling of instruction execution conditions.

Condition	Description
EnableIn False (false rung)	TheraP_Dvc_LgxCPU_5x80 instruction has no EnableInFalse logic and does nothing on a false rung. Data that are associated with the instruction are left in their last state.
Powerup (prescan, first scan)	Logic is sure that the window time is sent to the controller when it transitions to Run mode. Previously active polling (before power down or transition to Program mode) is canceled. High-water data that is stored in the instruction (not built in to the controller status registers) are cleared.
Postscan (SFC transition)	No SFC Postscan logic is provided.

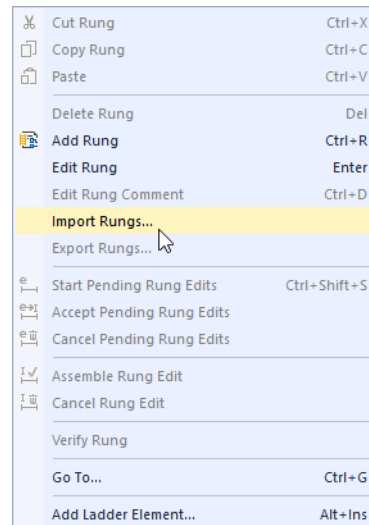
See the Logix 5000 Controllers Add-On Instructions Programming Manual, publication [1756-PM010](#), for more information.

Programming Example

The raP\_Dvc\_LgxCPU\_5x80 instruction is provided fully configured as a rung import; therefore, little programming is required for the instruction to be used. This programming example shows how the rung import is used to instantiate the raP\_Dvc\_LgxCPU\_5x80 instruction.

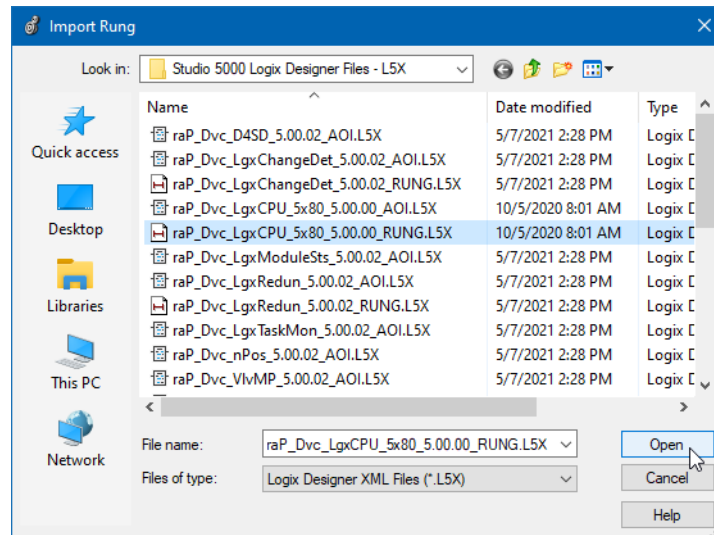
Because raP\_Dvc\_LgxCPU\_5x80 is a rung import, it must be created in a ladder diagram routine. The following steps describe how to instantiate raP\_Dvc\_LgxCPU\_5x80 in your routine.

1. In your ladder routine, right-click where to insert the rungs and select Import Rungs.



The Import Rungs dialog box appears.

2. Select the appropriate raP\_Dvc\_LgxCPU\_5x80 rung import file that is named in [Required Files on page 279](#).



3. Select Open.

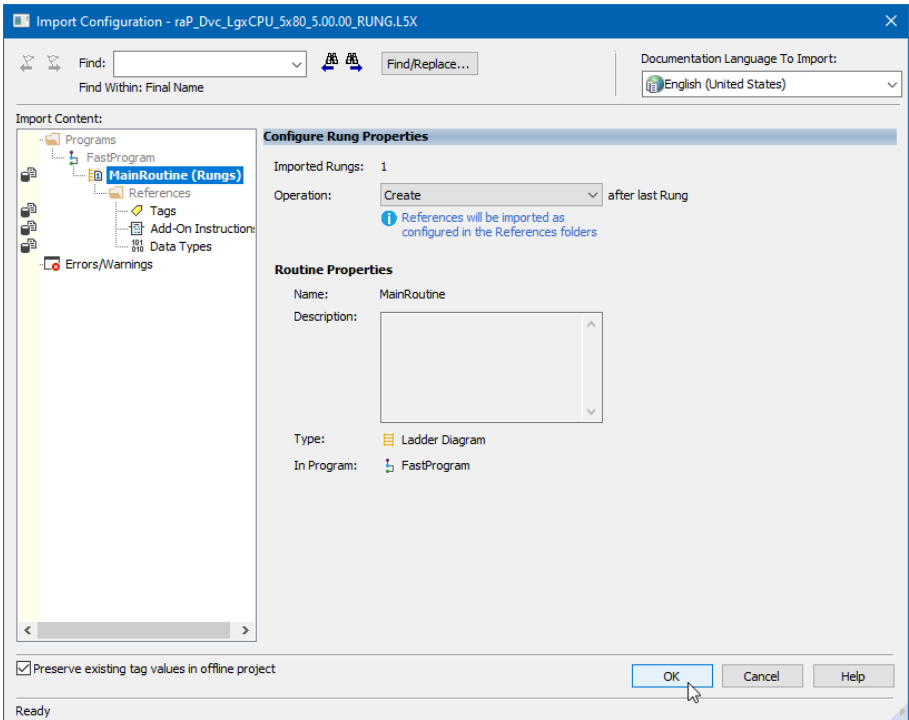
The Import Configuration dialog box appears.

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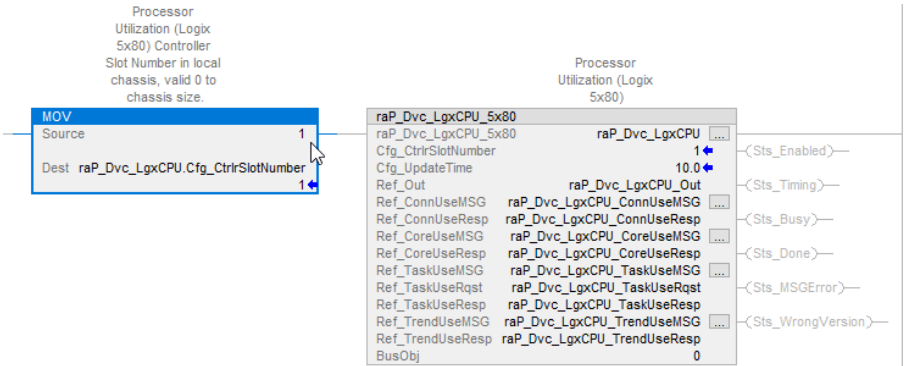
**IMPORTANT** Do not change tag names in the Import Configuration. There must be one instance only of the raP\_Dvc\_LgxCPU\_5x80 instruction in any controller project.

---

4. To create the instance of raP\_Dvc\_LgxCPU\_5x80, select OK.



5. Set the controller slot number in the Source of the MOV.



Set this value before putting the controller into Run mode. If the value is changed, it requires a transition from Program to Run on the controller for the new value to take effect.

- 6. Select the Finalize All Edits in Program icon.
- 7. To finalize all edits, Select Yes.

Graphic Symbols

A Graphic Symbol (global object) is created once and can be referenced multiple times on multiple displays in an application. When changes are made to the original (base) object, the instantiated copies(reference objects) are automatically updated. Use of graphic symbols, with tag structures in the ControlLogix® system, aid consistency and save engineering time.

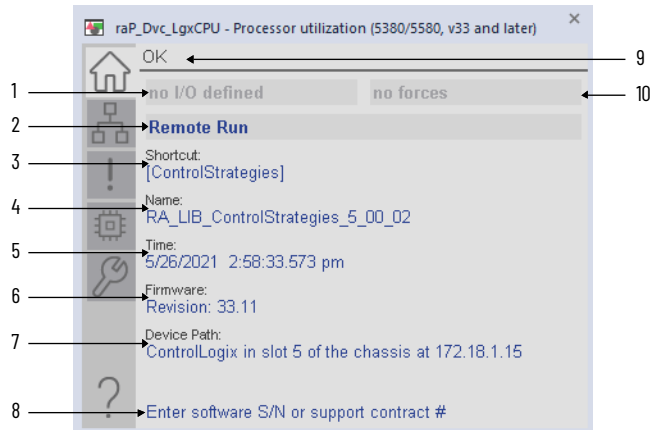
FactoryTalk View SE Graphic Symbol	FactoryTalk Optix Graphic Symbol	Studio 5000 View Designer Graphic Symbol	Description
60_LgxCPU 	raP_5_20-raP_Dvc_LgxCPU_5x80_GS 		This global object is used to view controller CPU utilization for Logix 5x80 controllers at firmware version 33 or later.

## FactoryTalk View SE Faceplates

There are basic faceplate attributes that are common across all instructions. The Trends tab, Diagnostics tab, and Alarms tab all have the same basic functionality and are not described in this section. See [Basic Faceplate Attributes on page 29](#).

### Operator Tab

The Faceplate initially opens to the Operator (Home) tab. From here, an operator can monitor the device status and manually operate the device when it is in Operator command source.



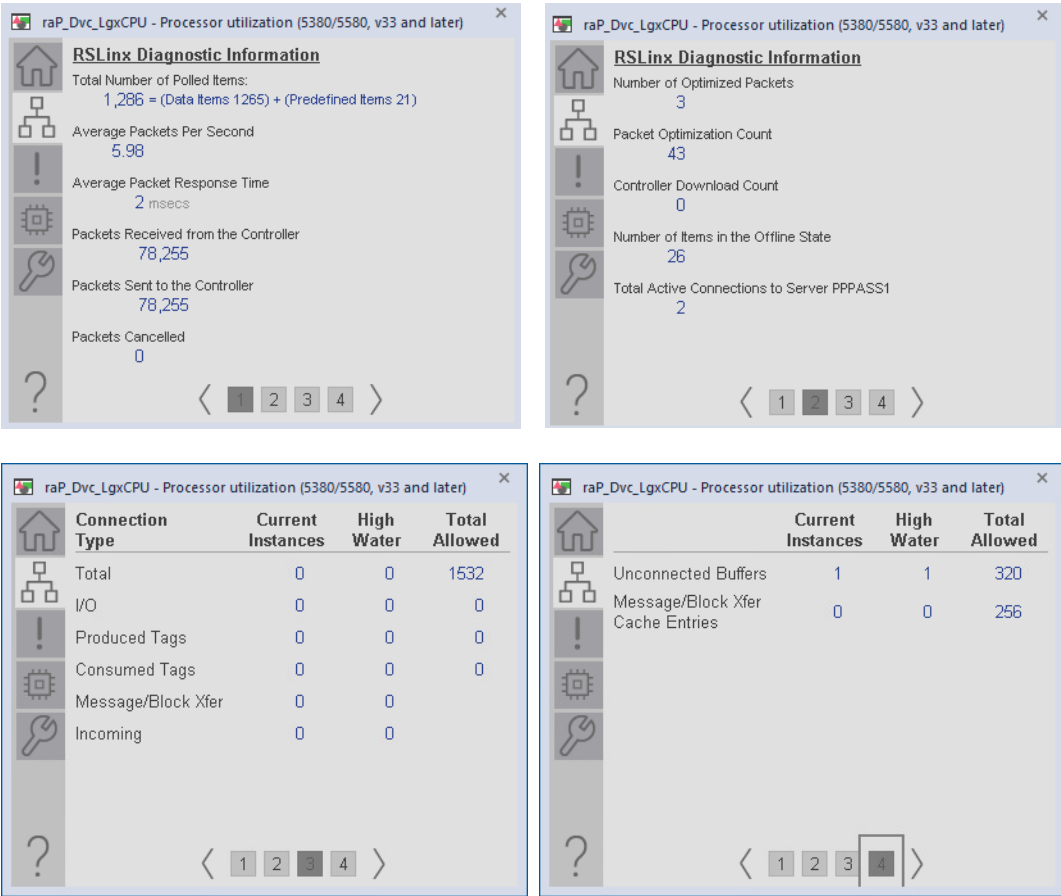
Item	Description
1	I/O communication status
2	Current controller mode
3	Device shortcut
4	Processor name defined in RSLogix 5000
5	Current date and time
6	Current firmware revision
7	Path from the HMI server to the device
8	Serial number or support agreement. This number is used when contacting Rockwell Automation technical support.
9	Controller OK indicator
10	I/O forcing status indicator



Communication Tab

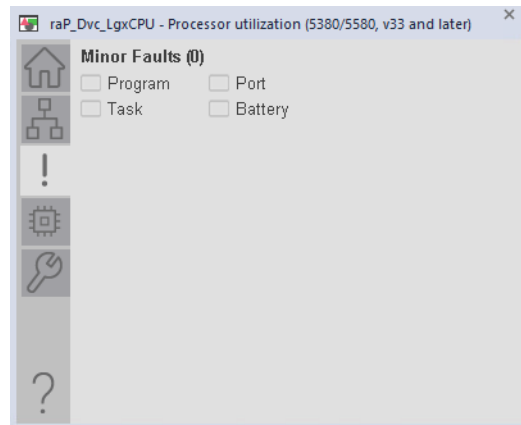
The pages in the Communication tab display the following information:

- Nested bar graph and numeric displays that show the approximate percent CPU available for responding to communication requests from the HMI (outer bar). The outer bar graph changes color from green to yellow when CPU availability for communication is low.
- The approximate percent CPU that is actually being used for responding to communication requests (inner bar). The inner bar graph changes color from blue to red when nearly all CPU availability for communication is being used.
- The count of RSLink® optimized packets that are currently used.
- The high-water value of optimized packets that are used.
- The largest optimized packet instance number that is used in the controller.
- Diagnostic counters for the FactoryTalk® Linx software driver that is being used by the HMI to communicate with the controller.
- The number of connections that are being used, the highest number that is used, and the total available connections for several types of data transfers.
- Data also includes statistics for message instructions that are using unconnected buffers and message cache entries.



### Faults Tab

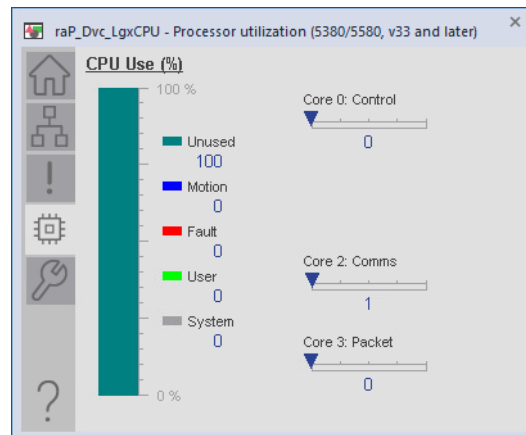
The Faults tab contains the list of minor faults and the fault count. There is an indicator to display the status of each fault. A blue indicator box shows that the fault is active.



### Performance Tab

The Performance tab shows the approximate CPU percentage that is used by each of the major activities for the controller. If there is a continuous task running in the controller, the top segment of the bar graph shows the CPU used by the continuous task. If there is no continuous task, the top segment shows the percentage CPU free (unused). The CPU percentages do not necessarily add up to 100% because of the variability between execution cycles of the listed tasks and rounding errors.

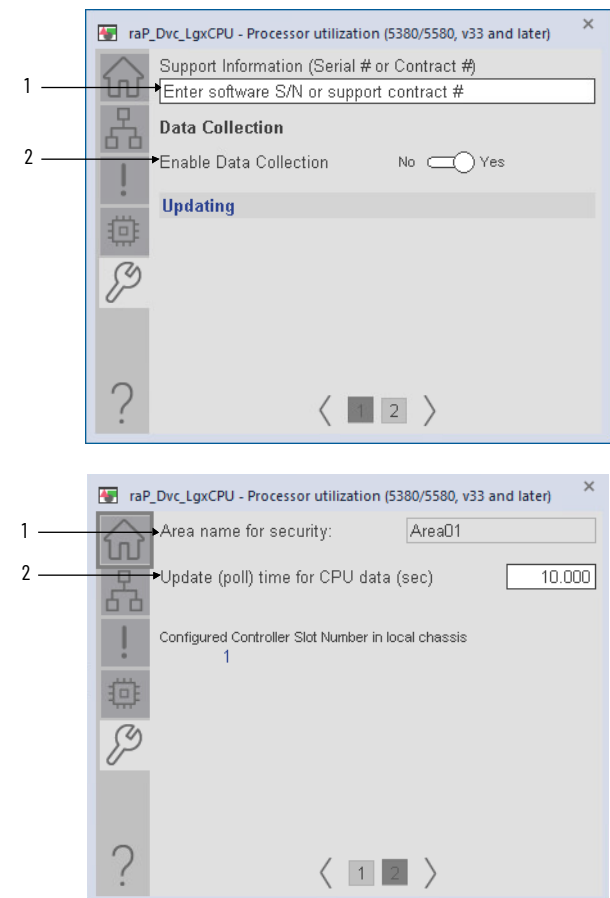
The raP\_Dvc\_LgxCPU\_5x80 instruction is used with a multi-core controller. The bar graph on the left represents the CPU percentage that is used of the control core (Core 0).



### Maintenance Tab

The Maintenance tab shows the following information:

- An indicator to show whether data collection (polling) is enabled or disabled
- An indicator to show when the instruction is waiting before the next data collection (poll) and when a poll is in progress
- An indicator to show when a poll is busy or the result of the last poll (Data Received or Error)
- Configuration values, some of which cannot be changed from the faceplate



Item	Description
1	Enter a serial number for your Studio 5000 Logix Designer software, the contract number for your TechConnect <sup>SM</sup> , or other technical support contract information. This information is then available for ready reference if you call Rockwell Automation Technical Support.
2	Enable / Disable Data Collection <b>IMPORTANT:</b> The raP_Dvc_LgxCPU_5x80 instruction accomplishes its data collection by using MSG instructions to the controller (MSG to self), which uses some controller communication resources. You can leave data collection disabled until it is needed. Some faceplate data is monitored without using the polling messages and is still displayed. When disabled, only data collection via MSG instructions is disabled. Other data can still be updated and displayed on the faceplate. Data not updated when collection is disabled is not displayed.

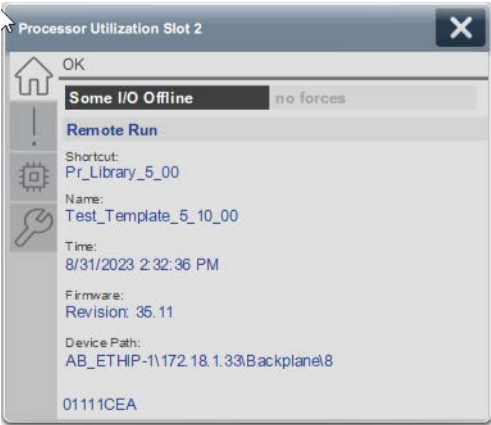
Item	Description
1	Area name for security
2	Enter the interval that is used to collect and update data that is displayed on the other faceplate tabs. <b>IMPORTANT:</b> If you set this parameter too low, it can result in a flood of messages to the controller and possibly affect control performance. Do not use a value less than 5 seconds unless instructed to do so by a Rockwell Automation Technical Support specialist.

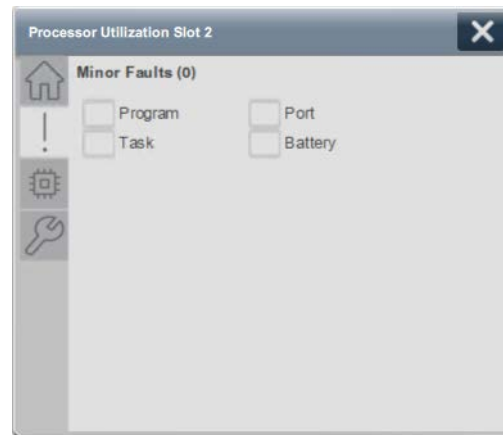
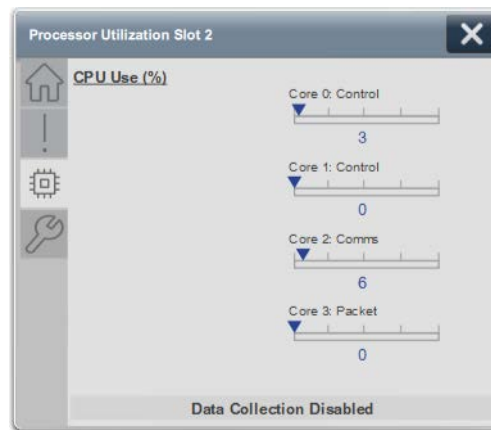
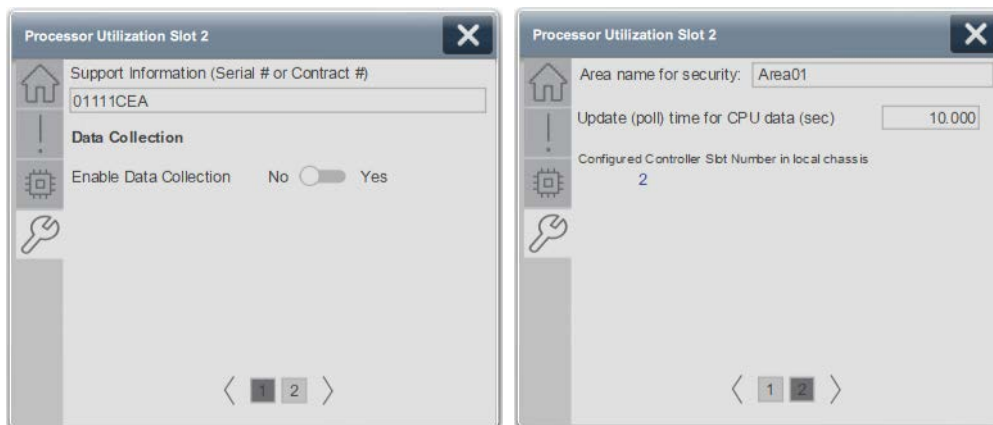
Studio 5000 View Designer Faceplates

There are basic faceplate attributes that are common across all instructions. The Trends tab, Diagnostics tab, and Alarms tab all have the same basic functionality and are not described in this section. See [Basic Faceplate Attributes on page 29](#).

Any feature that is contained in the Studio 5000 View Designer faceplates has the same functionality as used in the FactoryTalk View SE faceplates. See [FactoryTalk View SE Faceplates on page 283](#) for descriptions of the features.

Operator Tab

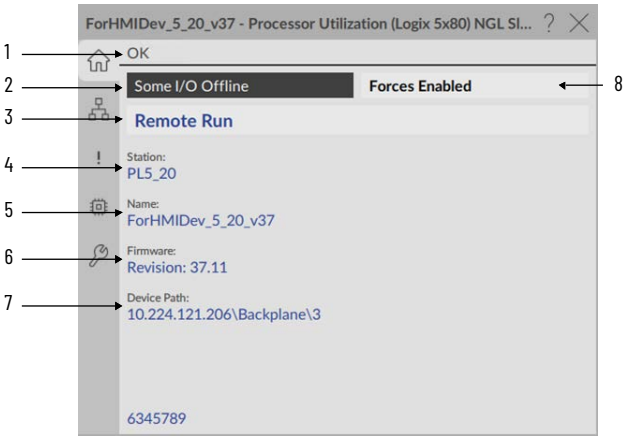


*Faults Tab**Performance Tab**Maintenance Tab*

## FactoryTalk Optix Faceplates

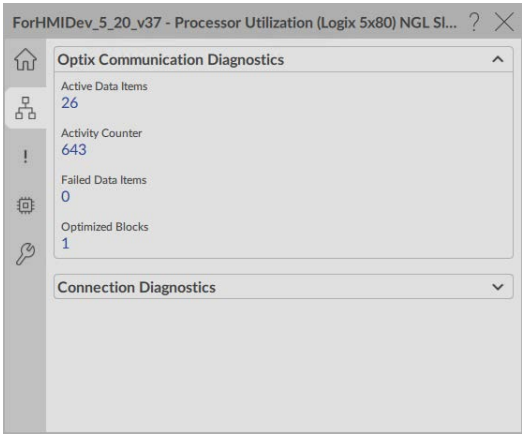
There are basic faceplate attributes that are common across all instructions. The Trends tab, Diagnostics tab, and Alarms tab all have the same basic functionality and are not described in this section. See [Basic Faceplate Attributes on page 29](#).

### Operator Tab



Item	Description
1	Controller OK indicator
2	I/O communication status
3	Current controller mode
4	Device shortcut
5	Processor name defined in RSLogix 5000
6	Current firmware revision
7	Path from the HMI server to the device
8	I/O forcing status indicator

### Communication Tab - Optix Communication Diagnostics



### Communication Tab - Connection Diagnostics

ForHMIDev\_5\_20\_v37 - Processor Utilization (Logix 5x80) NGL SI... ? X

Connection Diagnostics

Connection Type	Current Instances	High Water	Total Allowed
Total	1	3	1,533
I/O	0	0	38
Produced Tags	0	0	0
Consumed Tags	0	0	0
Message/Block Xfer	0	0	
Incoming	1	3	
Unconnected Buffers	1	2	320
Message/Block Xfer Cache Entries	0	0	256

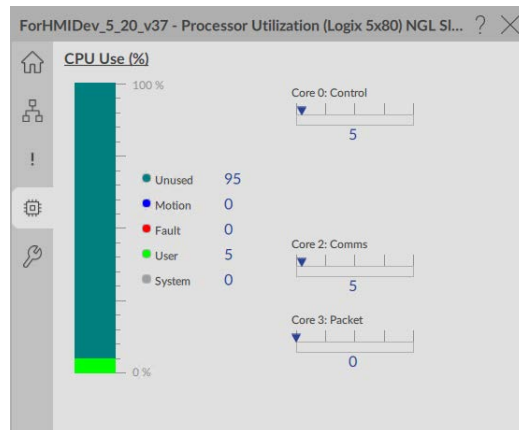
### Faults Tab

ForHMIDev\_5\_20\_v37 - Processor Utilization (Logix 5x80) NGL SI... ? X

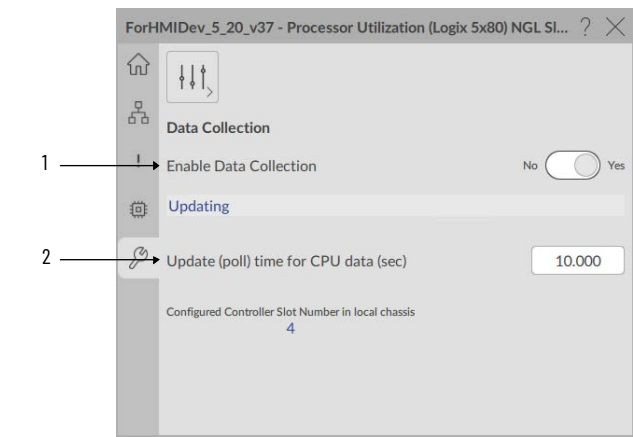
Minor Faults (0)

☐ Program    ☐ Port  
☐ Task        ☐ Battery

### Performance Tab

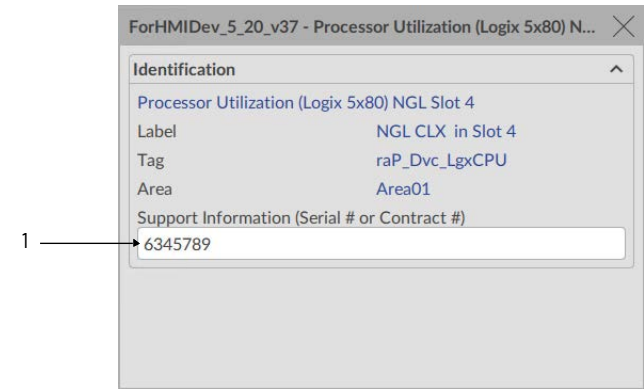


### Maintenance Tab



Item	Description
1	Enable / Disable Data Collection. <b>IMPORTANT:</b> The raP_Dvc_LgxCPU_5x80 instruction accomplishes its data collection by using MSG instructions to the controller (MSG to self), which uses some controller communication resources. You can leave data collection disabled until it is needed. Some faceplate data is monitored without using the polling messages and is still displayed. When disabled, only data collection via MSG instructions is disabled. Other data can still be updated and displayed on the faceplate. Data not updated when collection is disabled is not displayed.
2	Enter the interval that is used to collect and update data that is displayed on the other faceplate tabs. <b>IMPORTANT:</b> If you set this parameter too low, it can result in a flood of messages to the controller and possibly affect control performance. Do not use a value less than 5 seconds unless instructed to do so by a Rockwell Automation Technical Support specialist.

Advanced HMI Configuration Tab



Item	Description
1	Enter a serial number for your Studio 5000 Logix Designer software, the contract number for your TechConnect <sup>SM</sup> , or other technical support contract information. This information is then available for ready reference if you call Rockwell Automation Technical Support.

## Logix Redundant Controller Monitor (raP\_Dvc\_LgxRedun)

The raP\_Dvc\_LgxRedun (Logix Redundant Controller Monitor) Add-On Instruction monitors one redundant pair of Logix controllers. The instruction checks primary and secondary controller status that can affect the ability of the system to switch to the back-up controller on a failure of the primary.

### Guidelines

Use this instruction in these situations:

- You are using Logix controllers in a redundant configuration.
- You want to monitor the status of the redundant controller pair.
- You want to display this status to operators, maintenance personnel, or engineers.

Do not use this instruction in these situations:

- You are using single Logix controllers, not in a redundant configuration. The raP\_Dvc\_LgxRedun instruction is designed around the ControlLogix® Enhanced Redundancy System architecture, by using information from the 1756-RM2 Redundancy Modules. The raP\_Dvc\_LgxRedun Add-On Instruction does not verify in a non-redundant system because the data items it monitors do not exist in a non-redundant configuration.
- Your controllers are in an accessible location and the indicators on the controllers, network modules, and redundancy modules provide sufficient information about redundancy status.

For more information, see the ControlLogix Enhanced Redundancy System User Manual, publication [1756-UM535](#).

### Functional Description

The raP\_Dvc\_LgxRedun instruction is provided as a rung import for installation. Importing this rung into your ladder diagram routine:

- imports the Add-On Instruction definition
- creates an instruction instance
- creates and completes all required tags and data structures for the instruction

Once the rung is imported, and before you download and run the application, set the path in each Message tag that references the input/output parameters of the instruction to point to slot that contains the 1756-RM2 module in the local chassis ('1, <slot>').

### Required Files

Add-On Instructions are reusable code objects that contain encapsulated logic that can streamline implementing your system. This lets you create your own instruction set for programming logic as a supplement to the instruction set provided natively in the ControlLogix® firmware. An Add-On Instruction is defined once in each controller project, and can be instantiated multiple times in your application code as needed.

#### *Controller Files*

The raP\_Dvc\_LgxRedun\_5.20.00\_RUNG.L5X rung import file must be imported into the controller project to be able to be used in the controller configuration. The service release number (boldfaced) can change as service revisions are created.



## Visualization Files

See [Visualization Files on page 21](#) for general information on visualization files.



For the object and visualization parameters, see PlantPAx Process Objects, publication [PROCES-RD200](#), and PlantPAx Visualization Files, publication [PROCES-RD201](#).

## Operations

The raP\_Dvc\_LgxRedun instruction monitors a redundant pair of Logix controllers and provides the following information and capabilities:

- Determines and displays whether the current primary controller is in Chassis 'A' or Chassis 'B' (as defined by user configuration)
- Displays the Chassis A and Chassis B Redundancy Module (1756-RM2) status
- Displays the Controller A and Controller B redundancy status
- Displays the Controller A and Controller B keyswitch positions
- Displays the overall compatibility between modules in Chassis A and modules in Chassis B
- Displays the synchronization progress in percent complete
- Displays the amount of data that is transferred from the Primary redundancy module to the Secondary in the most recent transfer, and the most sent in any transfer (high-water mark)

This instruction also supports the following commands, if enabled in the configuration:

- Initiate a switchover from Primary to Secondary
- Initiate a resynchronization of the system (if it does not take place automatically)

## Command Sources

The raP\_Dvc\_LgxRedun instruction has no commands or outputs that are intended to control equipment and so does not have any command sources.

## Alarms

The raP\_Dvc\_LgxRedun Instruction uses the following alarm, which is implemented by using Tag Based Alarms.

Alarm	Alarm Name	Description
Secondary not ready	Alm_SecNotRdy	Raised when the secondary controller in a redundant pair is not ready to take over control on loss of the primary.

## Virtualization

The raP\_Dvc\_LgxRedun Add-On Instruction does not have a Virtualization capability.

## Execution

The following table explains the handling of instruction execution conditions.

Condition	Description
EnableIn False (false rung)	No EnableIn False logic is provided. The raP_Dvc_LgxRedun instruction must always be scanned true. In relay ladder logic, the raP_Dvc_LgxRedun instruction must be by itself on an unconditional rung. If the Rung Import provided with the Rockwell Automation is used to install this instruction, the proper rung is created for you.
Powerup (prescan, first scan)	On Pre-scan, any commands that are received before first scan are discarded.
Postscan (SFC transition)	No SFC Postscan logic is provided.

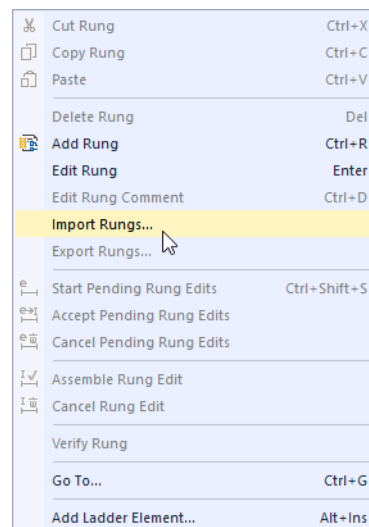
See to the Logix 5000 Controllers Add-On Instructions Programming Manual, publication [1756-PM010](#), for more information.

## Programming Example

The raP\_Dvc\_LgxRedun instruction is provided fully configured as a rung import, so little programming is required for the instruction to be used. This programming example shows how the rung import is used to instantiate the raP\_Dvc\_LgxRedun instruction.

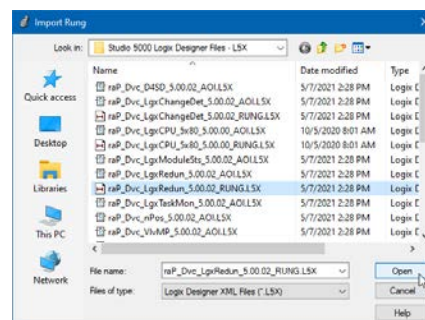
As raP\_Dvc\_LgxRedun is a rung import, it must be created in a Ladder Diagram routine. The following steps describe how you instantiate raP\_Dvc\_LgxRedun in your routine.

1. In your ladder routine, right-click where to insert the rungs and select Import Rungs.

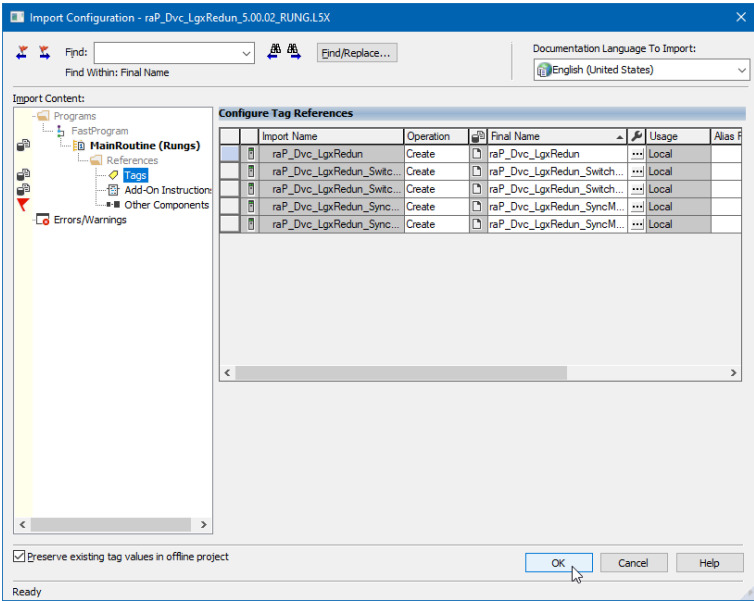


The Import Rungs dialog box appears.

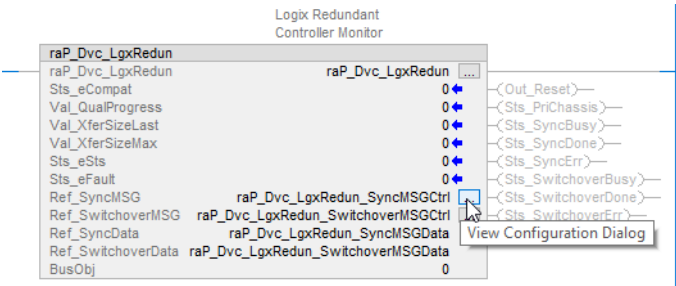
2. Select the appropriate raP\_Dvc\_LgxRedun rung import file that is named in [Required Files on page 291](#).
3. Select Open.



- The Import Configuration dialog box appears.
4. To create the instance of raP\_Dvc\_LgxRedun, select OK.



5. Complete the following steps for each of the two MSG controls to set the path to point to the 1756-RM2 module in the local chassis.
- a. Select the ellipsis next to the MSG control tag.



The Message Configuration dialog box appears.

- b. To set the second number in the path to the slot number of the 1756-RM2 module, Select the Communication tab.

Message Configuration - raP\_Dvc\_LgxRedun\_SyncMSGCtrl

Configuration Communication\* Tag

Path: 1.2 Browse...

1. 2

Broadcast: ▼

Communication Method

☒ CIP ☐ DH+ Channel: A Destination Link: 0

☐ CIP With Source ID Source Link: 0 Destination Node: 0 (Octal)

☐ Connected ☐ Cache Connections ☒ Large Connection

☐ Enable ☐ Enable Waiting ☐ Start ☐ Done Done Length: 0

☐ Error Code: Extended Error Code: ☐ Timed Out

Error Path: THIS

Error Text:

OK Cancel Apply Help

- c. Select OK.

## Graphic Symbols

A Graphic Symbol (global object) is created once and can be referenced multiple times on multiple displays in an application. When changes are made to the original (base) object, the instantiated copies (reference objects) are automatically updated. Use of graphic symbols, with tag structures in the ControlLogix system, aid consistency and save engineering time.

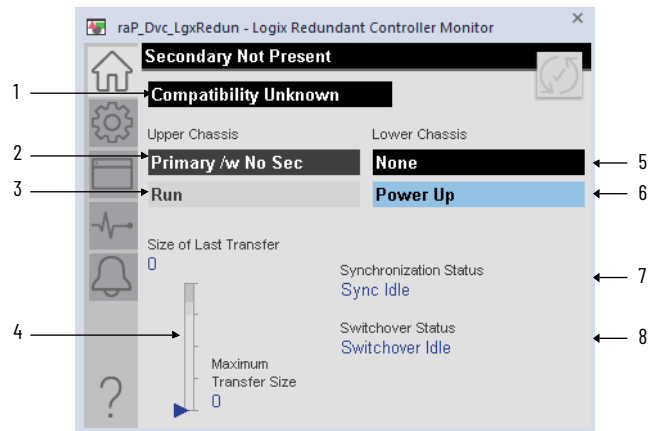
FactoryTalk View SE Graphic Symbol	FactoryTalk Optix Graphic Symbol	Studio 5000 View Designer Graphic Symbol	Description
GO_LgxRedun 	raP_5_20_raP_Dvc_LgxRedun_GS 		This global object is used for redundancy modules.

## FactoryTalk View SE Faceplates

There are basic faceplate attributes that are common across all instructions. The Trends tab, Diagnostics tab, and Alarms tab all have the same basic functionality and are not described in this section. See [Basic Faceplate Attributes on page 29](#).

### Operator Tab

The Operator tab provides status information on the primary and secondary controllers.

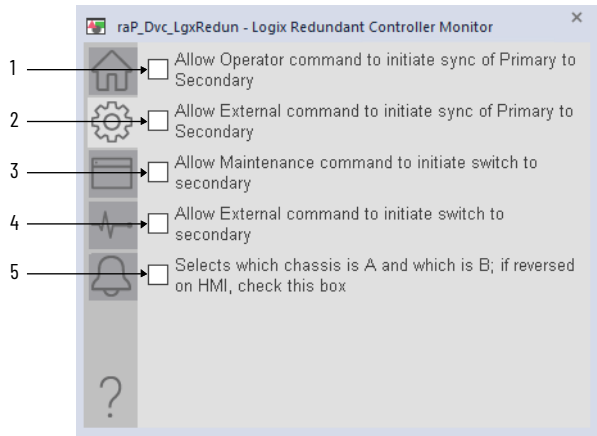


Item	Description
1	Compatibility status
2	Chassis A (upper chassis) status
3	Chassis A (upper chassis) controller mode
4	Transfer size and status
5	Chassis B (lower chassis) status
6	Chassis B (lower chassis) controller status
7	Synchronization status
8	Switchover status

### Engineering Tab

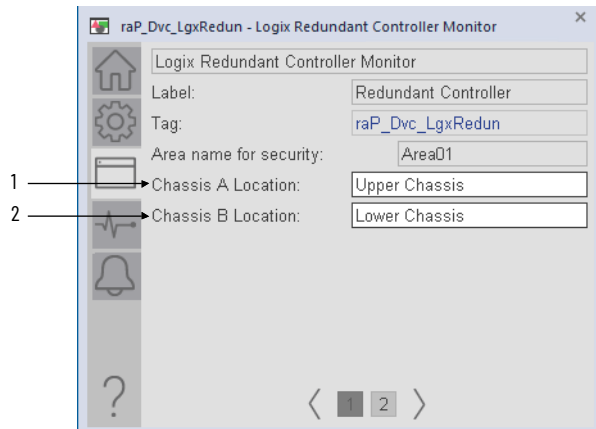
The Engineering tab provides access to device configuration parameters and ranges, options for device and I/O setup, security area, displayed text, and faceplate-to-faceplate navigation settings, for initial system commissioning or later system changes.

On the Engineering tab, you can identify and configure each chassis and configure display, switchover, and synchronization options.

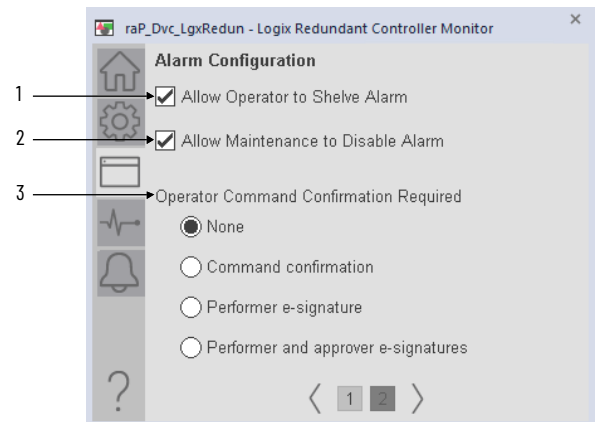


Item	Description
1	Select to enable the Operator command to initiate synchronization of the primary controller to the secondary controller.
2	Select to enable the External command to initiate synchronization of the primary controller to the secondary controller.
3	Select to enable the Maintenance command to switch to the secondary controller.
4	Select to enable the External command to switch to the secondary controller.
5	Select to designate chassis A and chassis B on the HMI.

## HMI Configuration Tab



Item	Description
1	Enter a name for the location of Chassis A location.
2	Enter a name for the location of Chassis B location.



Item	Description
1	Select to allow Operator to shelve the alarm.
2	Select to allow Maintenance to disable the alarm.
3	Select the type of confirmation required for Operator commands.

Studio 5000 View Designer Faceplates

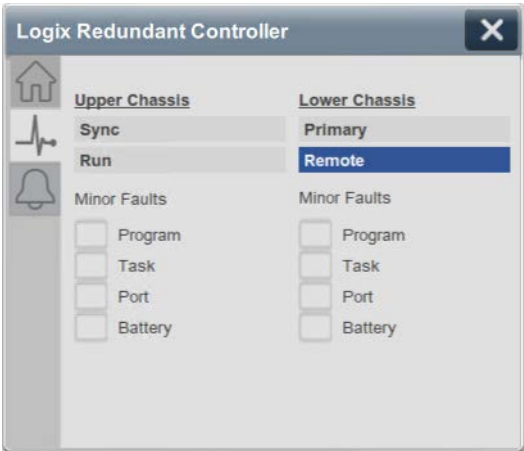
There are basic faceplate attributes that are common across all instructions. The Trends tab, Diagnostics tab, and Alarms tab all have the same basic functionality and are not described in this section. See [Basic Faceplate Attributes on page 29](#).

Any feature that is contained in the Studio 5000 View Designer faceplates has the same functionality as used in the FactoryTalk View SE faceplates. See [FactoryTalk View SE Faceplates on page 296](#) for descriptions of the features.

Operator Tab



Diagnostics Tab

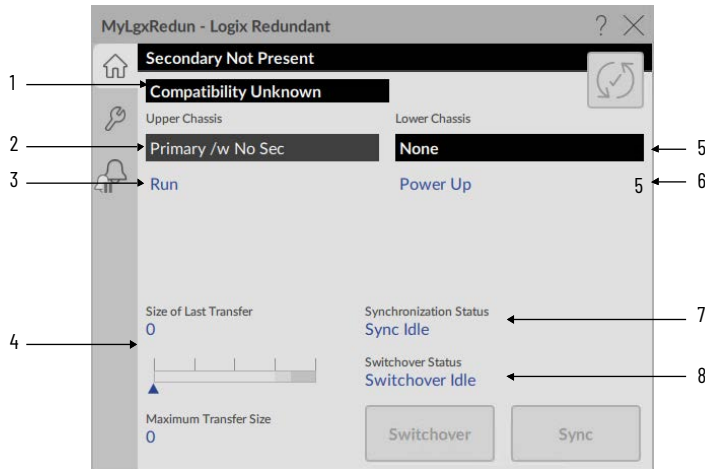


## FactoryTalk Optix Faceplates

There are basic faceplate attributes that are common across all instructions. The Trends tab, Diagnostics tab, and Alarms tab all have the same basic functionality and are not described in this section. See [Basic Faceplate Attributes on page 29](#).

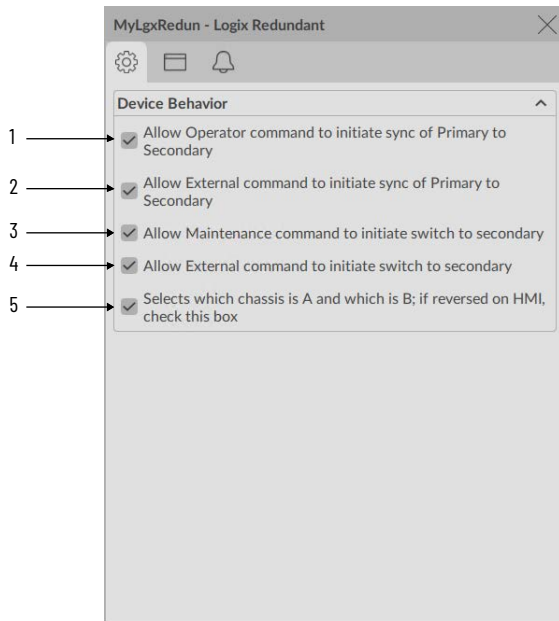
Any feature that is contained in the FactoryTalk Optix faceplates has the same functionality as used in the FactoryTalk View SE faceplates. See [FactoryTalk View SE Faceplates on page 296](#) for descriptions of the features.

### Operator Tab



Item	Description
1	Compatibility status
2	Chassis A (upper chassis) status
3	Chassis A (upper chassis) controller mode
4	Transfer size and status
5	Chassis B (lower chassis) status
6	Chassis B (lower chassis) controller status
7	Synchronization status
8	Switchover status

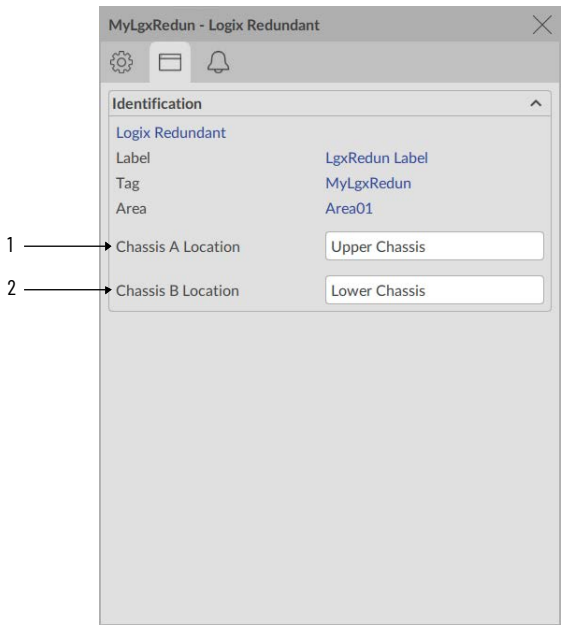
### Advanced Engineering Tab



Item	Description
1	Select to enable the Operator command to initiate synchronization of the primary controller to the secondary controller.
2	Select to enable the External command to initiate synchronization of the primary controller to the secondary controller.
3	Select to enable the Maintenance command to switch to the secondary controller.
4	Select to enable the External command to switch to the secondary controller.
5	Select to designate chassis A and chassis B on the HMI.



Advanced HMI Configuration Tab



Item	Description
1	Enter a name for the location of Chassis A location.
2	Enter a name for the location of Chassis B location.

## Logix Module Status (raP\_Dvc\_LgxModuleSts)

The raP\_Dvc\_LgxModuleSts (Logix Module Status) Add-On Instruction monitors the connection status of one module or device in the I/O configuration tree of the Logix controller, and monitors it for any I/O channel faults on the module. The instruction provides an "I/O fault" status to dependent equipment, and provides a "Module Fault" status and alarm if the connection to the module is lost. It also provides an "Any Channel Fault" status and alarm if any I/O channel on the module reports a fault.

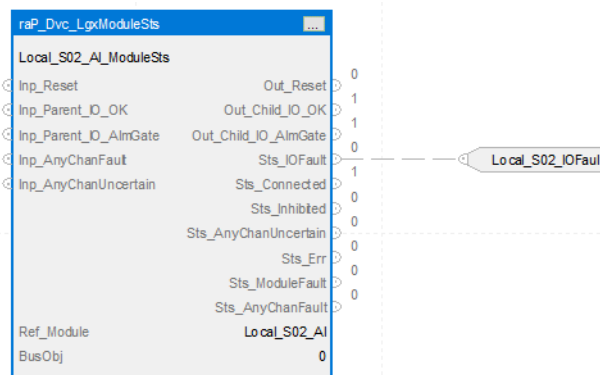
### Guidelines

Use this instruction if you want to monitor the I/O connection status of a given module or device. This instruction is for use in CompactLogix 5380 and ControlLogix 5580 controllers using software / firmware version 33 or later.

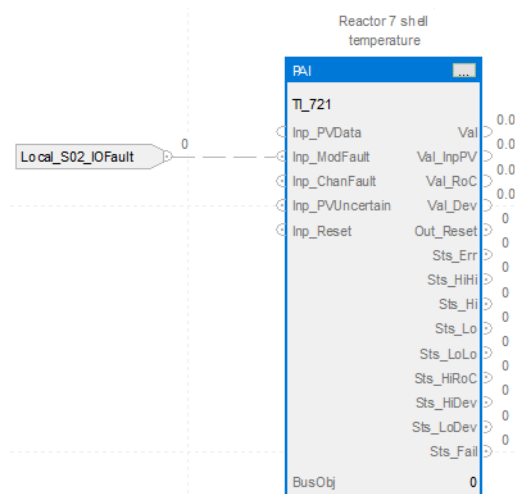
### Functional Description

The raP\_Dvc\_LgxModuleSts Add-On Instruction is used to check the I/O connection status for the given module or device. The instruction provides an I/O Fault status output, which is 1 when the connection is lost, and 0 when the connection to the I/O module is OK and running normally. This status is available for use by other Add-On Instructions that use inputs or outputs of the given I/O module or device.

The following images show how the I/O Fault status output is connected to instructions that use the module being monitored. Here is the code showing the raP\_Dvc\_LgxModuleSts instruction getting the connection status for the module in Local chassis, Slot 2:



That status is passed along to the Analog Input instruction, which uses an input on that module:



The `raP_Dvc_LgxModuleSts` instruction can be used to provide the connection status for any connected device (anything with a Requested Packet Interval) in the I/O Configuration tree in Studio 5000 Logix Designer® application. These devices include I/O modules, network communication modules, motor drives, overload relays, flowmeters, analyzers, weigh scales and other devices on EtherNet/IP™ or another I/O network, or in the chassis containing the controller.

**IMPORTANT**

Entry of a name for an I/O module or other device in the I/O Configuration is optional. However, in order for the `raP_Dvc_LgxModuleSts` instruction to refer to the module or device, you **MUST** give the module or device a name.

Required Files

Add-On Instructions are reusable code objects that contain encapsulated logic that can streamline implementing your system. This lets you create your own instruction set for programming logic as a supplement to the instruction set provided natively in the ControlLogix® firmware. An Add-On Instruction is defined once in each controller project, and can be instantiated multiple times in your application code as needed.

Controller Files

The `raP_Dvc_LgxModuleSts_5.20.00_AOI.L5X` Add-On Instruction definition file must be imported into the controller project to be able to be used in the controller configuration. The service release number (boldfaced) can change as service revisions are created.

Visualization Files

See [Visualization Files on page 21](#) for general information on visualization files.

Operations

Command Sources

The `raP_Dvc_LgxModuleSts` instruction has no commands or outputs that are intended to control equipment and therefore does not have any selection of active command source.

Alarms

The `raP_Dvc_LgxModuleSts` Instruction uses the following alarms, which are implemented using Tag Based Alarms:

Alarm	Alarm Name	Description
Module Fault	<code>Alm_ModuleFault</code>	Raised when the I/O connection to the module or device is not in the Running state.
Any Channel Faulted	<code>Alm_AnyChanFault</code>	Raised when any I/O channel on the module is reporting a fault.

Virtualization

Virtualization allows the `raP_Dvc_LgxModuleSts` instruction to report a virtual connection status for use in test, demonstration, or training systems. The `raP_Dvc_LgxModuleSts` Add-On Instruction can be selected to virtual or physical (normal) operation. When physical operation is selected, the actual module connection status is monitored, and an I/O Fault status and Module Fault alarm is reported if the connection is not running. When virtual operation is

selected, the actual module connection status is ignored; the Set\_VirtualConnectedSts input parameter determines the reported connection status.

Set_VirtualConnectedSts value	Description
1	Connected, the connection status is reported as OK
0	Faulted, the connection status is reported as faulted, the Sts_IOFault status is raised for dependent devices, and the Alm_ModuleFault alarm is raised.

### Execution

The following table explains the handling of instruction execution conditions.

Condition	Description
EnableIn False (false rung)	No EnableIn False logic is provided. The raP_Dvc_LgxModuleSts instruction must always be scanned true. In relay ladder logic, the raP_Dvc_LgxModuleSts instruction must be by itself on an unconditional rung.
Powerup (prescan, first scan)	All commands, including alarm acknowledge and reset, virtual or physical selection, maintenance bypass and check, plus all latched internal fault status bits, are cleared on prescan.
Postscan (SFC transition)	No SFC Postscan logic is provided.

See the Logix 5000 Controllers Add-On Instructions Programming Manual, publication [1756-PM010](#), for more information.

## Programming Examples

The example in the Function Description section shows the basic use of the raP\_Dvc\_LgxModuleSts Add-On Instruction for monitoring a module connection. The instruction can also monitor and alarm channel faults on the I/O module, using some simple external logic. For many discrete modules, the individual channel fault bits are collected into a single INT or DINT (16-bit or 32-bit integer), and if the value of this integer is not zero, there is at least one channel fault:



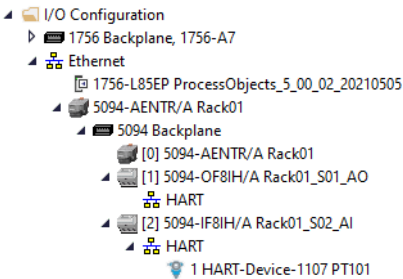
The "NEQ" instruction determines that there is at least one channel fault, and this status is forwarded to the raP\_Dvc\_LgxModuleSts instruction via the Inp\_AnyChanFault input pin.

Some analog modules use a similar grouping of channel faults; others require the user to “OR” the individual channel faults in the external logic:



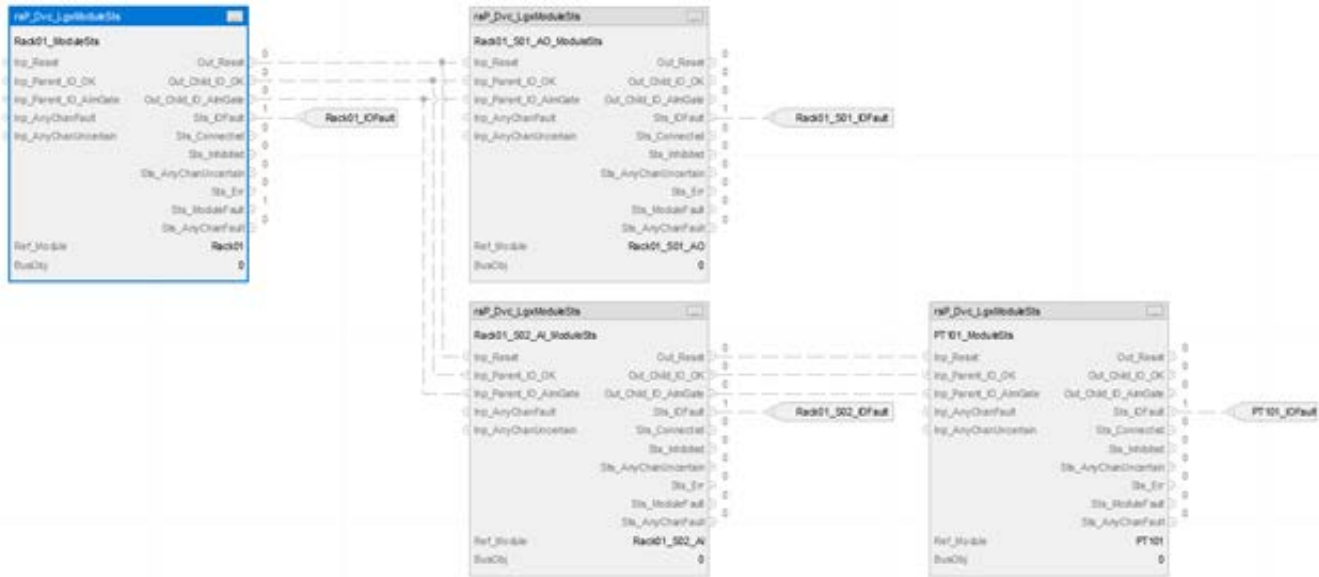
The raP\_Dvc\_LgxModuleSts also has the capability to be organized, via connecting pins or via the optional Bus, to match the I/O hierarchy. This organization can help prevent alarm floods by inhibiting the alarms from lower-level modules when a higher-level connection fault causes a cascading I/O failure.

Using the following I/O configuration as an example:



If the connection to the 5094-AENTR adapter fails, all devices under it will report I/O connection loss, and a flood of Module Fault alarms occur. By wiring the raP\_Dvc\_LgxModuleSts instructions into a hierarchy, the fault that is detected for the 5094-

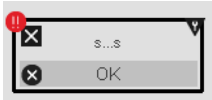
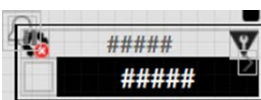
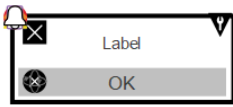
AENTR can be cascaded to the I/O Fault inputs of all dependent devices, AND can be used to inhibit the Module Fault alarms at the lower-levels, reducing the number of alarms generated.



If the I/O adapter (5094-AENTR) connection fails, the HART analog input module (5094-IF8IH) and the PT101 device logic will be informed of the I/O fault condition (via the Rack01\_S02IOFault and PT101\_IOFault IREFs), but the analog input module and PT101 device Module Fault alarms are inhibited (via the child I/O alarm gate connections), so that only the root cause module fault alarm will be generated.

## Graphic Symbols

A Graphic Symbol (global object) is created once and can be referenced multiple times on multiple displays in an application. When changes are made to the original (base) object, the instantiated copies (reference objects) are automatically updated. Use of graphic symbols, with tag structures in the ControlLogix system, aid consistency and save engineering time.

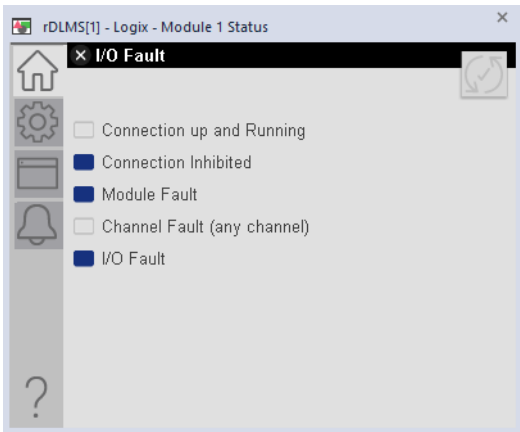
FactoryTalk View SE Graphic Symbol	FactoryTalk Optix Graphic Symbol	Studio 5000 View Designer Graphic Symbol	Description
GO_LgxModuleSts 	raP_5_20_raP_Dvc_LgxModuleSts_GS 		This global object is used for module status.

## FactoryTalk View SE Faceplates

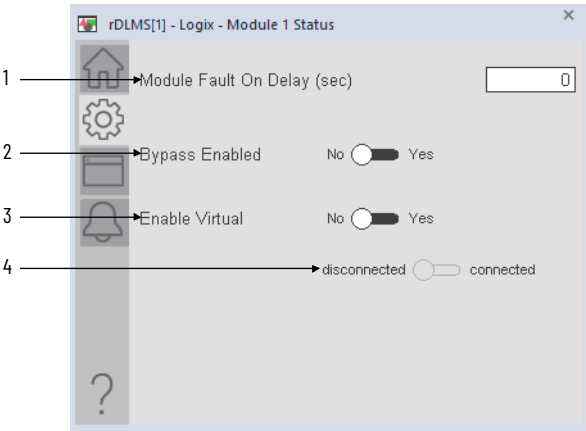
There are basic faceplate attributes that are common across all instructions. The Trends tab, Diagnostics tab, and Alarms tab all have the same basic functionality and are not described in this section. See [Basic Faceplate Attributes on page 29](#).

### Operator Tab

The operator tab displays the status of the module.

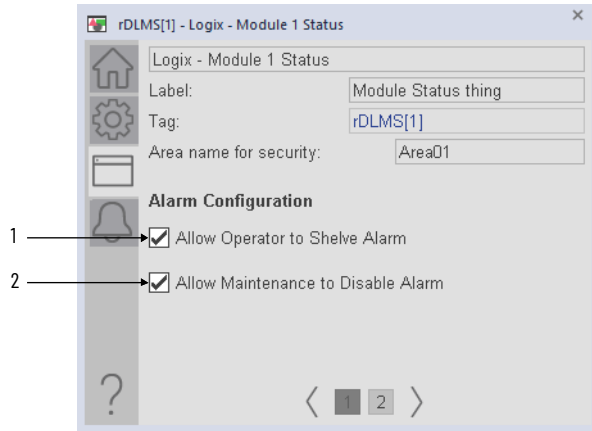


### Engineering Tab

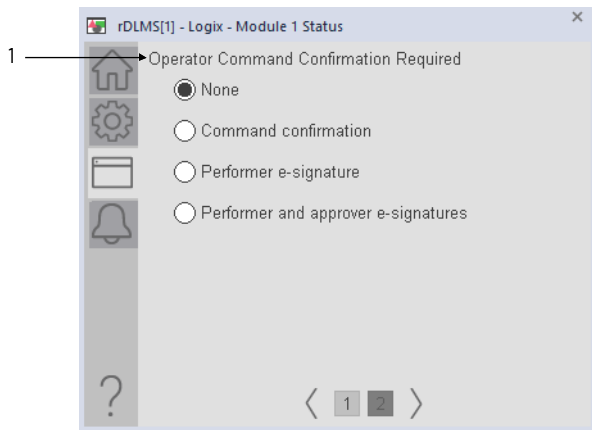


Item	Description
1	Enter the delay, in seconds, after an I/O communication fault is detected before raising the Alm_ModuleFault alarm. This delay may be needed to avoid an alarm flood when a network or I/O adapter fault cascades down to several modules. The delay allows time for the parent fault to inhibit the individual module fault alarms.
2	Select yes to bypass (block) the generation of the I/O Fault status (Sts_IOFault). Select no to enable I/O Fault status generation.
3	Select yes to enable virtual operation; the actual module connection status is ignored, and the virtual connection status setting (#4) is used instead. Select no to enable physical operation; the actual module connection is monitored.
4	When virtual operation is selected, use this selector to set the virtual connection status. When set to disconnected, an I/O Fault status is generated (if not bypassed).

## HMI Configuration Tab



Item	Description
1	Select to allow Operator to shelve the alarm.
2	Select to allow Maintenance to disable the alarm.



Item	Description
1	Select the type of confirmation required for Operator commands.



## Studio 5000 View Designer Faceplates

There are basic faceplate attributes that are common across all instructions. The Trends tab, Diagnostics tab, and Alarms tab all have the same basic functionality and are not described in this section. See [Basic Faceplate Attributes on page 29](#).

Any feature that is contained in the Studio 5000 View Designer® faceplates has the same functionality as used in the FactoryTalk® View SE faceplates. See [FactoryTalk View SE Faceplates on page 306](#) for descriptions of the features.

### *Operator Tab*



### *Engineering Tab*

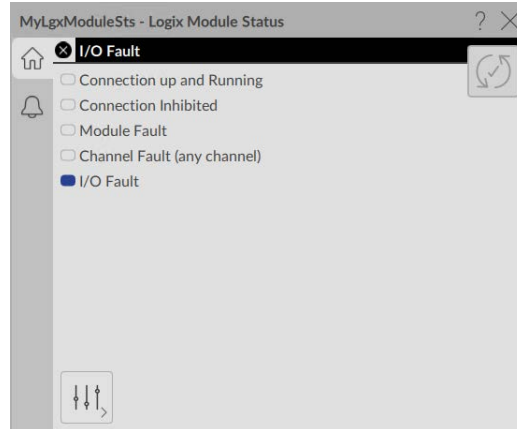


## FactoryTalk Optix Faceplates

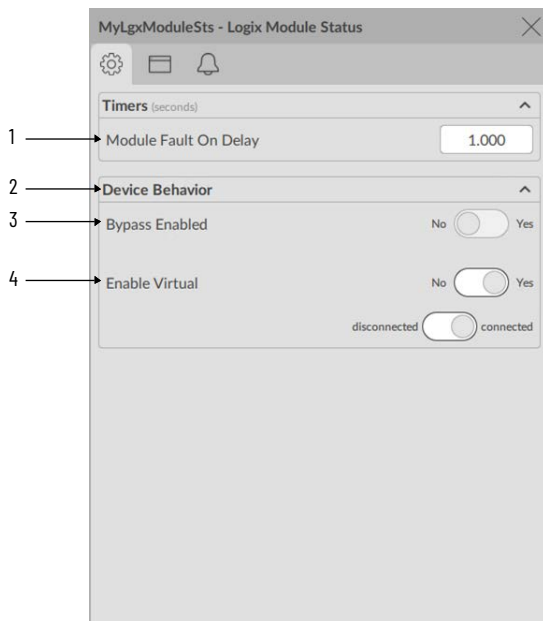
There are basic faceplate attributes that are common across all instructions. The Trends tab, Diagnostics tab, and Alarms tab all have the same basic functionality and are not described in this section. See [Basic Faceplate Attributes on page 29](#).

Any feature that is contained in the FactoryTalk Optix faceplates has the same functionality as used in the FactoryTalk® View SE faceplates. See [FactoryTalk View SE Faceplates on page 306](#) for descriptions of the features.

### Operator



### Advanced Engineering



Item	Description
1	Enter the delay, in seconds, after an I/O communication fault is detected before raising the Alm_ModuleFault alarm. This delay may be needed to avoid an alarm flood when a network or I/O adapter fault cascades down to several modules. The delay allows time for the parent fault to inhibit the individual module fault alarms.
2	Select yes to bypass (block) the generation of the I/O Fault status (Sts_IOFault). Select no to enable I/O Fault status generation.
3	Select yes to enable virtual operation; the actual module connection status is ignored, and the virtual connection status setting (#4) is used instead. Select no to enable physical operation; the actual module connection is monitored.
4	When virtual operation is selected, use this selector to set the virtual connection status. When set to disconnected, an I/O Fault status is generated (if not bypassed).

## Logix Task Monitor (raP\_Dvc\_LgxTaskMon)

The raP\_Dvc\_LgxTaskMon (Logix Task Monitor) Add-On Instruction monitors one task running in a Logix controller to provide task statistics, such as task scan time and overlap count.

The instruction also provides the following:

- Display Values for Task configuration: Task Name, Priority, Rate, Watchdog settings
- Display Values for Task statistics: Last and Max Execution time, Overlap Count
- Display of the Task Inhibit / Active Status
- Configuration of a "Plan" Execution Time, the time in which the Task is expected to always complete (including interrupts by higher priority Tasks)
- An optional Alarm when Last (actual) Execution Time exceeds Plan
- A Reset command, which clears and acknowledges the Over Plan Alarm.
- Maintenance Commands to clear the Max Execution Time and Overlap Count.

### Guidelines

Use this instruction in these situations:

- Monitor the execution of one or more tasks in a Logix controller
- Set an alarm when task execution time exceeds a 'plan' threshold

Do **not** use this instruction if you are using suitable software or another method to monitor controller task execution.

### Functional Description

The raP\_Dvc\_LgxTaskMon instruction includes an Add-On Instruction for use with:

- Studio 5000® Logix Designer software, version 33 or later
- Logix controllers, firmware revision 33 or later
- Graphic symbol and faceplate display for use with FactoryTalk® View Site Edition software, version 13 or later.
- Studio 5000 View Designer application

### Required Files

Add-On Instructions are reusable code objects that contain encapsulated logic that can streamline implementing your system. This lets you create your own instruction set for programming logic as a supplement to the instruction set provided natively in the ControlLogix® firmware. An Add-On Instruction is defined once in each controller project, and can be instantiated multiple times in your application code as needed.

#### *Controller Files*

The raP\_Dvc\_LgxTaskMon\_5.20.**00**\_A01.L5X Add-On Instruction must be imported into the controller project to be able to be used in the controller configuration. The service release number (boldfaced) can change as service revisions are created.

#### *Visualization Files*

See [Visualization Files on page 21](#) for general information on visualization files.

### Operations

The raP\_Dvc\_LgxTaskMon Add-On Instruction does not use modes or virtualization.

## Command Sources

The raP\_Dvc\_LgxModuleSts instruction has no commands or outputs that are intended to control equipment and therefore does not have any selection of active command source.

## Alarms

The raP\_Dvc\_LgxTaskMon Instruction uses the following alarms, which are implemented by using Tag Based Alarms.

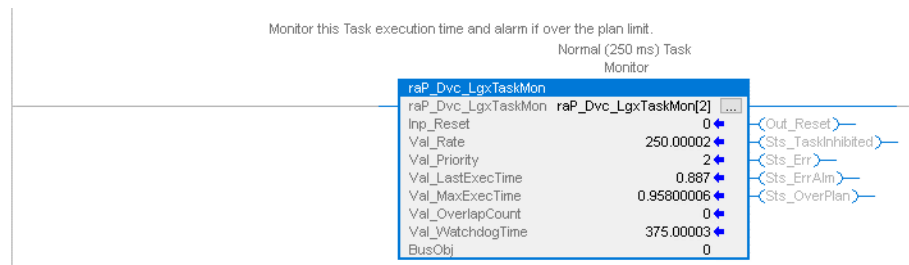
Alarm	Alarm Name	Description
Over Plan	Alm_OverPlan	Task execution time exceeds plan limit.

## Virtualization

Virtualization allows the raP\_Dvc\_LgxModuleSts instruction to report a virtual connection status for use in test, demonstration, or training systems. The raP\_Dvc\_LgxModuleSts Add-On Instruction can be selected to virtual or physical (normal) operation. When physical operation is selected, the actual module connection status is monitored, and an I/O Fault status and Module Fault alarm is reported if the connection is not running. When virtual operation is selected, the actual module connection status is ignored; the Set\_VirtualConnectedSts input parameter determines the reported connection status.

Set_VirtualConnectedSts value	Description
1	Connected, the connection status is reported as OK
0	Faulted, the connection status is reported as faulted, the Sts_IOFault status is raised for dependent devices, and the Alm_ModuleFault alarm is raised.

## Programming Example

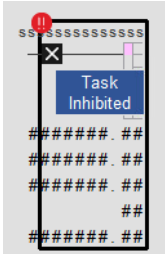

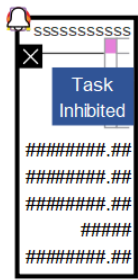




Place an instance like this in each controller task and have it always scanned true. In ladder diagram, you can use an array of backing tags, assigning a different array member for each task. For the default PlantPAx<sup>®</sup> process controller task model, the following assignments are recommended and are included in the PlantPAx template application:

raP_Dvc_LgxTaskMon[0]	System (1000 ms) task
raP_Dvc_LgxTaskMon[1]	Fast (100 ms) task
raP_Dvc_LgxTaskMon[2]	Normal (250 ms) task
raP_Dvc_LgxTaskMon[3]	Slow (500 ms) task

The task in which the instruction is instantiated will be checked each scan for its status and to determine whether its execution time exceeds the plan limit for that task.

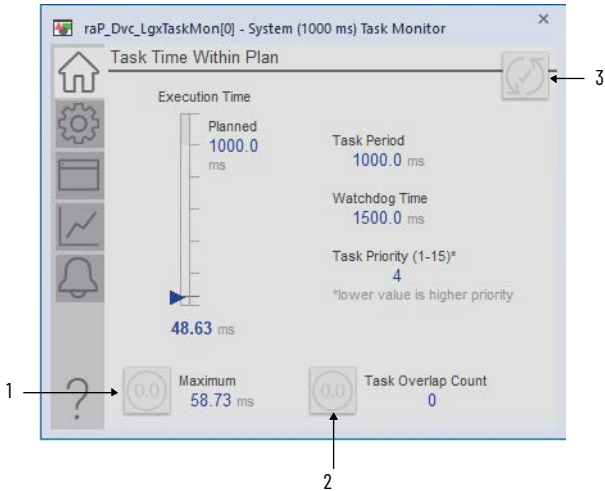
Graphic Symbols

FactoryTalk View SE Graphic Symbol	FactoryTalk Optix Graphic Symbol	Studio 5000 View Designer Graphic Symbol	Description
<div>GO_TaskMon</div> 	<div>raP_5_20_raP_Dvc_LgxTaskMon_GS_TaskMon</div> 		<div>This global object provides task statistics for one task in a Logix controller.</div>
<div>GO_TaskMonSummary</div> 	<div>raP_5_20_raP_Dvc_LgxTaskMon_GS_TaskMonSummary</div> 	<div>—</div>	<div>This object provides a graphic representation of eight L_TaskMon objects in a controller. Click this object to display a summary screen of all eight L_TaskMon objects.</div>

FactoryTalk View SE Faceplates

There are basic faceplate attributes that are common across all instructions. The Trends tab, Diagnostics tab, and Alarms tab all have the same basic functionality and are not described in this section. See [Basic Faceplate Attributes on page 29](#).

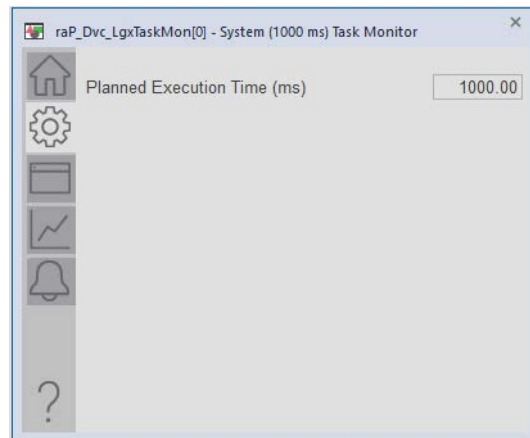
Operator Tab



Item	Description
1	Click to reset the Max Execution Time.
2	Click to reset Task Overlap Count.
3	Click to reset and acknowledge all alarms.

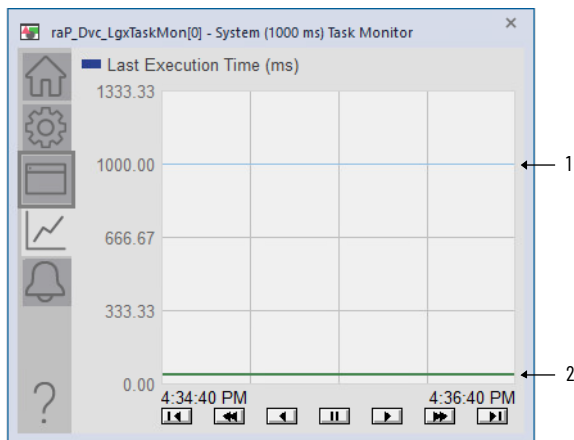
## Engineering Tab

The maintenance tab provides access to the planned execution time.



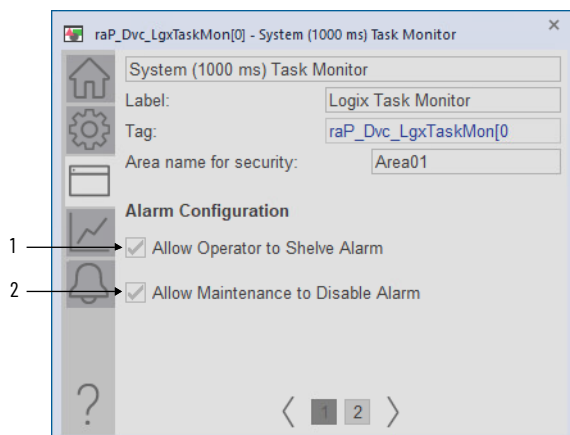
## Trends Tab

The Trends tab shows trend charts of key device data over time. These faceplate trends provide a quick view of current device performance to supplement, but not replace, dedicated historical or live trend displays.

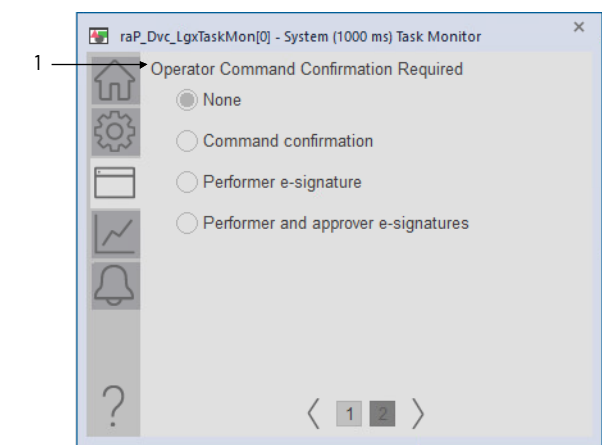


Item	Description
1	Planned execution time (blue line)
2	Last execution time (green line)

## HMI Tab



Item	Description
1	Select to allow Operator to shelf alarm.
2	Select to allow Maintenance to disable alarm.



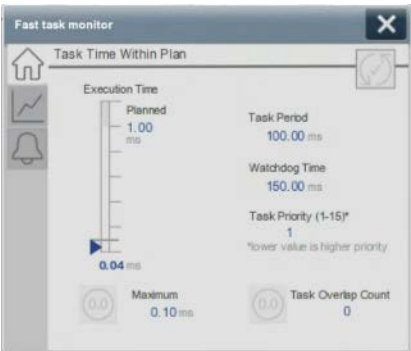
Item	Description
1	Select to configure operator command confirmation. This action would take place after any operator command.

**Studio 5000 View Designer Faceplates**

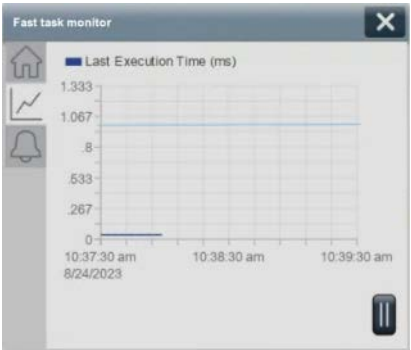
There are basic faceplate attributes that are common across all instructions. The Trends tab, Diagnostics tab, and Alarms tab all have the same basic functionality and are not described in this section. See [Basic Faceplate Attributes on page 29](#).

Any feature that is contained in the Studio 5000 View Designer® faceplates has the same functionality as used in the FactoryTalk View SE faceplates. See [FactoryTalk View SE Faceplates on page 312](#) for descriptions of the features.

*Operator Tab*



*Trends Tab*

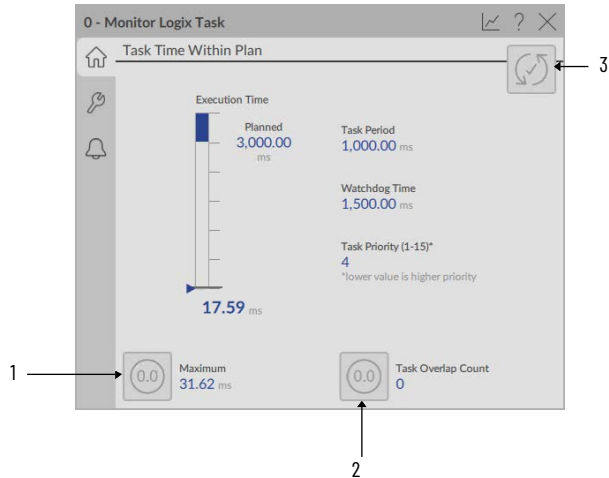


## FactoryTalk Optix Faceplates

There are basic faceplate attributes that are common across all instructions. The Trends tab, Diagnostics tab, and Alarms tab all have the same basic functionality and are not described in this section. See [Basic Faceplate Attributes on page 29](#).

Any feature that is contained in the FactoryTalk Optix faceplates has the same functionality as used in the FactoryTalk View SE faceplates. See [FactoryTalk View SE Faceplates on page 312](#) for descriptions of the features.

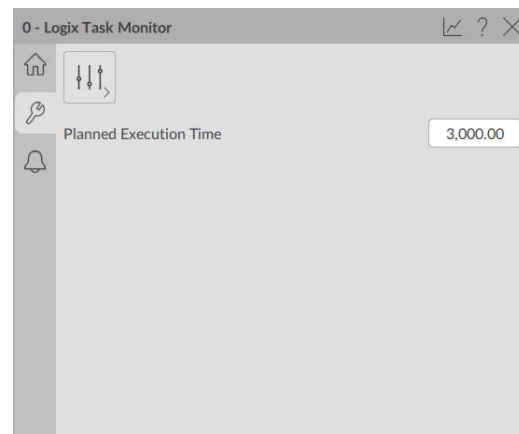
### Operator Tab



Item	Description
1	Click to reset the Max Execution Time.
2	Click to reset Task Overlap Count.
3	Click to reset and acknowledge all alarms.

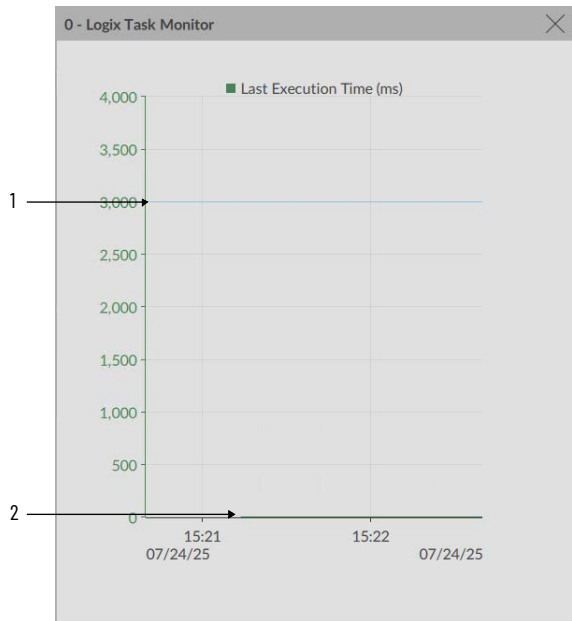
### Maintenance Tab

The maintenance tab provides access to the planned execution time.





Trends Tab



Item	Description
1	Planned execution time (blue line)
2	Last execution time (green line)

Logix Event  
(raP\_Tec\_LgxEvent)

The raP\_Tec\_LgxEvent (Logix Event) Add-On Instruction captures any of 16 event bit rising edge transitions and records the lowest-order rising edge bit as the reason of the event. The instruction provides an “I/O fault” input to monitor parent I/O conditions. It also provides a Reset to clear the event reason.

Guidelines

Use this instruction if you want to monitor up to 16 User-defined events, per object.

Functional Description

The raP\_Tec\_LgxEvent Add-On Instruction is used to capture any of 16 bit rising edge transitions and records the lowest order rising edge bit as the reason of the event. The events are published in the Sts\_Reasons parameter. Reasons are only captured if the Inp\_IOFault and the Inp\_Reset parameters are low. (0) Event reasons are cleared by setting the Reset input parameter. (1) Event input conditions can be connected to any user-defined logic.

The following images show how the event inputs are mapped to the instruction. Ladder logic is typically used to allow for more complex trigger conditions. Here is the code showing the mapping of four event triggers, as well as the Reset and IOFault:

TagDescript MT390.PCmd_Stop	16 Logix events 1 = controller event 00 active. MT390_LgxEvent.Inp_Event00
TagDescript MT390.XCmd_StartRev	16 Logix events 1 = controller event 01 active. MT390_LgxEvent.Inp_Event01
TagDescript MT390.XCmd_StartFwd	16 Logix events 1 = controller event 02 active. MT390_LgxEvent.Inp_Event02
TagDescript MT390.PCmd_Prog	16 Logix events 1 = controller event 03 active. MT390_LgxEvent.Inp_Event03
TagDescript MT390.Out_Reset	16 Logix events 1 = Reset controller event reason. MT390_LgxEvent.Inp_Reset
TagDescript MT390.Sts_IOFault	16 Logix events input register for IO fault logic. MT390_LgxEvent.Inp_IOFault

Those inputs are the source of the `raP_Tec_LgxEvent` instruction:



The following images show how the event Reasons are assigned a User description for the Event. Each individual event is allowed a unique description to be applied. The description must be changed/updated to what the you want to be displayed in the reports.

Name	Usage	Value	Force Mask	Style	Data Type	Description
raP_Tec_LgxEvent_01.Sts_Reason		2#0000_0000_0000_00...		Binary	INT	16 Logix events Reason of individual controller event.
raP_Tec_LgxEvent_01.Sts_Reason.0		0		Decimal	BOOL	16 Logix events Reason Zero
raP_Tec_LgxEvent_01.Sts_Reason.1		0		Decimal	BOOL	16 Logix events Reason One
raP_Tec_LgxEvent_01.Sts_Reason.2		0		Decimal	BOOL	16 Logix events Reason Two
raP_Tec_LgxEvent_01.Sts_Reason.3		0		Decimal	BOOL	16 Logix events Reason Three
raP_Tec_LgxEvent_01.Sts_Reason.4		0		Decimal	BOOL	16 Logix events Reason Four
raP_Tec_LgxEvent_01.Sts_Reason.5		0		Decimal	BOOL	16 Logix events Reason Five
raP_Tec_LgxEvent_01.Sts_Reason.6		0		Decimal	BOOL	16 Logix events Reason Six
raP_Tec_LgxEvent_01.Sts_Reason.7		0		Decimal	BOOL	16 Logix events Reason Seven
raP_Tec_LgxEvent_01.Sts_Reason.8		0		Decimal	BOOL	16 Logix events Reason Eight
raP_Tec_LgxEvent_01.Sts_Reason.9		0		Decimal	BOOL	16 Logix events Reason Nine
raP_Tec_LgxEvent_01.Sts_Reason.10		0		Decimal	BOOL	16 Logix events Reason Ten
raP_Tec_LgxEvent_01.Sts_Reason.11		0		Decimal	BOOL	16 Logix events Reason Eleven
raP_Tec_LgxEvent_01.Sts_Reason.12		0		Decimal	BOOL	16 Logix events Reason Twelve
raP_Tec_LgxEvent_01.Sts_Reason.13		0		Decimal	BOOL	16 Logix events Reason Thirteen
raP_Tec_LgxEvent_01.Sts_Reason.14		0		Decimal	BOOL	16 Logix events Reason Fourteen
raP_Tec_LgxEvent_01.Sts_Reason.15		0		Decimal	BOOL	16 Logix events Reason Fifteen

## Required Files

Add-On Instructions are reusable code objects that contain encapsulated logic that can streamline implementing your system. This lets you create your own instruction set for programming logic as a supplement to the instruction set provided natively in the ControlLogix® firmware. An Add-On Instruction is defined once in each controller project, and can be instantiated multiple times in your application code as needed.

### Controller Files

The raP\_Tec\_LgxEvent\_5.20.**00**\_A01.L5X Add-On Instruction definition file must be imported into the controller project to be able to be used in the controller configuration. The service release number (boldfaced) can change as service revisions are created.

### Visualization Files

There are no visualization files because the raP\_Tec\_LgxEvent object does not use Graphic Symbols or Faceplates.

## Operations

### Command Sources

The raP\_Tec\_LgxEvent instruction has no commands or outputs that are intended to control equipment and therefore does not have any selection of active command source.

### Alarms

The raP\_Tec\_LgxEvent Instruction has no Alarms.

### Virtualization

The raP\_Tec\_LgxEvent Instruction has no Virtualization.

### Execution

The following table explains the handling of instruction execution conditions.

Condition	Description
EnableIn False (false rung)	No EnableIn False logic is provided. The raP_Tec_LgxEvent instruction must always be scanned true. In relay ladder logic, the raP_Tec_LgxEvent instruction must be by itself on an unconditional rung.
Powerup (prescan, first scan)	No SFC Prescan logic is provided.
Postscan (SFC transition)	No SFC Postscan logic is provided.

See to the Logix 5000 Controllers Add-On Instructions Programming Manual, publication [1756-PM010](#), for more information.

## Programming Examples

The example in the Function Description section shows the basic use of the raP\_Tec\_LgxEvent Add-On Instruction for capturing events.

## Graphic Symbols

There are no visualization files associated with this object.

## Faceplates

There are no visualization files associated with this object.

**Notes:**

## FactoryTalk View Customization Tool

### Overview

This customization tool lets you create a color palette to change the colors for global objects and displays.

The Color Change tool uses three types of files:

- **FactoryTalk® View Graphics .xml file:** This file is exported from the FactoryTalk View graphic (display or global object) in the View Studio software program. Once changes are made, it is imported into the View Studio software program to change the colors in the display or global object.
- **Color Association File:** This .xml file matches a color instance in the FactoryTalk View Graphics .xml file to the color palette entry. There is one Color Association File (CAXML) for each FactoryTalk View Graphics .xml file. The tool creates and maintains the CAXML file.
- **Color Palette:** This .xml file defines the colors for an application. The tool creates and maintains the .xml file. There is one color palette file for all FactoryTalk View Graphics .xml files that are being customized. If you want to change the color, it is done in the color palette.

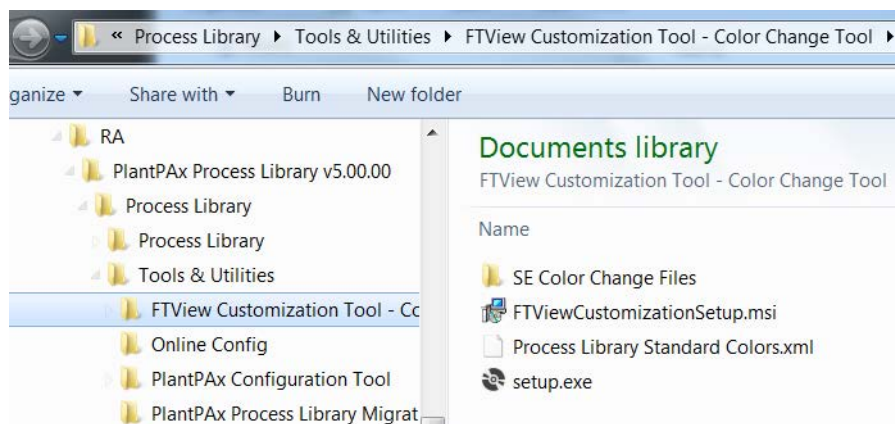


We suggest that you make a copy of the color palette .xml file if you plan to use the color tool.

### Install Tool File

Obtain the Color Change tool as part of the Library of Process Objects download from the Product Compatibility and Download Center at <https://www.rockwellautomation.com/rockwellautomation/support/downloads.page>.

Access the tool from the Process Library download. Choose RA>Process Library v.X.X>Tools & Utilities>FTView Customization Tool - Color Change Tool and double-click FTViewCustomizationSetup.msi.



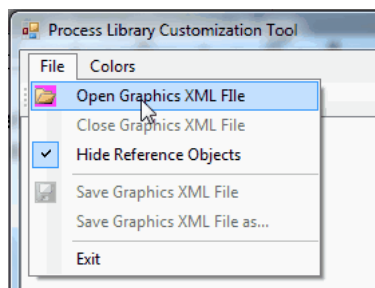
This file installs the program and adds a shortcut to the Start menu under 'PlantPAx®.'

## Use the Tool with Library Objects

The download includes .xml exports for all global objects and display files in the library (for FactoryTalk View SE software). Make sure that you also download the CAXML and Process Library Standard Colors .xml files.

Follow these steps to change colors in the process library.

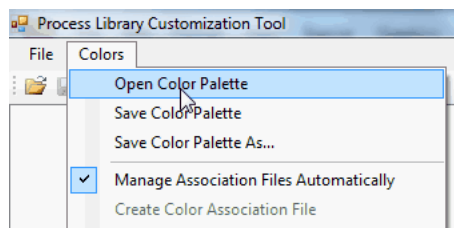
1. From the Process Library Customization Tool File menu, Select Open Graphic XML File.



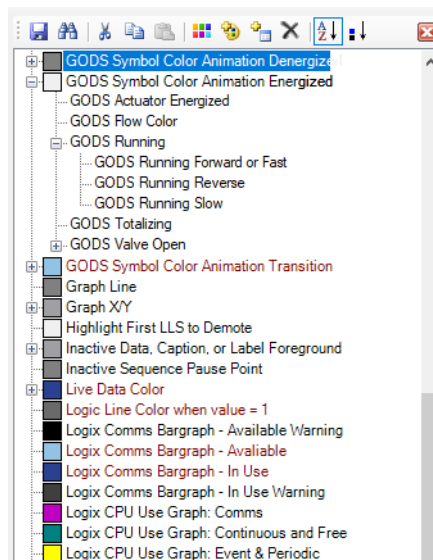
The Open Graphics XML Files dialog box appears.


Multiple global object and display files can be opened simultaneously from the file open dialog box.

2. Select the Colors tab and choose Open Color Palette.

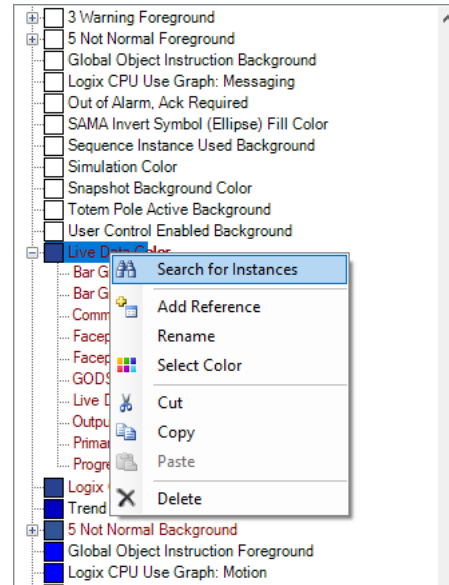



3. Select the colors that you want to change in the palette.

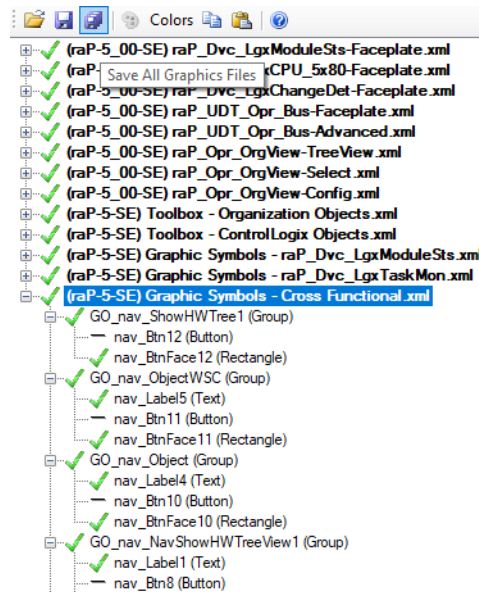


4. To select a new color, Select the Choose Color  icon.
5. Repeat [step 4](#) to change each color.

- To see where a color is used, right-click a color and choose Search for Instances.



- To save all graphic files (along with their association files) and the color palette file, Select Save All .



- Import the files into the FactoryTalk View software program.  
There are bulk import files for the displays (BatchImport\_Displays\_PlantPAx)Library.xml) and global objects (BatchImport\_Global\_PlantPAx)Library.xml).

## Modifying the Color Palette

The color palette appears in a tree format that shows a parent-child relationship between colors. 'Base Colors' are shown with a color box next to them. 'Reference Colors' reference either a Base Color or another Reference Color.

By changing a Base Color, all Reference Colors under it change. For example, you can create a generic Base Color, called 'Energized', and then reference it with the Reference Color, called 'Running'.



Do not delete Color palette entries unless they are known to be unused. To see if a color palette entry is being used, right-click the color and choose 'Find Color Instances'.

Any color palette entry (Reference or Base Color) can be moved to reference another color. This action is done by simply dragging the color to be moved and dropping it on the new color to reference. When a color that has references is moved, all of its references move as well.

To make a Reference Color a Base Color, right-click the Reference Color and select 'Make Base Color' from the context menu.

Color palette entries are stored with an integer code. That integer code is used in the association file. Renaming a color palette entry does not break any existing associations. Multiple color palette entries can have the same name, but this practice is not recommended.

Follow these color palette considerations:

- Once a color palette entry is deleted and the palette is saved, the only way to restore associations is to recreate them manually.
- Object names in FactoryTalk View software usually have a number on the end. Names are considered to be similar if they are the same after the ending number is removed.

## Use the Tool with Other FactoryTalk View Software Files

The color palette must be applied to FactoryTalk View software files that are not part of the Rockwell Automation® Library. Graphic elements in the file must be associated to the color palette. You must create associations and save them in a color association file. When opening an .xml graphics file, if the file already has an association file (CAXML), it is automatically opened as well. If an association file does not exist, it is created.

Follow these steps to create associations.

1. From the Process Library Customization Tool File menu, Select Open Graphic XML File.  
The Open Graphics XML Files dialog box appears.
2. Select an object from the tree on the left, and its colors appear in the center of the screen.
3. To associate a color from the palette, select the palette color and drag it to the text box next to the color display box.  
Once all colors for an object are associated with the color palette, a check appears next to the object in the tree.  
Colors that are used for the object only are displayed. For example, if an object is configured as 'Transparent', its background color does not show up in the tool. Also, instances of global objects from display files do not appear in the object tree. The tree can be configured to show instances of global objects. These objects do not have any color instances because their parent global objects control their colors.
4. Copy and paste functions have been included to allow quick creation of color associations. To use these functions, right-click the graphic object in the tree on the left and a menu appears.
  - **Copy Color Associations:** Use this function to copy the color associations for the object. If the object is a group, the color configuration for all group members is copied.
  - **Paste Color Associations (this Object only):** Use this function to paste the previously copied color associations to the selected object. This option is not available if the selected object is a group that has members with color associations.
  - **Paste Color Associations (to all group members):** Use this function to paste the previously copied color associations to the new object and all of its members. This option is available only if the source and destination objects are groups with members that have similar names and object types.
  - **Copy and Paste Color Associations to Similar Objects with Names like 'Xxxx#':** This option copies the selected object and searches objects with a similar name and object type. Color associations are copied to all objects with similar names and types in any of the currently open graphics files. If the objects are groups, then the group members must have similar names and object types. Be careful when you use this feature to help prevent unwanted changes.

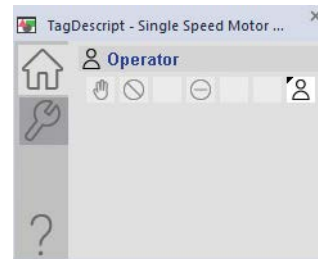
## Command Sources and Device Virtualization

### Command Sources

The Command Source selection determines the source of Commands and Settings for the object. For example, when the CommandSource is Operator, the object processes Commands and Settings from the Operator.

Highlighted indicators on the object faceplate display show which sources have requested control. If more than one source is requesting control, multiple indicators are highlighted. The sources are shown in priority order, and the highlighted source furthest to the left has control. If that source relinquishes control, the next source in priority order assumes control of the object.

A triangle in the upper left corner (as seen in the following screenshot on the icon in the far right) indicates the “Normal” command source.



Command Source	Description
Operator 	The Operator controls the object. Operator Commands, such as OCmd_Start and OCmd_Stop, and Operator Settings, such as OSet_SP and OSet_CV, from the HMI are accepted.
Program 	Program logic controls the object. Program Commands, such as PCmd_Start and PCmd_Stop, and Program Settings, such as PSet_SP and PSet_CV, are accepted.
External 	An external system or other external devices control the object via logic. External Commands, such as XCmd_Start and XCmd_Stop, and External Settings, such as XSet_SP, XSet_CV, from Logic are accepted. Examples of external devices and systems that may control an object include a SCADA master system or local pilot devices (push buttons, switches, pilot lights).
Override 	Priority logic controls the object and supersedes Operator, Program, and External control. The Override Command Input (Inp_OvrCmd) and other Override settings are accepted. If so configured (for example, Cfg_OvrPermlntlk=1), bypassable interlocks and permissives are bypassed.
Maintenance 	Maintenance controls the object and supersedes Operator, Program, External, and Override control. Operator Commands and Settings from the HMI are accepted. Bypassable interlocks and permissives are bypassed, and feedback timeout checks are not processed.
Out of Service 	The object may be placed Out of Service by Maintenance from the HMI (Maintenance Out of Service). The object may also be placed Out of Service by scanning the instruction false (in a ladder diagram implementation) or by exposing and wiring the EnableIn input pin and setting it false (in a Function Block Diagram implementation). When the object is Out of Service, outputs are held de-energized / at zero, and alarms are inhibited.
Hand 	Hardwired circuits or other logic outside the instruction controls the object, ignoring outputs of the instruction. The instruction tracks the state of the object via inputs for bumpless transfer back to another command source.

Not all Command Sources are used in every object.

PCMSRC	Operator	Program	External	Override	Maintenance	Out of Service	Hand
raP_Opr_Area	x	x	x		x	x	
raP_Opr_Unit	x	x	x		x	x	
raP_Opr_EMGen	x	x	x		x	x	
raP_Opr_EPGen	x	x	x		x	x	

## Virtualization

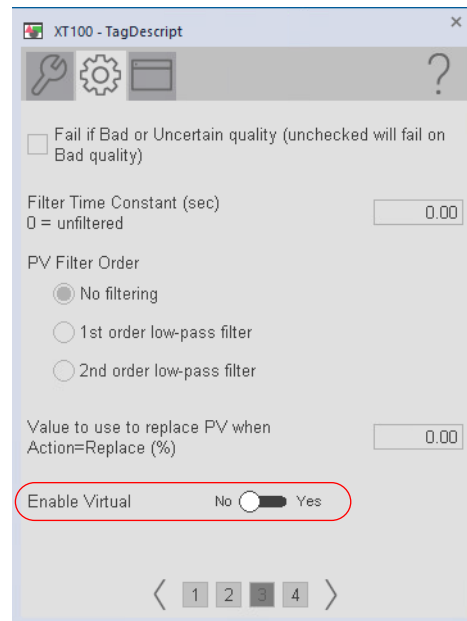
Virtualization is used with device objects to simulate operation of a device instead of controlling the actual device. Virtualization is used for such activities as system testing or operator training, where the process is shut down or not connected to the controller.

When a device is set to Physical operation, the actual field device I/O are monitored or controlled, and the field device operates normally, on-process.

When a device object is set to Virtual operation, the I/O for the field device are ignored, and the device operates in one of these manners:

- For monitored devices, such as analog and discrete inputs, a virtual process variable (PV) is provided, either by simulation logic or by entry from the HMI faceplate.
- For controlled devices, such as valves, motors and drives, the outputs are held de-energized (at zero) and the object responds in a "loopback" manner, as if an actual device were connected. So a valve object, while keeping outputs de-energized, reports valve status to the operator and to program logic as if the valve were opening and closing normally.

To select Virtual or Physical operation, go to the Advanced faceplate for the device and toggle the Virtual / Physical selector.

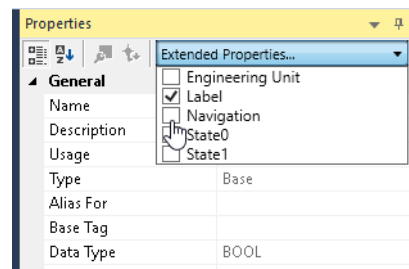
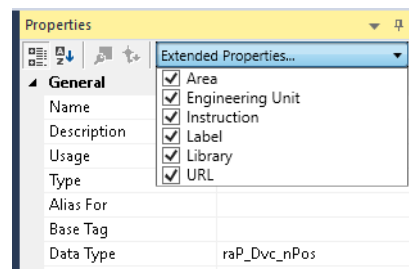


## Tag Extended Properties and Default Alarm Settings

Tag extended properties must be configured to drive the text on the operations faceplate. See Logix5000 Controllers I/O and Tag Data, publication [1756-PM004](#) for more information on extended tags.

Access to alarms is via <backing\_tag>.@Alarms.<alarm\_name>.<alarm\_parameter>.

You must select the extended properties to populate for each tag and then enter the values.



### raP\_Dvc\_LgxChangeDet

Common	
raP_Dvc_LgxChangeDet.@Description	"Logix Change Detector"
raP_Dvc_LgxChangeDet.@Area	"Area01"
raP_Dvc_LgxChangeDet.@Instruction	"raP_Dvc_LgxChangeDet"
raP_Dvc_LgxChangeDet.@Label	"Controller Name"
raP_Dvc_LgxChangeDet.@Library	"raP-5_20"
raP_Dvc_LgxChangeDet.@URL	"n/a"
raP_Dvc_LgxChangeDet.Cfg_HasMoreObj.@Navigation	" "

Alarms		Alarm Default Message	Severity
raP_Dvc_LgxChangeDet.Sts_ChangeDetected.@Label	"Logicchangedetected"	/*S:0 %.@Description*/: Controller logic change detected	1000

**raP\_Dvc\_LgxCPU\_5x80**

Common	
raP_Dvc_LgxCPU_5x80.@Description	"Processor utilization (5380/5580, v33 and later)"
raP_Dvc_LgxCPU_5x80.@Area	"Area01"
raP_Dvc_LgxCPU_5x80.@Instruction	"raP_Dvc_LgxCPU_5x80"
raP_Dvc_LgxCPU_5x80.@Label	" "
raP_Dvc_LgxCPU_5x80.@Library	"raP-5_20"
raP_Dvc_LgxCPU_5x80.@URL	"n/a"
raP_Dvc_LgxCPU_5x80.Cfg_HasMoreObj.@Navigation	" "

**raP\_Dvc\_LgxModuleSts**

Common	
raP_Dvc_LgxModuleSts.@Description	"Logix - Module Status"
raP_Dvc_LgxModuleSts.@Area	"Area01"
raP_Dvc_LgxModuleSts.@Instruction	"raP_Dvc_LgxModuleSts"
raP_Dvc_LgxModuleSts.@Label	"Module Name"
raP_Dvc_LgxModuleSts.@Library	"raP-5_20"
raP_Dvc_LgxModuleSts.@URL	"n/a"

Alarms		Alarm Default Message	Severity
raP_Dvc_LgxModuleSts.Sts_AnyChanFault.@Label	"I/O channel fault"	/*S:0 %.@Description*/: An I/O channel is faulted	500
raP_Dvc_LgxModuleSts.Sts_ModuleFault.@Label	"I/O module fault"	/*S:0 %.@Description*/: I/O module or device connection fault	500

**raP\_Dvc\_LgxRedun**

Common	
raP_Dvc_LgxRedun.@Description	"LogixRedundantControllerMonitor"
raP_Dvc_LgxRedun.@Area	"Area01"
raP_Dvc_LgxRedun.@Instruction	"raP_Dvc_LgxRedun"
raP_Dvc_LgxRedun.@Label	"Redundant Controller"
raP_Dvc_LgxRedun.@Library	"raP-5_20"
raP_Dvc_LgxRedun.@URL	"n/a"

Alarms		Alarm Default Message	Severity
raP_Dvc_LgxRedun.Sts_SecNotRdy.@Label	"Secondary not ready"	Redundancy: secondary controller not ready to take control.	500

**raP\_Dvc\_LgxTaskMon**

Common	
raP_Dvc_LgxTaskMon.@Description	"Logix Task Monitor"
raP_Dvc_LgxTaskMon.@Area	"Area01"
raP_Dvc_LgxTaskMon.@Instruction	"raP_Dvc_LgxTaskMon"
raP_Dvc_LgxTaskMon.@Label	"Logix Task Monitor"
raP_Dvc_LgxTaskMon.@Library	"raP-5_20"
raP_Dvc_LgxTaskMon.@URL	"n/a"

Alarms		Alarm Default Message	Severity
raP_Dvc_LgxTaskMon.Sts_OverPlan.@Label	"Task scan time over plan"	Controller Task /*S:0 %Tag1*/: execution time over plan Tag1=raP_Dvc_LgxTaskmon.Sts_sName(Task Name as configured in the controller.);STRING	500

**raP\_Opr\_ArbitrationQ**

Common	
raP_Opr_ArbitrationQ.@Description	" "
raP_Opr_ArbitrationQ.@Area	"Area01"
raP_Opr_ArbitrationQ.@Instruction	" "
raP_Opr_ArbitrationQ.@Label	" "
raP_Opr_ArbitrationQ.@Library	"raP-5_20"
raP_Opr_ArbitrationQ.@URL	"n/a"

**raP\_Opr\_Area**

Common	
raP_Opr_Area.@Description	"Area"
raP_Opr_Area.@Area	"Area01"
raP_Opr_Area.@Instruction	"raP_Opr_Area"
raP_Opr_Area.@Label	"Area"
raP_Opr_Area.@Library	"raP-5_20"
raP_Opr_Area.@URL	"n/a"
raP_Opr_Area.Cfg_HasMoreObj.@Navigation	" "
General	
raP_Opr_Area.Sts_ExtddAlms.@Label	"Extended alarm"

Alarms		Alarm Default Message	Severity
raP_Opr_Area.Sts_EStopTrip.@Label	"Emergency stop"	"/*S:0 %.@Description*/: Emergency stop	750
raP_Opr_Area.Sts_SStopTrip.@Label	"Software stop"	"/*S:0 %.@Description*/: Software stop	750

**raP\_Opr\_EMGen**

Common	
raP_Opr_EMGen.@Description	"Generic Equipment Module"
raP_Opr_EMGen.@Area	"Area01"
raP_Opr_EMGen.@Instruction	"raP_Opr_EMGen"
raP_Opr_EMGen.@Label	"Equipment Module"
raP_Opr_EMGen.@Library	"raP-5_20"
raP_Opr_EMGen.@URL	" "
raP_Opr_EMGen.Cfg_HasMoreObj.@Navigation	" "
raP_Opr_EMGen.Sts_eStep.@Navigation	"SystemStepDescriptions"
raP_Opr_EMGen.Sts_eSummary.@Navigation	"SystemSummary"
raP_Opr_EMGen.Cfg_HasDvcAlmsObjNav@Navigation	" "
raP_Opr_EMGen.Ref_SMCfgPath@Navigation	" "
General	
raP_Opr_EMGen.Cfg_HasDetailDisplay.@Navigation	" "
raP_Opr_EMGen.Sts.0.@Description	"State 1"
raP_Opr_EMGen.Sts.1.@Description	"State 2"
raP_Opr_EMGen.Sts.2.@Description	"State 3"
raP_Opr_EMGen.Sts.3.@Description	"State 4"
raP_Opr_EMGen.Sts.4.@Description	"State 5"
raP_Opr_EMGen.Sts.5.@Description	"State 6"
raP_Opr_EMGen.Sts.6.@Description	"State 7"
raP_Opr_EMGen.Sts.7.@Description	"State 8"
raP_Opr_EMGen.Sts.8.@Description	"State 9"
raP_Opr_EMGen.Sts.9.@Description	"State 10"

General	
raP_Opr_EMGen.Sts.10.@Description	"State 11"
raP_Opr_EMGen.Sts.11.@Description	"State 12"
raP_Opr_EMGen.Sts.12.@Description	"State 13"
raP_Opr_EMGen.Sts.13.@Description	"State 14"
raP_Opr_EMGen.Sts.14.@Description	"State 15"
raP_Opr_EMGen.Sts.15.@Description	"State 16"
raP_Opr_EMGen.Sts.16.@Description	"State 17"
raP_Opr_EMGen.Sts.17.@Description	"State 18"
raP_Opr_EMGen.Sts.18.@Description	"State 19"
raP_Opr_EMGen.Sts.19.@Description	"State 20"
raP_Opr_EMGen.Sts.20.@Description	"State 21"
raP_Opr_EMGen.Sts.21.@Description	"State 22"
raP_Opr_EMGen.Sts.22.@Description	"State 23"
raP_Opr_EMGen.Sts.23.@Description	"State 24"
raP_Opr_EMGen.Sts.24.@Description	"State 25"
raP_Opr_EMGen.Sts.25.@Description	"State 26"
raP_Opr_EMGen.Sts.26.@Description	"State 27"
raP_Opr_EMGen.Sts.27.@Description	"State 28"
raP_Opr_EMGen.Sts.28.@Description	"State 29"
raP_Opr_EMGen.Sts.29.@Description	"State 30"
raP_Opr_EMGen.Sts.30.@Description	"State 31"
raP_Opr_EMGen.Sts.31.@Description	"State 32"
raP_Opr_EMGen.Sts.ExtddAlms.@Label	"Extended alarm"
raP_Opr_EMGen.XCmd.0.@Description	"Command 1"
raP_Opr_EMGen.XCmd.1.@Description	"n/a"
raP_Opr_EMGen.XCmd.2.@Description	"n/a"
raP_Opr_EMGen.XCmd.3.@Description	"n/a"
raP_Opr_EMGen.XCmd.4.@Description	"n/a"
raP_Opr_EMGen.XCmd.5.@Description	"n/a"
raP_Opr_EMGen.XCmd.6.@Description	"n/a"
raP_Opr_EMGen.XCmd.7.@Description	"n/a"
raP_Opr_EMGen.XCmd.8.@Description	"n/a"
raP_Opr_EMGen.XCmd.9.@Description	"n/a"
raP_Opr_EMGen.XCmd.10.@Description	"n/a"
raP_Opr_EMGen.XCmd.11.@Description	"n/a"
raP_Opr_EMGen.XCmd.12.@Description	"n/a"
raP_Opr_EMGen.XCmd.13.@Description	"n/a"
raP_Opr_EMGen.XCmd.14.@Description	"n/a"
raP_Opr_EMGen.XCmd.15.@Description	"n/a"
raP_Opr_EMGen.XCmd.16.@Description	"n/a"
raP_Opr_EMGen.XCmd.17.@Description	"n/a"
raP_Opr_EMGen.XCmd.18.@Description	"n/a"
raP_Opr_EMGen.XCmd.19.@Description	"n/a"
raP_Opr_EMGen.XCmd.20.@Description	"n/a"
raP_Opr_EMGen.XCmd.21.@Description	"n/a"
raP_Opr_EMGen.XCmd.22.@Description	"n/a"
raP_Opr_EMGen.XCmd.23.@Description	"n/a"
raP_Opr_EMGen.XCmd.24.@Description	"n/a"
raP_Opr_EMGen.XCmd.25.@Description	"n/a"
raP_Opr_EMGen.XCmd.26.@Description	"n/a"
raP_Opr_EMGen.XCmd.27.@Description	"n/a"
raP_Opr_EMGen.XCmd.28.@Description	"n/a"

General	
raP_Opr_EMGen.XCmd.29.@Description	"n/a"
raP_Opr_EMGen.XCmd.30.@Description	"n/a"
raP_Opr_EMGen.XCmd.31.@Description	"n/a"

Alarms		Alarm Default Message	Severity
raP_Opr_EMGen.Sts_DvcAlms.@Label	"Device alarm"	"/*S:0 %.@Description*/: Device alarm"	500
raP_Opr_EMGen.Sts_IntlkTrip.@Label	"Interlock trip"	"/*S:0 %.@Description*/: Interlock trip"	500
raP_Opr_EMGen.Sts_RptData.@Label	"Report data not collected"	"/*S:0 %.@Description*/: Report data"	500

## raP\_Opr\_EPGen

Common	
raP_Opr_EPGen.@Description	"Generic Equipment Phase"
raP_Opr_EPGen.@Area	"Area01"
raP_Opr_EPGen.@Instruction	"raP_Opr_EPGen"
raP_Opr_EPGen.@Label	"Equipment Phase"
raP_Opr_EPGen.@Library	"raP-5_20"
raP_Opr_EPGen.@URL	"n/a"
raP_Opr_EPGen.Cfg_HasMoreObj.@Navigation	" "
raP_Opr_EPGen.Sts_eStep.@Navigation	"SystemStepDescriptions"
raP_Opr_EPGen.Sts_eSummary.@Navigation	"SystemSummary"
raP_Opr_EPGen.Cfg_HasDvcAlmsObjNav@Navigation	" "

General	
#2.Cfg_HasDetailDisplay.@Navigation	" "
#2.Sts_ExtddAlms.@Label	"Extended alarm"

Alarms		Alarm Default Message	Severity
raP_Opr_EPGen.Sts_DvcAlms.@Label	"Device alarm"	"/*S:0 %.@Description*/: Device alarm"	500
raP_Opr_EPGen.Sts_IntlkTrip.@Label	"Interlock trip"	"/*S:0 %.@Description*/: Interlock trip"	500
raP_Opr_EPGen.Sts_RptData.@Label	"Report data not collected"	"/*S:0 %.@Description*/: Report data"	500

## raP\_Opr\_ExtddAlm

Common	
raP_Opr_ExtddAlm.@Description	"Extended alarm"
raP_Opr_ExtddAlm.@Area	"Area01"
raP_Opr_ExtddAlm.@Instruction	"raP_Opr_ExtddAlm"
raP_Opr_ExtddAlm.@Label	"Alarm"
raP_Opr_ExtddAlm.@Library	"raP-5_20"
raP_Opr_ExtddAlm.@URL	"n/a"

## raP\_Opr\_OrgScan

Common	
raP_Opr_OrgScan.@Description	" "
raP_Opr_OrgScan.@Area	"Area01"
raP_Opr_OrgScan.@Instruction	" "
raP_Opr_OrgScan.@Label	" "
raP_Opr_OrgScan.@Library	"raP-5_20"
raP_Opr_OrgScan.@URL	"n/a"



**raP\_Opr\_OrgView**

Common	
raP_Opr_OrgView.@Description	" "
raP_Opr_OrgView.@Area	"Area01"
raP_Opr_OrgView.@Instruction	" "
raP_Opr_OrgView.@Label	" "
raP_Opr_OrgView.@Library	"raP-5_20"
raP_Opr_OrgView.@URL	"n/a"

**raP\_Opr\_Prompt**

Common	
raP_Opr_Prompt.@Description	"Operator Prompt"
raP_Opr_Prompt.@Area	"Area01"
raP_Opr_Prompt.@Instruction	"raP_Opr_Prompt"
raP_Opr_Prompt.@Label	"Prompt"
raP_Opr_Prompt.@Library	"raP-5_20"
raP_Opr_Prompt.@URL	"n/a"
raP_Opr_Prompt.Cfg_HasMoreObj.@Navigation	" "

Alarms		Alarm Default Message	Severity
raP_Opr_Prompt.Sts_AlertTimeOut.@Label	"Promptimed out"	/*S:0 %.@Description*/ Prompttime out alarm	500

**raP\_Opr\_Prompt\_Core**

Common	
raP_Opr_Prompt.@Description	"Operator Prompt"
raP_Opr_Prompt.@Area	"Area01"
raP_Opr_Prompt.@Instruction	"raP_Opr_Prompt"
raP_Opr_Prompt.@Label	"Prompt"
raP_Opr_Prompt.@Library	"raP-5_20"
raP_Opr_Prompt.@URL	"n/a"
raP_Opr_Prompt.Cfg_HasMoreObj.@Navigation	" "
raP_Opr_Unit.Sts_eMtrl.@Navigation	"SystemMaterialNames"
raP_Opr_Unit.Sts_eSummary.@Navigation	"SystemSummary"

## raP\_Opr\_Unit

Common	
raP_Opr_Unit.@Description	"Unit"
raP_Opr_Unit.@Area	"Area01"
raP_Opr_Unit.@Instruction	"raP_Opr_Unit"
raP_Opr_Unit.@Label	"Unit"
raP_Opr_Unit.@Library	"raP-5_20"
raP_Opr_Unit.@URL	"n/a"
raP_Opr_Unit.Cfg_HasMoreObj.@Navigation	" "
General	
raP_Opr_Unit.Sts.0.@Description	"State 0"
raP_Opr_Unit.Sts.1.@Description	"State 1"
raP_Opr_Unit.Sts.2.@Description	"State 2"
raP_Opr_Unit.Sts.3.@Description	"State 3"
raP_Opr_Unit.Sts.ExtddAlms.@Label	"Extended alarm"
raP_Opr_Unit.XCmd.0.@Description	"Group Command 0"
raP_Opr_Unit.XCmd.1.@Description	"n/a"
raP_Opr_Unit.XCmd.2.@Description	"n/a"
raP_Opr_Unit.XCmd.3.@Description	"n/a"
raP_Opr_Unit.Val.Actl.@EngineeringUnit	"Kg"

Alarms		Alarm Default Message	Severity
raP_Opr_Unit.Sts.EStopTrip.@Label	"Emergency stop"	"/*S:0 %.@Description*/: Emergency stop	750
raP_Opr_Unit.Sts.GroupCmd1Fail.@Label	"Group Command 1 Failed"	"/*S:0 %.@Description*/: Group Command 1 Failed	500
raP_Opr_Unit.Sts.GroupCmd2Fail.@Label	"Group Command 2 Failed"	"/*S:0 %.@Description*/: Group Command 2 Failed	500
raP_Opr_Unit.Sts.GroupCmd3Fail.@Label	"Group Command 3 Failed"	"/*S:0 %.@Description*/: Group Command 3 Failed	500
raP_Opr_Unit.Sts.GroupCmd4Fail.@Label	"Group Command 4 Failed"	"/*S:0 %.@Description*/: Group Command 4 Failed	500
raP_Opr_Unit.Sts.IntlkTrip.@Label	"Interlock trip"	"/*S:0 %.@Description*/: Interlock trip	500
raP_Opr_Unit.Sts.SStopTrip.@Label	"Software stop"	"/*S:0 %.@Description*/: Software stop	750

## raP\_Tec\_ParRpt

Common	
raP_Tec_ParRpt_PAR_XX.@Description	"Parameter"
raP_Tec_ParRpt_PAR_XX.@Area	"Area01"
raP_Tec_ParRpt_PAR_XX.@Instruction	"raP_Tec_ParRpt"
raP_Tec_ParRpt_PAR_XX.@Label	"Parameter Label"
raP_Tec_ParRpt_PAR_XX.@Library	"raP-5_20"
raP_Tec_ParRpt_PAR_XX.@URL	"n/a"
raP_Tec_ParRpt_PAR_XX.@EngineeringUnit	"%"
raP_Tec_ParRpt_RPT_XX.@Description	"Report"
raP_Tec_ParRpt_RPT_XX.@Area	"Area01"
raP_Tec_ParRpt_RPT_XX.@Instruction	"raP_Tec_ParRpt"
raP_Tec_ParRpt_RPT_XX.@Label	Report Label"
raP_Tec_ParRpt_RPT_XX.@Library	"raP-5_20"
raP_Tec_ParRpt_RPT_XX.@URL	"n/a"
raP_Tec_ParRpt_RPT_XX.@EngineeringUnit	"%"

**Notes:**

## HMI Navigation

### Tag Naming Conventions

The following table describes the tag naming conventions and syntax to follow when programming to achieve navigation among HMI Faceplate objects.

Instruction Tag Reference/ Navigation Syntax			
Instruction	Navigation / References	Navigation / Reference Tag Name Syntax	Navigation / Reference Tag Name Example
PAH	—	—	—
PAI	Nav to HART Device	PAH : _Dvc	If PAI Tag Name = XT100 PAH tag name = XT100_Dvc
	Nav to EH Objects	raP_Dvc_EH_Flowmeter/Sensor: _Dvc	If PAI tag name = XT100 EH Object tag name = XT100_Dvc
	Nav to FF/PA Objects	raP_Dvc_AP_FFLink/PALink: _Dvc raP_Dvc_EN2FFR/EN2PAR: _Dvc	If PAI tag name = XT100 FF/PA Object tag name = XT100_Dvc
PAID	—	—	—
PAIM	—	—	—
PAO			If PAO Tag Name = XC100
	Nav to HART Device	PAH : _Dvc	PAH tag name = XC100_Dvc
	Nav to Interlock Bank 0	PINTLK : _Intlk_0	PINTLK Bank0 tag name = XC100_Intlk_0
	Nav to Interlock Bank 1	: _Intlk_1	PINTLK Bank0 tag name = XC100_Intlk_1
	Nav to Interlock Bank 2	: _Intlk_2	PINTLK Bank0 tag name = XC100_Intlk_2
	Nav to Interlock Bank 3	: _Intlk_3	PINTLK Bank0 tag name = XC100_Intlk_3
	Nav to Interlock Bank 4	: _Intlk_4	PINTLK Bank0 tag name = XC100_Intlk_4
	Nav to Interlock Bank 5	: _Intlk_5	PINTLK Bank0 tag name = XC100_Intlk_5
	Nav to Interlock Bank 6	: _Intlk_6	PINTLK Bank0 tag name = XC100_Intlk_6
	Nav to Interlock Bank 7	: _Intlk_7	PINTLK Bank0 tag name = XC100_Intlk_7
PBL	—	—	—
PDBC	—	—	—
PDI	—	—	—
PDO			If PDO Tag Name = XY100
	Nav to Interlock Bank 0	PINTLK : _Intlk_0	PINTLK Bank0 tag name = XY100_Intlk_0
	Nav to Interlock Bank 1	: _Intlk_1	PINTLK Bank1 tag name = XY100_Intlk_1
	Nav to Interlock Bank 2	: _Intlk_2	PINTLK Bank2 tag name = XY100_Intlk_2
	Nav to Interlock Bank 3	: _Intlk_3	PINTLK Bank3 tag name = XY100_Intlk_3
	Nav to Interlock Bank 4	: _Intlk_4	PINTLK Bank4 tag name = XY100_Intlk_4
	Nav to Interlock Bank 5	: _Intlk_5	PINTLK Bank5 tag name = XY100_Intlk_5
	Nav to Interlock Bank 6	: _Intlk_6	PINTLK Bank6 tag name = XY100_Intlk_6
	Nav to Interlock Bank 7	: _Intlk_7	PINTLK Bank7 tag name = XY100_Intlk_7
	Nav to Permissive	PPERM : _Perm	PPERM tag name = XY100_Perm
PDOSE	—	—	—
PFO	—	—	—
PHLS	—	—	—

Instruction Tag Reference/ Navigation Syntax			
Instruction	Navigation / References	Navigation / Reference Tag Name Syntax	Navigation / Reference Tag Name Example
PLLS			If PLLS Tag Name = GRPMTR100
	PLLS Ref_Tag(InOut)	PLLS Ref_Motors (InOut) : _Motors	PLLS Ref_Motors (InOut) = GRPMTR100_Motors
	Nav to Interlock Bank 0	PINTLK : _Intlk_0	PINTLK Bank0 tag name = GRPMTR100_Intlk_0
	Nav to Interlock Bank 1	: _Intlk_1	PINTLK Bank1 tag name = GRPMTR100_Intlk_1
	Nav to Interlock Bank 2	: _Intlk_2	PINTLK Bank2 tag name = GRPMTR100_Intlk_2
	Nav to Interlock Bank 3	: _Intlk_3	PINTLK Bank3 tag name = GRPMTR100_Intlk_3
	Nav to Interlock Bank 4	: _Intlk_4	PINTLK Bank4 tag name = GRPMTR100_Intlk_4
	Nav to Interlock Bank 5	: _Intlk_5	PINTLK Bank5 tag name = GRPMTR100_Intlk_5
	Nav to Interlock Bank 6	: _Intlk_6	PINTLK Bank6 tag name = GRPMTR100_Intlk_6
	Nav to Interlock Bank 7	: _Intlk_7	PINTLK Bank7 tag name = GRPMTR100_Intlk_7
	Nav to Permissive	PPERM : _Perm	PPERM tag name = GRPMTR100_Perm
PINTLK			If PDO Tag Name = XY100
	PINTLK (InOut)_Intlk_BankSts	PINTLK Ref_IntlkBankSts(InOut) : _Intlk_BankSts	PINTLK (InOut) - XY100_Intlk_BankSts
PMTR			If PMTR = MT321
	Device Reference Control Set	PMTR Ref_Ctrl_Set (InOut) : _CtrlSet	PMTR Ref_Ctrl_Set (InOut) = MT321_CtrlSet
	Device Reference Control Commands	PMTR Ref_Ctrl_Cmd (InOut) : _CtrlCmd	PMTR Ref_Ctrl_Cmd (InOut) = MT321_CtrlCmd
	Device Reference Control Commands Status	PMTR Ref_Ctrl_Sts (InOut) : _CtrlSts	PMTR Ref_Ctrl_Sts (InOut) = MT321_CtrlSts
	Nav to Interlock Bank 0	PINTLK : _Intlk_0	PINTLK Bank0 tag name = MT321_Intlk_0
	Nav to Interlock Bank 1	: _Intlk_1	PINTLK Bank1 tag name = MT321_Intlk_1
	Nav to Interlock Bank 2	: _Intlk_2	PINTLK Bank2 tag name = MT321_Intlk_2
	Nav to Interlock Bank 3	: _Intlk_3	PINTLK Bank3 tag name = MT321_Intlk_3
	Nav to Interlock Bank 4	: _Intlk_4	PINTLK Bank4 tag name = MT321_Intlk_4
	Nav to Interlock Bank 5	: _Intlk_5	PINTLK Bank5 tag name = MT321_Intlk_5
	Nav to Interlock Bank 6	: _Intlk_6	PINTLK Bank6 tag name = MT321_Intlk_6
	Nav to Interlock Bank 7	: _Intlk_7	PINTLK Bank7 tag name = MT321_Intlk_7
	Nav to Permissive 1	PPERM : _1Perm	PPERM 1 tag name = MT321_1Perm
	Nav to Permissive 2	PPERM : _2Perm	PPERM 2 tag name = MT321_2Perm
	Nav to RunTime	PRT : _RunTime	PRT tag name = MT321_RunTime
	Nav to Restart Inhibit	PRI : _ResInh	PRI tag name = MT321_ResInh
	Nav to Device Object	Device Object : _Dvc	Device Object tag name = MT321_Dvc
PPERM	—	—	—
PPID			If PPID Tag Name = XIC700:
	Nav to Interlock Bank 0	PINTLK : _Intlk_0	PINTLK Bank0 tag name = XIC700_Intlk_0
	Nav to Interlock Bank 1	: _Intlk_1	PINTLK Bank1 tag name = XIC700_Intlk_1
	Nav to Interlock Bank 2	: _Intlk_2	PINTLK Bank2 tag name = XIC700_Intlk_2
	Nav to Interlock Bank 3	: _Intlk_3	PINTLK Bank3 tag name = XIC700_Intlk_3
	Nav to Interlock Bank 4	: _Intlk_4	PINTLK Bank4 tag name = XIC700_Intlk_4
	Nav to Interlock Bank 5	: _Intlk_5	PINTLK Bank5 tag name = XIC700_Intlk_5
	Nav to Interlock Bank 6	: _Intlk_6	PINTLK Bank6 tag name = XIC700_Intlk_6
	Nav to Interlock Bank 7	: _Intlk_7	PINTLK Bank7 tag name = XIC700_Intlk_7
PPTC	—	—	—
PRI	—	—	—
PRT	—	—	—
PTST			If PTST Tag Name = QI102
	Calibration Table Reference	PTST Cfg_CalTbl (InOut) : _CalTable	PTST Cfg_CalTable (InOut) tag name = QI102_CalTable

Instruction Tag Reference/ Navigation Syntax			
Instruction	Navigation / References	Navigation / Reference Tag Name Syntax	Navigation / Reference Tag Name Example
PVLV			If PVLV : XV110
	Nav to Interlock Bank 0	PINTLK : _Intlk_0	PINTLK Bank0 tag name = XV110_Intlk_0
	Nav to Interlock Bank 1	: _Intlk_1	PINTLK Bank1 tag name = XV110_Intlk_1
	Nav to Interlock Bank 2	: _Intlk_2	PINTLK Bank2 tag name = XV110_Intlk_2
	Nav to Interlock Bank 3	: _Intlk_3	PINTLK Bank3 tag name = XV110_Intlk_3
	Nav to Interlock Bank 4	: _Intlk_4	PINTLK Bank4 tag name = XV110_Intlk_4
	Nav to Interlock Bank 5	: _Intlk_5	PINTLK Bank5 tag name = XV110_Intlk_5
	Nav to Interlock Bank 6	: _Intlk_6	PINTLK Bank6 tag name = XV110_Intlk_6
	Nav to Interlock Bank 7	: _Intlk_7	PINTLK Bank7 tag name = XV110_Intlk_7
	Nav to Permissive 1 (Motorized Valve)	PPERM : _Pos1Perm (Motorized Valve)	PPERM 1 tag name = XV110_Pos1Perm (Motorized Valve)
	Nav to Permissive 2 (Solenoid and Motorized Valve)	PPERM : _Pos2Perm (Solenoid and Motorized Valve)	PPERM 2 tag name = XV110_Pos2Perm (Solenoid and Motorized Valve)
	Nav to Valve Statistics	PVLVS : _ValveStats	PVLVS tag name = XV110_ValveStats
PVLVS	—	—	—
PVSD			If PVSD : MT390
	Device Reference Control Set	PVSD Ref_Ctrl_Set (InOut) : _CtrlSet	PVSD Ref_Ctrl_Set (InOut) = MT390_CtrlSet
	Device Reference Control Commands	PVSD Ref_Ctrl_Cmd (InOut) : _CtrlCmd	PVSD Ref_Ctrl_Cmd (InOut) = MT390_CtrlCmd
	Device Reference Control Commands Status	PVSD Ref_Ctrl_Sts (InOut) : _CtrlSts	PVSD Ref_Ctrl_Sts (InOut) = MT390_CtrlSts
	Nav to Interlock Bank 0	PINTLK : _Intlk_0	PINTLK Bank0 tag name = MT390_Intlk_0
	Nav to Interlock Bank 1	: _Intlk_1	PINTLK Bank1 tag name = MT390_Intlk_1
	Nav to Interlock Bank 2	: _Intlk_2	PINTLK Bank2 tag name = MT390_Intlk_2
	Nav to Interlock Bank 3	: _Intlk_3	PINTLK Bank3 tag name = MT390_Intlk_3
	Nav to Interlock Bank 4	: _Intlk_4	PINTLK Bank4 tag name = MT390_Intlk_4
	Nav to Interlock Bank 5	: _Intlk_5	PINTLK Bank5 tag name = MT390_Intlk_5
	Nav to Interlock Bank 6	: _Intlk_6	PINTLK Bank6 tag name = MT390_Intlk_6
	Nav to Interlock Bank 7	: _Intlk_7	PINTLK Bank7 tag name = MT390_Intlk_7
	Nav to Forward Permissive	PPERM : _FwdPerm	PPERM Forward tag name = MT390_FwdPerm
	Nav to Reverse Permissive	PPERM : _RevPerm	PPERM Reverse tag name = MT390_RevPerm
	Nav to RunTime	PRT : _RunTime	PRT tag name = MT390_RunTime
	Nav to Restart Inhibit	PRI : _ResInh	PRI tag name = MT390_ResInh
	Nav to Device Object	Device Object : _Dvc	Device Object tag name = MT390_Dvc
PNPOS			If PNPOS Tag Name = NP0100
	Nav to Interlock Bank 0	PINTLK : _Intlk_0	PINTLK Bank0 tag name = NP0100_Intlk_0
	Nav to Interlock Bank 1	: _Intlk_1	PINTLK Bank1 tag name = NP0100_Intlk_1
	Nav to Interlock Bank 2	: _Intlk_2	PINTLK Bank2 tag name = NP0100_Intlk_2
	Nav to Interlock Bank 3	: _Intlk_3	PINTLK Bank3 tag name = NP0100_Intlk_3
	Nav to Interlock Bank 4	: _Intlk_4	PINTLK Bank4 tag name = NP0100_Intlk_4
	Nav to Interlock Bank 5	: _Intlk_5	PINTLK Bank5 tag name = NP0100_Intlk_5
	Nav to Interlock Bank 6	: _Intlk_6	PINTLK Bank6 tag name = NP0100_Intlk_6
	Nav to Interlock Bank 7	: _Intlk_7	PINTLK Bank7 tag name = NP0100_Intlk_7
	Nav to Permissive	PPERM : _Perm	PPERM tag name = NP0100_Perm

Instruction Tag Reference/ Navigation Syntax			
Instruction	Navigation / References	Navigation / Reference Tag Name Syntax	Navigation / Reference Tag Name Example
PVLVMP			If PVLVMP = XV120
	Nav to Interlock Bank 0	PINTLK : _Intlk_0	PINTLK Bank0 tag name = XV120_Intlk_0
	Nav to Interlock Bank 1	: _Intlk_1	PINTLK Bank1 tag name = XV120_Intlk_1
	Nav to Interlock Bank 2	: _Intlk_2	PINTLK Bank2 tag name = XV120_Intlk_2
	Nav to Interlock Bank 3	: _Intlk_3	PINTLK Bank3 tag name = XV120_Intlk_3
	Nav to Interlock Bank 4	: _Intlk_4	PINTLK Bank4 tag name = XV120_Intlk_4
	Nav to Interlock Bank 5	: _Intlk_5	PINTLK Bank5 tag name = XV120_Intlk_5
	Nav to Interlock Bank 6	: _Intlk_6	PINTLK Bank6 tag name = XV120_Intlk_6
	Nav to Interlock Bank 7	: _Intlk_7	PINTLK Bank7 tag name = XV120_Intlk_7
	Nav to Open Interlock Bank 0	PINTLK : _OpenIntlk_0	PINTLK Bank0 tag name = XV120_OpenIntlk_0
	Nav to Open Interlock Bank 1	: _OpenIntlk_1	PINTLK Bank1 tag name = XV120_OpenIntlk_1
	Nav to Open Interlock Bank 2	: _OpenIntlk_2	PINTLK Bank2 tag name = XV120_OpenIntlk_2
	Nav to Open Interlock Bank 3	: _OpenIntlk_3	PINTLK Bank3 tag name = XV120_OpenIntlk_3
	Nav to Open Interlock Bank 4	: _OpenIntlk_4	PINTLK Bank4 tag name = XV120_OpenIntlk_4
	Nav to Open Interlock Bank 5	: _OpenIntlk_5	PINTLK Bank5 tag name = XV120_OpenIntlk_5
	Nav to Open Interlock Bank 6	: _OpenIntlk_6	PINTLK Bank6 tag name = XV120_OpenIntlk_6
	Nav to Open Interlock Bank 7	: _OpenIntlk_7	PINTLK Bank7 tag name = XV120_OpenIntlk_7
	Nav to Upper Seat Interlock Bank 0	PINTLK : _UpperIntlk_0	PINTLK Bank0 tag name = XV120_UpperIntlk_0
	Nav to Upper Seat Interlock Bank 1	: _UpperIntlk_1	PINTLK Bank1 tag name = XV120_UpperIntlk_1
	Nav to Upper Seat Interlock Bank 2	: _UpperIntlk_2	PINTLK Bank2 tag name = XV120_UpperIntlk_2
	Nav to Upper Seat Interlock Bank 3	: _UpperIntlk_3	PINTLK Bank3 tag name = XV120_UpperIntlk_3
	Nav to Upper Seat Interlock Bank 4	: _UpperIntlk_4	PINTLK Bank4 tag name = XV120_UpperIntlk_4
	Nav to Upper Seat Interlock Bank 5	: _UpperIntlk_5	PINTLK Bank5 tag name = XV120_UpperIntlk_5
	Nav to Upper Seat Interlock Bank 6	: _UpperIntlk_6	PINTLK Bank6 tag name = XV120_UpperIntlk_6
	Nav to Upper Seat Interlock Bank 7	: _UpperIntlk_7	PINTLK Bank7 tag name = XV120_UpperIntlk_7
	Nav to Lower Seat Interlock Bank 0	PINTLK : _LowerIntlk_0	PINTLK Bank0 tag name = XV120_LowerIntlk_0
	Nav to Lower Seat Interlock Bank 1	: _LowerIntlk_1	PINTLK Bank1 tag name = XV120_LowerIntlk_1
	Nav to Lower Seat Interlock Bank 2	: _LowerIntlk_2	PINTLK Bank2 tag name = XV120_LowerIntlk_2
	Nav to Lower Seat Interlock Bank 3	: _LowerIntlk_3	PINTLK Bank3 tag name = XV120_LowerIntlk_3
	Nav to Lower Seat Interlock Bank 4	: _LowerIntlk_4	PINTLK Bank4 tag name = XV120_LowerIntlk_4
	Nav to Lower Seat Interlock Bank 5	: _LowerIntlk_5	PINTLK Bank5 tag name = XV120_LowerIntlk_5
	Nav to Lower Seat Interlock Bank 6	: _LowerIntlk_6	PINTLK Bank6 tag name = XV120_LowerIntlk_6
	Nav to Lower Seat Interlock Bank 7	: _LowerIntlk_7	PINTLK Bank7 tag name = XV120_LowerIntlk_7
	Nav to Cavity Interlock Bank 0	PINTLK : _CavityIntlk_0	PINTLK Bank0 tag name = XV120_CavityIntlk_0
	Nav to Cavity Interlock Bank 1	: _CavityIntlk_1	PINTLK Bank1 tag name = XV120_CavityIntlk_1
	Nav to Cavity Interlock Bank 2	: _CavityIntlk_2	PINTLK Bank2 tag name = XV120_CavityIntlk_2
	Nav to Cavity Interlock Bank 3	: _CavityIntlk_3	PINTLK Bank3 tag name = XV120_CavityIntlk_3
	Nav to Cavity Interlock Bank 4	: _CavityIntlk_4	PINTLK Bank4 tag name = XV120_CavityIntlk_4
	Nav to Cavity Interlock Bank 5	: _CavityIntlk_5	PINTLK Bank5 tag name = XV120_CavityIntlk_5
	Nav to Cavity Interlock Bank 6	: _CavityIntlk_6	PINTLK Bank6 tag name = XV120_CavityIntlk_6
	Nav to Cavity Interlock Bank 7	: _CavityIntlk_7	PINTLK Bank7 tag name = XV120_CavityIntlk_7
	Nav to Valve Statistics	PVLVMP : _ValveStats	PVLVS tag name = XV120_ValveStats

Instruction Tag Reference/ Navigation Syntax			
Instruction	Navigation / References	Navigation / Reference Tag Name Syntax	Navigation / Reference Tag Name Example
PD4SD			If PD4SD : D4SD100
	Nav to Interlock Bank 0	PINTLK : _Intlk_0	PINTLK Bank0 tag name = D4SD100_Intlk_0
	Nav to Interlock Bank 1	: _Intlk_1	PINTLK Bank1 tag name = D4SD100_Intlk_1
	Nav to Interlock Bank 2	: _Intlk_2	PINTLK Bank2 tag name = D4SD100_Intlk_2
	Nav to Interlock Bank 3	: _Intlk_3	PINTLK Bank3 tag name = D4SD100_Intlk_3
	Nav to Interlock Bank 4	: _Intlk_4	PINTLK Bank4 tag name = D4SD100_Intlk_4
	Nav to Interlock Bank 5	: _Intlk_5	PINTLK Bank5 tag name = D4SD100_Intlk_5
	Nav to Interlock Bank 6	: _Intlk_6	PINTLK Bank6 tag name = D4SD100_Intlk_6
	Nav to Interlock Bank 7	: _Intlk_7	PINTLK Bank7 tag name = D4SD100_Intlk_7
	Nav to Permissive 0	PPERM : _0Perm	PPERM 0 tag name = D4SD100_Perm
	Nav to Permissive 1	PPERM : _1Perm	PPERM 1 tag name = D4SD100_Perm
	Nav to Permissive 2	PPERM : _2Perm	PPERM 2 tag name = D4SD100_Perm
	Nav to Permissive 3	PPERM : _3Perm	PPERM 3 tag name = D4SD100_Perm
	Nav to Valve Statistics	PD4SD : _ValveStats	PVLVS tag name : D4SD100_ValveStats
raP_Opr_Area			If raP_Opr_Area = Area01
	Nav to Extended Alarms	raP_Opr_ExtddAlm: _ExtddAlm_00 ... _ExtddAlm_32	raP_Opr_ExtddAlm: Area01_ExtddAlm_00 ... _ExtddAlm_32
raP_Opr_EMGen			If raP_Opr_EMGen Tag Name = eTK101
	Nav to Interlock Bank 0	PINTLK : _Intlk_0	PINTLK Bank0 tag name = eTK101_Intlk_0
	Nav to Interlock Bank 1	: _Intlk_1	PINTLK Bank1 tag name = eTK101_Intlk_1
	Nav to Interlock Bank 2	: _Intlk_2	PINTLK Bank2 tag name = eTK101_Intlk_2
	Nav to Interlock Bank 3	: _Intlk_3	PINTLK Bank3 tag name = eTK101_Intlk_3
	Nav to Interlock Bank 4	: _Intlk_4	PINTLK Bank4 tag name = eTK101_Intlk_4
	Nav to Interlock Bank 5	: _Intlk_5	PINTLK Bank5 tag name = eTK101_Intlk_5
	Nav to Interlock Bank 6	: _Intlk_6	PINTLK Bank6 tag name = eTK101_Intlk_6
	Nav to Interlock Bank 7	: _Intlk_7	PINTLK Bank7 tag name = eTK101_Intlk_7
	Nav to Permissive	PPERM : _Perm	PPERM tag name = eTK101_Perm
	Nav to Extended Alarms	raP_Opr_ExtddAlm: _ExtddAlm_00 ... _ExtddAlm_32	raP_Opr_ExtddAlm tag name = eTK101_ExtddAlm_00 ... _ExtddAlm_32
	Nav Parameters	raP_Tec_ParRpt: _PAR_00 ... _PAR_496	raP_Tec_ParRpt tag name = eTK101_PAR_00 ... _PAR_496
	Nav Reports	raP_Tec_ParRpt: _RPT_00 ... _RPT_496	raP_Tec_ParRpt tag name = eTK101_RPT_00 ... _RPT_496
raP_Opr_EPGen			If raP_Opr_EPGen Tag Name = epAG1001
	Nav to Interlock Bank 0	PINTLK : _Intlk_0	PINTLK Bank0 tag name = epAG1001_Intlk_0
	Nav to Interlock Bank 1	: _Intlk_1	PINTLK Bank1 tag name = epAG1001_Intlk_1
	Nav to Interlock Bank 2	: _Intlk_2	PINTLK Bank2 tag name = epAG1001_Intlk_2
	Nav to Interlock Bank 3	: _Intlk_3	PINTLK Bank3 tag name = epAG1001_Intlk_3
	Nav to Interlock Bank 4	: _Intlk_4	PINTLK Bank4 tag name = epAG1001_Intlk_4
	Nav to Interlock Bank 5	: _Intlk_5	PINTLK Bank5 tag name = epAG1001_Intlk_5
	Nav to Interlock Bank 6	: _Intlk_6	PINTLK Bank6 tag name = epAG1001_Intlk_6
	Nav to Interlock Bank 7	: _Intlk_7	PINTLK Bank7 tag name = epAG1001_Intlk_7
	Nav to Permissive	PPERM : _Perm	PPERM tag name = eTK101_Perm
	Nav to Extended Alarms	raP_Opr_ExtddAlm: _ExtddAlm_00 ... _ExtddAlm_32	raP_Opr_ExtddAlm tag name = epAG1001_ExtddAlm_00 ... _ExtddAlm_32
	Nav Parameters	raP_Tec_ParRpt: _PAR_00 ... _PAR_496	raP_Tec_ParRpt tag name = epAG1001_PAR_00 ... _PAR_496
	Nav Reports	raP_Tec_ParRpt: _RPT_00 ... _RPT_496	raP_Tec_ParRpt tag name = epAG1001_RPT_00 ... _RPT_496
raP_Opr_ExtddAlm	Extended Alarms	—	—



Instruction Tag Reference/ Navigation Syntax			
Instruction	Navigation / References	Navigation / Reference Tag Name Syntax	Navigation / Reference Tag Name Example
raP_Opr_Unit			If raP_Opr_Unit Tag Name = GroupControl
	Nav to Interlock Bank 0	PINTLK : _Intlk_0	PINTLK Bank0 tag name = GroupControl_Intlk_0
	Nav to Interlock Bank 1	: _Intlk_1	PINTLK Bank1 tag name = GroupControl_Intlk_1
	Nav to Interlock Bank 2	: _Intlk_2	PINTLK Bank2 tag name = GroupControl_Intlk_2
	Nav to Interlock Bank 3	: _Intlk_3	PINTLK Bank3 tag name = GroupControl_Intlk_3
	Nav to Interlock Bank 4	: _Intlk_4	PINTLK Bank4 tag name = GroupControl_Intlk_4
	Nav to Interlock Bank 5	: _Intlk_5	PINTLK Bank5 tag name = GroupControl_Intlk_5
	Nav to Interlock Bank 6	: _Intlk_6	PINTLK Bank6 tag name = GroupControl_Intlk_6
	Nav to Interlock Bank 7	: _Intlk_7	PINTLK Bank7 tag name = GroupControl_Intlk_7
	Nav to Permissive	PPERM : _Perm PPERM : 1_Perm PPERM : 2_Perm PPERM : 3_Perm PPERM : 4_Perm	PPERM tag name = GroupControl_Perm PPERM tag name = GroupControl_1Perm PPERM tag name = GroupControl_2Perm PPERM tag name = GroupControl_3Perm PPERM tag name = GroupControl_4Perm
	Nav to Extended Alarms	raP_Opr_ExtddAlm: _ExtddAlm_00 ... _ExtddAlm_32	raP_Opr_ExtddAlm tag name = GroupControl_ExtddAlm_00 ... _ExtddAlm_32
raP_Tec_ParRpt	Nav Parameters	raP_Tec_ParRpt: _PAR_00 ... _PAR_496	raP_Tec_ParRpt tag name = epAG1001_PAR_00 ... _PAR_496
	Nav Reports	raP_Tec_ParRpt: _RPT_00 ... _RPT_496	raP_Tec_ParRpt tag name = epAG1001_RPT_00 ... _RPT_496
	Parameters and Reports	—	—
raP_Opr_Prompt			If raP_Opr_Prompt Tag Name = MyPrompt
	Prompt Instance Configuration Data	raP_Opr_Prompt Prompts (InOut) : _Prompts	raP_Opr_Prompt Prompts(InOut)Tagname=MyPrompt_Prompts
		raP_Opr_Prompt RespData (InOut) : _ResponseData	raP_Opr_Prompt RespData (InOut) Tagname = MyPrompt_ResponseData
raP_Opr_Seq			If raP_Opr_Seq : Seq_101
	Reference Sequencer Step	raP_Opr_Seq Ref_Steps (InOut) : _Steps	raP_Opr_Seq Ref_Steps (InOut) : Seq_101_Steps
	Nav to Interlock Bank 0	PINTLK : _Intlk_0	PINTLK Bank0 Tagname = Seq_101_Intlk_0
	Nav to Interlock Bank 1	: _Intlk_1	PINTLK Bank1 Tagname = Seq_101_Intlk_1
	Nav to Interlock Bank 2	: _Intlk_2	PINTLK Bank2 Tagname = Seq_101_Intlk_2
	Nav to Interlock Bank 3	: _Intlk_3	PINTLK Bank3 Tagname = Seq_101_Intlk_3
	Nav to Interlock Bank 4	: _Intlk_4	PINTLK Bank4 Tagname = Seq_101_Intlk_4
	Nav to Interlock Bank 5	: _Intlk_5	PINTLK Bank5 Tagname = Seq_101_Intlk_5
	Nav to Interlock Bank 6	: _Intlk_6	PINTLK Bank6 Tagname = Seq_101_Intlk_6
	Nav to Interlock Bank 7	: _Intlk_7	PINTLK Bank7 Tagname = Seq_101_Intlk_7
	Nav to Permissive	PPERM : _Perm	PPERM Tagname = Seq_101_Perm
	Nav to Boolean Input	raP_Opr_SeqBoolInp : _BoolInp	raP_Opr_SeqBoolInp Tagname = Seq_101_BoolInp
	Reference Boolean Input Sequencer Step	raP_Opr_SeqBoolInp Ref_Steps (InOut) : _Steps	raP_Opr_SeqBoolInp Ref_Steps(InOut)Tagname=Seq_101_Steps
	Nav to Boolean Output	raP_Opr_SeqBoolOut : _BoolOut	raP_Opr_SeqBoolOut Tagname = Seq_101_BoolOut
	Reference Boolean Output Sequencer Step	raP_Opr_SeqBoolOut Ref_Steps (InOut) : _Steps	raP_Opr_SeqBoolOut Ref_Steps(InOut)Tagname=Seq_101_Steps
	Nav to Real Output	raP_Opr_SeqRealOut : _RealOut	raP_Opr_SeqRealOut Tagname = Seq_101_RealOut
	Reference Real Output Sequencer Step	raP_Opr_SeqRealOut Ref_Steps (InOut) : _Steps	raP_Opr_SeqRealOut Ref_Steps(InOut)Tagname=Seq_101_Steps
	Nav to Prompt Core	raP_Opr_Prompt_Core : _Prompt	raP_Opr_Prompt_Core Tagname = Seq_101_Prompt
	Reference Prompt Core Prompt Instance Configuration Data	raP_Opr_Prompt_Core Prompts (InOut) : _Prompts	raP_Opr_Prompt_Core Prompts (InOut) Tagname = Seq_101_Prompts
	Reference Prompt Core Prompt Response Data	raP_Opr_Prompt_Core RespData (InOut) : _ResponseData	raP_Opr_Prompt_Core RespData (InOut) Tagname = Seq_101_ResponseData

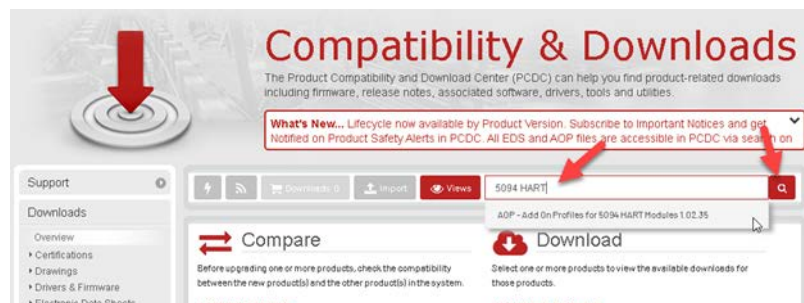
## 5094-IF8IH to PAH Configuration Example

This appendix describes how to configure a HART device using a newer HART I/O module, such as the 5094-IF8IH, and the PAH instruction, in a PlantPax® 5.0 system. This example requires a system that meets PlantPax 5.0 system requirements, including using Version 33 or later of Studio 5000 Logix Designer® software.

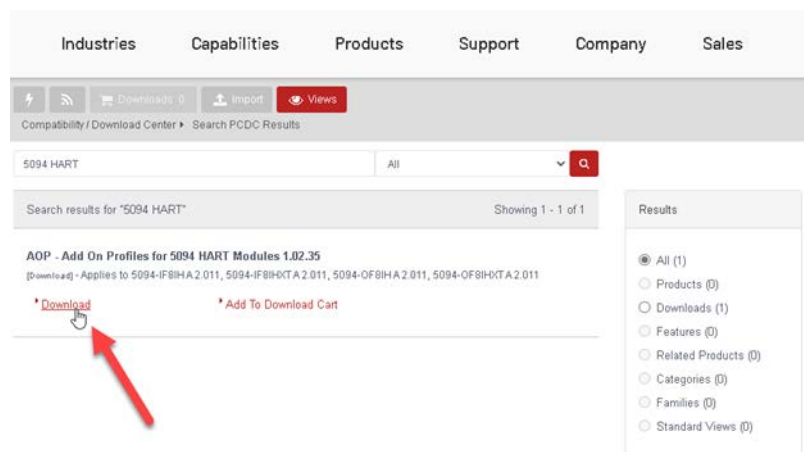
### Download and install the 5094 HART Analog Add-On Profile

The Add-on Profile can be accessed from the [Product Compatibility and Download Center](#).

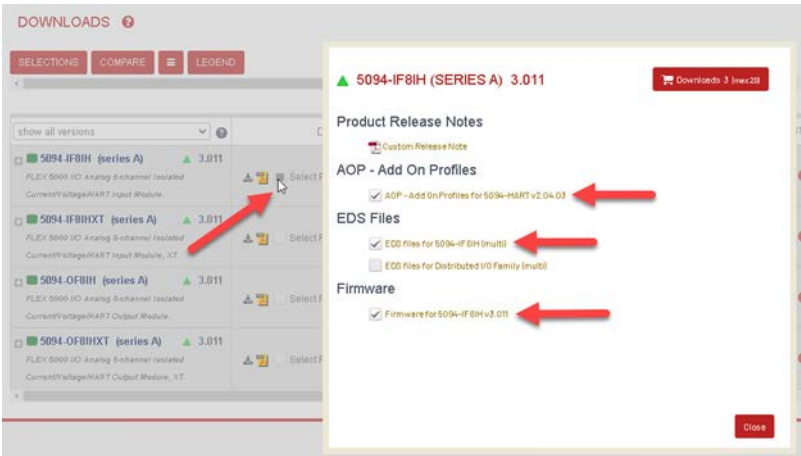
1. Search for "5094-HART".



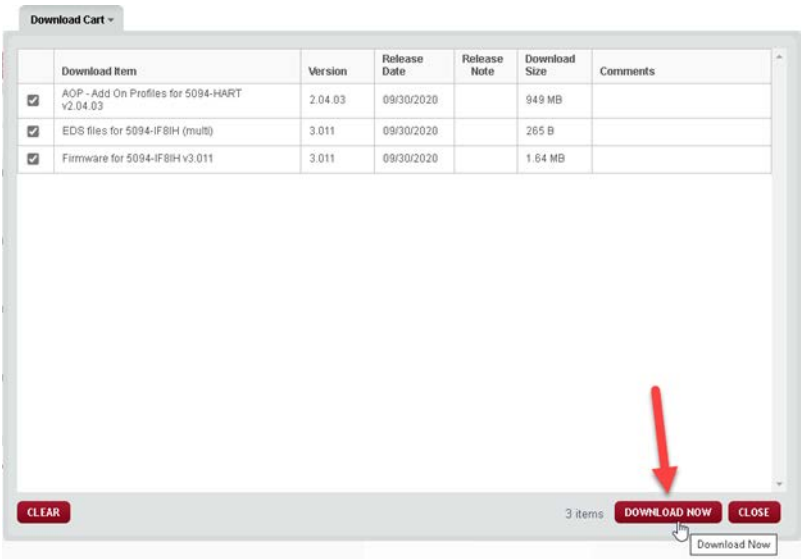
2. Select Download.



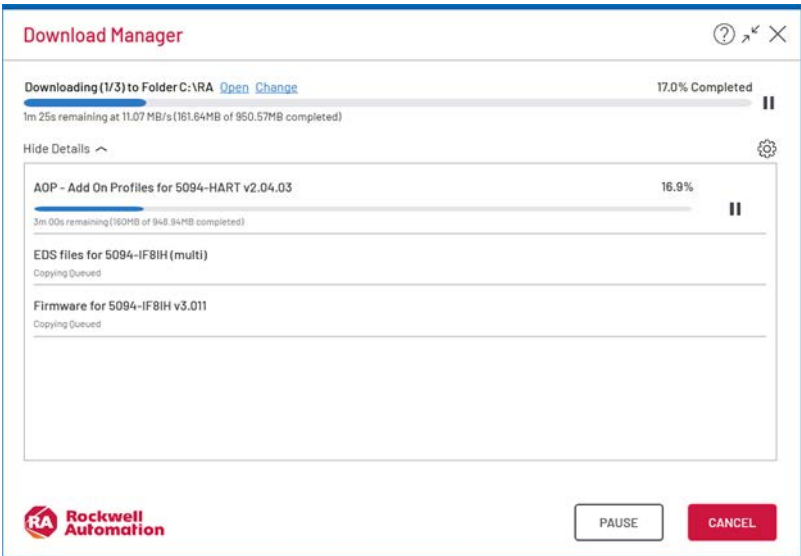
3. Select Files, then select the Add-on Profiles, EDS Files, and Firmware.



4. Select Download Now.



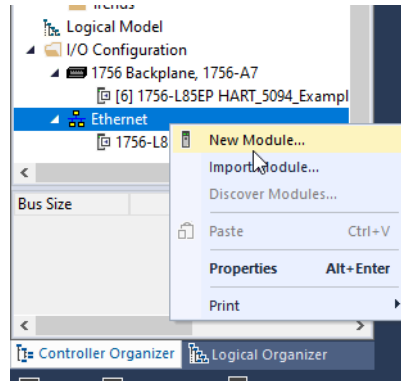
The files are downloaded into a zip file using the download manager.



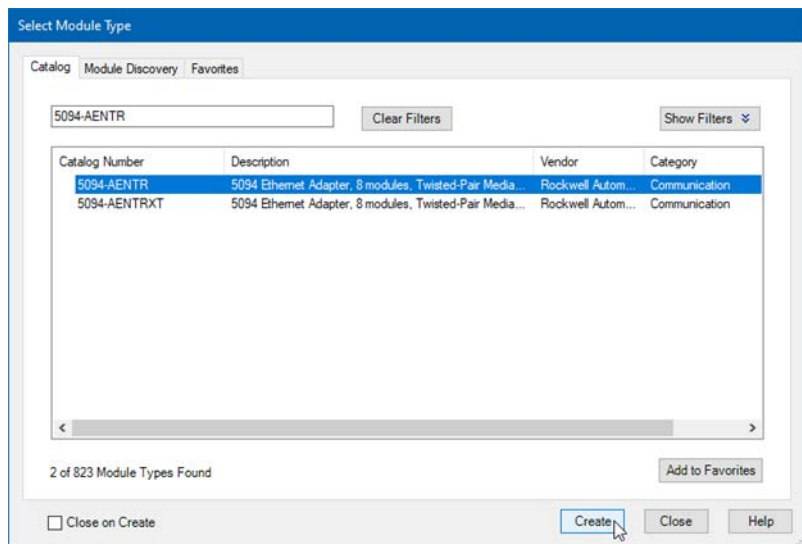
5. Extract the files from the ZIP folder.
6. Run mpsetup.exe as Administrator.

## Add the 5094 Adapter Module to the Project I/O Configuration

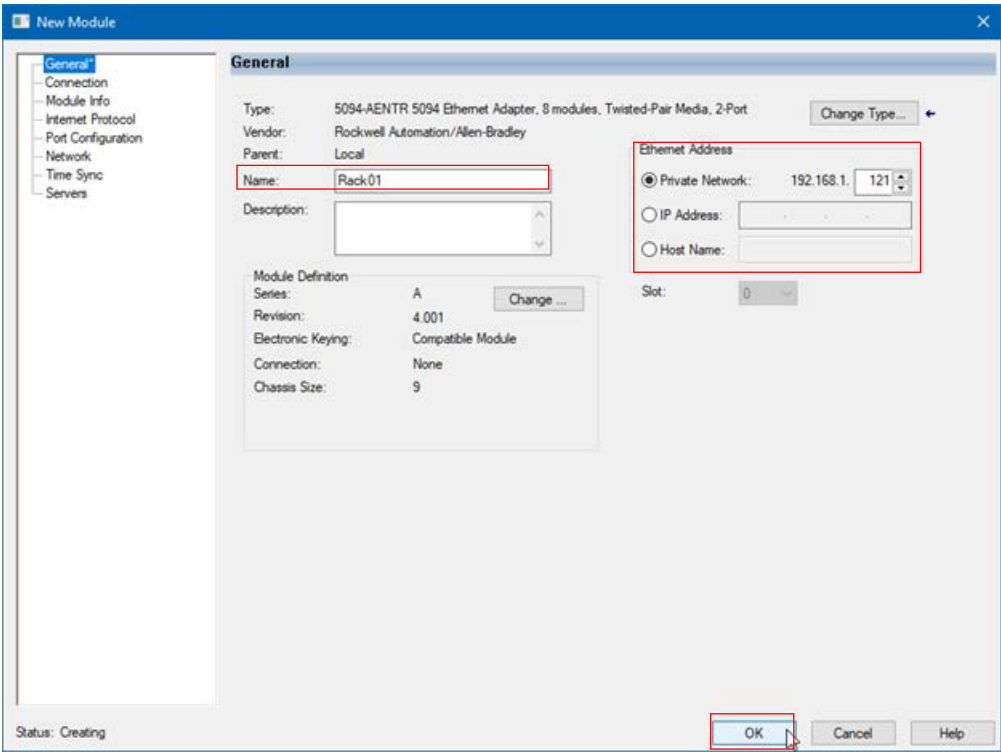
1. In the controller Organizer for your project, select the Ethernet network to be used to communicate with the 5094 I/O. Right-click and select "New Module..."



2. Select the catalog number of the 5094 adapter that you are using and Create.

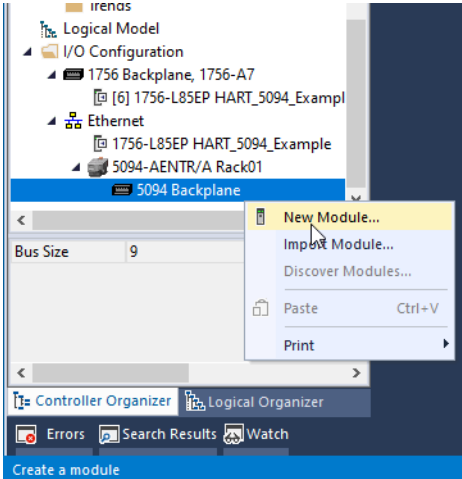


3. Enter the name and IP address for the adapter.

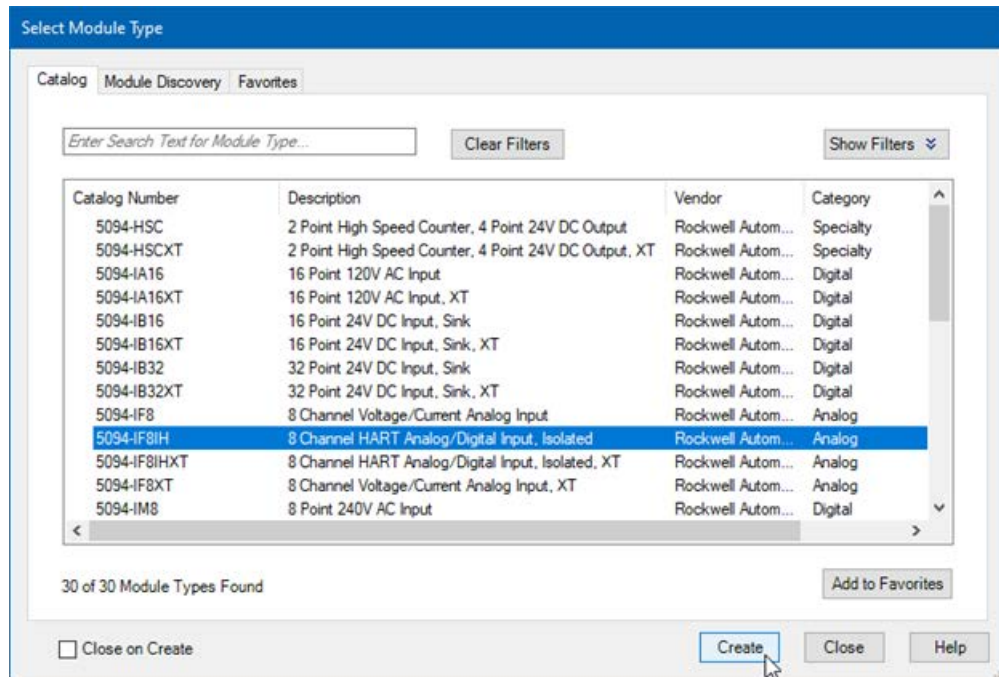


**Add the 5094-IF8IH Module to the Project I/O Configuration**

1. In the controller Organizer for your project, select the 5094 Backplane. Right-click and select "New Module..."



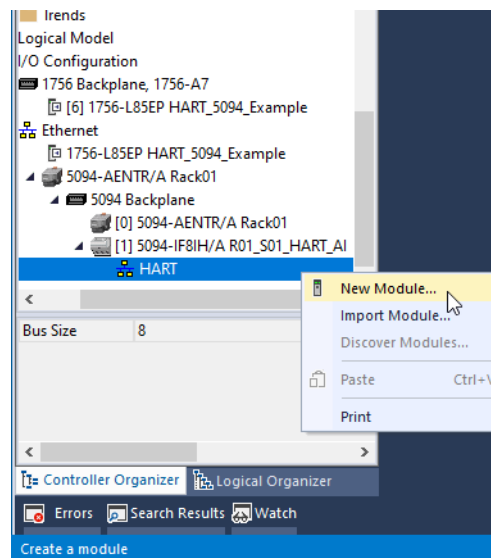
2. Select the 5094-IF8IH module and "Create".



3. To accept the module defaults, Select OK.

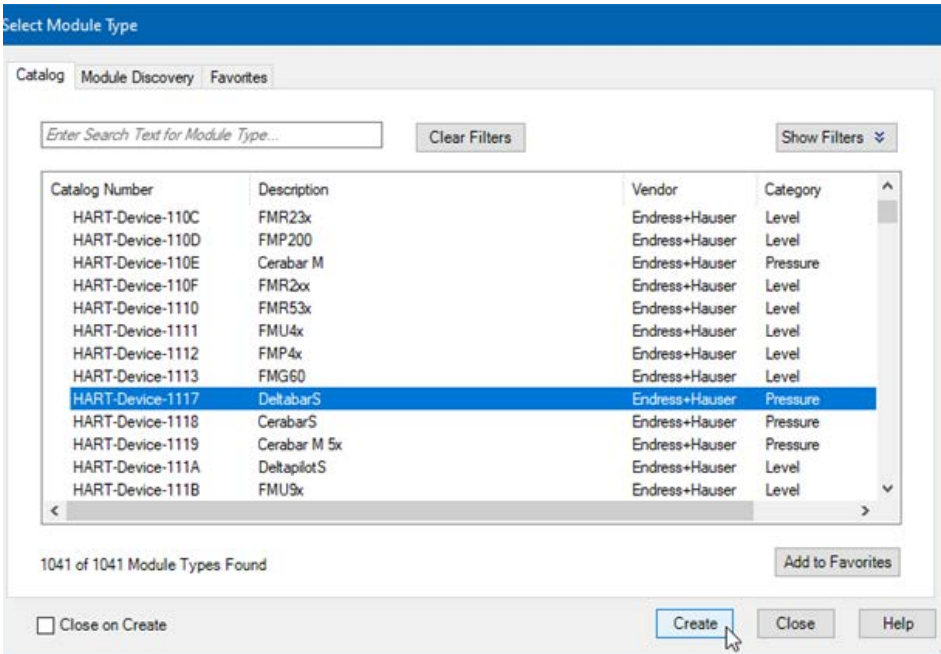
## Add the HART Device to the Project I/O Configuration

1. In the controller Organizer for your project, select the HART network. Right-click and select "New Module...".

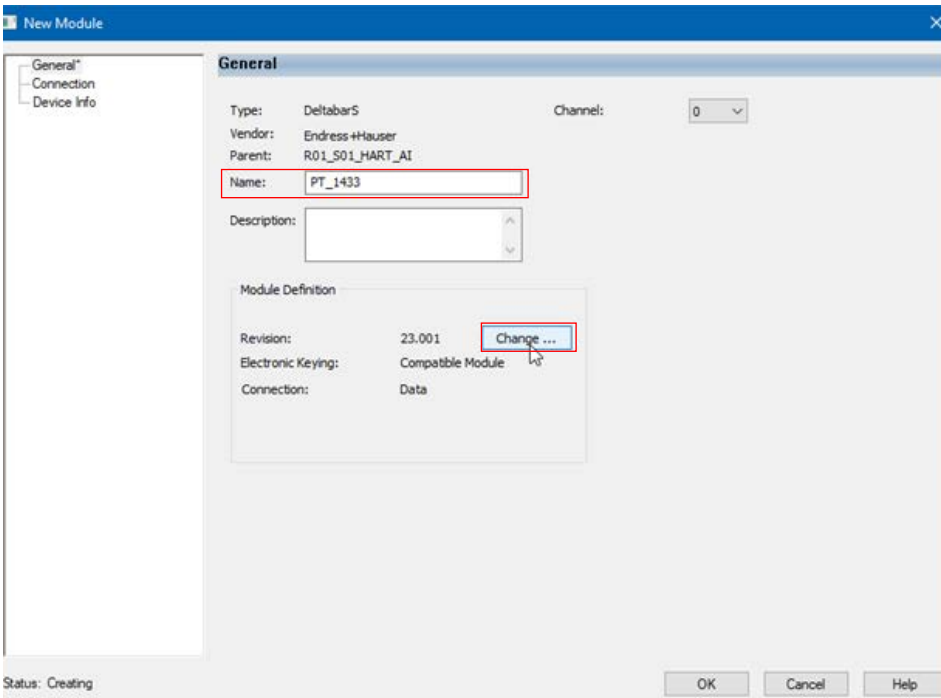


2. Select the type of HART transmitter and "Create".

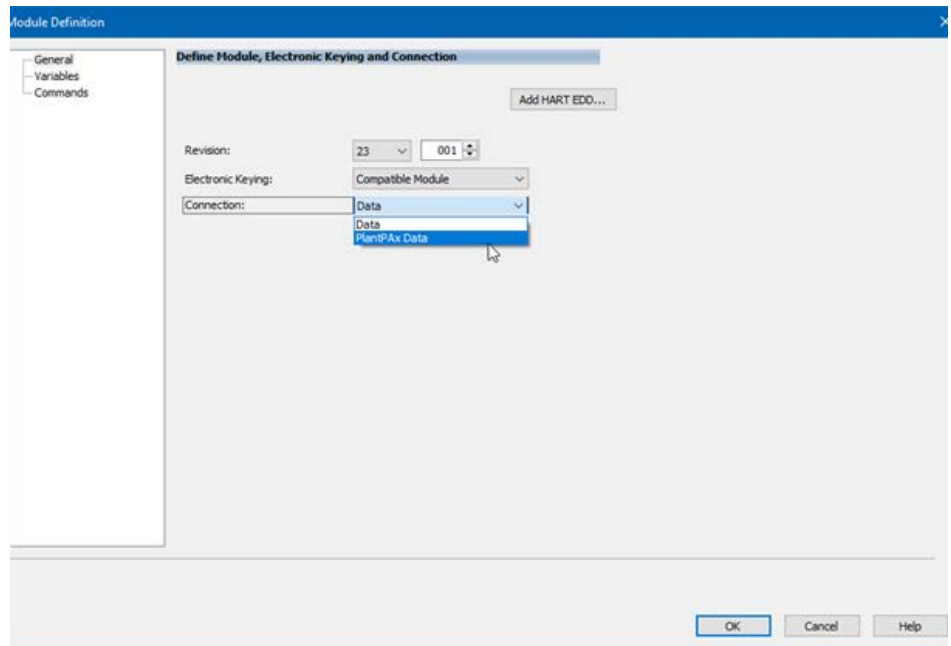
In this example, we are using an Endress+Hauser Deltabar-S device.



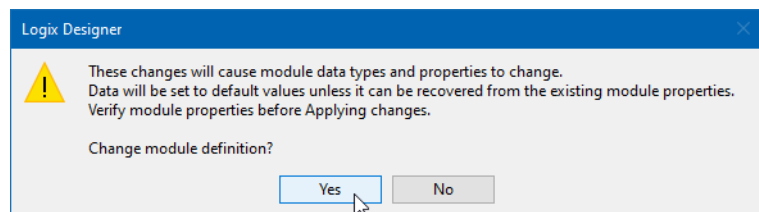
3. In the New Module dialog box, enter a name for the transmitter then select Change in the Module Definition section.



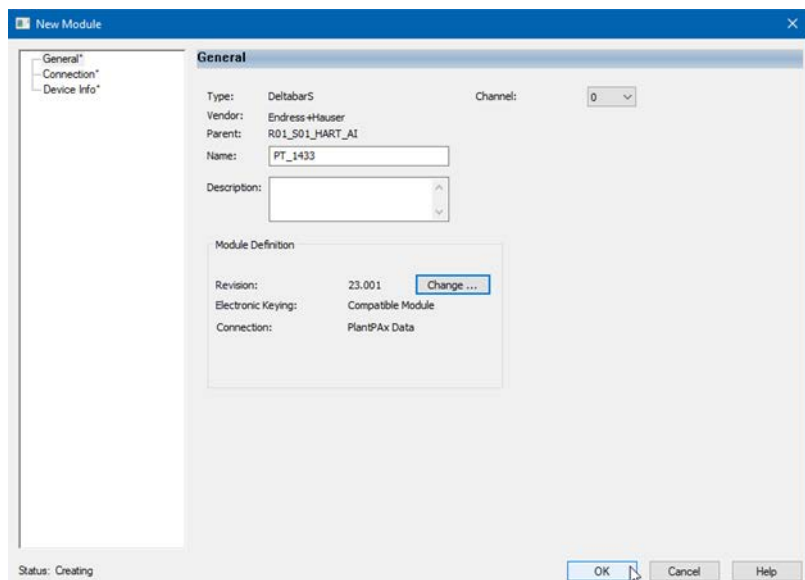
## 4. Change the Connection type to PlantPAx Data.



## 5. Changing the connection type causes a change in data types for the input and output data. Select Yes to change the module definition.



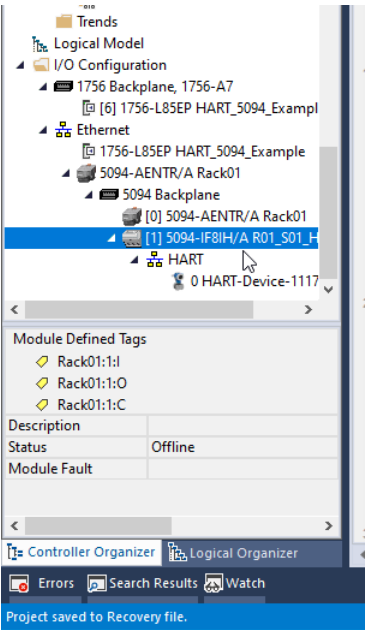
## 6. Verify the information and Select OK.



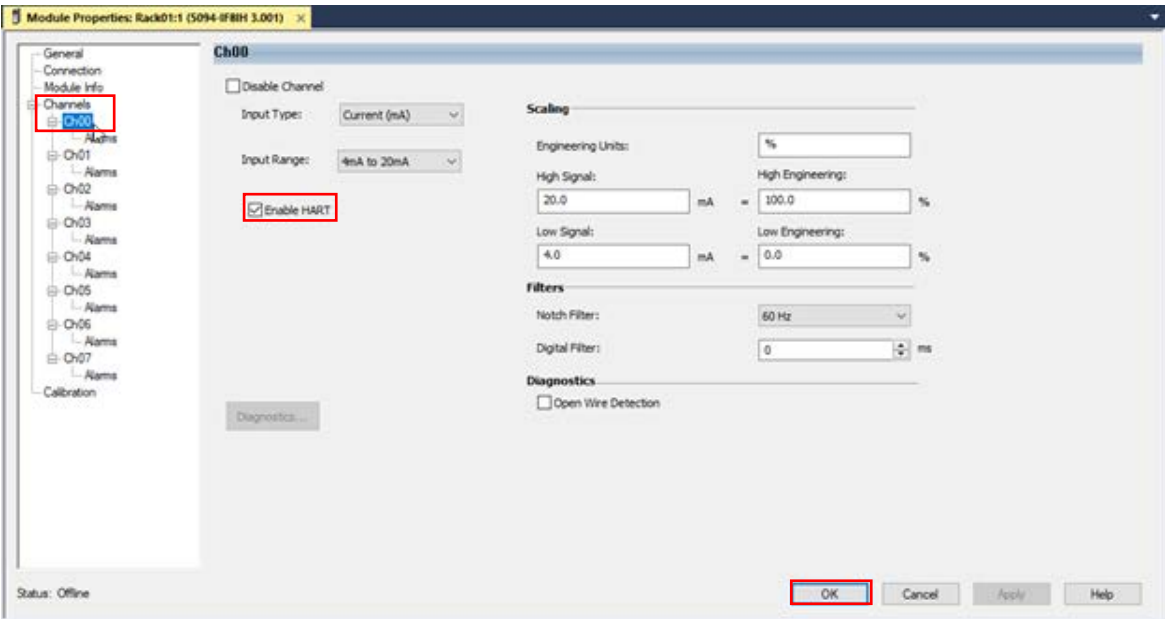


# Configure the Analog Input Channel

1. In the controller Organizer for your project, select the 5094-IF8IH module created. Double-click to open the Properties dialog.



2. Select the channel where the transmitter is connected. In this example, it is Channel 00. Select the box to Enable HART communication on this channel.

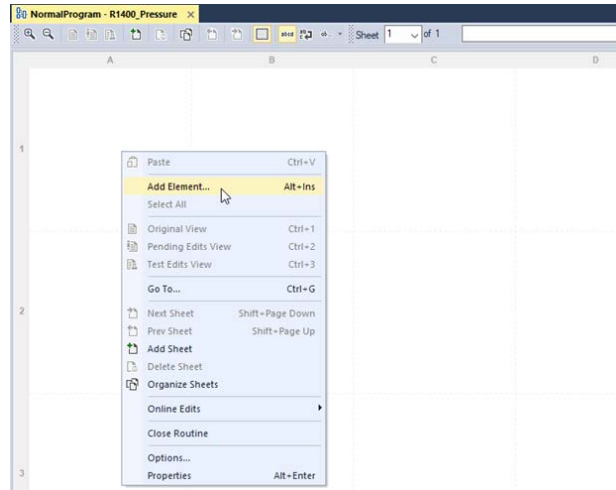


## Add the PAH (Process Analog HART) and PAI (Process Analog Input) Instruction Instances to the Project

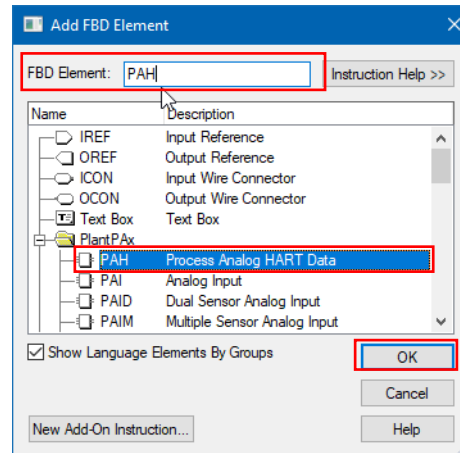
In this example, we are using a Function Block routine. Ladder Diagram or Structured Text could be used.

### Add the PAH Instruction Instance

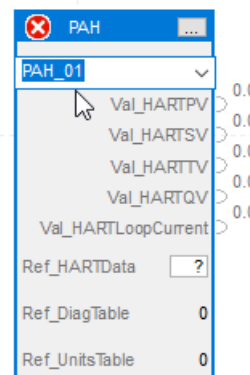
1. Right-click a blank area on the sheet and select "Add Element..."



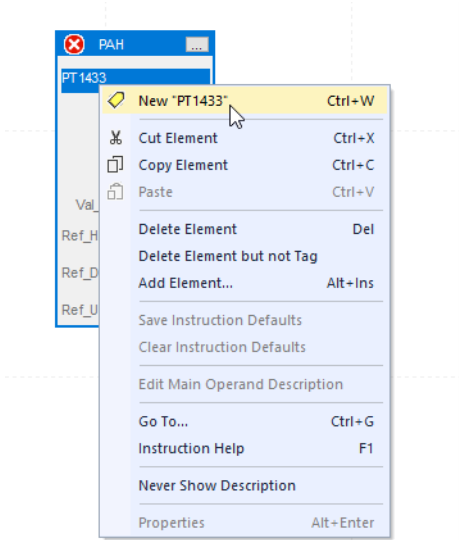
2. Enter PAH for the FBD Element.



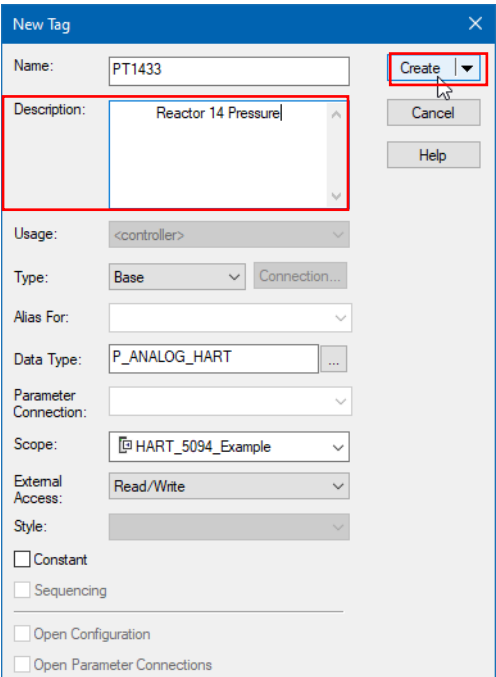
3. Enter the desired tag name of the backing tag for the PAH block.



4. Right-click the new tag name and select "New <tagname>".



5. In the New Tag dialog, enter a tag description. The required data type is automatically selected for you.

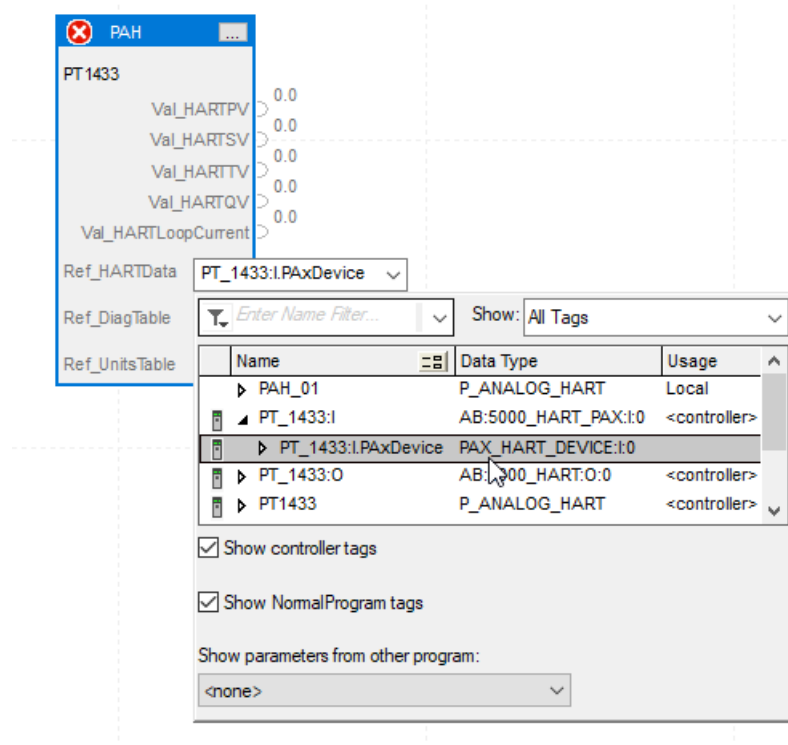


The tag can be created at Controller scope, or in the Program containing this routine. For this example, we use a Controller-scope tag.

## Connect PAX\_HART\_DEVICE:I:0 Member from Input Assembly to Ref\_HARTData InOut Parameter.

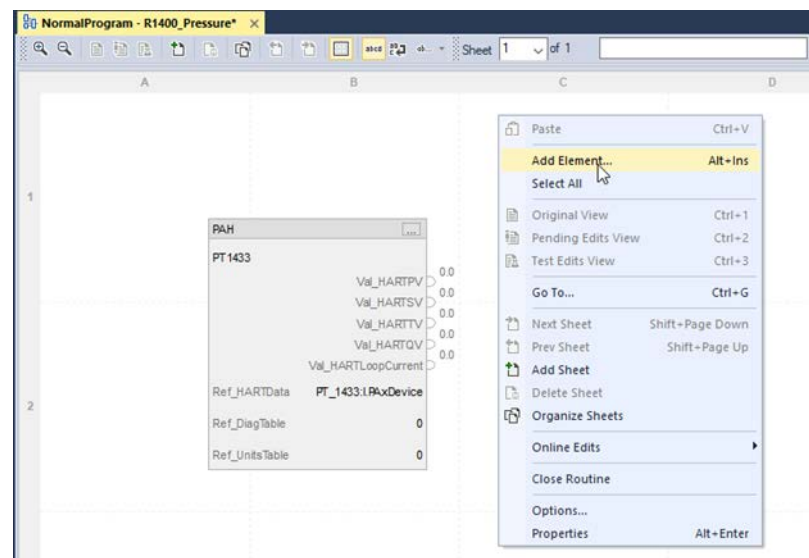
1. Select the dropdown for the Ref\_HARTData InOut Parameter.
2. Navigate to the input assembly tag for the HART device, expand, and select the "PaxDevice" member.

The data type must be "PAX\_HART\_DEVICE:I:0".

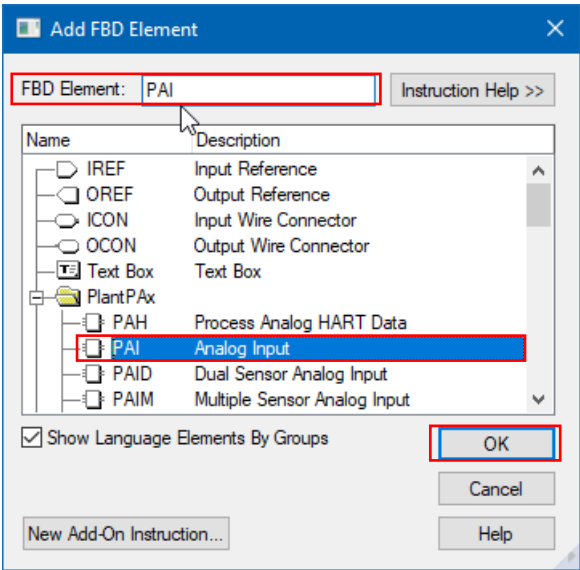


## Add the PAI Instruction Instance

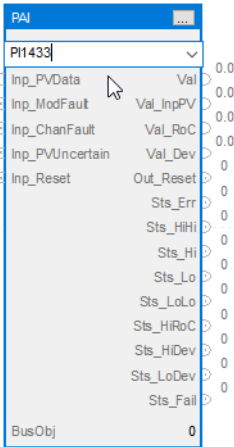
1. Right-click a blank area of the Function Block routine sheet and select "Add Element..."



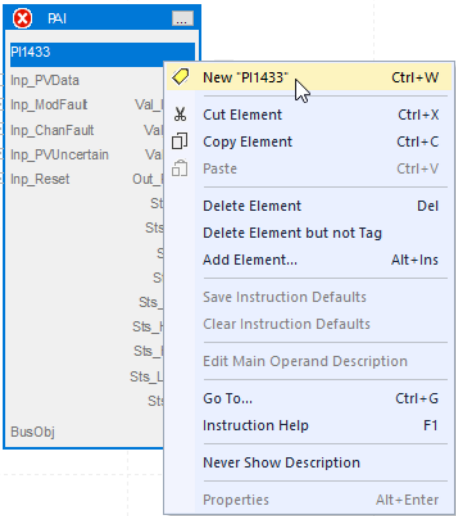
2. Enter PAI for the FBD Element.



3. Enter the desired tag name of the backing tag for the PAI block. In this example, we used "PI1433" (for Pressure Indicator).



4. Right-click the new tag name and select "New <tagname>".



5. In the New Tag dialog, enter a tag description. The required data type is automatically selected for you.

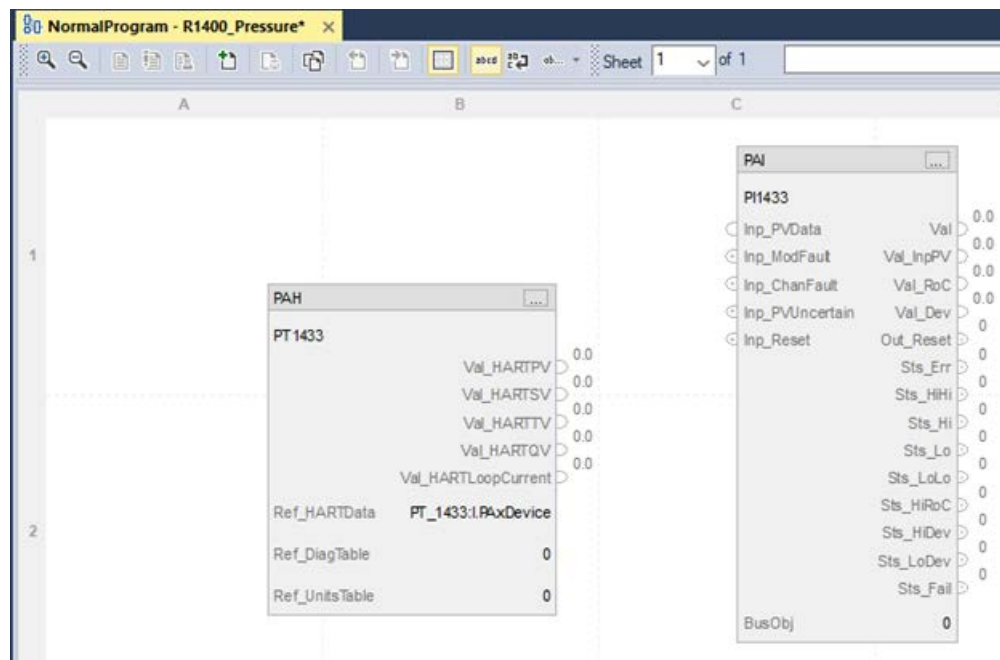
The 'New Tag' dialog box is shown with the following fields and values:

- Name: PI1433
- Description: Reactor 14 Pressure Indicator
- Usage: <controller>
- Type: Base
- Data Type: P\_ANALOG\_INPUT
- Scope: HART\_5094\_Example
- External Access: Read/Write



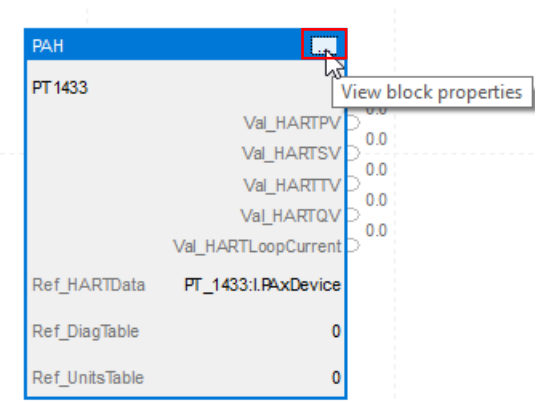
The tag can be created at Controller scope, or in the Program containing this routine. For this example, we use a Controller-scope tag. For HMI navigation to work properly, the PAH and PAI instance tags must be at the same scope.

The tag is created and the routine contains no errors.

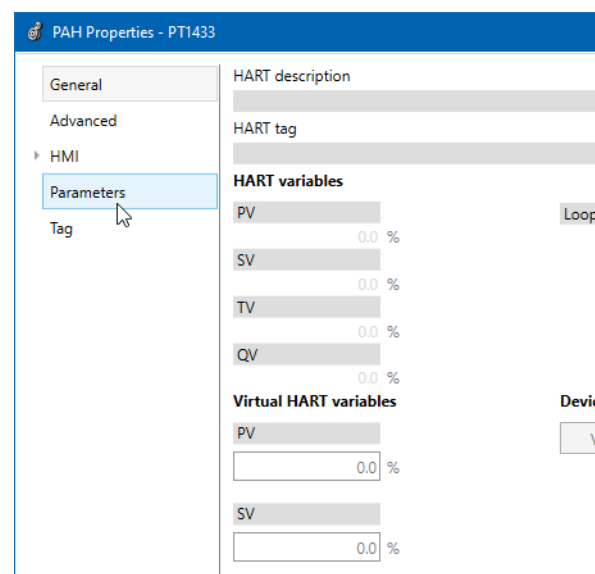


## Connect the PAH Instance to the PAI Instance

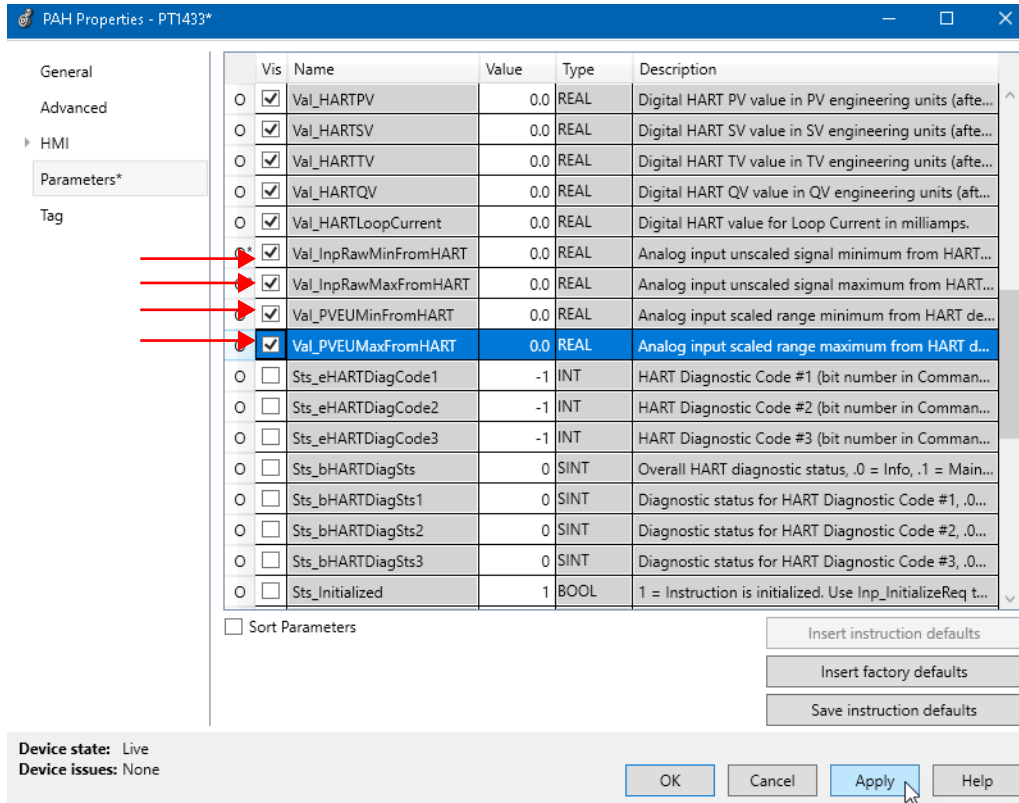
- 1. Select the properties of the PAH instruction.



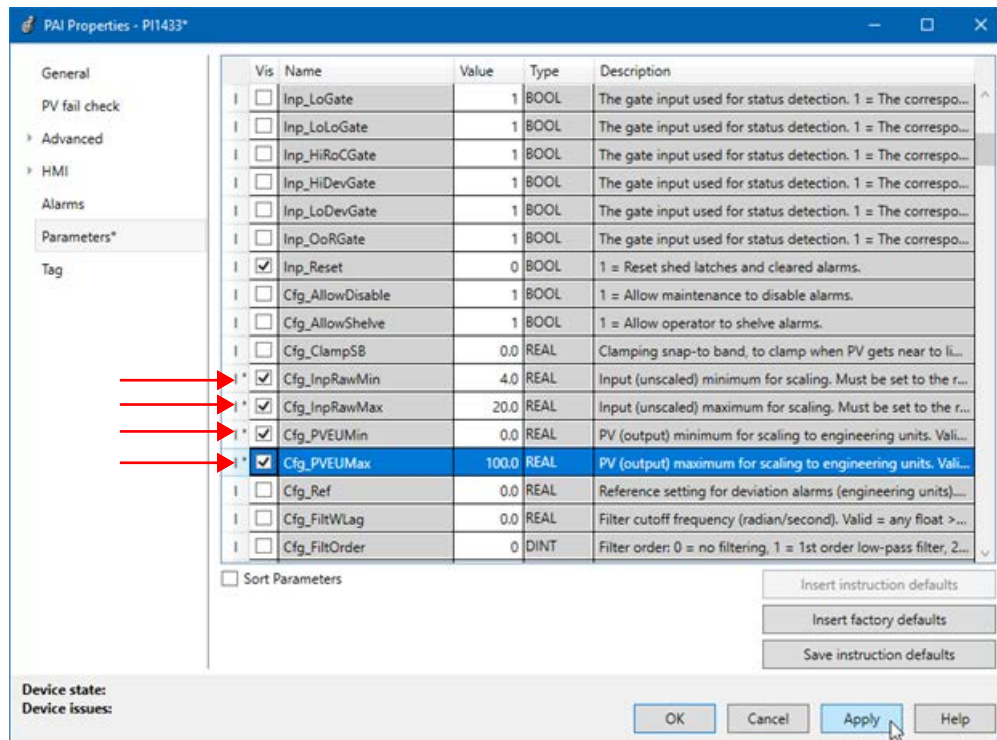
- 2. Select the Parameters tab.



3. Select the boxes in the “Vis” column to make the Raw and EU scaling Values visible as output pins.

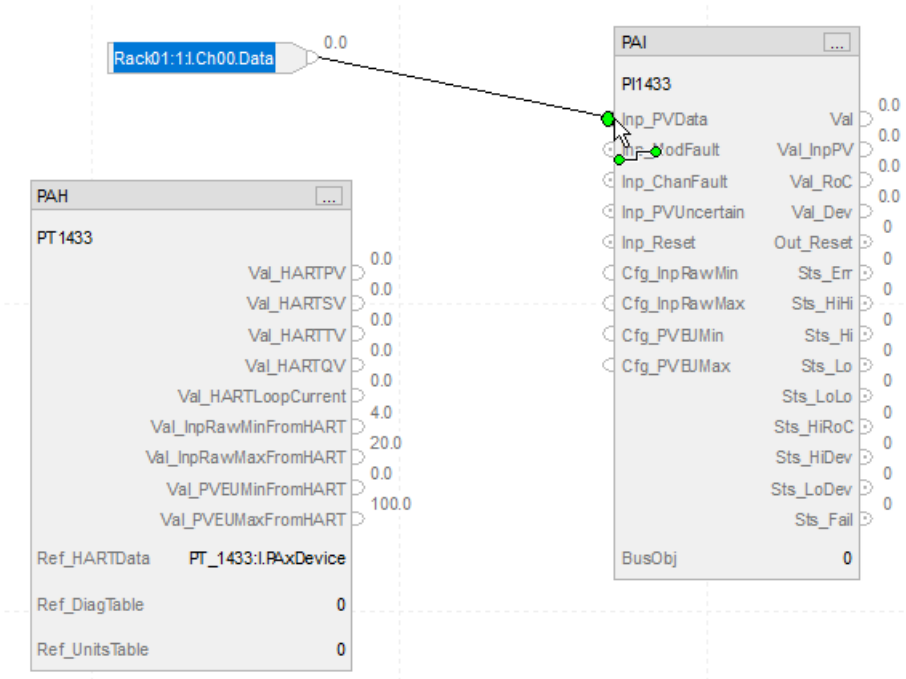


4. From the Parameters tab of the **PAI instruction** properties, Select the boxes in the “Vis” column to make the Raw and EU **configuration input** pins visible.

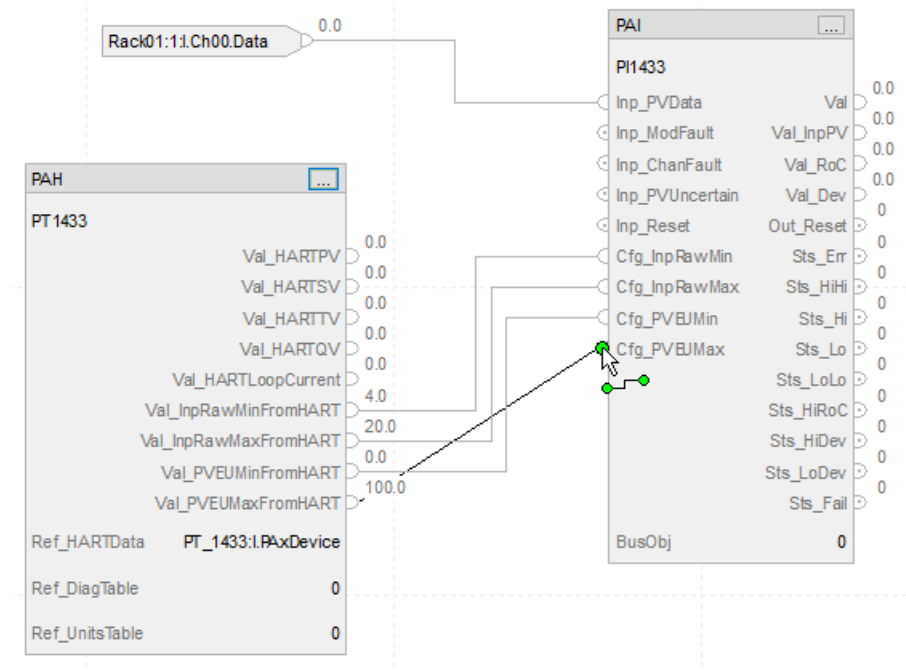




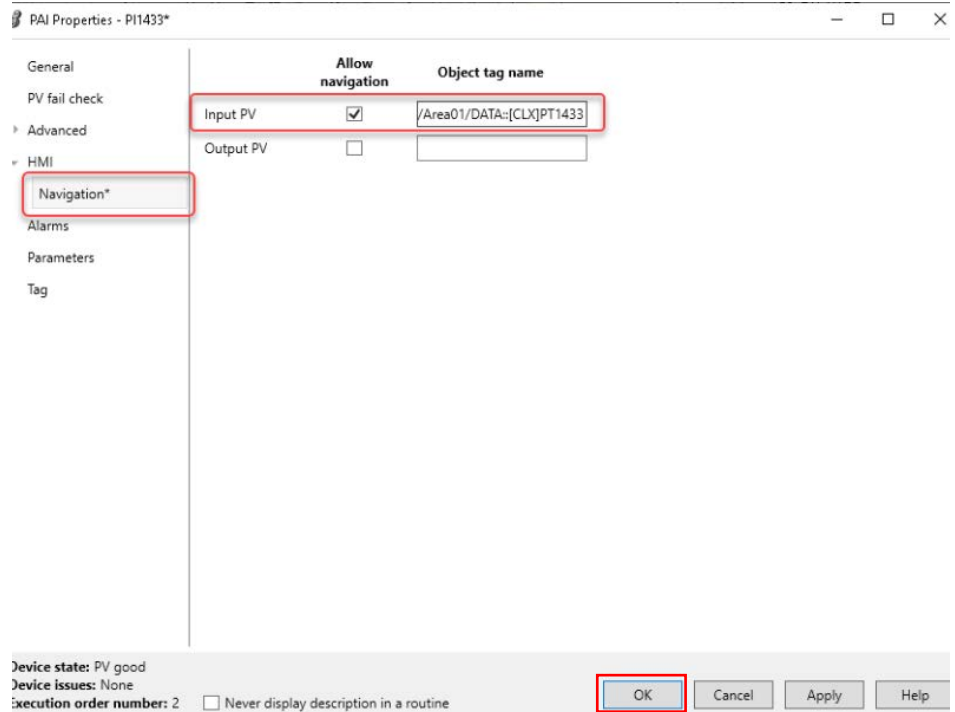
5. Wire the analog input signal to the PAI block.



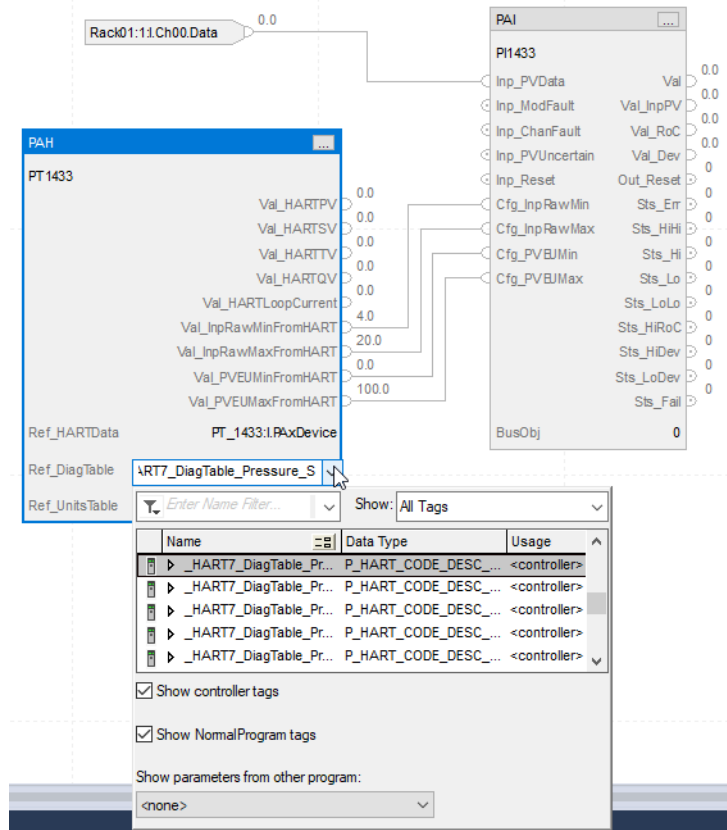
6. Wire the HART scaling data from the PAH block to the PAI block.



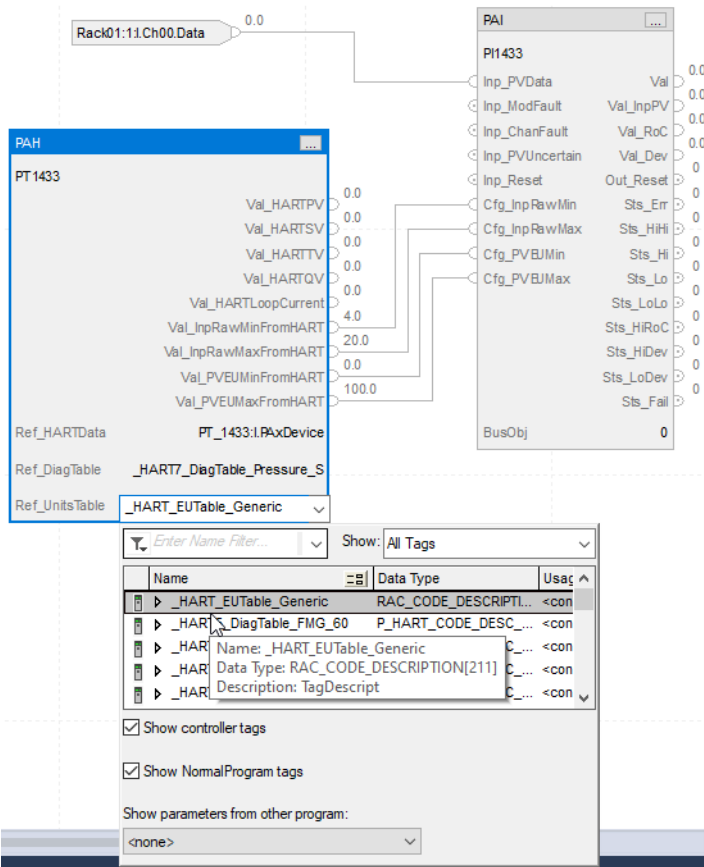
7. From the PAI Properties, navigate to the HMI>Navigation tab. Link the PAI Input PV navigation to the PAH instance.



8. On the PAH instance, link the HART Diagnostic Lookup Table for the pressure transmitter InOut parameter.



9. Link the HART engineering units lookup table to the units InOut parameter.

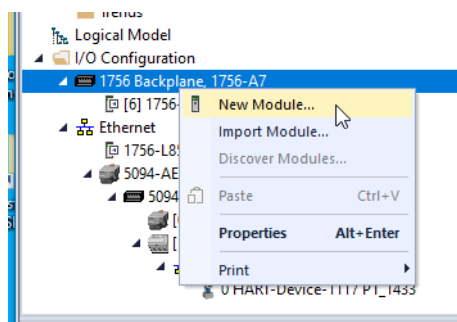


## 1756-IF8IH with raP\_Tec\_HARTChanData\_to\_PAH Add-On Instruction Configuration Example

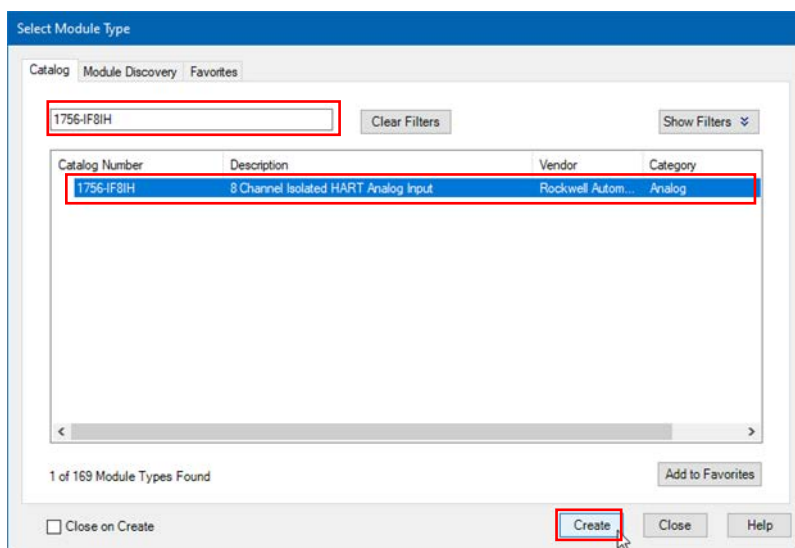
This appendix shows an example of using a 1756-IF8IH (using I\_1756IF8IH 4.10) with the raP\_Tec\_HARTChanData\_to\_PAH Add-On Instruction from the 5.00 or later Library download to feed PAH and PAI instructions (5.00 or later system on L85EP).

### Add the 1756-IF8IH Module to the Project I/O Configuration

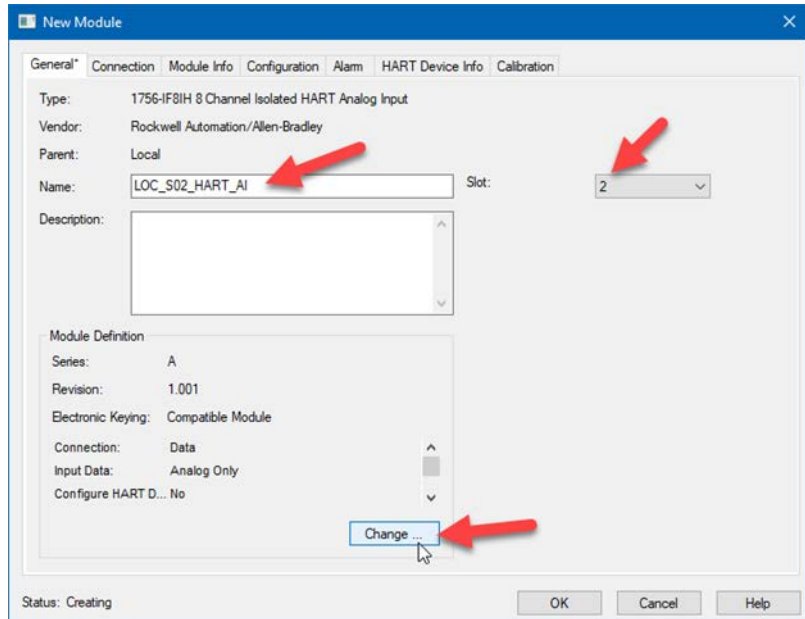
1. In the controller Organizer for your project, select the 1756 Backplane. Right-click and select "New Module...".



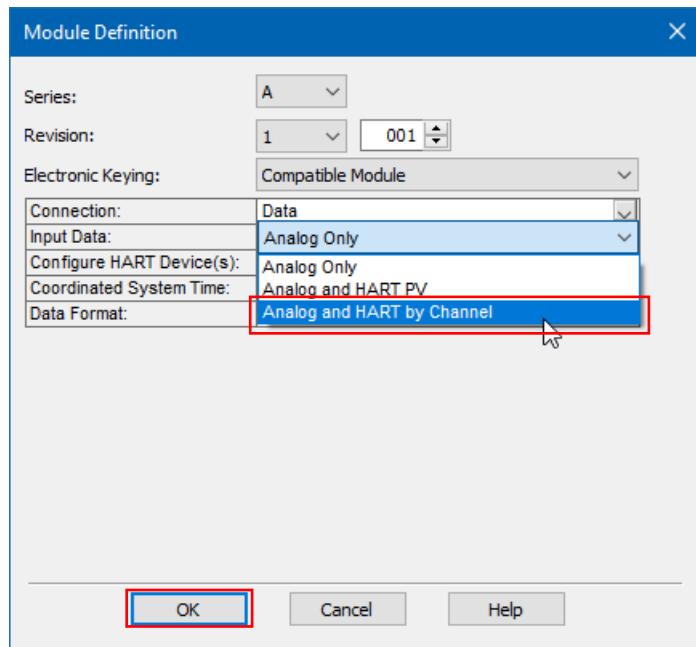
2. Select 1756-IF8IH.



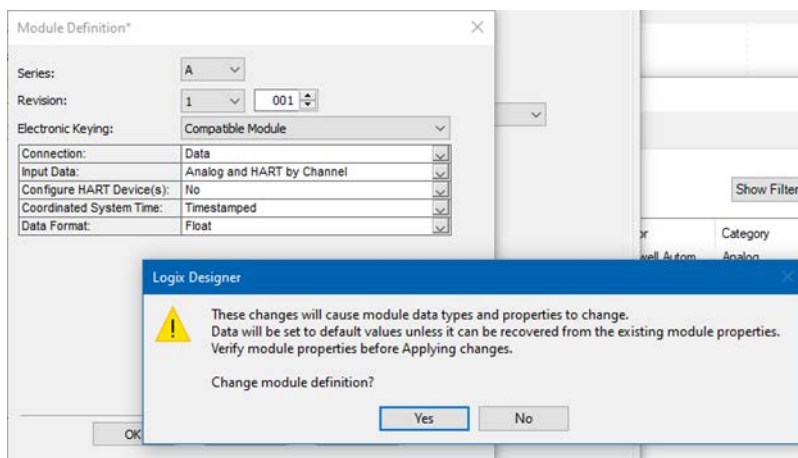
3. Enter a name for the module, Select the slot number where the module is installed, and select Change in the Module Definition.



4. In the Module Definition dialog, change the Input Data selection to "Analog and HART by Channel".

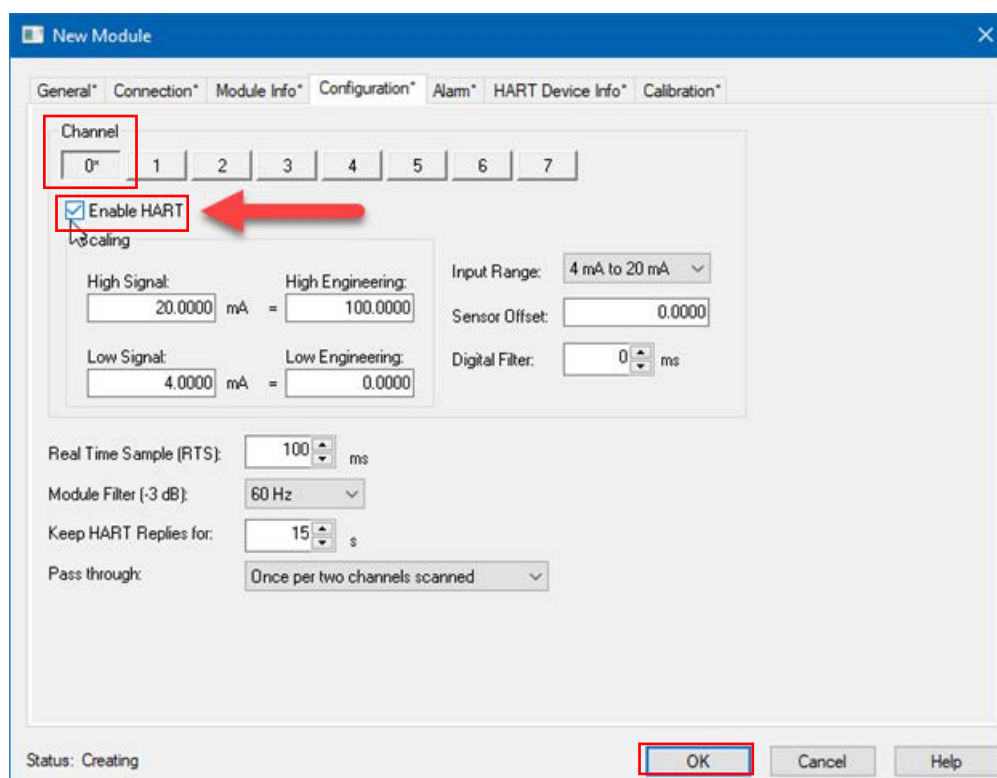


5. Select YES to change the module definition.



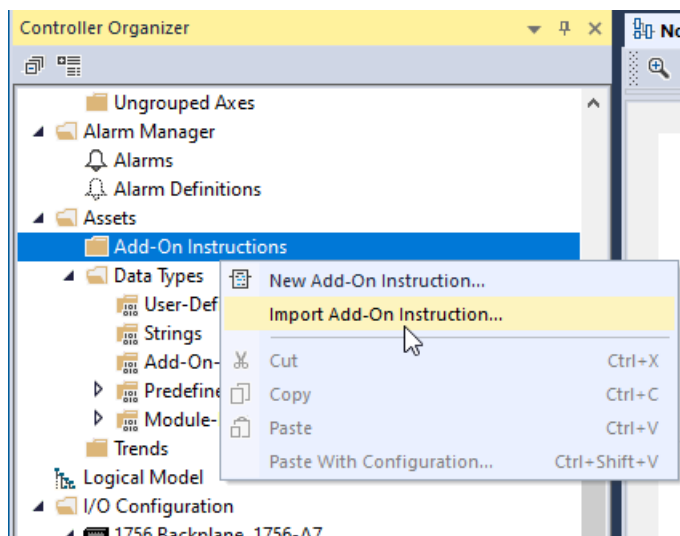
## Configure the Channel for the HART Device

1. From the New Module dialog box, Select the configuration tab.
2. Select the Channel where the transmitter is installed and Enable HART on the channel.

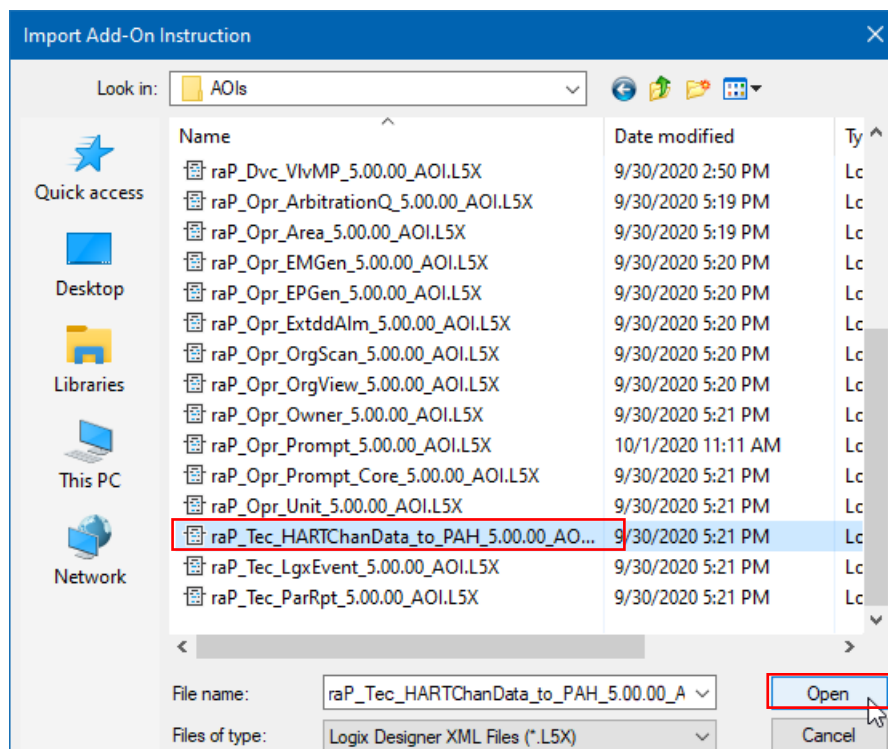


## Import the raP\_Tec\_HARTChanData\_to \_PAH Add-On Instruction

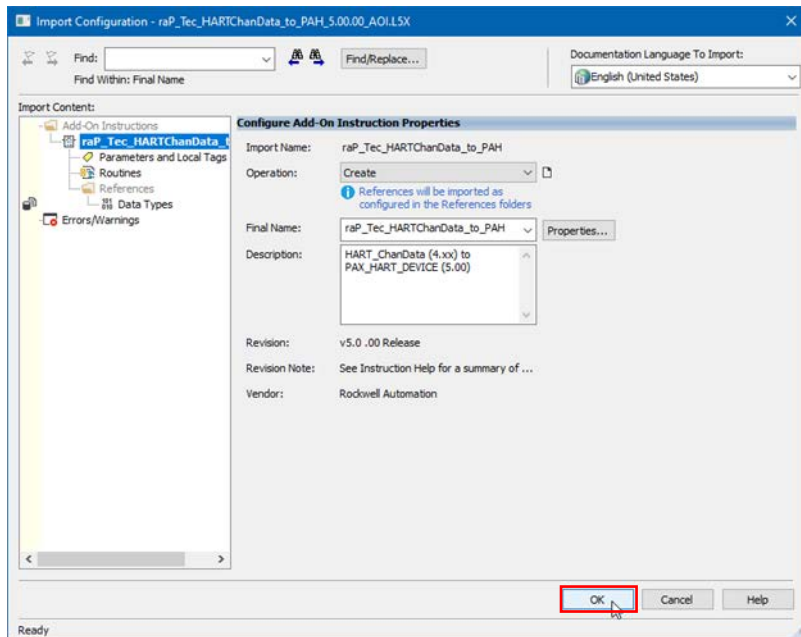
1. In the Controller Organizer, expand "Assets" to show the "Add-On Instructions" folder.
2. Right-click the Add-On Instructions folder and select "Import Add-On Instruction..."



3. Navigate to the location where you downloaded the Library of Process Objects version 5.x.
4. Navigate to the Logix Add-On Instructions. Select the "raP\_Tec\_HARTChanData\_to\_PAH" Add-On Instruction import L5X file.

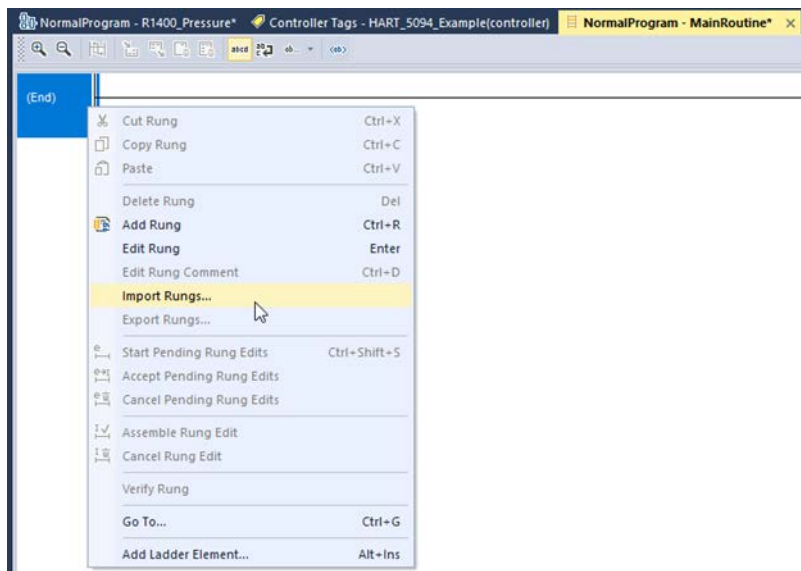


5. Select OK in the Import Configuration dialog box to accept the default values.



## Import the I\_1756IF8IH Rung into the Project

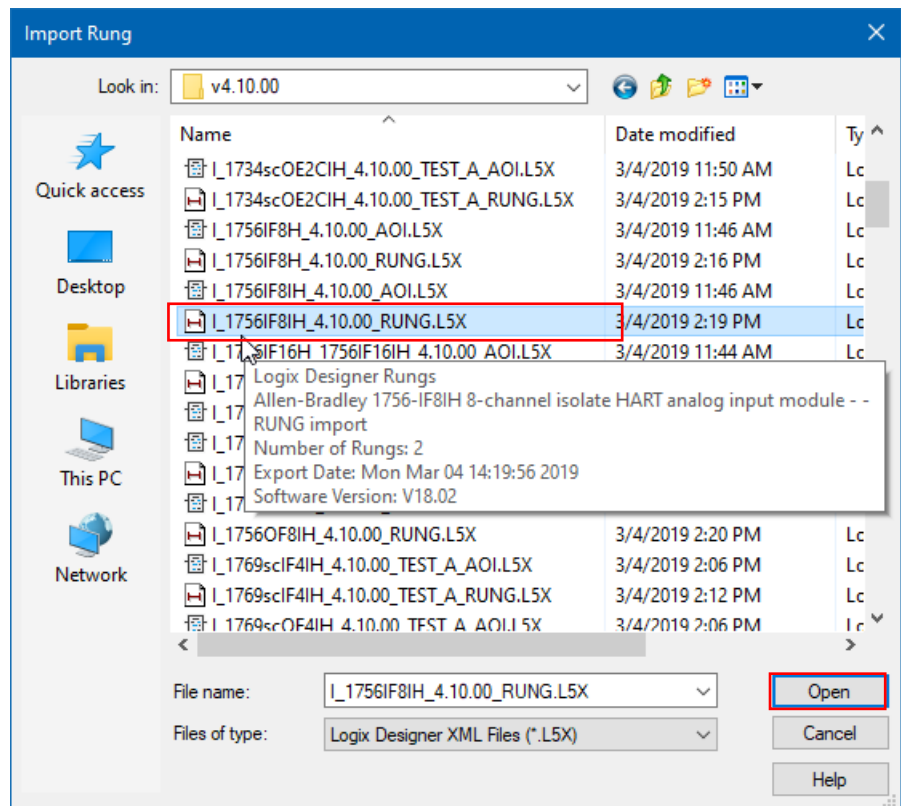
1. Open a Ladder Diagram routine in your project.
2. Click in the left margin where you want to insert the rung for the 1756-IF8IH module. Right-click and select "Import Rungs..."



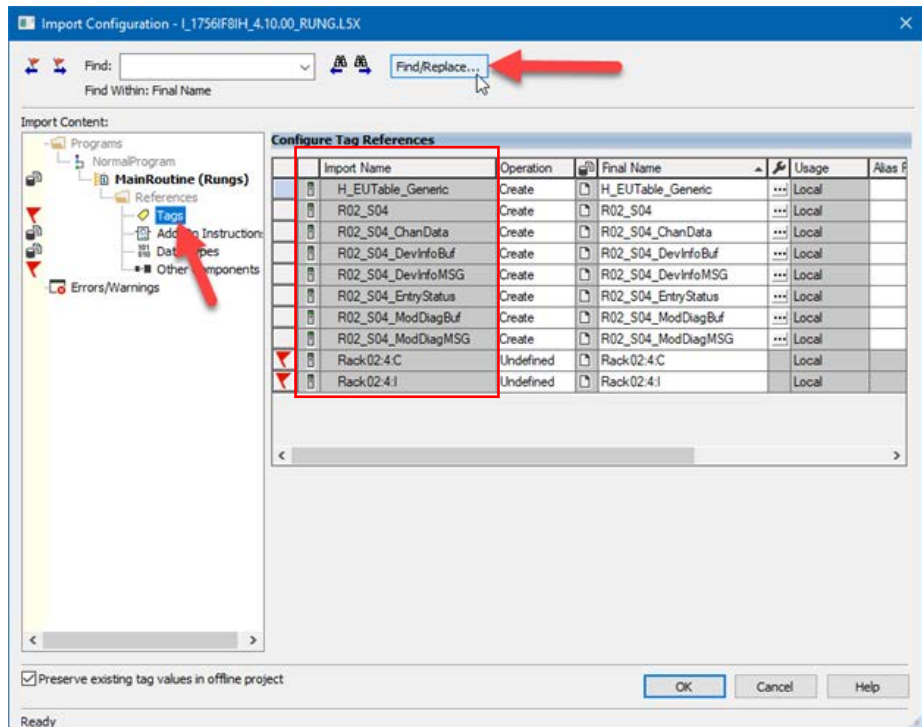
3. Navigate to the location where you downloaded the Library of Process Objects version 4.10.xx.



4. Navigate to the Logix Add-On Instructions. Select the I\_1756IF8IH\_4.10.00\_RUNG.L5X file.

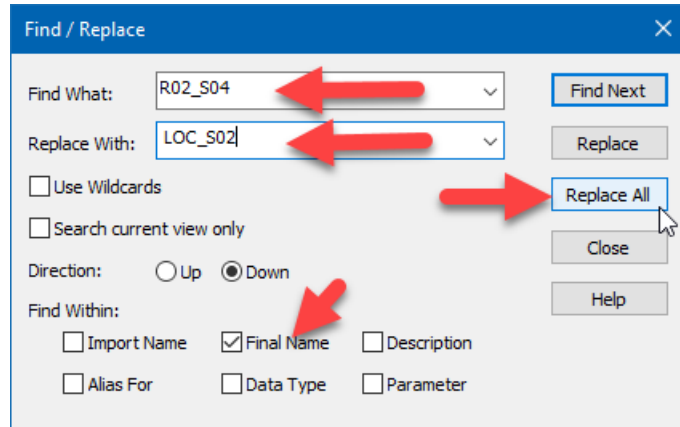


5. In the Import Configuration window, select the "Tags" item in the "Import Content" tree on the left. Note the names of tags in the import file. Select "Find/Replace..."

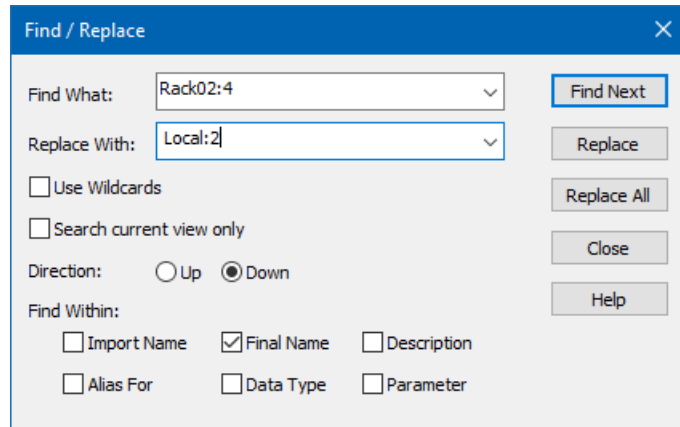


6. Change the base that you want to use for the tag names.
- In the "Find What" box, enter "R02\_S04", which is the base name for the tags in the import file.

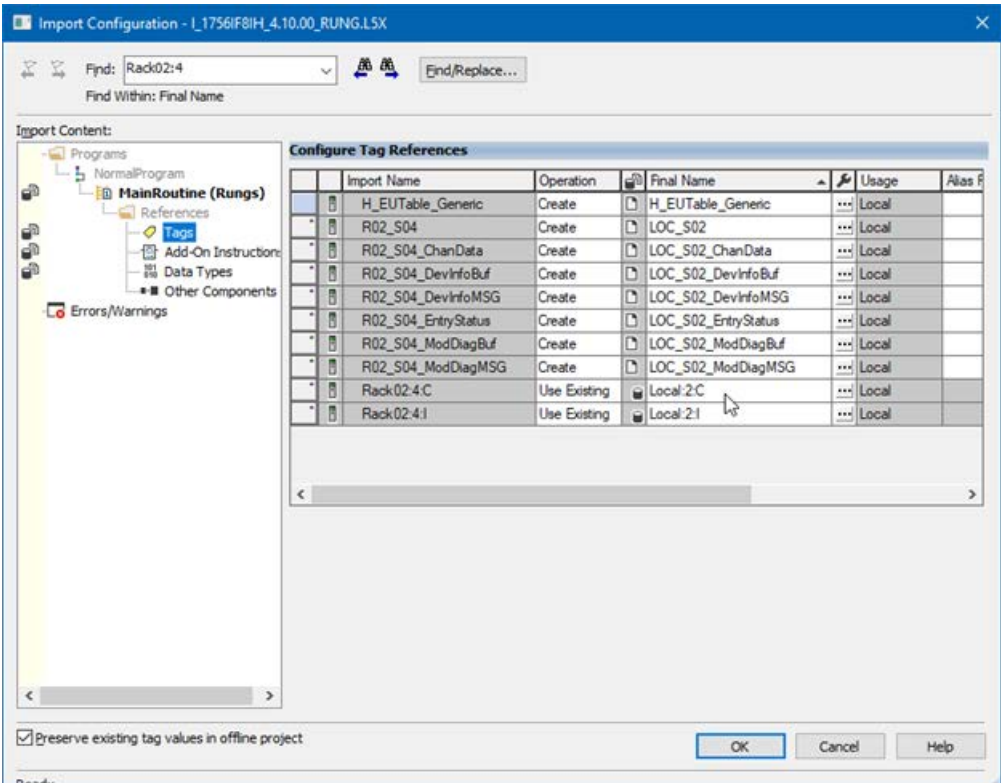
- In the "Replace With" box, enter the base that you want to use for tag names for this rung. Since we created the module in local chassis slot 2, for this example we use "LOC\_S02".
- Select "Replace All"



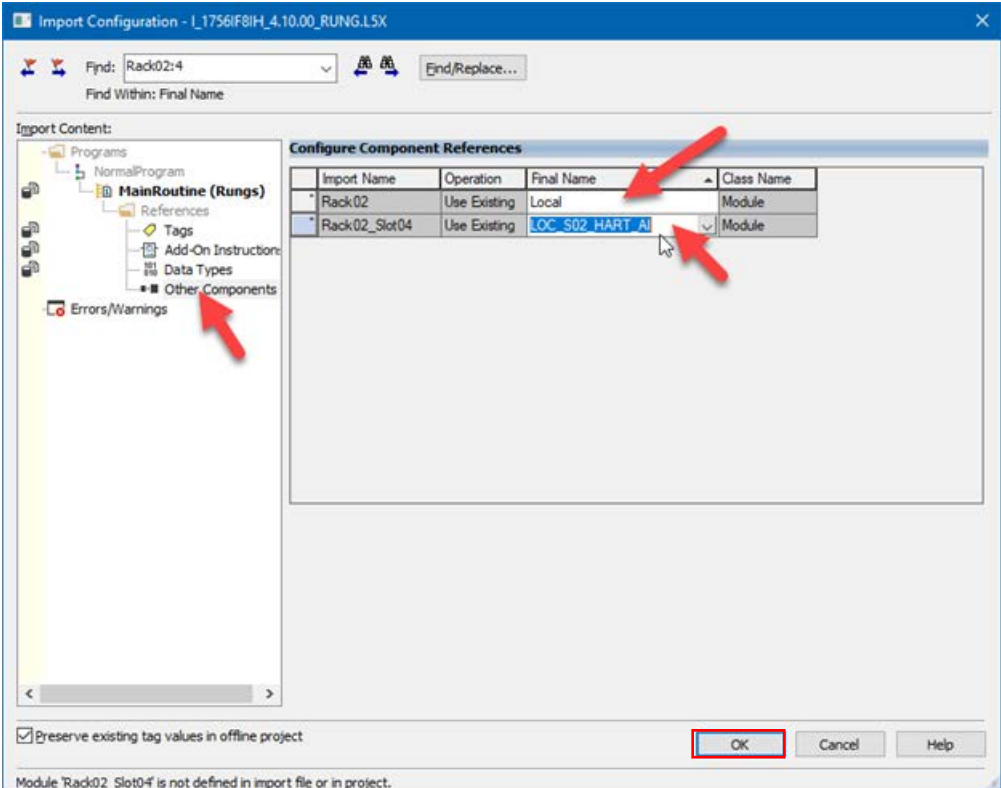
7. Use the same process to replace the text "Rack02:4" in the import with "Local:2", for the tag names assigned to the module I/O data.



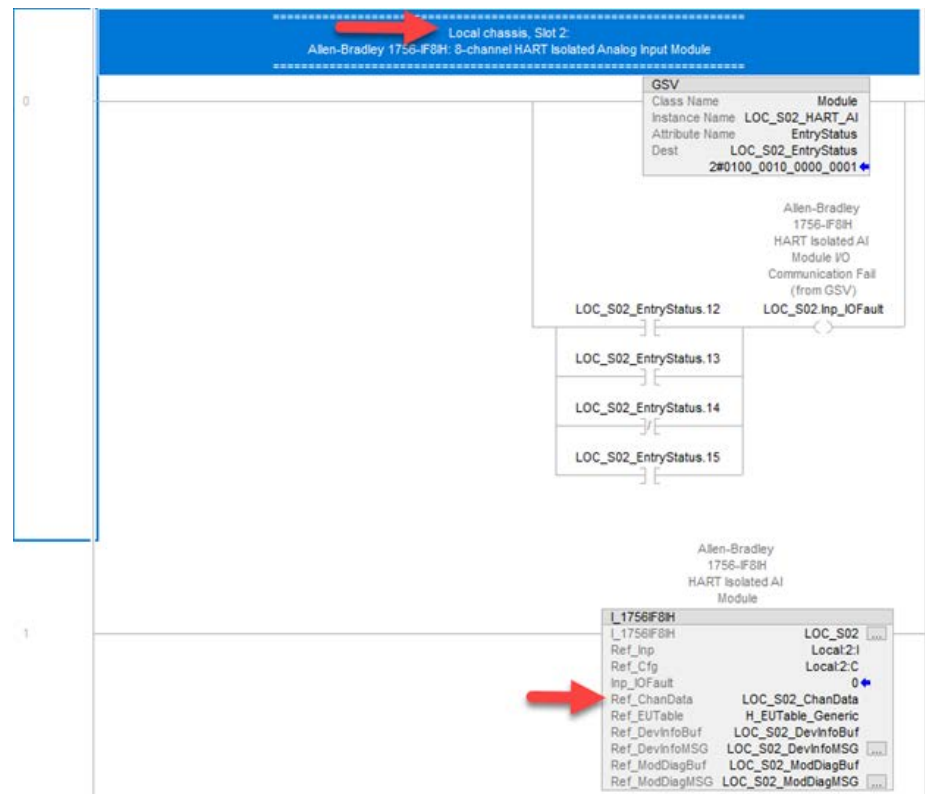
The Final Name column shows the tags to be created or used.



- 8. Select the Other Components item in the Import Contents tree.
- 9. Change the Final Name items to align with the Rack name and the Module name you gave the 1756-IF8IH module when you created it. Select OK to import the rung.



10. Two rungs are imported. On the first rung, change the Rung Comment to reflect the location of the module created. Note the tag of the Ref\_ChanData InOut parameter in the second rung. This tag name is used in the following steps.

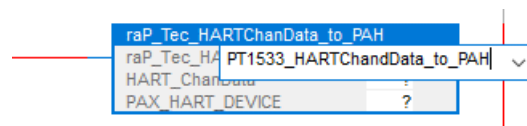


## Add the raP\_Tec\_HARTChanData\_to\_PAH Instance to the Project

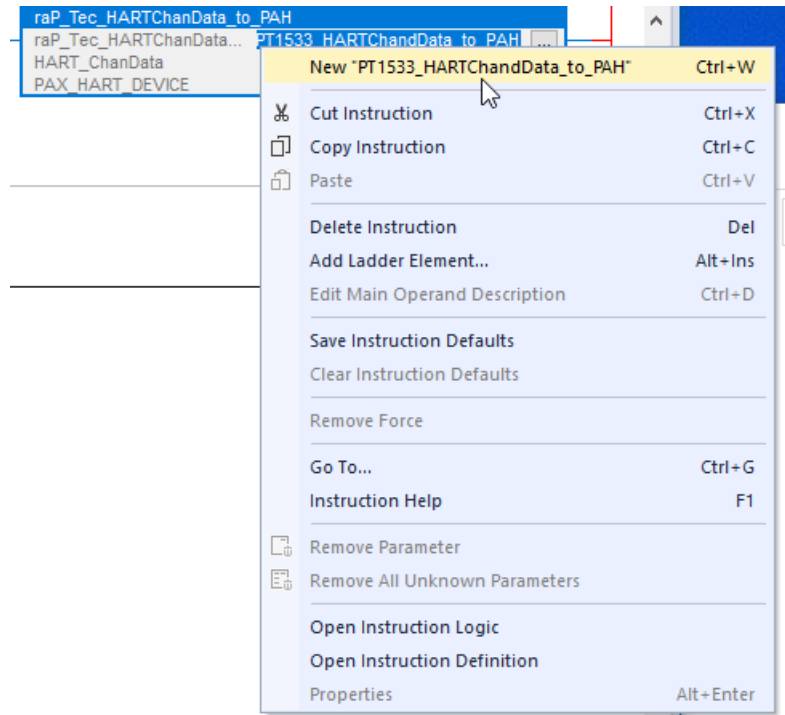
1. Add a rung after the L1756IF8IH rung. On that rung, place an instance of the raP\_Tec\_HARTChanData\_to\_PAH instruction.



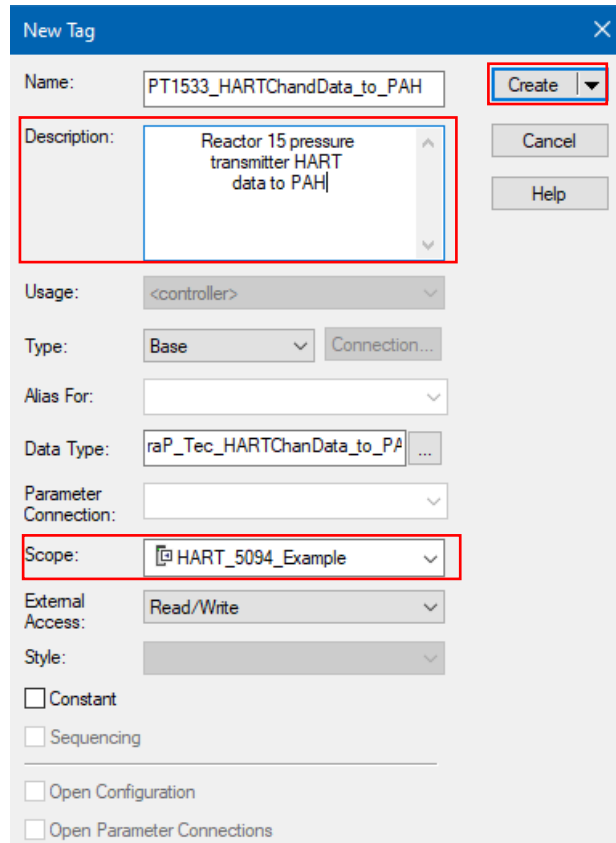
2. The first operand is the backing tag for the instruction. Enter a suitable name.



3. Right-click and select "New (tag name)".



4. Enter a description and select the tag scope. The tag Data Type is set for you automatically.

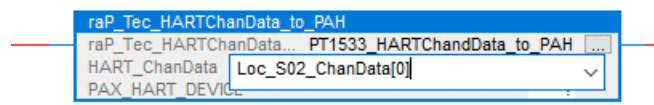


5. The second operand is a HART Channel Data member from the I\_1756IF8IH instruction.



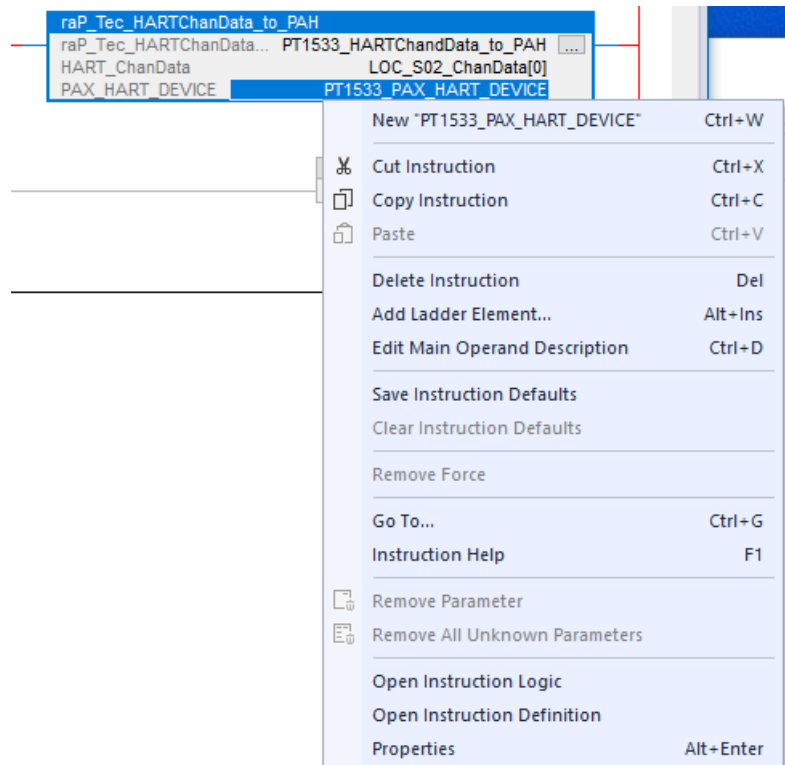
The I\_1756IF8IH instruction creates an array of 8 channels' data. Previously we configured Channel 0 on the 1756-IF8IH for this device.

Select element [0] of that array for this operand.



- The third operand is a tag that you create that is the same data type as used by newer HART I/O modules, such as the 5094-IF8IH. This tag contains the HART data coming out of the raP\_Tec\_HARTChanData\_to\_PAH instruction and going to the PAH instruction.

Enter a suitable tag name, then right-click and select "New (tag name)".



7. Enter a description and select the tag scope. The tag Data Type is set for you automatically.

New Tag

Name: PT1533\_PAX\_HART\_DEVICE

Create

Cancel

Help

Description: Reactor 15 pressure transmitter HART data

Usage: <controller>

Type: Base Connection...

Alias For:

Data Type: PAX\_HART\_DEVICE:I:0

Parameter Connection:

Scope: HART\_5094\_Example

External Access: Read/Write

Style:

☐ Constant

☐ Sequencing

☐ Open Configuration

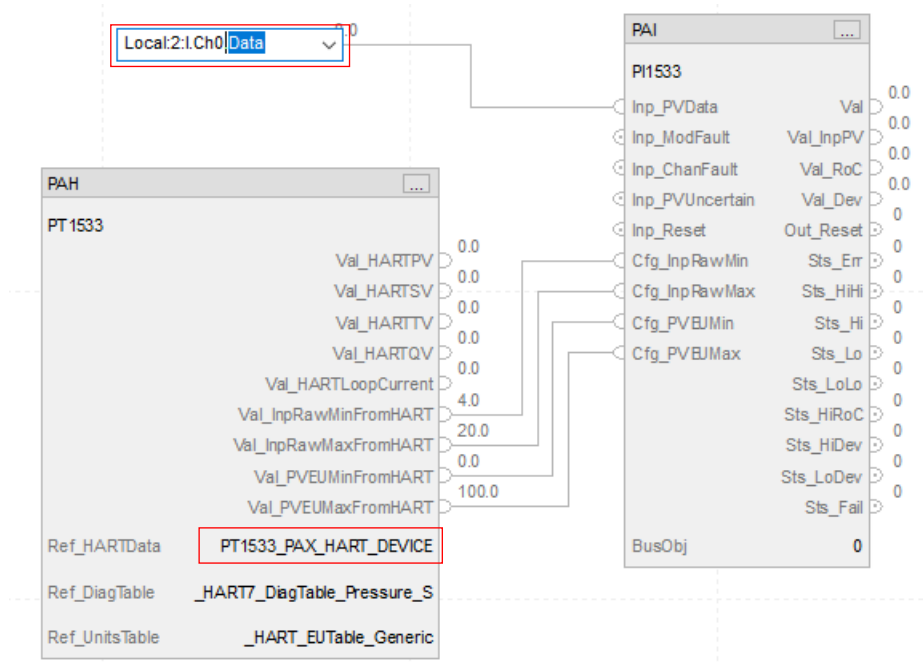
☐ Open Parameter Connections

## Add the PAH and PAI Instances to the Project and Connect PAH and PAI Instances

Continue as in the example documented in [Appendix E, Add the PAH \(Process Analog HART\) and PAI \(Process Analog Input\) Instruction Instances to the Project](#), creating the PAH and PAI instances and linking them together.

The "Ref\_HARTData" operand on the PAH instruction is the tag that you just created above, PT1533\_PAX\_HART\_DEVICE. The analog input to the PAI instruction comes from the input data value from Channel 0 of the 1756-IF8IH, which is in the Local chassis, slot 2. In this example, the tag is Local:2:I.Ch0.Data.

The following diagram shows the final configuration for this example.





## Notes:



# Rockwell Automation Support

Use these resources to access support information.

<b>Technical Support Center</b>	Find help with how-to videos, FAQs, chat, user forums, Knowledgebase, and product notification updates.	<a href="http://rok.auto/support">rok.auto/support</a>
<b>Local Technical Support Phone Numbers</b>	Locate the telephone number for your country.	<a href="http://rok.auto/phonesupport">rok.auto/phonesupport</a>
<b>Technical Documentation Center</b>	Quickly access and download technical specifications, installation instructions, and user manuals.	<a href="http://rok.auto/techdocs">rok.auto/techdocs</a>
<b>Literature Library</b>	Find installation instructions, manuals, brochures, and technical data publications.	<a href="http://rok.auto/literature">rok.auto/literature</a>
<b>Product Compatibility and Download Center (PCDC)</b>	Download firmware, associated files (such as AOP, EDS, and DTM), and access product release notes.	<a href="http://rok.auto/pcdc">rok.auto/pcdc</a>

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