



## COURSE DESCRIPTION

The InTouch Edge 2017 course is a 4-day, instructor-led class designed to provide a fundamental understanding of the features and functionality of the InTouch Edge software.

InTouch Edge enables End Users and Machine builders to quickly create intuitive, secure, and highly maintainable HMI applications for intelligent machines running on a wide range of devices using both standard and embedded operating systems.

The course provides lectures and hands-on labs to supply and reinforce the knowledge needed to use InTouch Edge to develop an HMI for your plant floor environment using basic InTouch Edge elements. The HMI application will be developed using InTouch Edge software features such as Tags, Classes, Indirect Addressing, Animation, Symbols, Scripting, Alarms, Real Time and Historical Trending, Reports, Recipes (many types including XML), and Store-and-Forward Historian (including the Wonderware Historian), PLC Drivers, Remote Troubleshooting, Remote Clients, Project Security, and Application Backup.

## OBJECTIVES

Upon completion of this course, you will be able to:

- Identify target markets for InTouch Edge (End Users and Machine builders).
- Use InTouch Edge to develop a complete HMI application that includes basic navigation, push buttons, pilot lights, alarms, trends, recipes, scripting, PLC integration, and database connectivity.
- Demonstrate a clear understanding of the InTouch Edge seamless integration with Wonderware System Platform and Wonderware Historian.

## AUDIENCE

Application developers, engineers, system integrators, consultants, and other individuals who need to use InTouch Edge in their manufacturing processes or for machine, panel, and system builders.

## PREREQUISITES

- Basic PLC experience
- Manufacturing industry experience
- Familiarity with Personal Computers and the Windows operating system

## COURSE OUTLINE - INTOUCH EDGE 2017

### MODULE 1 - GENERAL CONCEPTS

- Section 1 - Introduction

### MODULE 2 - INSTALLATION AND LICENSING

- Section 1 - Installation
- Section 2 - Licensing

### MODULE 3 - GETTING STARTED

- Section 1 - The Development Environment
- Section 2 - Tags and the Project Database
- Section 3 - Download to an Industrial Computer

### MODULE 4 - COMMUNICATING WITH EXTERNAL DEVICES

- Section 1 - Communication Drivers
- Section 2 - OPC DA
- Section 3 - Tag Integration
- Section 4 - Monitoring and Troubleshooting

### MODULE 5 - SCREENS AND GRAPHICS

- Section 1 - Screens and Screen Groups
- Section 2 - Shapes
- Section 3 - Formatting
- Section 4 - Active Objects
- Section 5 - Animations
- Section 6 - The Symbol Library
- Section 7 - Project Symbols
- Section 8 - Project Localization

### MODULE 6 - SCRIPTING

- Section 1 - Client-Side Scripts
- Section 2 - Background Tasks

### MODULE 7 - ALARMS AND EVENTS

- Section 1 - Alarms
- Section 2 - Events



## **MODULE 8 - DATA LOGGING AND DISPLAY**

- Section 1 - Trend
- Section 2 - Grid Control

## **MODULE 9 - RECIPES AND REPORTS**

- Section 1 - Recipes
- Section 2 - Reports

## **MODULE 10 - PROJECT SECURITY**

- Section 1 - Project Security
- Section 2 - Protecting Your Intellectual Property

## **MODULE 11 - REMOTE CLIENTS**

- Section 1 - Mobile Access
- Section 2 - Web Thin Client

## **MODULE 12 - USING DATABASES**

- Section 1 - The Project Database
- Section 2 - Database/ERP Task

## **MODULE 13 - INTEGRATING WITH OTHER WONDERWARE PRODUCTS**

- Section 1 - Wonderware Historian
- Section 2 - System Platform