

1 Hour Quickstart Tutorial

In less than an hour, completing this tutorial will give you a basic working knowledge of CitectHMI/SCADA software.

Learn how to build a small project, create dynamic graphics, configure alarms and trends, then run your project like a real plant.

This tutorial will also show you some shortcuts, that over time, will save you far more than the one hour you may take to complete the tutorial.



CitectHMI
CitectSCADA

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Welcome, and thank you for purchasing CitectHMI/SCADA. We would like your experience with the product to be a pleasant one, so we have created this tutorial to help new users get familiar with some of the fundamental features of the product.

The tutorial is designed so that you can complete it in under one hour. The tutorial is not intended as a substitute for attending a CitectHMI/SCADA training course. We encourage you to attend a training course to complete your basic training, learn how to use time saving tools or go on to learn some of the more advanced features of the product.

Repetition is an important part of learning or memorizing. One way you can speed up your familiarization is to take a few minutes to click through all the menus in the product and (briefly) try and figure out what each thing might be for, if you can't make sense of something, don't be concerned just move on to the next thing anyway. You may not consciously remember everything you see, but it helps to set a framework for the mind to put things when you revisit these places in the tutorial and in this way you will remember them much better.

By completing this tutorial you will learn the following...

- Creating a New Project
- Setting Up Communications with a PLC
- Configuring and deleting tags
- Creating New Graphics
 - Use Templates
 - Button Commands
 - Disabling Buttons
 - Dynamic Symbols
 - Drawing objects
 - Manipulating objects Copy, Paste, Align, Mirror, Send to Back, Size, Move
 - Drawing Text
 - Displaying analog values
 - Drawing Pipes
 - Grouping Objects
 - Change background color
 - Defining Alarms
 - Configure an alarm page
 - Storing Trend Data
 - Configuring a trend page
- Operating Runtime Displays
- Backing up and restoring a project

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Definition of Terms

Click	= Briefly press left mouse button
Double Click	= Press left mouse button twice – quickly
Right Click	= Briefly press right mouse button
Check	= A tick or cross in an options box <input checked="" type="checkbox"/>
Type Text	= Type in the word Text
Drag	= Position mouse, click and hold left mouse button, move mouse, then release mouse button.
Alt+Tab	= Press the Alt key, hold it down, then press the Tab key.



Single Click



Double Click



Type

Citect is made up of a several configuration tools and a runtime section.



Citict Explorer – Top level configuration interface



Citict Project Editor – Mainly used for entering database type information



Citict Draw – Used for creating graphics



Citict Runtime – Provides the active operator interface

You can switch between these applications

1. using the icons at the top left of each application, or
2. hold down the Alt key, then press Tab until the application you want is selected, then release the alt key.
3. Clicking on the icons that appear near the start button as shown below.



To make sure that you have selected the correct icon you can let the mouse hang over the icon for about 2 seconds and a tool tip will appear to guide you.

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As you go through this tutorial you might like to click on the Help button located on many of the dialogs as this will show you some of the other things available to you that are not covered by this tutorial.

Project Folders store all of the Citect files for your project including graphic pages, tag definitions, code etc. You can combine multiple projects into one project using the "include" function described in the online help.

Tips.
Consider using the Quickstart Project as this can save you a lot of time.

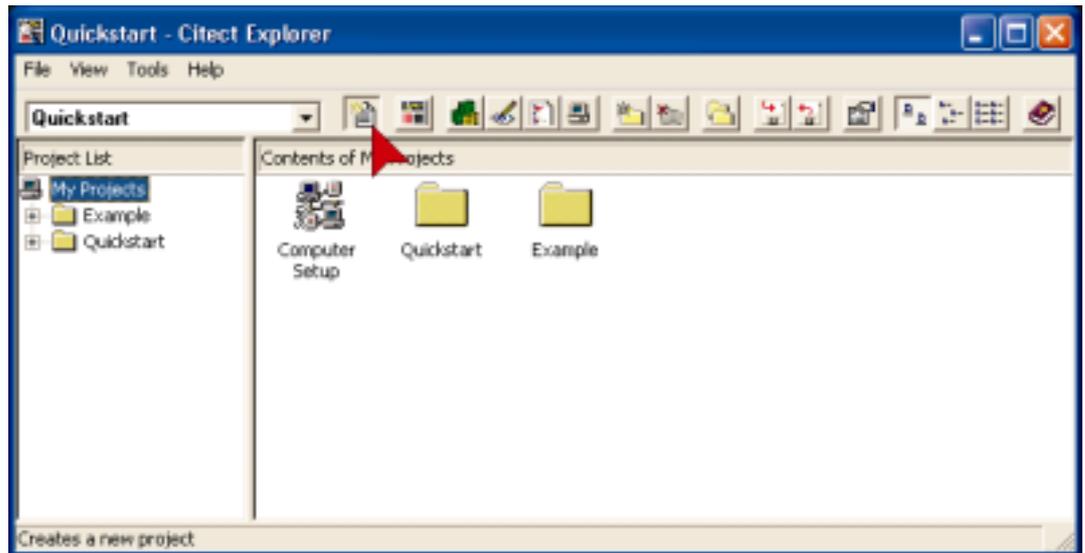
Use the Example project to get ideas and learn how things are made, by pulling them apart.

Create a New Project Folder

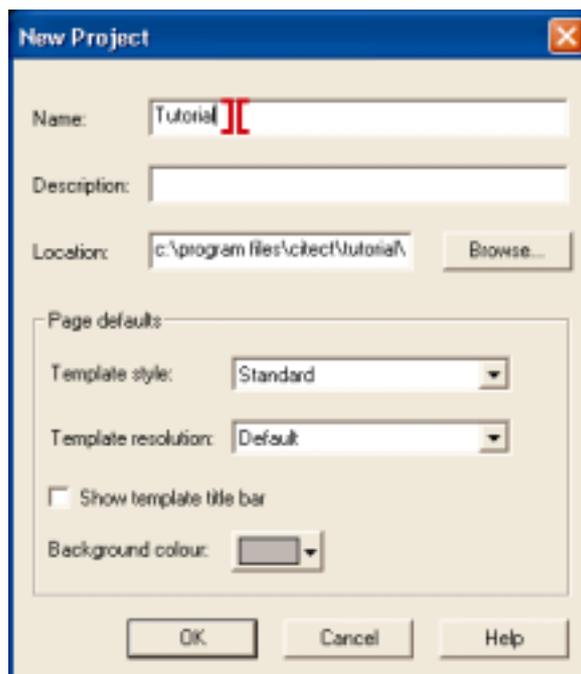
Run the Citect Explorer. The Citect Explorer allows you to create and manage your CitectHMI/SCADA projects. It is also the controlling configuration application from which you can run the Project Editor, Graphics Builder and Cicode Editor.

Click on Start, Click Programs, Click Citect, Click Citect Explorer.

On the Tool Bar, **Click on the New Project icon.**



In the **New Project Dialog Box**, type **Tutorial** in the **Name field** to give the new project a name, then **Click OK**.

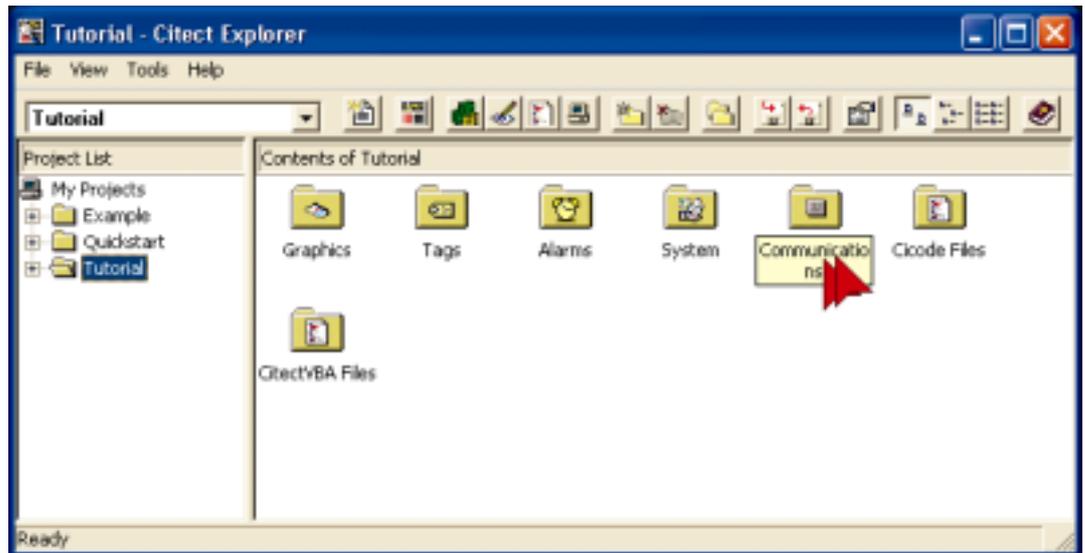


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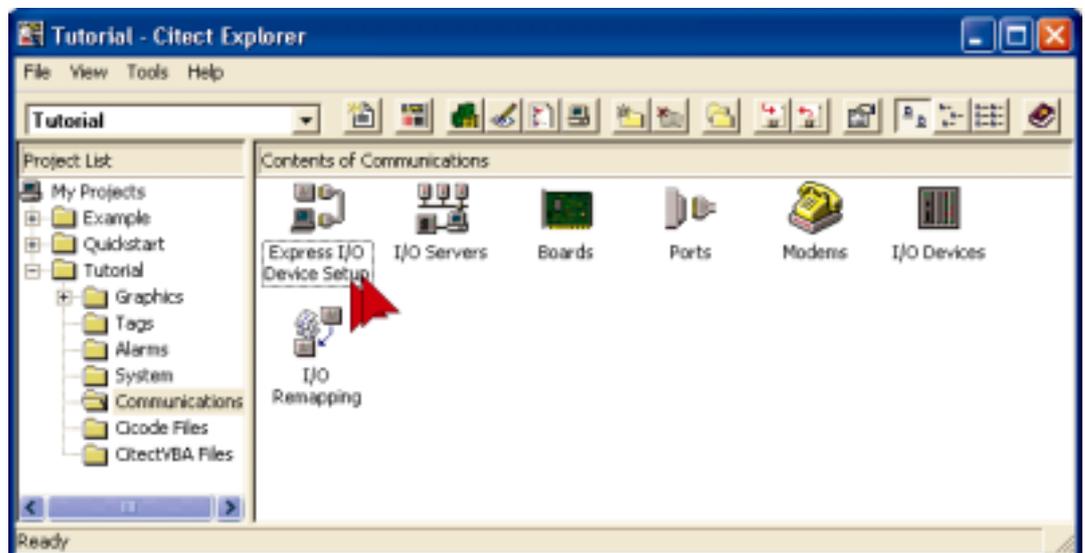
You may notice that the label on some folders is cut short. Eg; Communi.. instead of Communications. The exact nature varies from one version of windows to another but you can just ignore it as it is only cosmetic.

Configure an I/O Device

Make sure the Tutorial project is selected and **Double click** on the **Communications** folder.



Double click on **Express I/O Device Setup**.



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Configuring I/O Device Continued...

On the **Express Communications Wizard**, just press the **Next** button for these windows.



When you see the window below **Click Disk I/O Device**
Click Next



A Disk I/O device emulates an external I/O Device such as PLC/RTU/DCS etc. A file on the hard drive is used to store an image of the variables. The file format is determined by the protocol being used. This is a great way to test your projects if you don't have an external I/O Device available. Memory I/O devices are the same, except they are stored in RAM and are therefore volatile.

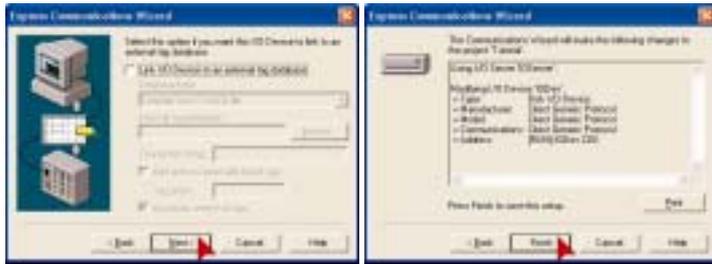
When you see the page below **Click on Citect Generic Protocol**



The Citect Generic protocol is a simple protocol that is designed for internal Citect variables like Disk or Memory I/O Device variables.

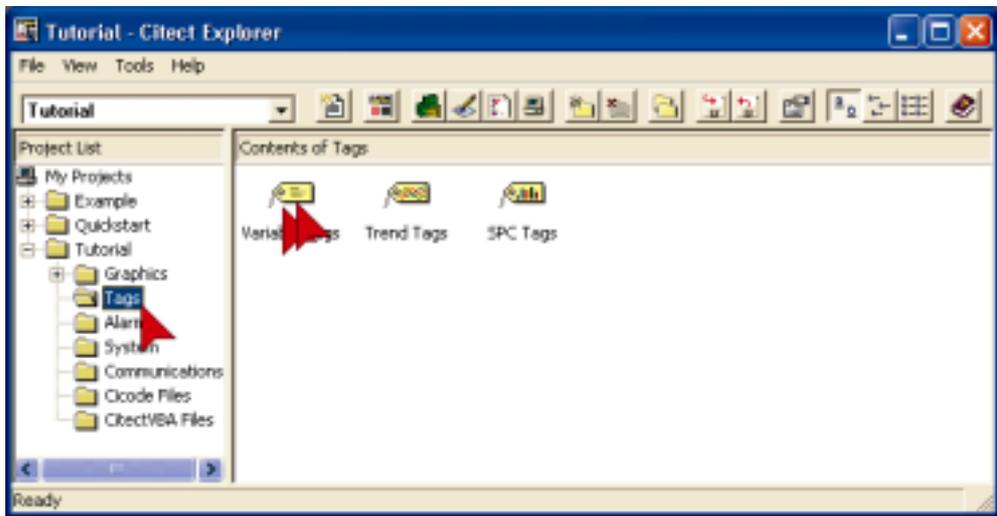
On the following screens you just need to press the **Next & Finish** buttons.

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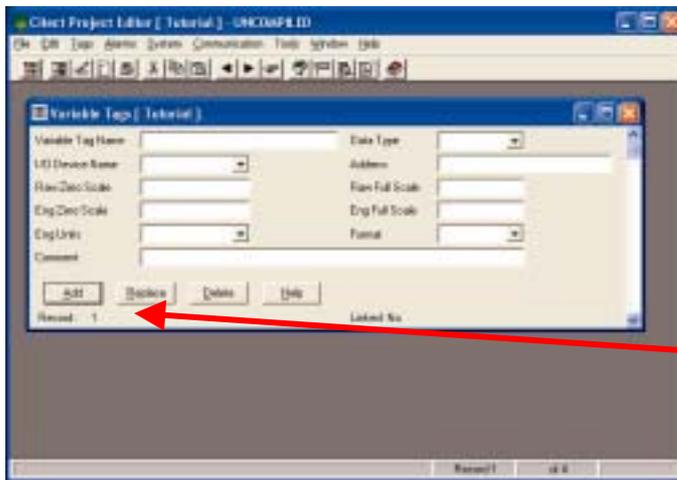
Configuring Tags

Click on **Tags** (in LEFT pane)
Double Click on **Variable Tags** (in right window)



The right hand window will display Variable Tags, Trend Tags & SPC Tags as shown above.

This will bring the Project Editor to the foreground and display the Variable Tags dialog. The Project Editor is mainly for editing database type information.



The Variable Tags Database has one record for each Tag you define.

Each Tag has multiple fields. (Variable Tagname, Data Type, Address etc)

You can see the record number indicated in the bottom left of the dialog box

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IMPORTANT

Do **NOT** press **Enter** before filling in all the required fields. Each time you press **Enter**, a new record will be added . For learners, it is better to use the **Add** button instead. If you add an extra record by mistake, you can use the **Delete** button to mark it for deletion. Once marked for deletion the record will be ignored.

If you press delete by mistake you can press it again to undelete. To view records marked for deletion go to **Tools**, select **Options**, check **Show Deleted**.

To permanently remove the record go to **File** then select **Pack**.

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You can save a lot of time configuring tags by entering similar types of Tags together and just changing the parts that are different before pressing Add.

Use the mouse to highlight the parts that you want to change, then just overwrite. Eg; Pump_1_CMD can easily be changed to Pump_1_M. Highlight CMD then type M.

If you arrange your variables in your PLC into blocks where all the Digitals are contiguous and all the Integers are contiguous then the performance will be significantly improved as CitectHMI/SCADA software will be able to read large blocks of data in a single message instead of multiple messages.

Configure Tags Continued...



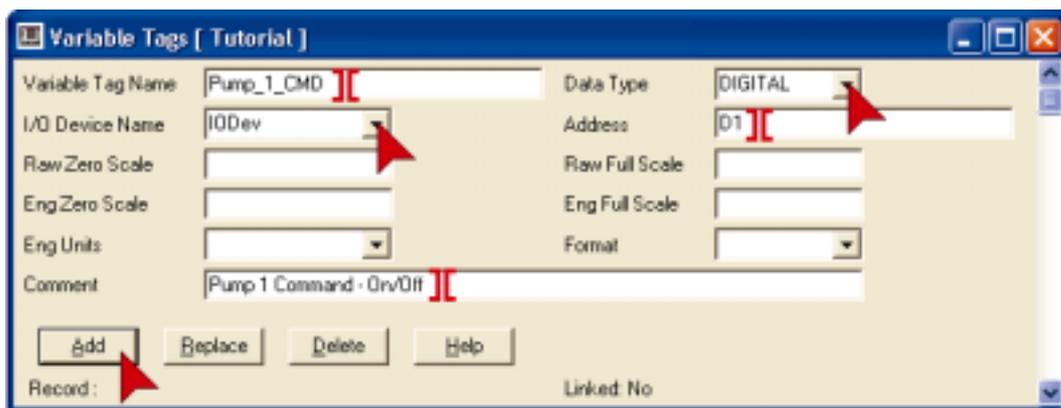
CAUTION

Where a drop down is provided you should use it. If you mistype data into fields that require specific settings you may cause compile errors.

Next you will configure three tags as shown below. Remember to fill in the form before pressing **Add**. Use the Tab key or the mouse to move between fields.

To make corrections after you have pressed add, you can move to the Tag or record by using the scroll bars on the right hand side, then press **Replace** when you have made the changes.

The cursors have been added as a guide to show you where you should type and where you should click.



If you are having difficulty reading from the screen grabs here is the information in text form.

Variable Tag Name	Pump_1_CMD	Data Type	DIGITAL
I/O Device Name	IODev	Address	D1
Raw Zero Scale		Raw Full Scale	
Eng Zero Scale		Eng Full Scale	
Eng Units		Format	
Comment	Pump 1 Command – On/Off		

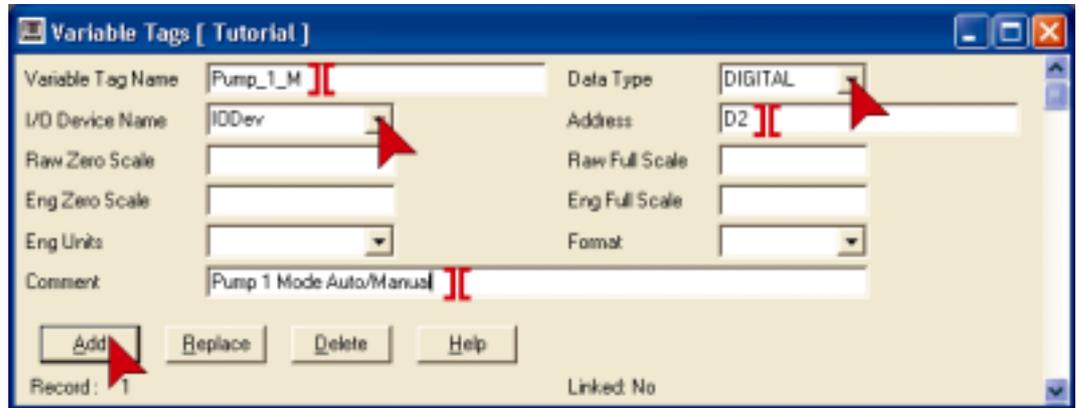
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The format field defines the default style of displaying this variable.

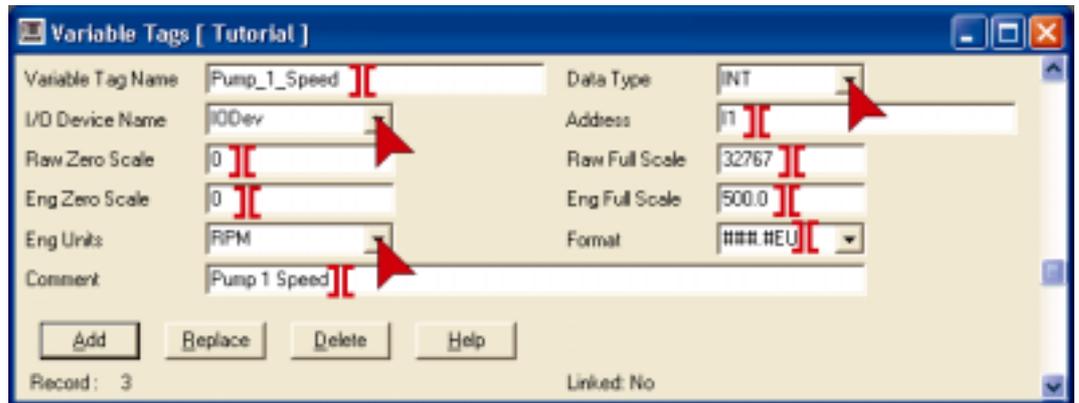
defines number of characters. Eg; ###.## would have 3 digits to the left of decimal and 2 digits to the right.

Adding EU to the end specifies that Engineering Units will be appended to the value at runtime. Eg; 123.12 RPM.

Configuring Tags Continued...



Variable Tag Name	Pump_1_M	Data Type	DIGITAL
I/O Device Name	IODev	Address	D2
Raw Zero Scale		Raw Full Scale	
Eng Zero Scale		Eng Full Scale	
Eng Units		Format	
Comment	Pump 1 Mode Auto/Manual		



Variable Tag Name	Pump_1_Speed	Data Type	INT
I/O Device Name	IODev	Address	I1
Raw Zero Scale	0	Raw Full Scale	32767
Eng Zero Scale	0	Eng Full Scale	500.0
Eng Units	RPM	Format	###.##EU
Comment	Pump 1 Speed		

Note: The format field on Pump_1_Speed will need to be typed in.

Please use the scroll bar on the right to scroll through each tag (record) and double check that you have entered the correct information. On the last tag, check that the number of tags (records) = 3.

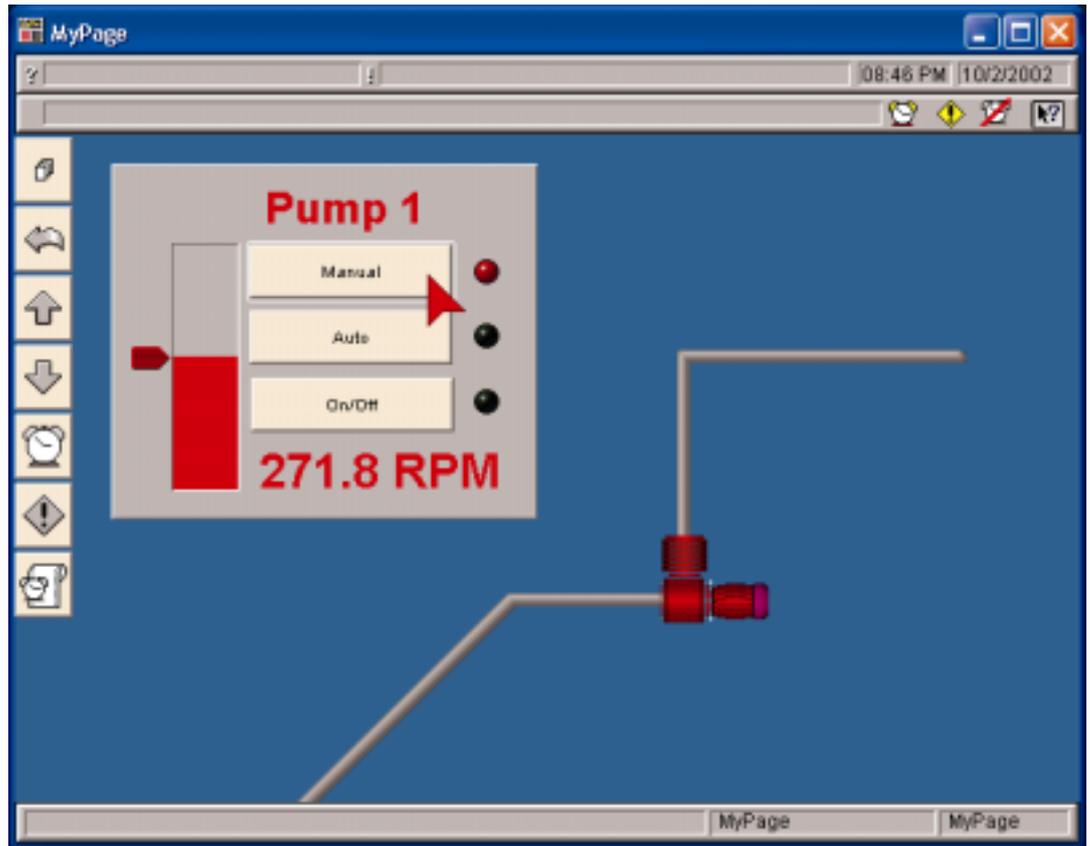
Close the Variable Tags window by clicking on the X in the top right corner. 

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Creating Graphic Pages

Switch to the **Graphics Builder** – click on the **Graphics Builder Icon**. 
The Graphics Builder is an editing utility that you can use to create your graphics pages and the objects that comprise the graphic pages.

Before you start lets take a look at what you will create.



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The fastest way to drive any application is with the keyboard. Most programs have shortcut keys – you may be surprised how quickly you can learn them.

Creating Graphic Pages, Creating a new page

Click on the **New** Icon 

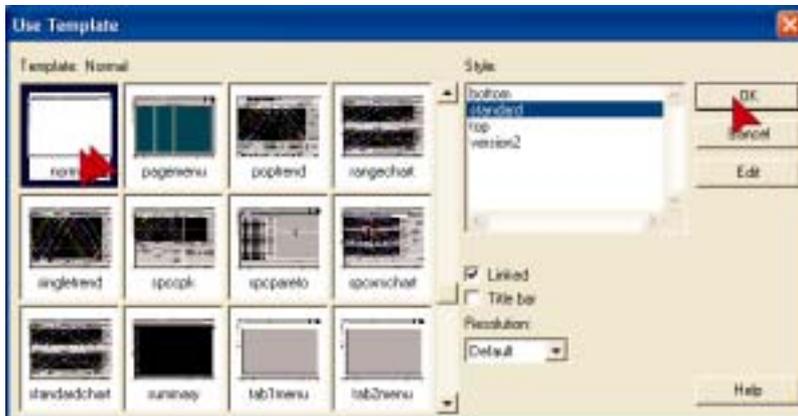


You can also use File, New from the Menu but clicking the icon is faster.

Click on the **Page** button



In the **Use Template** dialog, make sure **Standard** is selected in the **Style** box, then **Double Click** the **Normal** template as shown.



Instead of double clicking on Normal we could single click on Normal and then click OK

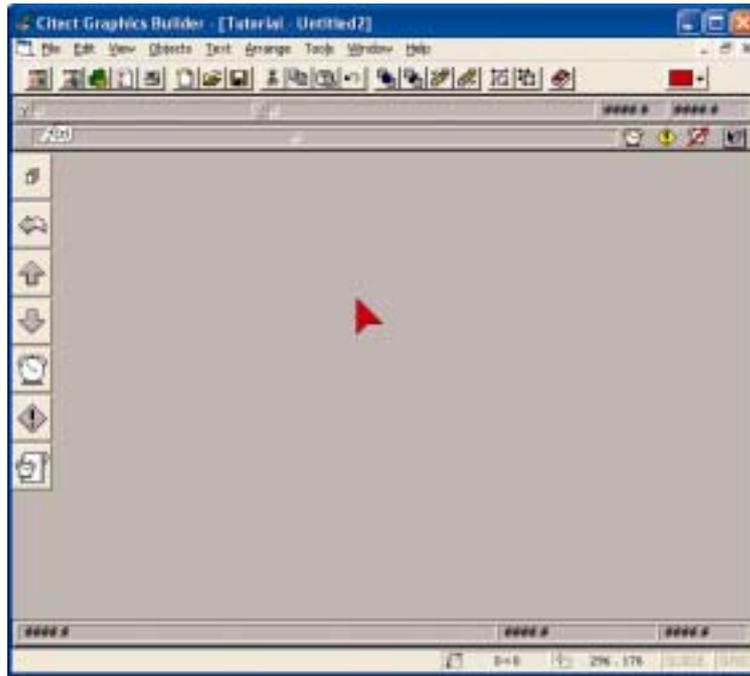
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You can move the Toolbox by placing the cursor on the title bar, hold down the left mouse key while moving the mouse.



Creating Graphic Pages, Saving your page

By using the built-in templates you get a head-start on building your page. There are navigation buttons already configured for you and using templates helps to ensure a consistent look and feel throughout your project. This is very important if you want to make it easy to use for operators.



Templates are displayed pretty much as they appear at runtime.

###.## indicates dynamic values that will change at runtime.

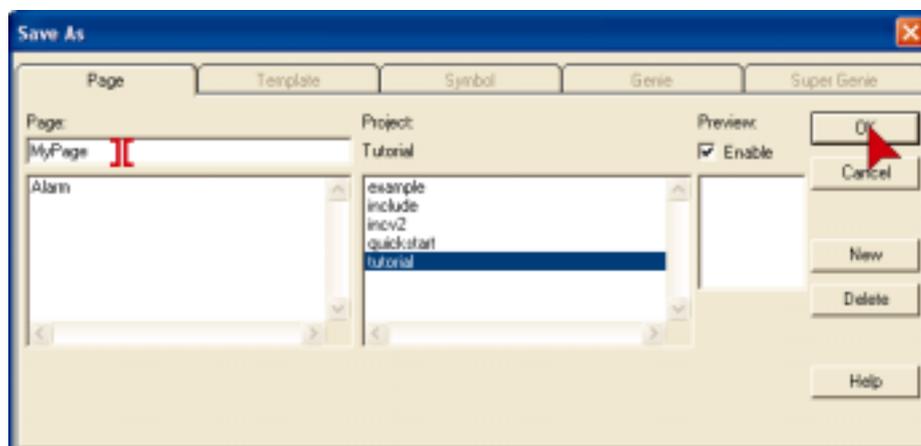
+1, +2 etc are Animation Numbers that are used as references for values that will be placed at these points at runtime.

F(x) is a script that is executed with the page.

It is good practice to save your graphics pages regularly, so let's begin the habit right now.

Click on the **Save** icon on the menu bar. 

Type **MyPage** in the **Page:** Edit Box, then press **OK**.



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Creating Graphics pages, Configuring buttons.

Next we will configure some buttons to control the mode of the pump.

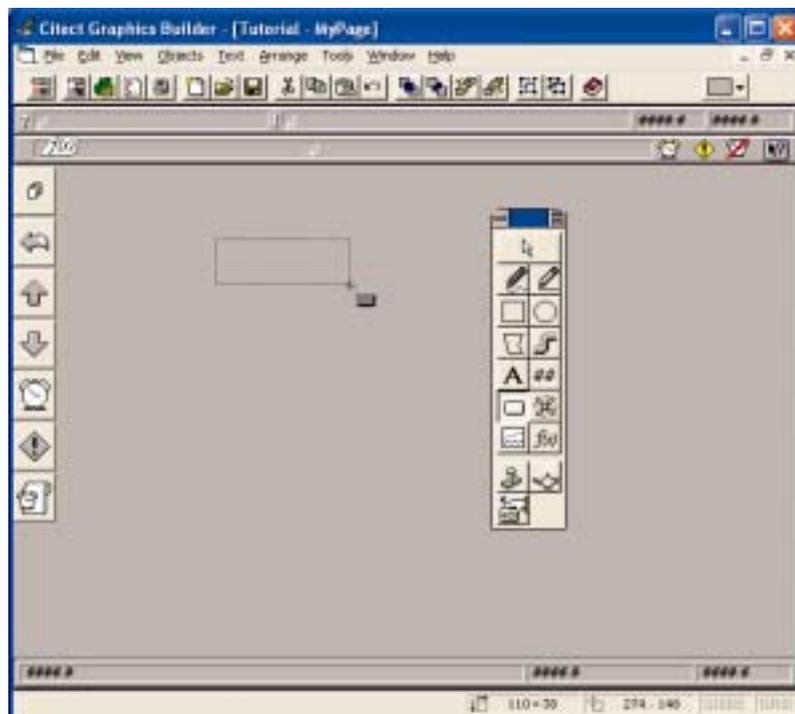
On the Toolbox **click** on the **button** icon.



+ You may notice that the cursor changed after selecting the button tool. This makes it easy to see which tool you are using.

After you draw a button you will be put back into edit mode as this is normally the next step. To draw another button you need to select the button tool again.

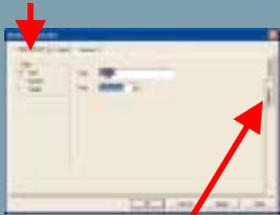
To draw the button, **Click and hold** the **left mouse button** while moving the mouse then **release** the **left mouse button**. ie; Drag the mouse.



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If you don't see the expected property sheet as you go through these exercises, then you may need to locate the correct sheet by looking at the screens on the page then click on the horizontal & vertical tabs to find the right sheet.

Horizontal Tabs



Vertical Tabs



Creating Graphics Pages, Configuring Buttons Continued...

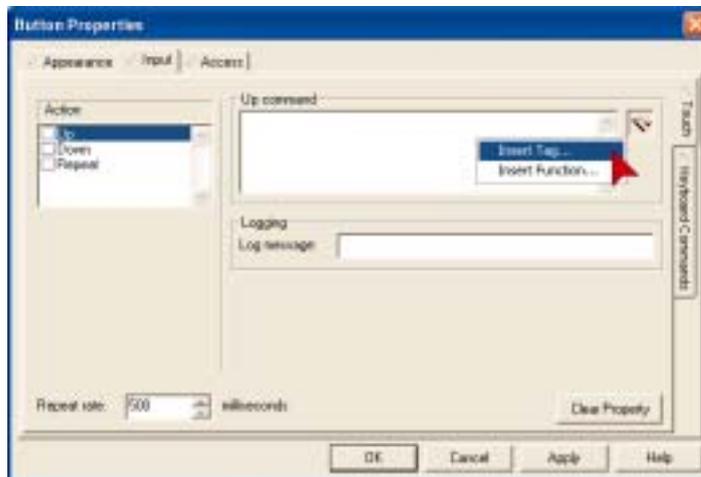
Double Click on the word **button** in the **Text:** Edit Box. This is a quick way to select a complete word. Next type **Manual**.



Click on the **Input** Tab



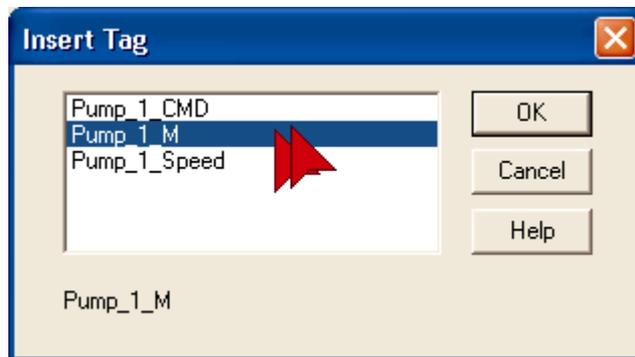
Click on the Insert button.
Click on Insert Tag...



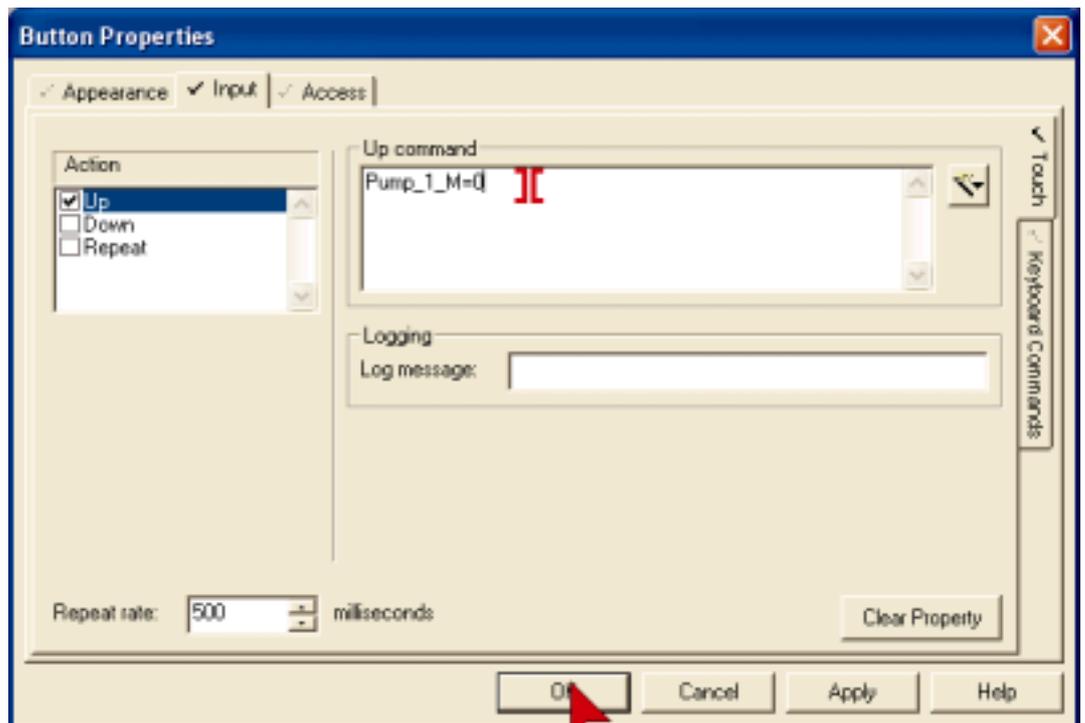
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Creating Graphics Pages, Configuring Buttons Continued...

In the **Insert Tag** Dialog Double Click on **Pump_1_M**



Pump_1_M will be inserted into the Up Command Edit Box. Click your mouse to the right of the Tag Pump_1_M and type =0.



When the project is run, pressing on the Manual Button will set the Tag Pump_1_M to 0.

We will now configure a second button to set the tag to a 1.

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There are many ways to copy objects.

Ctrl + D will duplicate the currently selected object.

Ctrl + C will copy an object.

Ctrl + V will paste an object.

These last two work in almost all windows programs so are well worth remembering.

You can also select Copy, Paste or duplicate from the Edit menu or by using the icons on the menu.

Creating Graphics Pages, Configuring Buttons Continued...

It is quicker to make copies of things than to draw them from scratch. Here is a quick way to make a copy and position an object.

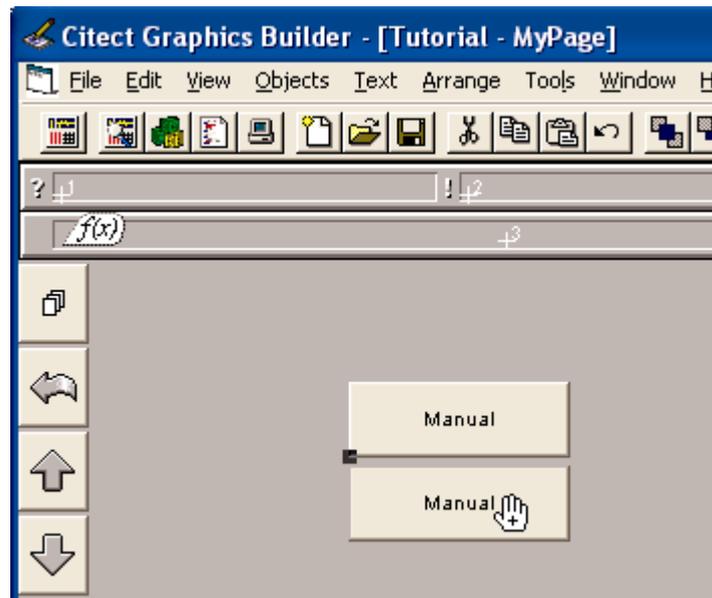
Place the cursor over the Manual Button.

Hold down the Ctrl Key.

Hold down the **left mouse** button.

Move the **mouse** to position the copy.

You don't need to be precise with position at this time – we will fix that later.



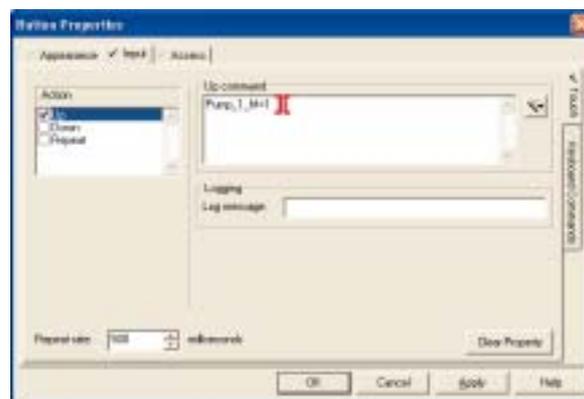
If you move the mouse immediately after holding down left mouse button, then you will only see the outline of the object as it is moved.

If you wait half a second before moving the mouse, you will see the object itself being moved. The + sign will appear on the hand about half a second after pressing the left mouse button indicating change of mode.

This feature is useful when handling a large number of objects at the same time.

Double Click on the new button.

In the Up Command Edit Box, replace the 0 with a 1.



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You can also use the reserved word TRUE instead of a 1, and FALSE instead of a 0.

TRUE and FALSE are not case sensitive, but this is a common convention used to indicate that this is a reserved word.

Creating Graphics Pages, Configuring Buttons Continued...

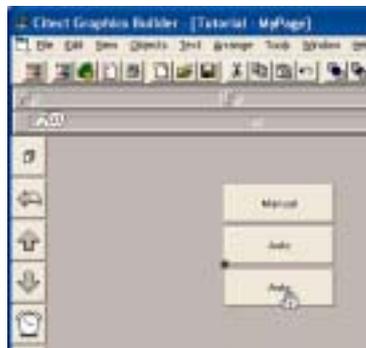
Click on the **Appearance** Tab

Double Click on the word **Manual** in the **Text:** Edit Box, **overtyp**e with **Auto**
Click OK

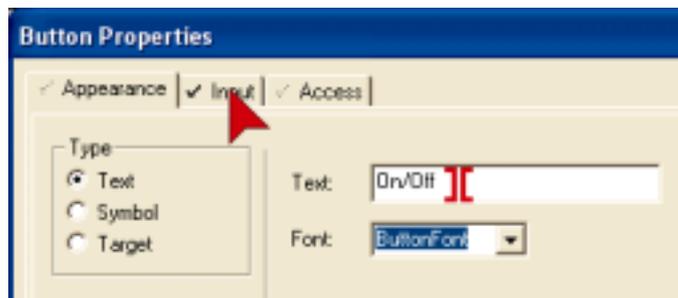


Now we have made some buttons that will set the control mode of the pump into Auto or Manual. Next we need something to turn the pump on and off. Instead of using two buttons, one for on, and one for off, we'll use just one button.

Make a copy of the Auto Button. (**Hold Ctrl, Click on Auto Button** and **hold** then **move the mouse**).



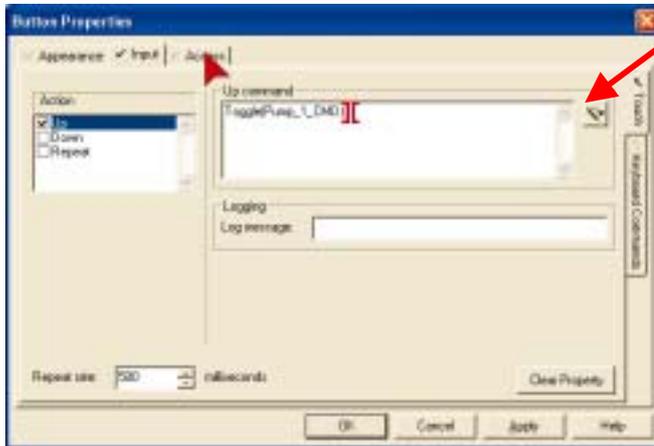
Change the button Text to read "**On/Off**", then **Click** on the **Input** Tab



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Creating Graphics Pages, Configuring Buttons Continued...

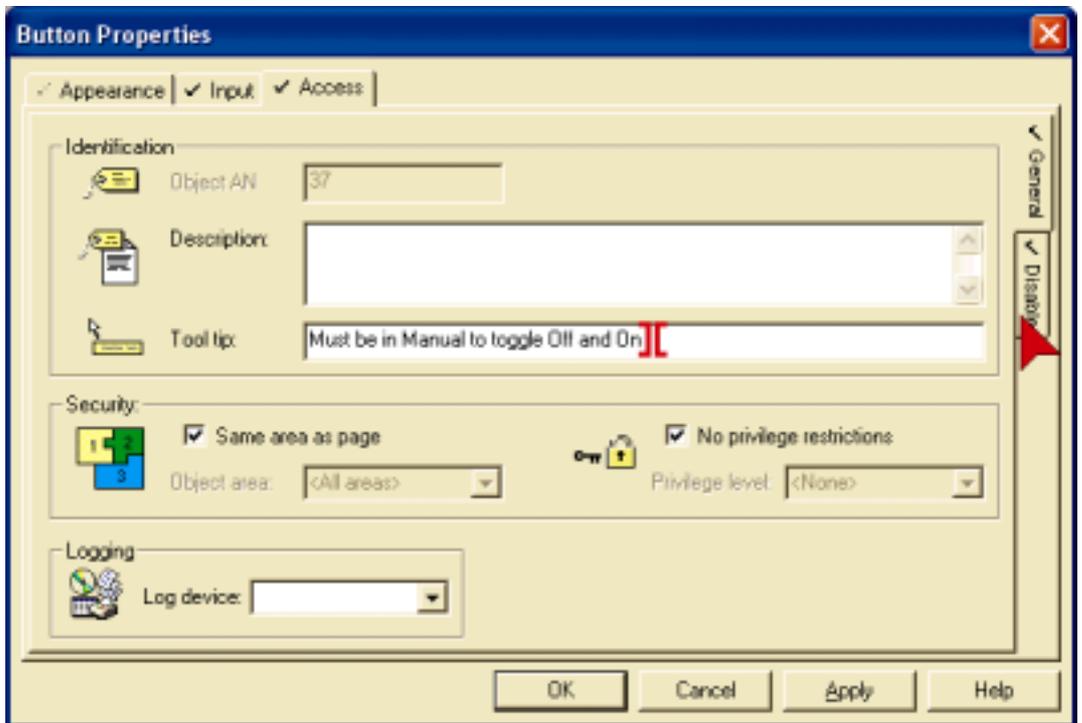
In the Up Command Edit Box **overtyp**e with **Toggle(Pump_1_CMD)**
Click on the **Access** Tab



*You can also use the **Insert** button to lookup the **Toggle function** and paste it into the Up Command.*

Now we will prevent the On/Off button from working while the pump is in Auto mode and we'll add a tool tip on the way.

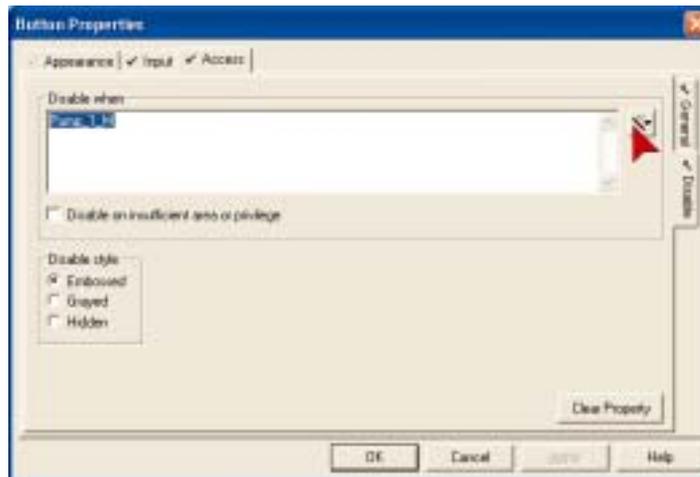
In the **Tool tip**: Edit Box **type** "**Must be in Manual to Toggle Off and On**"
Then **Click** the **Disable** Tab. (on the right side of the dialog).



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Creating Graphics Pages, Configuring Buttons Continued...

Click on the **Insert** icon. 
Click **Insert Tag**
Double Click on Pump_1_M
Click **OK**

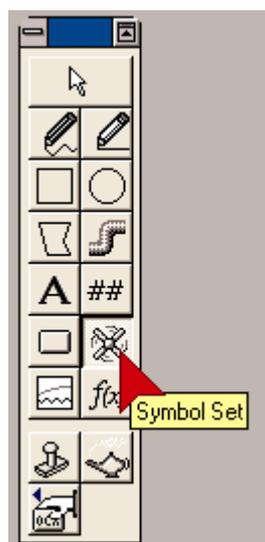


When Pump_1_M is true (in Auto) this button will now be disabled. The buttons appearance will be altered using the Embossed style to indicate that it is disabled. The tool tip will not be disabled.

Creating Graphics Pages, Configuring Symbol Sets

Next we need some indicators to tell us when the pump is on, off, auto or manual.

On the Toolbox Click on the **Symbol Set** Tool.

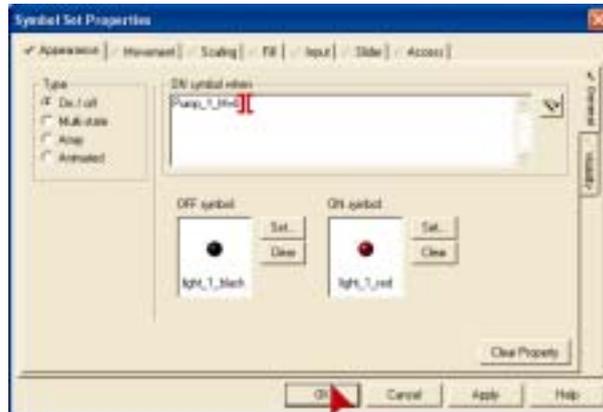


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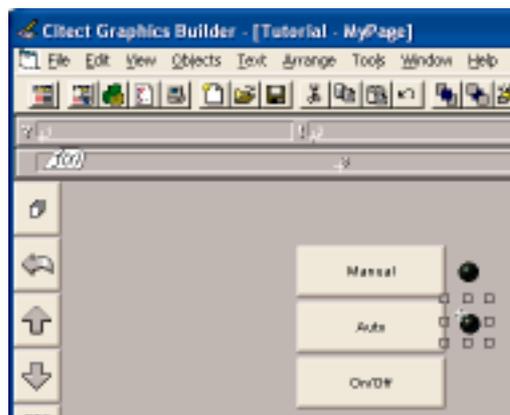
Creating Graphics Pages, Configuring Symbol Sets continued...

Place the cursor next to the Manual button, then **Click**.

In the **ON symbol when** Edit Box type **Pump_1_M=0** then **Click OK**.



Copy the **Symbol Set** and place the new one next to the **Auto** button. (Hold Ctrl, Hold Left Mouse button on object, move mouse).



In the **ON symbol when** Edit Box overtype with **"Pump_1_M=1"** then **Click OK**.

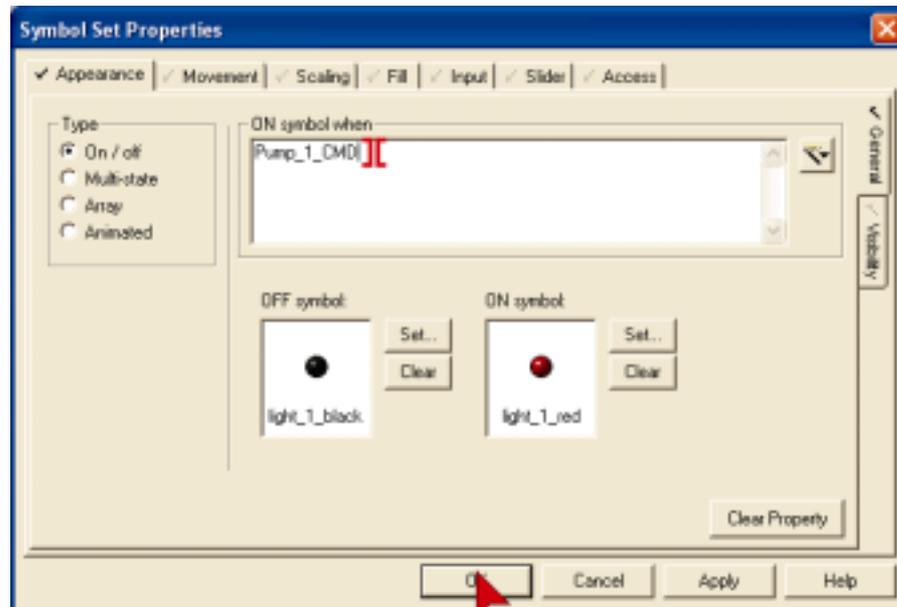


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Creating Graphics Pages, Configuring Symbol Sets continued...

Make a copy of the symbol set and position it next to the On/Off button.

In the **On Symbol When** Edit Box **overtpe** with **Pump_1_CMD** then **Click OK**



At Runtime, when Pump_1_CMD = 1 the Red Light will be displayed.

Remember to save regularly. Press the Save button now. 

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Testing Graphics Pages, Computer Setup Wizard

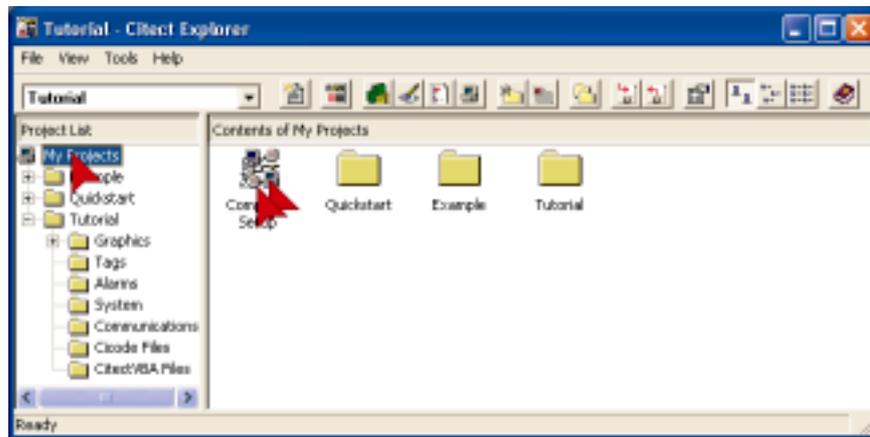
It's time to take a look and see how your page looks and feels to an operator.

First however, we need to run the Computer Setup Wizard to configure how you want this computer to run your project.

Switch to Citect Explorer (Alt + Tab).

In the Project List tree view **click My Projects.**

In the right hand pane, **Double Click Computer Setup.**



Check Express Setup then Click Next



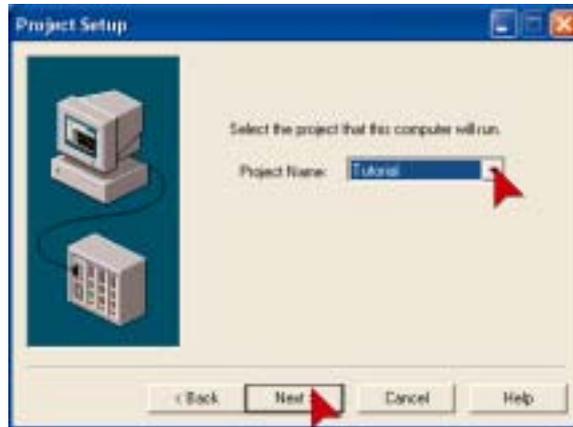
Check Server and Display Client, then Click Next



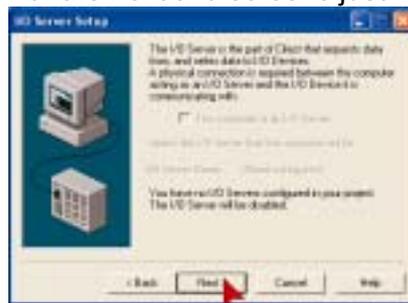
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Testing Graphics Pages, Computer Setup Wizard continued...

Click the **Project Name Drop Down** and **Click Tutorial**



For the next two screens just **Click Next** then **Click Finish**.



Testing Graphics Pages, Runtime

Press the Run button 

If you have not inserted the protection key you will see the following message. Just **Click OK**.



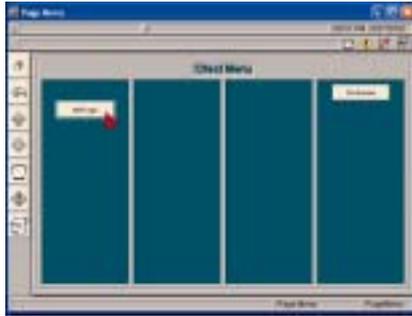
If the runtime does not start, it is likely that there has been a compile error. Switch to the Project Editor and it will display a list of errors. Correct each one and then press the Run button again.

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Testing Graphics Pages, Runtime continued...

The menu page is built automatically and is the first page you will see when runtime starts.

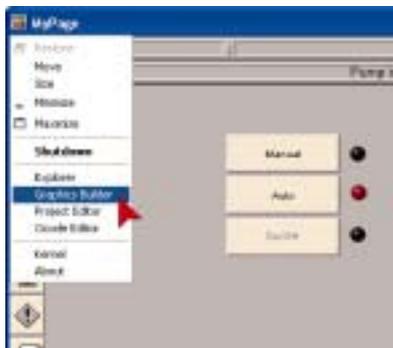
Click the MyPage Button



Click on the Auto button and check to see that the light turns red. Move the mouse over the On/Off button and wait a couple of seconds to see that the tool tip appears. See what happens if you **Click** on the On/Off button. **Click on Manual**, then try **clicking** on the **On/Off** button again.



To switch from runtime back to Graphics Builder, press **Alt + Space** together. Then **Click on Graphics Builder**.



If you've made to this point, give yourself a gold star and take a moment to stretch your muscles.

1 Hour Quickstart Tutorial

Creating Graphics Pages, Precision Drawing

Next we're going to tidy up the appearance of the page. It is worthwhile to make your pages look good as it will encourage operators, to take a little more care and have more confidence in the system.

Making sure everything is drawn precisely, aligned correctly and evenly spaced helps to make your pages look professional.

First we need to select all the buttons. Place the cursor near one of the corners, **hold down the left mouse button** while moving the mouse to opposite corner, then **release the left mouse button**. ie; Lasso the buttons with the mouse.



You can also select multiple objects by holding down the Ctrl Key, then clicking on each object that you want included in your selection.

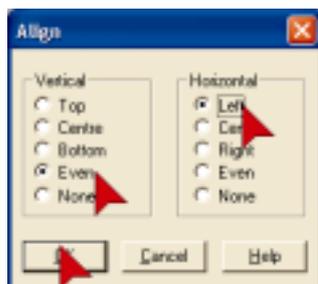
On the menu, **Click on Arrange**, then **Click on Align**.



Notice that the Keyboard shortcuts are shown, next to the commands on the menu.

Ctrl +A for Align is worthwhile remembering as this is frequently used when building graphics.

In the **Vertical** section, **Click on Even**. In the **Horizontal** section **Click on Left**, then **Click OK**.



1 Hour Quickstart Tutorial

Creating Graphics Pages, Precision Drawing Continued...

Using **Snap to Grid** can save you a lot of aligning. The nice thing with grids is that it forces objects to be placed in specific positions – but this is not always what you want. You can turn the Grid on and off quickly using the **F8** function key.

You can turn the zoom on and off quickly using the **F10** key.

To align the lights you can use the same process, but first align one light with the center line of the top button and one light with the center line of the bottom button.

Click the the top button and the top light. Then **Align – Vertical – Center**. Do the same for the bottom button and light. Now select all the lights.

Use **Align, Vertical - Even, Horizontal - Left** to evenly space the lights.

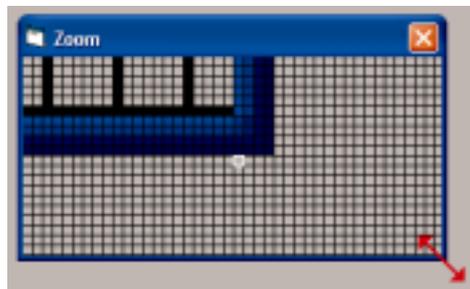


You may notice that the lights are not perfectly in line with the center line of the buttons. This is because the hot spot or anchor point for this symbol is in the top left of the symbol rather than in the middle. To correct for this we will use the zoom and the nudge tools.

To make sure your objects are aligned or positioned perfectly you can use the Zoom tool. From the **Menu** select **View, Show Zoom**.



The zoom tool will display an enlarged view of the region around your cursor. You can alter the “magnification” by clicking in the top left corner of the zoom window



You can change the size of the zoom by placing the cursor over one corner until the resize cursor is shown, then hold down the left mouse button and move the mouse.

You can move the zoom window by placing the cursor on the title bar (the big blue bar at the top) then hold down the left mouse button and move the mouse

1 Hour Quickstart Tutorial

Creating Graphics Pages, Precision Drawing Continued...

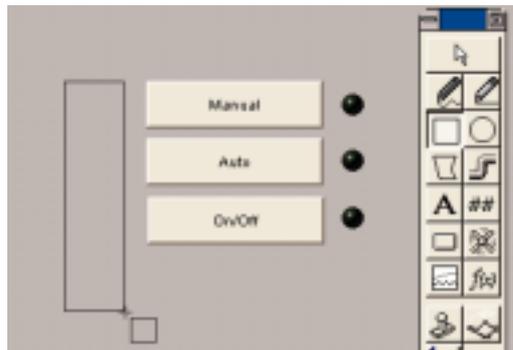
Select all the lights so that we can move them all at once. Place **cursor** above and to left of top button, **hold down left mouse button** and **move mouse**, then **release mouse** button.

You can precisely position the lights by placing the **cursor over** the **lights** (make sure the hand cursor appears) then press **Enter** (or hold down left mouse button), next use the **arrow keys** on the keyboard to move the buttons one pixel at a time in the direction that you want. Press enter again to set the position (or release left mouse button if you used that method). Close the Zoom window.

Creating Graphics Pages, Analog Indicators & Controls

Next you will create a bar (rectangle) indicator that will change height dynamically with the variable tag. You will place this inside a lowered 3D rectangle to make it look nice. You will place a bitmap next to the rectangle and make it operate as a slider control to adjust the value of the analog variable tag.

Select Rectangle Tool from the Toolbox. Place the cursor to the left of the Top button and draw a rectangle as shown. (Hold down left mouse button and move mouse).



When the **Rectangle Properties** dialog appears, **Click on Filled**.



Click on the 3D Effects Tab on the right hand side of the dialog.

1 Hour Quickstart Tutorial

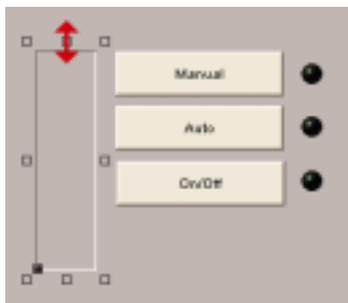
Creating Graphics Pages, Analog Indicators & Controls continued...

Click on Lowered.
Click OK.

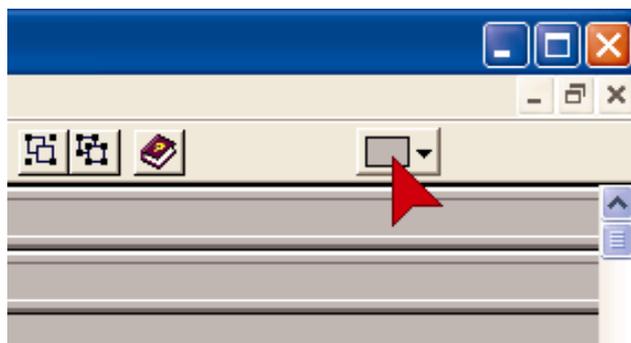


Next use the Zoom and nudge to precisely position the Rectangle. You may need to change the vertical size to match the height of the buttons.

Place the **cursor** over the top (or bottom) center selection handle, when you see the cursor change to the **vertical selection arrows**, press **enter** to switch to nudge mode, then press the **up** or **down arrow** keys (on the keyboard) until the height is correct.



With the rectangle selected, **Click on the Palette button** on the **tool bar**. **Click on the gray** as shown below.



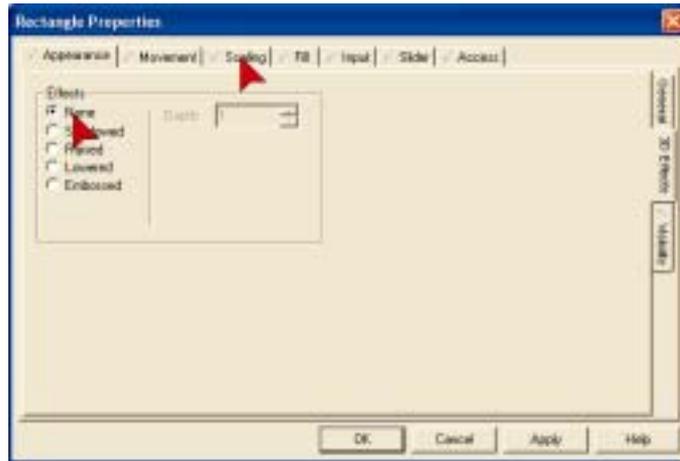
1 Hour Quickstart Tutorial

Creating Graphics Pages, Analog Indicators & Controls continued...

With the **Rectangle selected**, make a copy of the the rectangle. (**Press Ctrl + D**).

Double Click on the new Rectangle to open the property dialog.

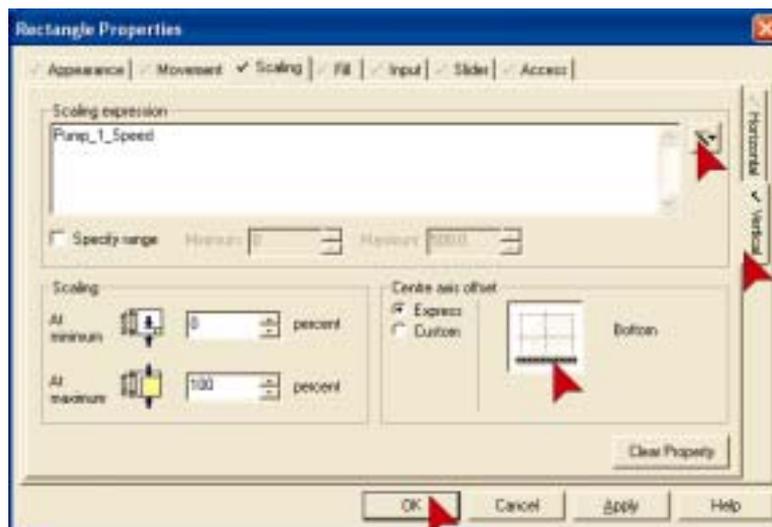
In the **Appearance - 3Deffects** sheet, select **none**.
Click on the **Scaling** Tab.



Click on the **Vertical** Tab on the right hand side of the dialog.

Use the **Insert** button to insert the tag **Pump_1_Speed**.

In the **Axis** control box, **Click** on the **bottom** of the box as shown to anchor the scaling point at the bottom. **Click OK**.



1 Hour Quickstart Tutorial

Creating Graphics Pages, Analog Indicators & Controls continued...

With the new rectangle selected, **Click** on the **Color palette button** on the toolbar, then **click** on **bright red**.

Now position the new rectangle over the top of the first one.

The easiest way to do this is to use the Align tool.

Select both rectangles. (**Hold** down **Ctrl** and **Click** on the original)

Press **Ctrl + A** (for Align).

Click the Vertical **Centre** radio button.

Click the Horizontal **Centre** radio button.

Click **OK**

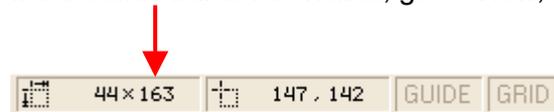


Next we will create a slider to adjust the pump speed.

You will need to know the how far (in pixels) the slider needs to move. To find this out (make sure you still have the rectangle selected) take a look at the bottom right corner of the Graphics Builder.

The status bar will show you the width and height of the selected object. Write down the height of the rectangle.

If the status bar is not visible, go to View, Show Status Bar and click on it.



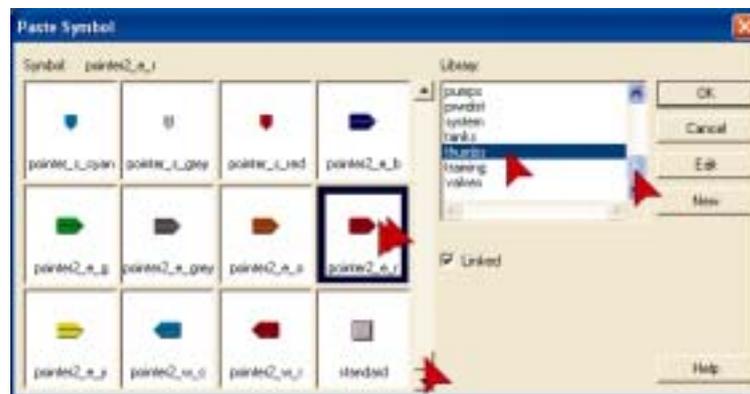
1 Hour Quickstart Tutorial

Creating Graphics Pages, Analog Indicators & Controls continued...

On the Toolbox click on the **Paste Symbol** tool.

Use the **scroll bars** to display the **thumbs library**,
Click on **thumbs** in the **Library** list box.

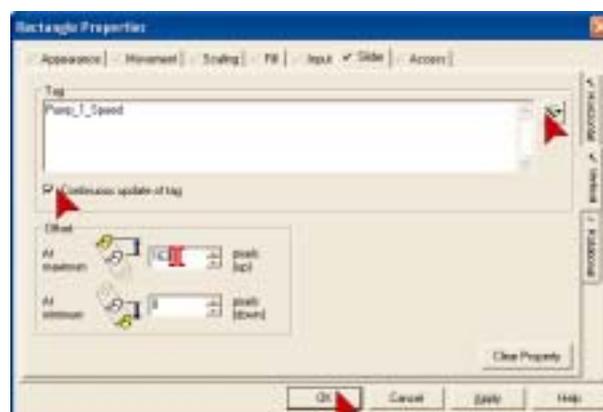
Use the **scroll bars** to locate **pointer2_e_r**,
then **Double Click** on **Pointer2_e_r**.



Position the pointer at the left bottom side of the red rectangle.
Double Click on the **Pointer Symbol** to open the Properties sheet.

Click on the **Slider Tab**, then **Click** on the **Vertical Tab** on the right hand side.

Use the **Insert** button to insert **Pump_1_Speed** tag.
Make sure **Continuous update of tag** is checked.
In the **At Maximum** edit box type the height in pixels that you wrote down earlier.
Click on OK.



Now is a good time for a regular page save. **Click** the **save icon**.

1 Hour Quickstart Tutorial

Creating Graphics Pages, Configuring Text

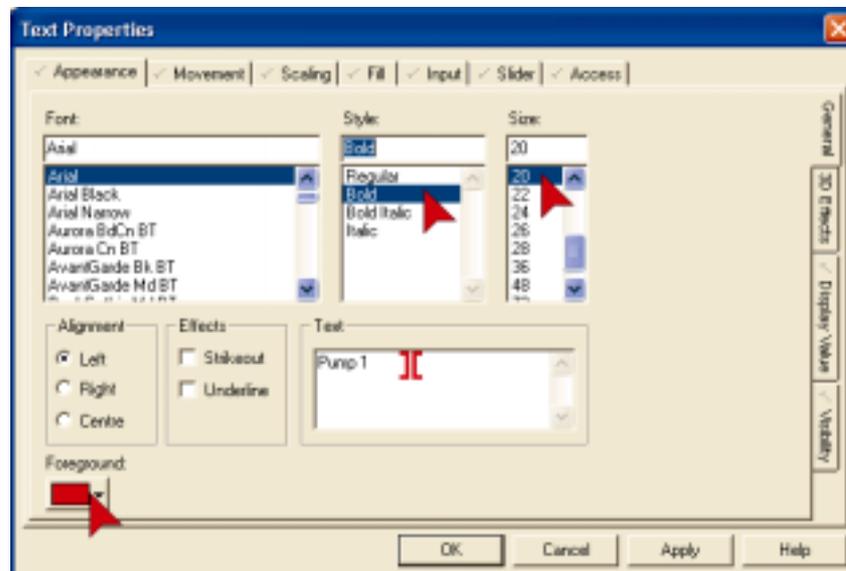
Now we will place some text above the buttons to label the controls.

Click on the letter **A** on the Toolbox.

Type **Pump 1**.

Note: If you do not see any keyboard echo as you type it is most likely because the currently selected color is the same as the background.

Place the cursor above the buttons and **click** to position the text. **Click Bold**, Size **22** (point) and make sure the Foreground color is red. **Click OK**.



1 Hour Quickstart Tutorial

Creating Graphics Pages, Configuring Numbers

On the **Toolbox**, click on the **number tool**.

Click below the **On/Off** button to place the number.



Use the **Insert** Button to enter the tag **Pump_1_Speed**.

Click OK.



The Number tool is actually the Text tool. When you access it via the number tool icon you are presented with the Display Value sheet instead of the General Appearance sheet.

Click on the **General** Tab on the right hand.
Set the font to **Bold, 22** point.

1 Hour Quickstart Tutorial

Creating Graphics Pages, 3D rectangles

Next we'll add some cosmetics.

Draw a large rectangle that covers all the things you have drawn so far.

Set the Line color to **gray**, **Check** the **Filled** Check box and set the **Filled color** to **Gray** also.

Click on **3DEffects** tab.



Click Raised on the 3D Effects sheet.
Click OK.



1 Hour Quickstart Tutorial

Creating Graphics Pages, 3D rectangles continued...

Since it will be difficult to see your work with the large rectangle in front of it, we need to send it to the back.



Click on the **Send To back** button on the **Tool Bar**.

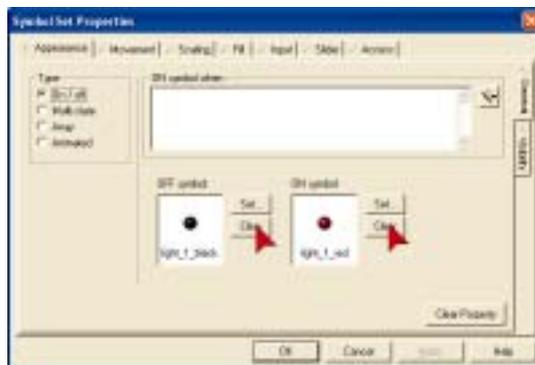
Creating Graphics Pages, Pumps & Piping

Next we will add a picture of the pump and some piping.

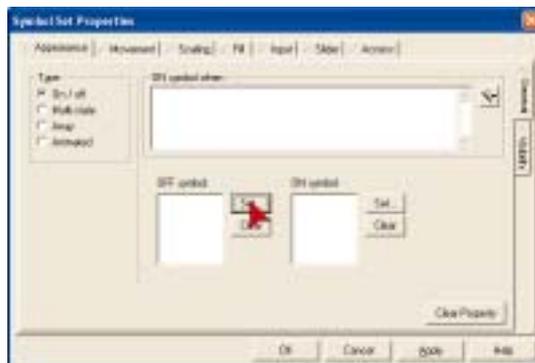
Click on the **Symbol Set** tool.



Click to the right and below the new rectangle to place the symbol set.
Click on both **Clear** buttons.



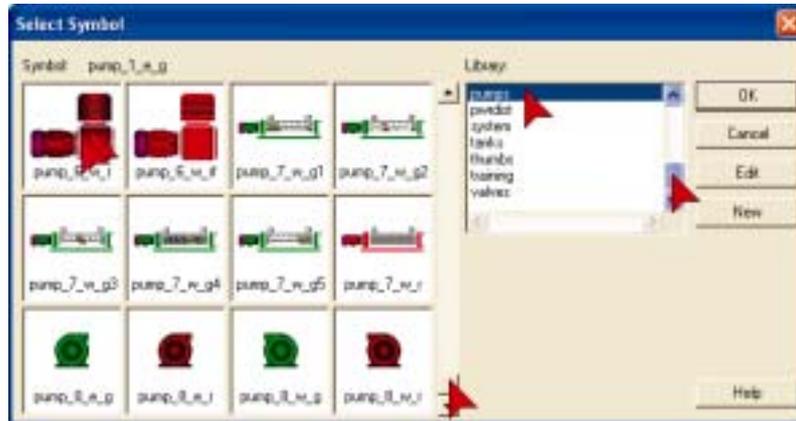
Click on the **Set Button** next to the **Off Symbol**: edit box.



1 Hour Quickstart Tutorial

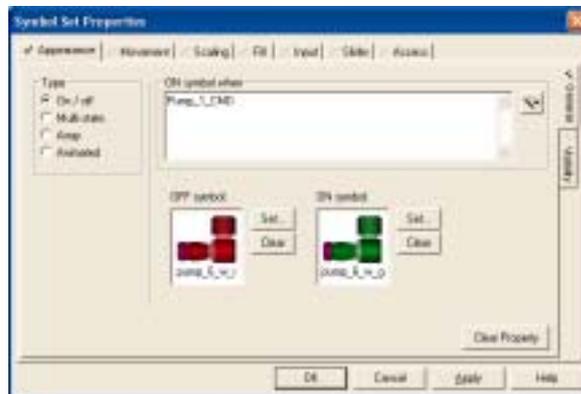
Creating Graphics Pages, Pumps & Piping continued...

In the **Library** box, use the **scroll bars** then **click on pumps**.
In the **Symbol** window, use the **scroll bars** to locate **Pump_6_w_r** then **Double Click** on it.



Click on the Set Button next to the **On Symbol: edit box**.
Using the technique above, locate **Pump_6_w_g** then **Double Click** on it.

Use the **Insert** button to insert the tag **Pump_1_CMD**
Click OK



In this case we will want the pump flipped horizontally.
Make sure the pump is selected.
Click Arrange on the **Menu**, then **Click Mirror**.
Click on Horizontal then **Click OK**.



1 Hour Quickstart Tutorial

Creating Graphics Pages, Pumps & Piping continued...



Click on the **Pipe Tool** on the **ToolBox**.

To draw the top pipe.

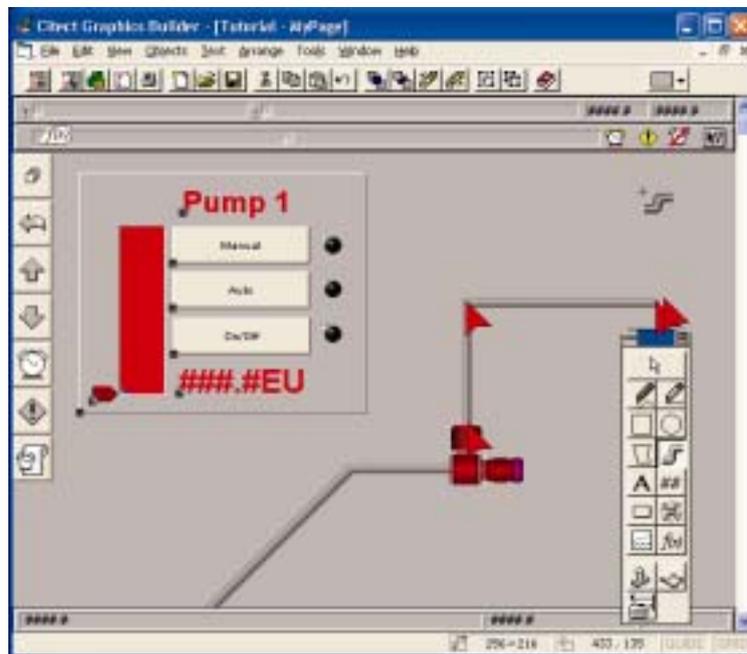
Hold down the **Ctrl Key**. (It will keep your pipes constrained to be either horizontal and vertical). Place cursor on top of the Pump, hold down left mouse button and move mouse up.

Release mouse key when you have moved up far enough.

Move mouse to the right and **Double Click** to end the pipe.

Release the Ctrl Key.

Click on OK to close property dialog.



To draw the lower pipe.

Place **cursor on pump**. **Hold down Ctrl Key**.

Hold down **left mouse button**. **Move mouse** to left then **release mouse button**.

Move mouse to **45 Degree** position. Move the mouse slowly until you see the pipe click into the 45 degree position then **Double Click** to end the pipe.

1 Hour Quickstart Tutorial

Creating Graphics Pages, Pumps & Piping continued...

Select both pipes.

Hold down the **Ctrl Key**. **Click** on each pipe. **Release** the **Ctrl Key**.



Click the **Group** button on the **tool bar**.



Click the **Send To Back** button on the **tool bar**.

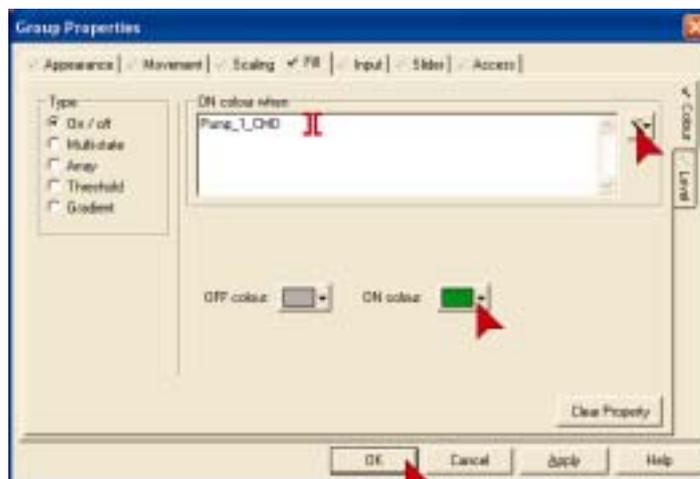
Double Click on the **pipe** that you have drawn.

Click on the **Fill** Tab.

Insert Pump_1_CMD tag into the **ON color when** edit box.

Make sure the **Off Color** is gray. Make sure the **On Color** is Green.

Click OK.



Creating Graphics Pages, Change Background Color

Finally, we will change the color of the background.

Click on **File**, then **Click** on **Properties**.



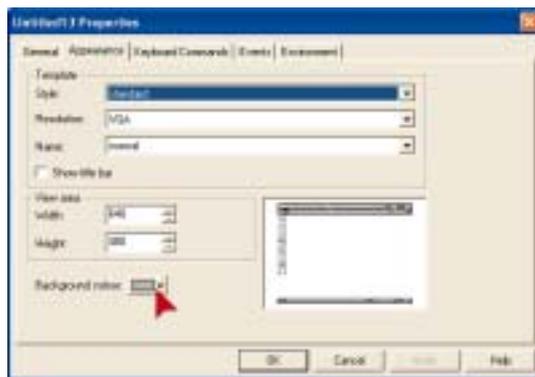
1 Hour Quickstart Tutorial

Creating Graphics Pages, Change Background Color continued...

The properties dialog will be displayed. On the General Tab you can set the Window title and other properties of the page. **Click** on the **Appearance** Tab to access appearance properties.



Click on the **Background Color** drop down.



Click on the color shown below. (If you choose a different color some items you will configure later on may not be visible or stand out very well).



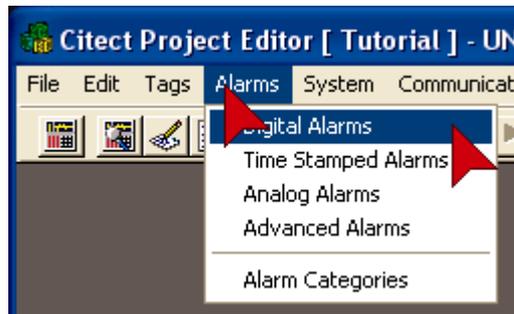
Click OK to close the properties dialog and apply the changes. **Now is another good time to save your page.**

1 Hour Quickstart Tutorial

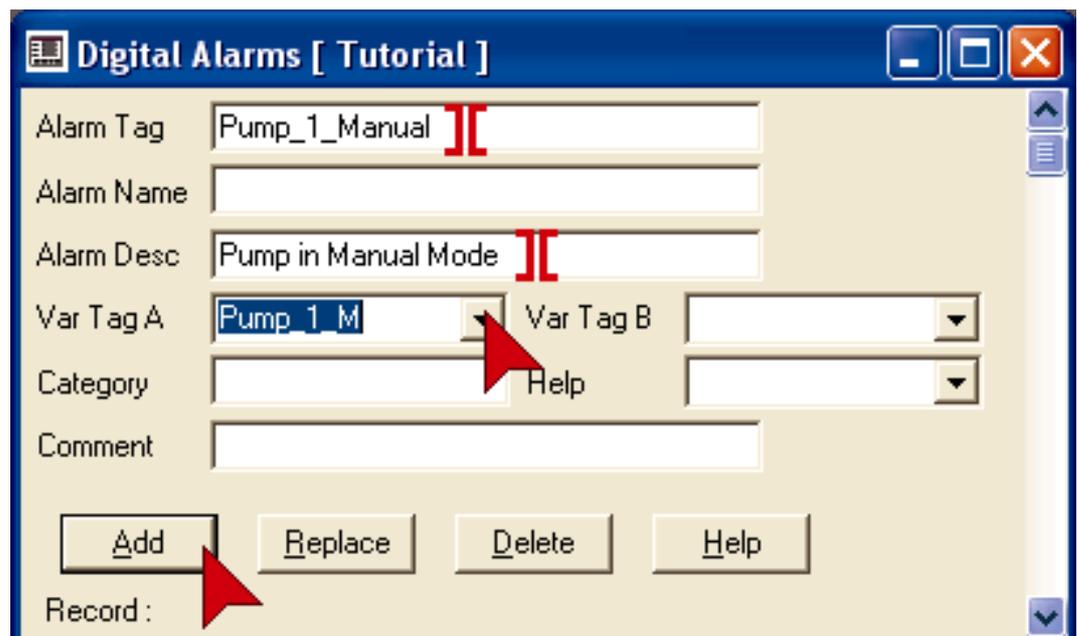
Configuring Alarm

Switch to Citect **Project Editor** (Click on the  icon or use **Alt +Tab** keys).

On the **Project Editor** Menu, Click on **Alarms** then Click on **Digital Alarms**



Fill in the **Digital Alarms** form as shown below. Remember it is better to use the drop downs to ensure data is entered correctly. When the form is complete press **Add**.

A screenshot of the "Digital Alarms [Tutorial]" dialog box. The form contains the following fields and controls:

- Alarm Tag: Text box containing "Pump_1_Manual" with a red cursor.
- Alarm Name: Empty text box.
- Alarm Desc: Text box containing "Pump in Manual Mode" with a red cursor.
- Var Tag A: Dropdown menu showing "Pump_1_M".
- Var Tag B: Empty dropdown menu.
- Category: Empty dropdown menu.
- Help: Text box containing "Help".
- Comment: Empty text box.
- Buttons: "Add", "Replace", "Delete", and "Help".
- Record: Label with a red arrow pointing to the "Add" button.

Red arrows highlight the cursor in the Alarm Tag field, the cursor in the Alarm Desc field, the Var Tag A dropdown, and the "Add" button.

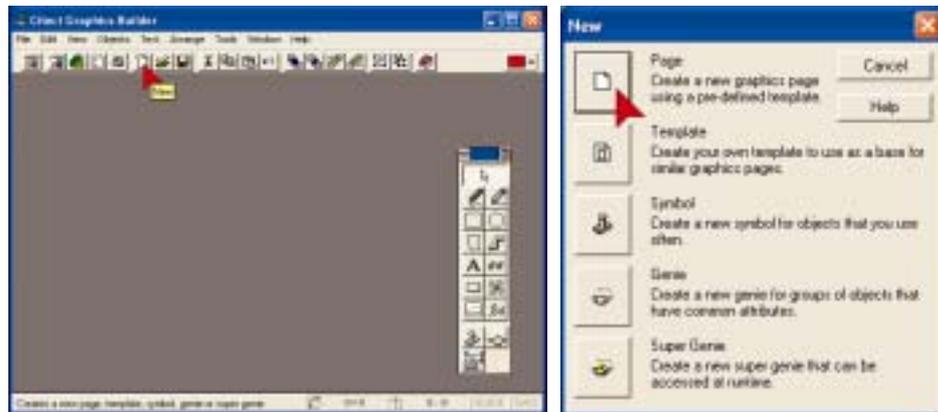
Click on the  icon to close the Digital Alarms dialog.

1 Hour Quickstart Tutorial

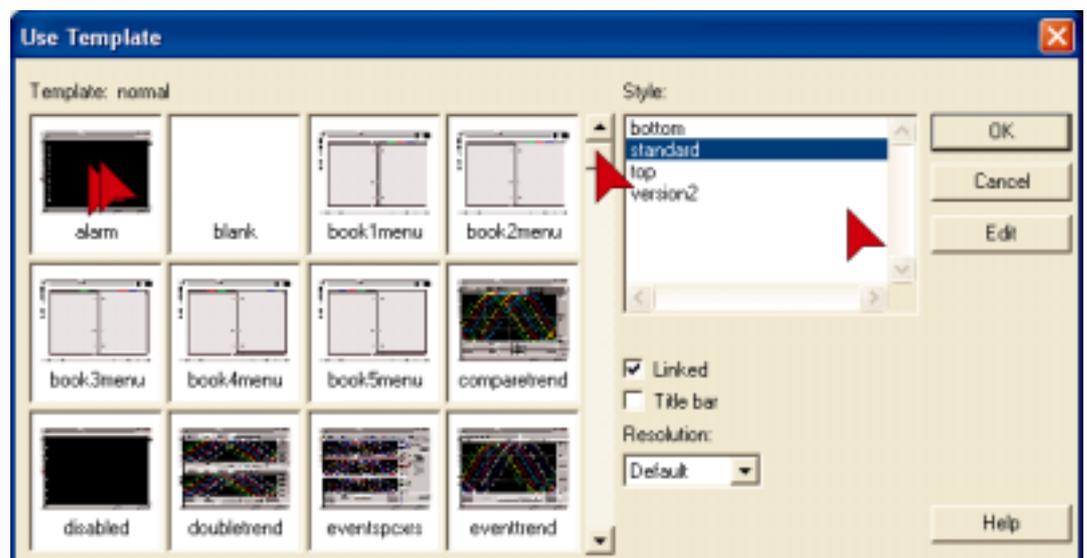
Configure an Alarm Display Page

Switch to the **Citect Graphics Builder** using the  icon or Alt + Tab keys.

Click on the **New** icon:  When the New form appears click on the **Page** button.



On the **Use Template** dialog, use the scroll bar to **scroll up** to the **Alarm** Template, then **Double Click** on the **Alarm** Template.



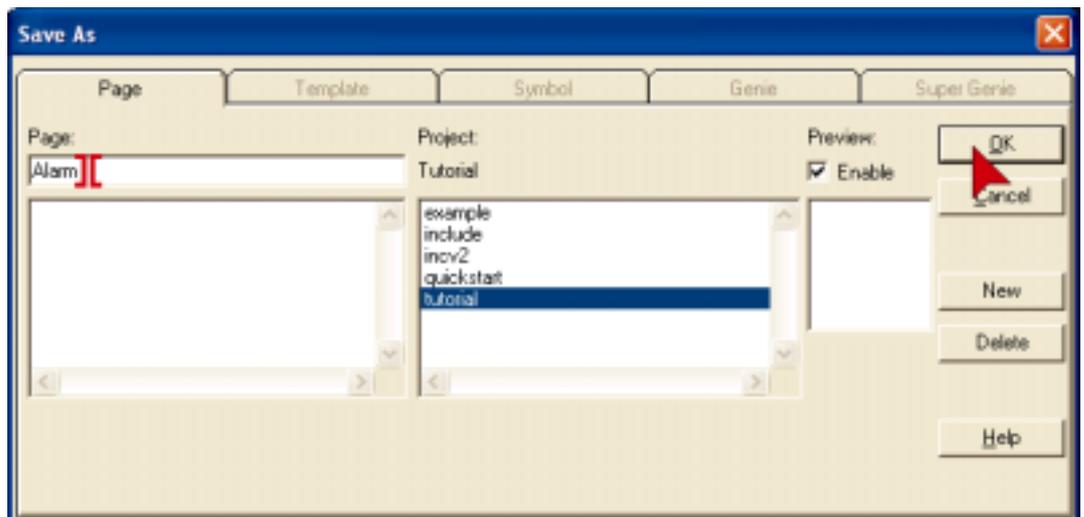
1 Hour Quickstart Tutorial

Configure an Alarm Page continued....

When the **alarm** template appears click on the **save icon**. 



In the alarm **Save As** dialog, type **Alarm** in the **Page:** edit box, then **Click OK**.



1 Hour Quickstart Tutorial

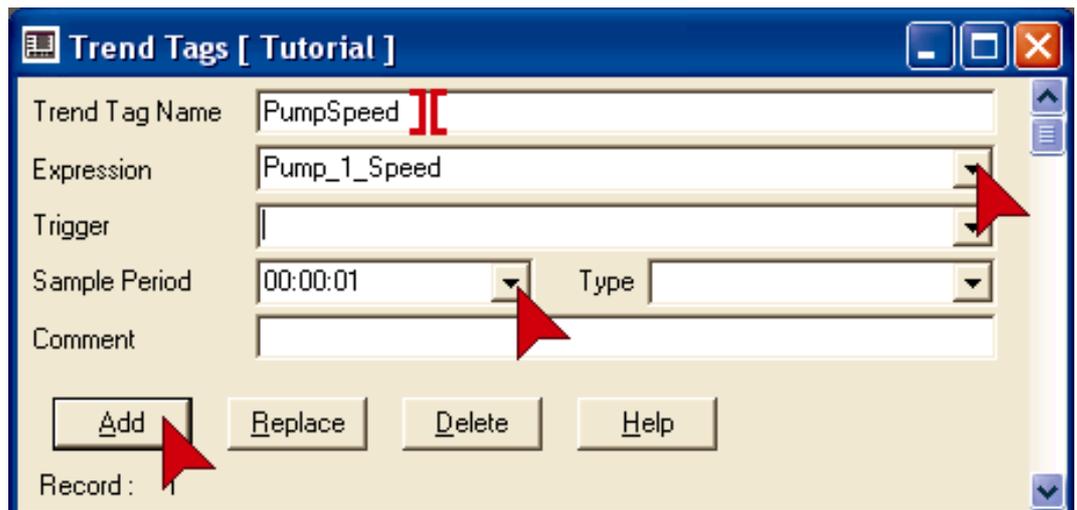
Configuring Trends

First we need to configure a trend tag to store trend data.
Switch to Citect Project Editor (Click on  icon or use Alt +Tab keys).

On the Project Editor Menu, **Click on Tags** then **Click on Trend Tags**



Fill in the Trend tag form as below then **click Add**. Remember to use drop downs where possible.

A screenshot of the 'Trend Tags [Tutorial]' dialog box. It contains several fields: 'Trend Tag Name' with the value 'PumpSpeed', 'Expression' with 'Pump_1_Speed', 'Trigger' (empty), 'Sample Period' with '00:00:01', and 'Type' (empty). Below the fields are buttons for 'Add', 'Replace', 'Delete', and 'Help'. A 'Record' indicator shows '1'. Red arrows point to the 'Add' button, the 'Type' dropdown, and the 'Expression' field.

There are many more trend features available in Citect. Press F2 with this form open to see some of the advanced possibilities. Pressing F2 again will return you to the basic menu's.

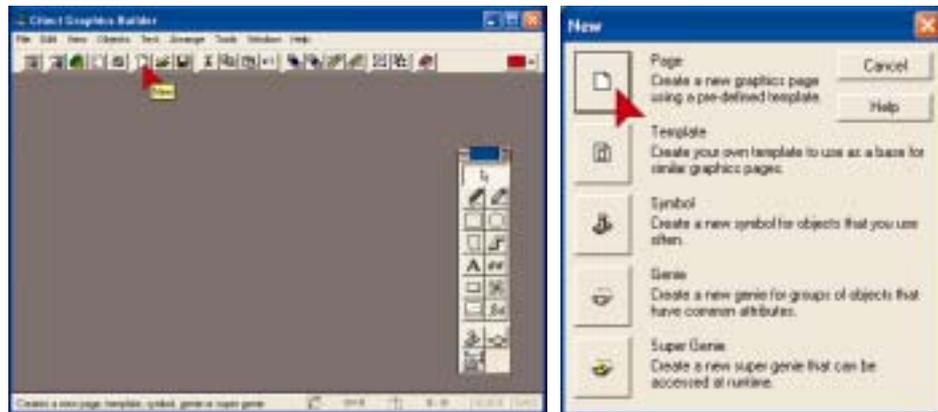
Click on the  icon to close the Trend Tags dialog.

1 Hour Quickstart Tutorial

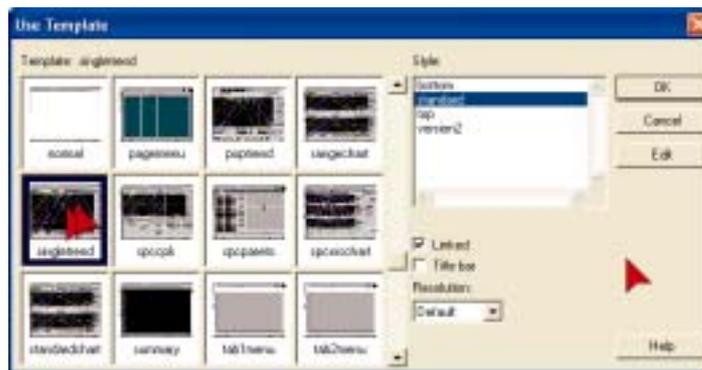
Configure a Trend Page

Switch to the **Citect Graphics Builder** using the  icon or Alt + Tab keys.

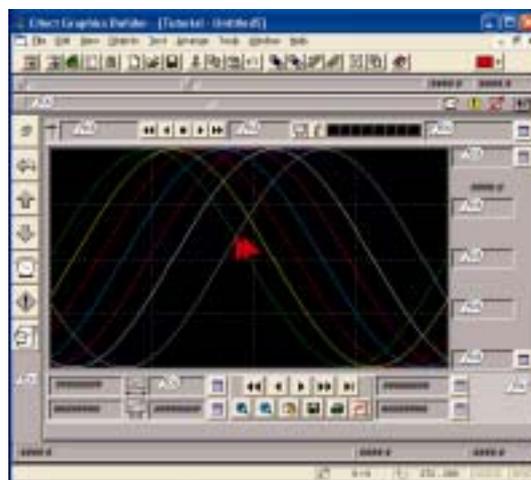
 Click on the New icon. When the New form appears click on the Page button.



Double Click on the **singletrend** template



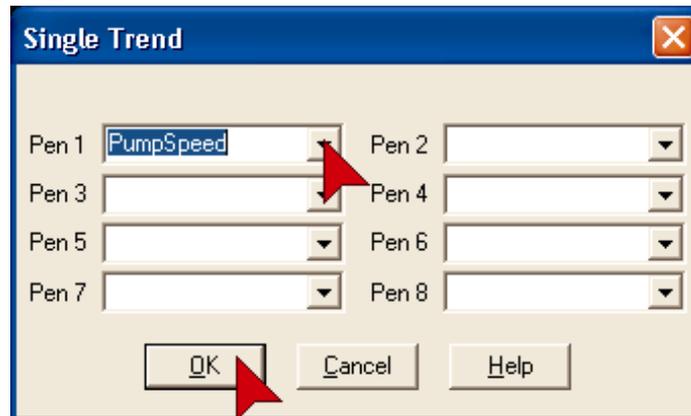
Double Click anywhere on the Trend Template



1 Hour Quickstart Tutorial

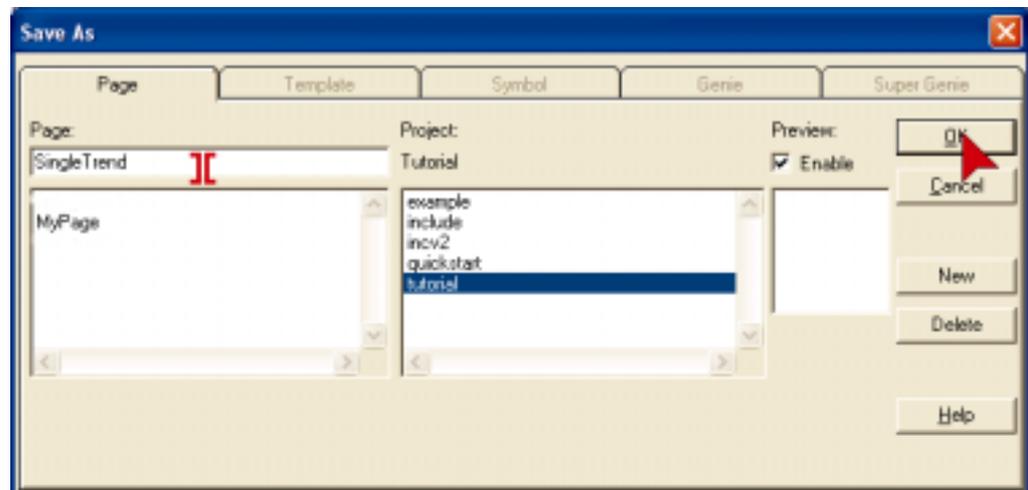
Configure a Trend Page Continued...

Click on the **Pen 1** drop down as shown below and select Pump Speed from the list then **Click OK**.



Click on the **Save** Icon  to save the Trend page.

In the Page edit box, **Type in SingleTrend**, then **Click OK**



1 Hour Quickstart Tutorial

 Use the back button at runtime to go back through the pages that you have visited.

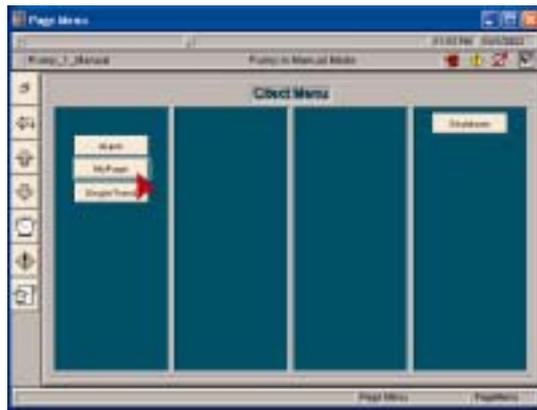
Runtime

Now it's time to run your project and test it to make sure that you have completed the tutorial correctly.



Click on the **Runtime** Icon.

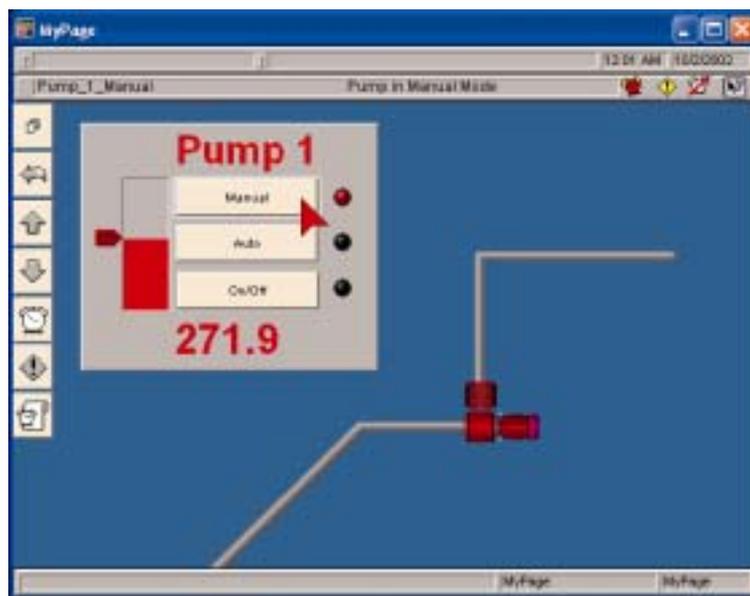
Click on the button called **MyPage**.



Click on **Auto** button then **Click On Manual**.
Click On/Off.

You will see that both pipes change color as the group properties will be applied to everything in the group.

You will also see an alarm is generated. The Alarm clock will rock back and forward.
Click on the **Alarm clock** to view the Alarm page.



1 Hour Quickstart Tutorial

Runtime continued...

You can acknowledge individual alarms by clicking on each alarm.

Click the  button to go back to MyPage.

Place your cursor on the Pointer. Hold down the left mouse and move the mouse up and down. The red bar should change it's height in line with the pointer movement.

Click the  button to go to the menu page.

Click on the SingleTrend Button.

You should see the trend of the Pump Speed. Take some time to familiarize yourself with the buttons on the trend page.

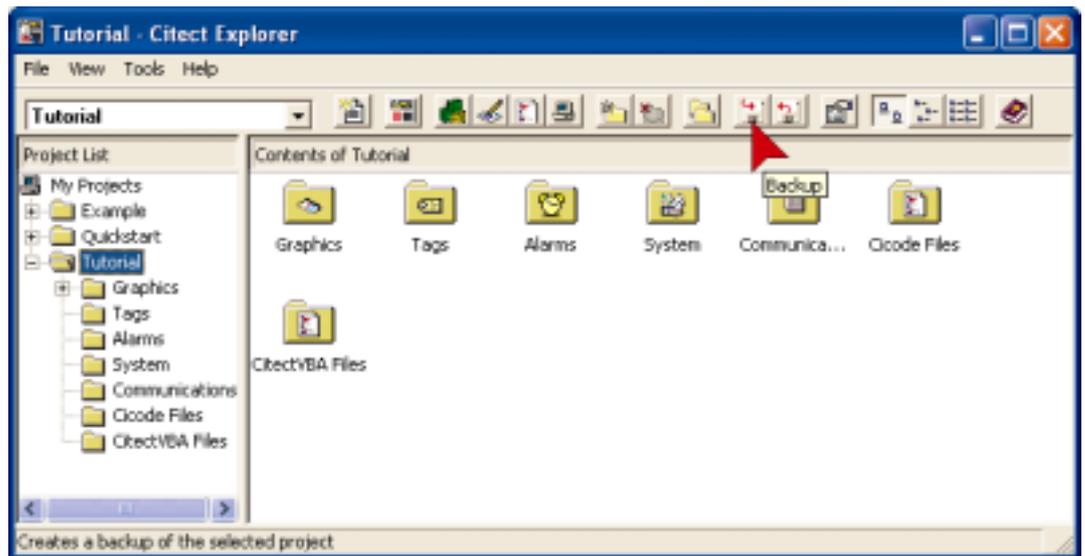
1 Hour Quickstart Tutorial

Backing Up Your Project

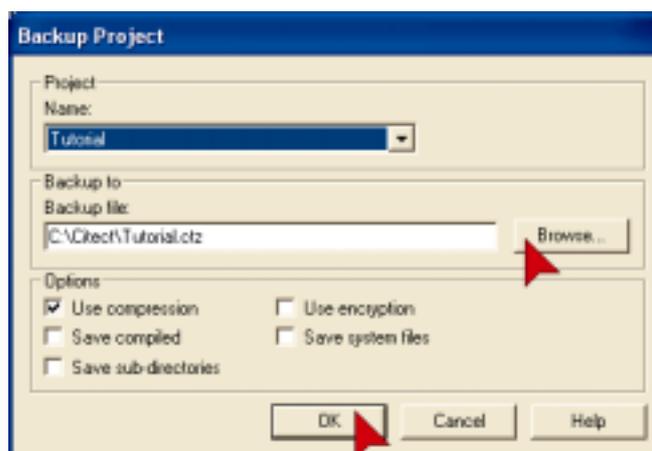
It is important to keep backup copies of your project, so that you can always recover from a disaster with minimum effort.

Make sure you are in the Citect Explorer. (Click on the  icon or use Alt + Tab).

Click on the **Backup** icon.



Use the **Browse** button to locate a directory where you want to save your files. Alternately you can type the directory and filename into the **Backup File:** edit box. If the directory does not exist Citect HMI/SCADA will automatically create it for you when it saves the file. **Click OK** and when the Backup Complete message pops up, Click OK on that also.

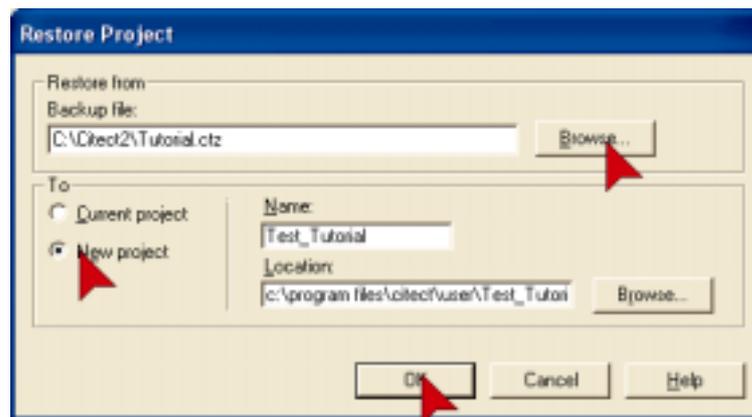


1 Hour Quickstart Tutorial

Restoring Your Project

With any software, it is good practice to check and make sure you can restore from your backup copies. It is a very rare to experience problems restoring from a backup but the time taken to check is a tiny fraction compared to the time it would take to recreate the project from scratch.

Click on the **Restore** icon (it is next to the backup icon) or on the menu **Click Tools** then **Restore**.



Click on the **Browse** button to locate your backup file.

We will restore to a New project, test it, then delete it, as this is a much better test than restoring over the existing project and less chance of anything going wrong (eg; what if the power fails half way through restoring over the top of your existing project and your backup has a fault in it?).

Make sure **New Project** is checked.

In the **Name:** Edit box type a name for the new project eg;**Test_Tutorial** then **click OK**.

When the restore is completed (Click OK on the Restore Complete Dialog), **Click** on the **Test_Tutorial** project to switch to that project.



1 Hour Quickstart Tutorial

Restoring your project continued...

Click on the **Citect Runtime** icon  to make sure the project will compile and run, if it does then you can have confidence that you have a good backup.

To delete the **Test_tutorial** project, **Click File** on the Citect Explorer menu, then click **Delete Project**.

Congratulations! By now you should have a basic working knowledge of CitectHMI/SCADA software. If you are keen to build your level of competency we recommend that you attend a Citect Training Course. Details of training courses can be found at www.citect.com or by contacting your local Citect office or distributor.

1 Hour Quickstart Tutorial

Troubleshooting.

If you experience results that are different to what you see in the tutorial...

1. Go back and double check what you have done. Most likely you have done something different from the instructions.
2. The tutorial largely assumes Citect HMI/SCADA is freshly installed and default settings haven't been changed. By taking a closer look at the screens in the tutorial you may be able to identify any differences.
3. If problem is in Runtime, shutdown runtime and restart it.
4. Read the On Line Help. Most dialog boxes have a help button that provides context sensitive help with just a mouse click.
5. Read the CitectHMI/SCADA knowledgebase. This is available on the CitectHMI/SCADA software CD or from our website www.citect.com.
6. Worst case, start again, just create a new project and call it tutorial2. The upside to this is the extra practice will make you more proficient.

If nothing appears to happen when you press a button, do not press it repeatedly in the hope that something will happen – chances are your PC is busy trying to do what you've asked it to do.