# Alarm Gateway Object for Wonderware Application Server

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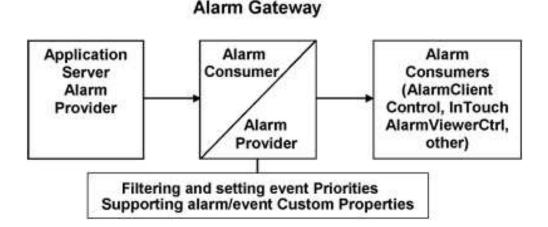
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# Alarm Gateway Object for Wonderware Application Server

## Introduction

The **Alarm Gateway Object** (Alarm Gateway) is a basic component of Wonderware Finland **Alarm Extension Pack Standard Edition** and provides functionality to create separate configurable Alarm Provider for alarms coming from Wonderware Application Server (WAS) and/or other Alarm Providers compatible with Wonderware Alarm System:



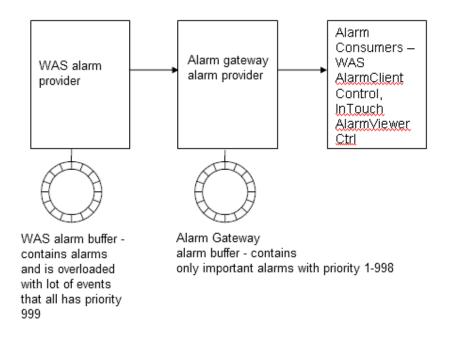
In case included in Wonderware Finland **Alarm Extension Pack UReason Edition**, the Alarm Gateway Object provides also the functionality to send/receive alarms to/from Wonderware alarming system from/to **UReason alarming system**.

The Alarm Gateway can be used to solve the following tasks:

#### Avoid alarm loss in high loaded systems:

WAS Historical alarms and events are stored in a circular buffer, where the oldest entries are discarded to make room for new ones, so in case there generated a lot of events then important alarms can be lost.

By using the Alarm Gateway, it is possible to store all important alarms in separate Alarm Gateway buffer - that can be done by querying alarms/events only with priorities from 1 to 998:



Note: Alarm Gateway alarm buffer can contain about 6000-7000 alarms. The total number of stored alarms depends on size of alarms.

#### Change the event priority:

WAS alarming system does not provide possibility to configure event priority - all events have built-in priority 999.

By using Alarm Gateway, it is possible to change the event priority by using the setPriority custom attribute .For more information see the "Custom attributes" section "setPriority" later in this User Guide.

#### Connect to UReason alarming system:

Alarm Gateway can send alarms/events from Wonderware alarming system to UReason alarming system. For more information see "UReason gateway" section later in this User Guide.



# Configuration

For general information about objects (including relationships, deployment and alarm distribution) - see the Wonderware Integrated Development Environment (IDE) documentation.

For information on configuration options for object information, scripts, user-defined attributes (UDAs), or attribute extensions, click **Extensions Help** in the Help file header.

### **General Configuration**

The following section describes the Object Editor options for configuration and the associated attributes.

Use the General tab to configure and tune the behavior of the Alarm Gateway Object:

| Editor Option | Associated Attribute  | Description  |
|---------------|-----------------------|--|
| Alarm Query   | Consumer.AlarmQuery   | Consumer Alarm Query                                 |
| From Priority | Consumer.FromPriority | Enter the starting value of the alarm priority range |
| To Priority   | Consumer.ToPriority   | Enter the ending value of the alarm priority range   |
| Query Type    | Consumer.QueryType    | Alarm query type.                                    |

Provider:

| Editor<br>Option                   | Associated Attribute             | Description  |
|------------------------------------|----------------------------------|--|
| Name                               | Provider.Name                    | Alarm provider name  |
| Alarm<br>Historical<br>Buffer Size | Provider.AlarmBufSize            | Alarm buffer size.   |
| Alarm<br>Group<br>Hierarchy<br>XML | Provider.AlarmHierarch<br>yFile  | Path to WAS generated Alarm (Area) hierarchy<br>file<br>Default value: c:\Program<br>Files\ArchestrA\Framework\Bin\GlobalDataCache<br>\AreaHierarchy.xml |
| Alarm<br>Backup<br>XML<br>Location | Provider.AlarmBackup<br>Location | Alarm Backup XML files Location on disk  |

## **Run-Time Object Attributes**

All object attributes are grouped into following groups by prefix:

AlarmGateway - defines attributes for Alarm Gateway general configuration and status.
Provider\_ - defines attributes for Alarm Provider configuration
Consumer\_ - defines attributes for Alarm Consumer configuration.
Licence\_ - defines attributes for licensing
Set - defines custom attributes – see section "Custom attributes" for more information

The following table describes the run-time only attributes for the Alarm Gateway Object.

**Note:** Configurable run-time attributes are described in the configuration sections. For more information, see **Configuration** section above.

| Attribute                     | Description   | Run-Time  |
|-------------------------------|---|-----------|
|                               |   | Access    |
| AlarmGateway_Started          | If true Alarm Gateway is Started and running.         | Read-Only |
| AlarmGateway_LastErrorMessage | Last Error Message                                    | Read-Only |
| AlarmGateway_LastErrorCode    | Last Error Code (No errors = 0)                       | Read-Only |
| AlarmGateway_Restart          | Trigger – if set to True then restarts Alarm Gateway. | User      |
| Consumer.Status               | Current status of Alarm Gateway                       | Read-Only |

**Note:** It is highly recommended to run any Alarm Gateway Object in separate Engine since Alarm Gateway uses scan interval for reading the alarms. Recommended Engine scan interval for Alarm Gateway is at least 1000 ms.

## **Custom attributes**

By using custom attributes, it is possible to change following alarm data fields in Wonderware alarm system or in UReason alarm system:

| Custom Attribute | Alarming system | Description                  |
|------------------|-----------------|------------------------------|
| SetUser1         | Wonderware      | User-defined field number 1. |
| SetUser2         | Wonderware      | User-defined field number 2. |
| SetUser3         | Wonderware      | User-defined field, string.  |
| setPriority      | Wonderware      | Alarm/Event Priority.        |
| setSource        | UReason         | Alarm Source                 |
| setClass         | UReason         | Alarm Class                  |

Custom attributes can be set from WAS scripts with following command:

Syntax: objectName.CustomAttribute = "Alarm/Event name = value"

#### setPriority

Following command sets Wonderware alarming system alarm priority to 10 for alarm Generator\_001.Analog\_001.Lo:

| Time $\nabla$       | Name                        | Priority | Userl       | User2     | User3  | State          |
|---------------------|-----------------------------|----------|-------------|-----------|--------|----------------|
| 09/27/2011 10:38:24 | Generator_001.Analog_001.Lo | 10       | 10.200000   | 23.299999 | Test 1 | UNACK          |
| 09/27/2011 10:38:24 | Generator_001.Analog_001    | 999      | 0.000000    | 0.000000  |        |                |
| 09/27/2011 10:36:16 | Generator_001.ScanStateCmd  | 999      | 0.000000    | 0.000000  |        |                |
| 09/27/2011 10:36:16 | F1.ScanStateCmd             | 999      | 0.000000    | 0.000000  |        |                |
|                     |                             |          |             |           |        |                |
|                     |                             |          |             |           |        |                |
|                     |                             |          |             |           |        |                |
|                     |                             |          |             |           |        |                |
|                     |                             |          |             |           |        |                |
|                     |                             |          |             |           |        |                |
|                     |                             |          |             |           |        |                |
|                     |                             |          |             |           |        |                |
|                     |                             |          |             |           |        |                |
| •                   |                             |          |             |           |        |                |
| Displayin           | gl to 4 of 4 alarms.        |          | fault Query |           |        | 100 % Complete |

AlarmGateway\_001.setPriority = Me.Tagname + ".Analog\_001.Lo=10";

#### setUser1

Following command sets Wonderware alarming system alarm User 1 field to 10.2 for alarm Generator\_001.Analog\_001.Lo:

| Time 🗸              | Name                        | Priority | Userl     | User2     | User3  | State |
|---------------------|-----------------------------|----------|-----------|-----------|--------|-------|
| 09/27/2011 10:38:24 | Generator_001.Analog_001.Lo | 10       | 10.200000 | 23.299999 | Test 1 | UNACK |
| 09/27/2011 10:38:24 | Generator_001.Analog_001    | 999      | 0.000000  | 0.000000  |        |       |
| 09/27/2011 10:36:16 | Generator_001.ScanStateCmd  | 999      | 0.000000  | 0.000000  |        |       |
| 09/27/2011 10:36:16 | F1.ScanStateCmd             | 999      | 0.000000  | 0.000000  |        |       |
|                     |                             |          |           |           |        |       |
|                     |                             |          |           |           |        |       |
|                     |                             |          |           |           |        |       |
|                     |                             |          |           |           |        |       |
|                     |                             |          |           |           |        |       |
|                     |                             |          |           |           |        |       |
|                     |                             |          |           |           |        |       |
|                     |                             |          |           |           |        |       |
|                     |                             |          |           |           |        |       |
|                     |                             |          |           |           |        |       |

AlarmGateway\_001.setUser1 = Me.Tagname + ".Analog\_001.Lo=10.2";

#### setUser2

Following command sets Wonderware alarming system alarm User 2 field to 23.3 for alarm Generator\_001.Analog\_001.Lo:

| AlarmGate           | way_001.setUser2 = Me       | . Tagnar | <b>ne</b> + ".Ana | alog_001.Lo | )=23.3"; |                |
|---------------------|-----------------------------|----------|-------------------|-------------|----------|----------------|
| Time $\nabla$       | Name                        | Priority | Userl             | User2       | User3    | State          |
| 09/27/2011 10:38:24 | Generator_001.Analog_001.Lo | 10       | 10.200000         | 23.299999   | Test 1   | UNACK          |
| 09/27/2011 10:38:24 | Generator_001.Analog_001    | 999      | 0.000000          | 0.000000    |          |                |
| 09/27/2011 10:36:16 | Generator_001.ScanStateCmd  | 999      | 0.000000          | 0.000000    |          |                |
| 09/27/2011 10:36:16 | Fl.ScanStateCmd             | 999      | 0.000000          | 0.000000    |          |                |
| 4                   |                             |          |                   |             |          |                |
| 🄅 🛛 Displayin;      | g l to 4 of 4 alarms.       | De       | fault Query       |             |          | 100 % Complete |

#### setUser3

Following command sets Wonderware alarming system alarm User 3 field to 'Test 1' for alarm Generator\_001.Analog\_001.Lo:

| AlarmG              | ateway_001.setUser3 =       | Me.Tag   | yname + ".  | Analog_001 | Lo=Test 1 | .";            |
|---------------------|-----------------------------|----------|-------------|------------|-----------|----------------|
| Time $\nabla$       | Name                        | Priority | Userl       | User2      | User3     | State          |
| 09/27/2011 10:38:24 | Generator_001.Analog_001.Lo | 10       | 10.200000   | 23.299999  | Test 1    | UNACK          |
| 09/27/2011 10:38:24 | Generator_001.Analog_001    | 999      | 0.000000    | 0.000000   |           |                |
| 09/27/2011 10:36:16 | Generator_001.ScanStateCmd  | 999      | 0.000000    | 0.000000   |           |                |
| 09/27/2011 10:36:16 | Fl.ScanStateCmd             | 999      | 0.000000    | 0.000000   |           |                |
| 4                   |                             |          |             |            |           |                |
| 🄅 🛛 Displayin       | g l to 4 of 4 alarms.       | De       | fault Query |            |           | 100 % Complete |

command sets Wonderware alarming system alarm User 3

#### setSource

Following command sets UReason alarm parameter Source to 'SP200' for alarm Generator\_001.Analog\_001.Lo:

```
AlarmGateway_001.setSource = Me.Tagname + ".Analog_001.Lo=SP200";
```

| 😘 OASYS AM Engineering [user : admin]   |  |                              |                    |
|---|--|------------------------------|--------------------|
| File Edit Search View Tools Window Help |  |                              |                    |
|   | iolumns 🛛 🗙 🧓 🧹 Acknowledge 🗙 Clear 🤮 Shelve  🗃 Pi |                              |                    |
|   |  | urge 🔨 becails 🦏 meeze       |                    |
| 👷 🔁 Domains 💷 🖉 🗶                       | 🔯 All ESP Alarms (ESP Surveillance) [604]          |                              |                    |
| 🖉 New 🗕 🗙 📥 🗈                           | Message  | Source                       | Sent               |
| Domains                                 | Analog_001(Lo)(AG)                                 | SP200                        | 2011.27.9 11:19:33 |
| 💼 🕀 😜 ESP Surveillance                  | Analog_001(Lo)(AG)                                 | SP200                        | 2011.27.9 10:38:27 |
| aujo                                    | Analog_001(LoLo)(AG)                               | Generator_001                | 2011.27.9 10:33:37 |
|   | Analog_001(Lo)(AG)                                 | SP200                        | 2011.27.9 10:33:37 |
|   | Analog_001(LoLo)(AG)                               | Generator_001                | 2011.27.9 10:32:43 |
|   | Analog_001(Lo)(AG)                                 | SP200                        | 2011.27.9 10:32:43 |
|   | Analog_001(Lo)(AG)                                 | Generator_001                | 2011.27.9 10:32:19 |
|   | Invensys Remote is Active                          | External UConnect Connection | 2011.27.9 10:23:27 |
|   | Discharge_Pressure(ROCLo)(AG)                      | SP200                        | 2011.22.9 13:41:44 |
|   | GenAlarms_001.Discrete_001(DSC)(AG)                | GenAlarms_001                | 2011.22.9 13:41:44 |
|   | Discharge_Pressure(ROCLo)(AG)                      | SP200                        | 2011.22.9 13:41:26 |
|   | DP Decrease(AG)                                    | SP200                        | 2011.22.9 13:41:26 |
|   | Intake P Decrease(AG)                              | SP200                        | 2011.22.9 13:41:26 |
|   | Discharge P Increase(AG)                           | SP200                        | 2011.22.9 13:41:20 |
|   | Analog_001(Lo)(AG)                                 | SP200                        | 2011.22.9 13:41:17 |
|   | Analog_001(LoLo)(AG)                               | SP201                        | 2011.22.9 13:41:17 |
|   | Discharge_Pressure(ROCLo)(AG)                      | SP200                        | 2011.22.9 13:41:08 |
|   | Analog_001(HiHi)(AG)                               | 5P202                        | 2011.22.9 13:41:08 |
|   | THP Decrease(AG)                                   | SP200                        | 2011.22.9 13:41:05 |
|   | Analog_001(Hi)(AG)                                 | 5P202                        | 2011.22.9 13:41:02 |
|   | Discharge_Pressure(ROCLo)(AG)                      | SP200                        | 2011.22.9 13:40:50 |
|   | GenAlarms_001.Discrete_001(DSC)(AG)                | GenAlarms_001                | 2011.22.9 13:40:47 |
|   | Analog_001(Lo)(AG)                                 | SP200                        | 2011.22.9 13:40:20 |

#### setClass

Following command sets UReason alarm parameter Class (Type) to 'THP Decrease' for alarm Generator\_001.Analog\_001.Lo:

| Domains 🛄 🖉 🗙  | All ESP Alarms (ESP Surveillance) [604]         |                                      |                    |
|--|---|--------------------------------------|--------------------|
| v 🕶 🗙 🚣 🗓  | Message   | Source                               | Sent               |
| Domains  | Analog_001(Lo)(AG)                              | 5P200                                | 2011.27.9 11:19:33 |
| 🗄 🚭 ESP Surveillance   | Analog_001(Lo)(AG)                              | SP200                                | 2011.27.9 10:38:27 |
|  | Analog_001(LoLo)(AG)                            | Generator_001                        | 2011.27.9 10:33:37 |
|  | Analog_001(Lo)(AG)                              | 5P200                                | 2011.27.9 10:33:37 |
|  | Analog_001(LoLo)(AG)                            | Generator_001                        | 2011.27.9 10:32:43 |
|  | Analog_001(Lo)(AG)                              | SP200                                | 2011.27.9 10:32:43 |
|  | I THP Decrease Event                            |                                      |                    |
|  | Source : 🗇 SP200                                | Date : Tue Sep 27 11:19:33 EEST 2011 | Ack :              |
|  | Severity : 🐠 Warning                            |                                      | Cleared :          |
|  | Type: THP Decrease                              | Generated By :(NONE)                 | Shelved :          |
|  | Summary :Analog_001(Lo)(AG)                     |                                      |                    |
|  | Fault Tree   More Details   Annotations   Prope | erties Source Finder Associated To   |                    |
|  | 🗕 🖌 Adknowledge 🗙 Clear 📠 Shelve 🗂              |                                      |                    |
|  |   |                                      |                    |
|  | Association Ack Clr 🚸 Type                      | Message                              | TagId Sent         |
|  | -   |                                      |                    |
|  |   |                                      |                    |
|  |   |                                      |                    |
|  |   |                                      |                    |
|  |   |                                      |                    |
| vent Displays 🥁 New 🕶 🗙 🚲 🗓  |   |                                      |                    |
| vent Displays 📄 New 🕶 🗙 🚲 🗓<br>7 All ESP Alarms [604]<br>7 CCM Messages  |   |                                      |                    |
| vent Displays 📄 New 👻 🏄 🐚<br>6 All ESP Alarms [604]<br>7 CCM Messages<br>6 ESP Alarms [11]<br>6 Historical ESP Alarms [707]  |   |                                      |                    |
| CCM Messages<br>ESP Alarms [11]<br>Historical ESP Alarms [707]<br>New Event Browser [423]  |   |                                      |                    |
| vent Displays     New +     X     Image: Solid |   |                                      |                    |
| vent Displays 🔛 New V X is 12<br>C All ESP Alarms [604]<br>C CM Messages<br>C ESP Alarms [11]<br>C Historical ESP Alarms [707]<br>New Event Browser [707]<br>C Purge Browser [707]<br>S F200 Messages [346]  |   |                                      |                    |
| vent Displays 📷 New v 🗙 🎄 🗟<br>All ESP Alarms [604]<br>G CCM Messages<br>ESP Alarms [11]<br>Historical ESP Alarms [707]<br>New Event Browser [423]<br>G Purge Browser [707]<br>G SP200 Messages [346]<br>SP201 Messages [346]  |   |                                      |                    |
| vent Displays 📄 New 👻 🋵 🗈<br>4 All ESP Alarms [604]<br>5 CCM Messages<br>5 ESP Alarms [11]<br>5 Historical ESP Alarms [707]<br>6 New Event Browser [423]<br>6 Purge Browser [707]<br>5 SP200 Messages [346]  |   |                                      |                    |

AlarmGateway\_001.setClass = Me.Tagname + ".Analog\_001.Lo=THP Decrease";

# **UReason gateway**

Alarm Gateway Object provides functionality to send/receive alarms to/from Wonderware alarming system from/to UReason alarming system. The following functionality is supported:

- 1. Send new and acknowledged alarms to UReason alarm system.
- 2. UReason functionality to show Mimic InTouch windows.
- 3. UReason Shelved alarms functionality.
- 4. Acknowledge Wonderware alarms from UReason alarm system.

The following configuration is required for UReason gateway functionality:

| AlarmGateway_001 *                               |   |     |  |  |  |  |  |
|--|---|-----|--|--|--|--|--|
| General UReason A                                | General UReason About Object Information Scripts UDAs Extensions Graphics |     |  |  |  |  |  |
| Enable gateway to UReason alarming system: 🔽 🛛 🗐 |   |     |  |  |  |  |  |
| Alarm server                                     |   |     |  |  |  |  |  |
| IPAdress:  | 192.168.181.158   | a 🕕 |  |  |  |  |  |
| Port:  | 61616   | e 🔍 |  |  |  |  |  |
| User:  | UReasonUser   | e 🔍 |  |  |  |  |  |
| Password:  | *****   | e 🔍 |  |  |  |  |  |
| Remote Name                                      | ; OASYSAM.ESPEventPublisher   | e 🔍 |  |  |  |  |  |
| Mimic.Path.ID1                                   | ; OASYSAM.ESPConsole1Request  | e 🔍 |  |  |  |  |  |
| Mimic.Path.ID2                                   | ; OASYSAM.ESPConsole2Request  | e 🛡 |  |  |  |  |  |
| Local  |   |     |  |  |  |  |  |
| Names  | NET.ESPEventPublisher   | e 🔍 |  |  |  |  |  |
| Port:  | 61617   | e 🔍 |  |  |  |  |  |

Please, refer to UReason documentation for more information about UReason alarming system.

## Alarm gateway UReason Mimic functionality

Alarm gateway supports UReason Mimic functionality.

Following object attributes are used for Console1 and Console2:

• AlarmGateway\_001.UReason.Mimic.Path.Console1

If user selects "Show Mimic On Console1" from UReason alarm menu, this attribute is changed to UReason Source value (for Alarm Analog\_001.Lo it is SP200, see picture below).

• AlarmGateway\_001.UReason.Mimic.Path.Console2

If user selects "Show Mimic On Console2" from UReason alarm menu, this attribute is changed to UReason Source value (for Alarm Analog\_001.Lo it is SP200 see picture below).

| 🚘 OASYS AM Engineering [user : admin]   |  |                               |                           |
|---|--|-------------------------------|---------------------------|
| File Edit Search View Tools Window Help |  |                               |                           |
|   | Columns 🛛 🗙 🛁 🖌 Acknowledge 🗙 Clear 🔔 Shelve 🛗 | Purge \left Quetails 🐲 Freeze |                           |
|   | 🔽 All ESP Alarms (ESP Surveillance) [604]      |                               |                           |
| se Domains                              | Message  | Source                        | Sent                      |
| Domains                                 | Analog_001(Lo)(AG)                             | SP200                         | 2011.27.9 11:19:33        |
| " 🗄 🗣 ESP Surveillance                  | Analog_001(Lo)(AG)                             | SP200 🔒                       | Open the selected Item 27 |
|   | Analog_001(LoLo)(AG)                           | Generator_001 🗙               | Delete 37                 |
|   | Analog_001(Lo)(AG)                             | SP200                         | 37                        |
| Rule                                    | Analog_001(LoLo)(AG)                           | Generator_001                 | 43                        |
|   | Analog_001(Lo)(AG)                             | SP200 🗸                       | Acknowledge 43            |
|   | Analog_001(Lo)(AG)                             | Generator_001 🗙               | Clear 19                  |
|   | Invensys Remote is Active                      | External UConnect 🤬           | Shelve 27                 |
|   | Discharge_Pressure(ROCLo)(AG)                  | SP200                         | Show Mimic On Console1    |
|   | GenAlarms_001.Discrete_001(DSC)(AG)            | GenAlarms_001                 | 44                        |
|   | Discharge_Pressure(ROCLo)(AG)                  | SP200                         | Run CM Model 26           |
|   | DP Decrease(AG)                                | SP200                         | Show Mimic On Console2 26 |
|   | Intake P Decrease(AG)                          | SP200                         | 2011.22.9 13:41:26        |
|   | Discharge P Increase(AG)                       | SP200                         | 2011.22.9 13:41:20        |
|   | Analog_001(Lo)(AG)                             | SP200                         | 2011.22.9 13:41:17        |
|   | Analog_001(LoLo)(AG)                           | SP201                         | 2011.22.9 13:41:17        |
|   | Discharge_Pressure(ROCLo)(AG)                  | SP200                         | 2011.22.9 13:41:08        |
|   | Analog_001(HiHi)(AG)                           | SP202                         | 2011.22.9 13:41:08        |
|   | THP Decrease(AG)                               | SP200                         | 2011.22.9 13:41:05        |
|   | Analog_001(Hi)(AG)                             | SP202                         | 2011.22.9 13:41:02        |
|   | Discharge_Pressure(ROCLo)(AG)                  | SP200                         | 2011.22.9 13:40:50        |
|   | GenAlarms_001.Discrete_001(DSC)(AG)            | GenAlarms_001                 | 2011.22.9 13:40:47        |
|   | Analog_001(Lo)(AG)                             | SP200                         | 2011.22.9 13:40:20        |

Mimic functionality can be used for opening specific InTouch windows that are tied to UReason alarm by the Source value.

Sample InTouch script:

IF Galaxy:AlarmGateway\_001.UReason.Mimic.Path.Console1 <> "" THEN

Show Galaxy:AlarmGateway\_001.UReason.Mimic.Path.Console1;

Galaxy:AlarmGateway\_001.UReason.Mimic.Path.Console1="";

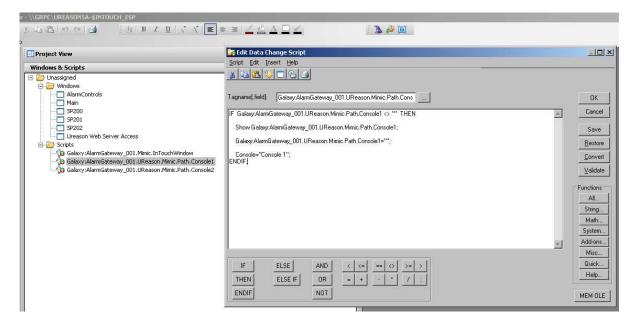
Console="Console 1"; ENDIF;

IF Galaxy:AlarmGateway\_001.UReason.Mimic.Path.Console2 <> "" THEN

Show Galaxy:AlarmGateway\_001.UReason.Mimic.Path.Console2;

Galaxy:AlarmGateway\_001.UReason.Mimic.Path.Console2="";

Console="Console 2"; ENDIF;



# Mimic functionally without UReason alarming system

For Alarm Gateway UReason Mimic functionality only for Wonderware alarm system (without UReason), the following string attributes are needed:

- AlarmGateway\_001.Mimic.Alarmname input AlarmName from provider alarms list (max length 32 characters) Sample: SP200.Intake\_Pressure\_Decrease
- AlarmGateway\_001.Mimic.InTouchWindow returns default (WAS object name) or user-defined (set in attribute setSource) value, e.g. SP200

#### Sample script:

InTouch data change script Galaxy:AlarmGateway\_001.Mimic.InTouchWindow

IF Galaxy:AlarmGateway\_001.Mimic.InTouchWindow <> "" THEN

LogMessage ("Show Mimic Intouch window" + Galaxy:AlarmGateway\_001.Mimic.InTouchWindow);

Show Galaxy:AlarmGateway\_001.Mimic.InTouchWindow;

Galaxy:AlarmGateway\_001.Mimic.InTouchWindow=""; Console="Console 2"; ENDIF;

| 🙀 Edit Data                | a Change Script                         |             |              |            |          | × lol_          |
|----------------------------|---|-------------|--------------|------------|----------|-----------------|
| <u>Script</u> <u>E</u> dit | Insert Help                             |             |              |            |          |                 |
| <u>x = 3</u>               | <u>              </u>                   | 9           |              |            |          |                 |
| Tagname[.fie               | ld]: Galaxy:Alari                       | nGateway_   | 001.Mimic.In | TouchWindo | Ws       | OK              |
|                            | C 1 001 1                               |             | 15.2.1       |            | X        | Cancel          |
| UT SAMESSICE AND           | armGateway_001.1<br>• ("Show Mimic Into |             |              | > THEN     |          | Save            |
| Galaxy:Alarm               | Gateway_001.Mim                         | ic.InTouch  | Window);     |            |          | <u>R</u> estore |
| Show Gal                   | axy:AlarmGatewayj                       | _001.Mimic. | InTouchWind  | dow;       |          | <u>C</u> onvert |
|                            | armGateway_001.M<br>'Console 2'';       | limic.InTou | chWindow='"  | a.,        |          | ⊻alidate        |
| ENDIF;                     | 1999-999-999-999-999-999-999-999-999-99 |             |              |            |          | Functions       |
| L.                         |   |             |              |            |          | All             |
|                            |   |             |              |            |          | String          |
|                            |   |             |              |            |          | Math            |
|                            |   |             |              |            |          | System          |
|                            |   |             |              |            | -        | Add-ons         |
| 1 2 1P                     | 1 Transformer 1                         | 1000000     | 1 Parts      | este in in | <u> </u> | Misc<br>Quick   |
| IF                         | ELSE                                    | AND         | < <=         | == 🛇       | >= >     | Help            |
| THEN                       | ELSE IF                                 | OR          | = +          | . ×        | 1 ;      |                 |
| ENDIF                      |   | NOT         |              |            |          | MEM OLE         |

# Licensing

## **Demo License installation**

The **demo license** is for free and provides an unlimited functionality, but it is valid only for a limited time period. After demo license expiration, the Alarm Gateway will stop to provide the alarms. The demo license can be obtained by sending inquiry to info@wonderware.fi.

To activate the received demo License key, you need to set it to object attribute **License\_DemoKey**:

If demo license is valid (correct key is installed) attribute **License\_IsLicensed** is true and in attribute **License\_DemoExpirationDate** is displayed expiration date after that product stops working.

| AttributeReference 💌  | Value  | Timestamp  | Quality                                  | Status               | Modify String Value   | 4[ |
|---|--|--|--|----------------------|---|----|
| DemoObject_001.License_customerID<br>DemoObject_001.License_DemoKay<br>DemoObject_001.License_penoKay<br>DemoObject_001.License_stersed<br>DemoObject_001.License_roductID<br>DemoObject_001.License_roductID<br>DemoObject_001.License_softwareKay | 2496-7275-6b8b-0991<br>6(50)2011 12:00:00 AM<br>38 FB 6F 63 08 74 7E 39 AO 26 A<br>true<br>PR00185 100 | 6/3/2011 11:46:51.578<br>6/3/2011 11:46:51.578<br>6/3/2011 11:46:51.578<br>6/3/2011 11:46:51.578<br>6/3/2011 11:46:51.578<br>6/3/2011 11:46:51.578 | C0:Good<br>C0:Good<br>C0:Good<br>C0:Good | Ok<br>Ok<br>Ok<br>Ok | Reference:     DemoObject_001.License_DemoKey       38 FB 6F 63 08 74 7E 39 A0 26 A6 84 FF 5E 8E 48 48       04 7E D0 C4 9A 08 90 8A 2C 4D DB C9 F2 A7 10 |    |
|   |  |  |  |                      | Apply OK Cancel   |    |
| Watch List 1  |  |  |  |                      |   |    |
|   |  |  |  | FILE:                | User: DefaultUser   |    |

## Software key installation

The **software key** enables the Alarm Gateway Object unlimited full time running without any restrictions.

To get and enable the **software key**:

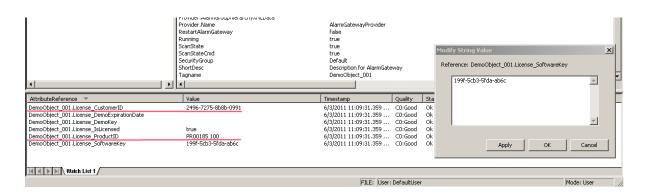
- get "Product ID" from object attribute License\_ProductID (e.g. PR00185 100);

- get "Customer ID" from object attribute License\_CustomerID;

- copy/paste it to e-mail (or text file or similar) and provide this "Customer ID" string when ordering the Alarm Gateway Object;

- when product is purchased, copy the received "Software Key" to object attribute License\_SoftwareKey:

If license ket is valid (correct key is installed) attribute **License\_IsLicensed** is set to true and product is ready for use.



Licensing run-time attributes:

| Attribute                  | Description                      | Run-Time Access |
|----------------------------|----------------------------------|-----------------|
| License_CustomerID         | Unique generated<br>customer ID  | Read-Only       |
| License_DemoExpirationDate | Demo license expiration date     | Read-Only       |
| License_DemoKey            | Demo license key                 | User            |
| License_IsLicensed         | If True then product is licensed | Read-Only       |
| License_ProductID          | Product ID                       | Read-Only       |
| License_SoftwareKey        | Product software key             | User            |

#### WONDERWARE FINLAND Alarm Gateway Object Revision History

| Jun 2011 | Rev 1.0 | First Release   |
|----------|---------|---|
| Jun 2011 | Rev 1.1 | Alarm Group Hierarchy XML "Associated Attribute" and                                |
|          |         | "Description" changed   |
| Sep 2011 | Rev 1.2 | "Custom attributes" and "UReason gateway" added.                                    |
| Sep 2011 | Rev 1.3 | "Custom attributes" for "UReason gateway" added. Mimic windows functionality added. |