Advantech AE Technical Share Document

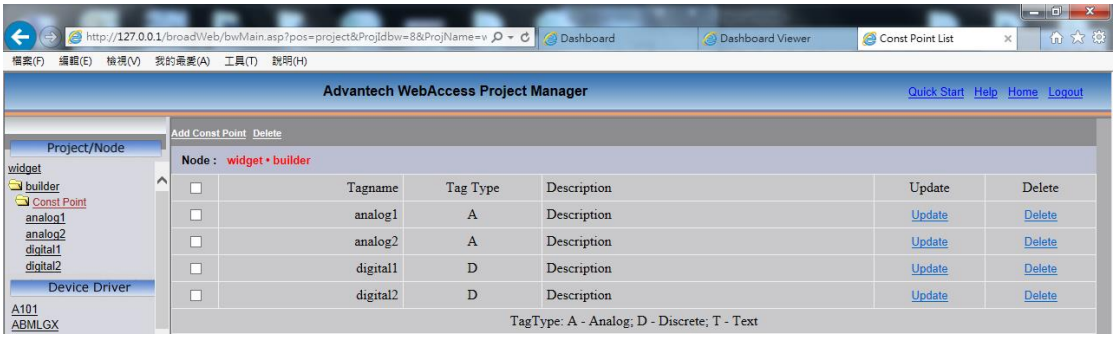
Date	2016 / 3 / 11	**SR#**	1-2394975682
Category	■FAQ □ SOP	**Related OS**	Microsoft Windows7
Abstract	to create a customized widget by using Widget Builder		
Keyword	WebAccess, Widget Builder		
Related Product	N/A		

■ **Problem Description**:

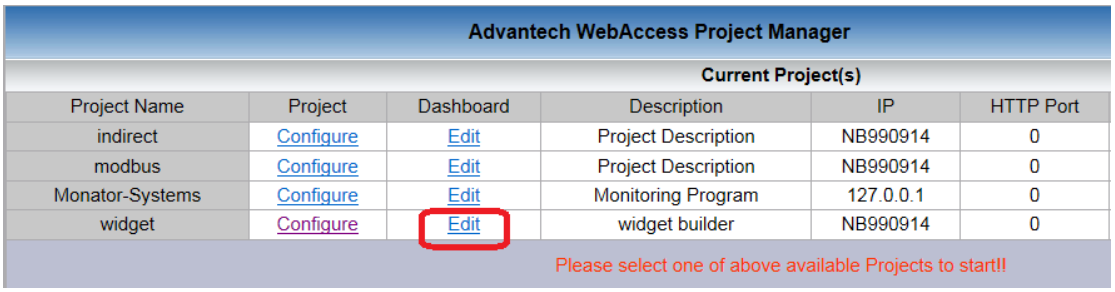
Dashboard library provides many build-in widgets, but different industries always have different requests. To fulfill all request, WebAccess allows user to create a customize Dashboard widget by using Widget Builder. Following step-by-step document, user will learn how to use text, rectangle, push button and insert images functions. For reusable purpose, tag name is assigned in Dashboard Editor, but not in Widget Builder.

■ **Step-by-Step**:

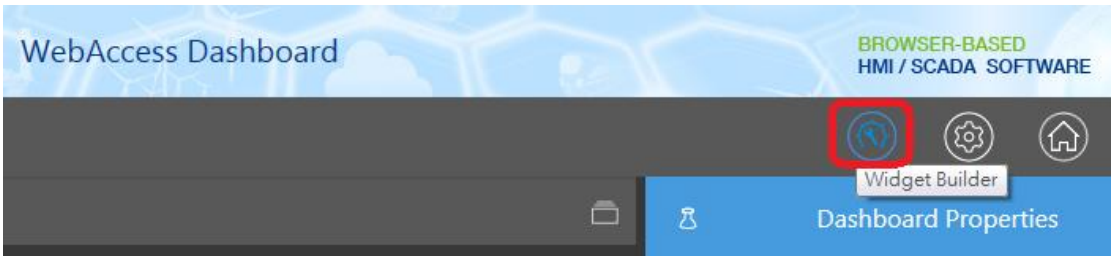
1. Create a project with at least an analog tag and a discrete tag.



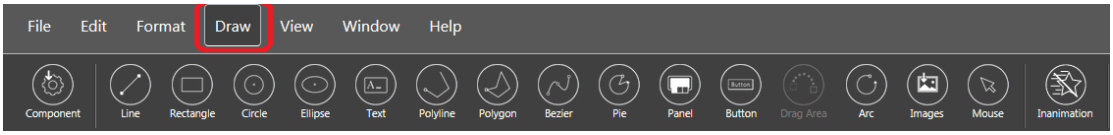
2. To enter Widget builder, user first has to go to Dashboard Editor.
   Click Edit function in Project Manager -> Dashboard



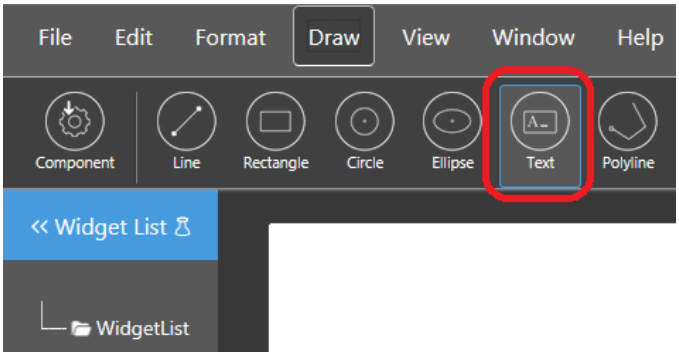
3. There is a function named “Widget Builder” in the right top of Dashboard Editor.
   Click it to enter Widget Builder.



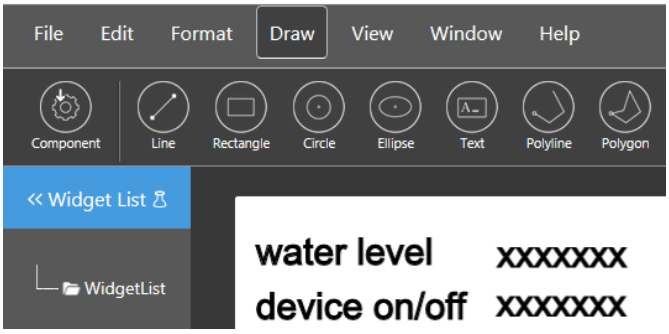
4. Click Draw



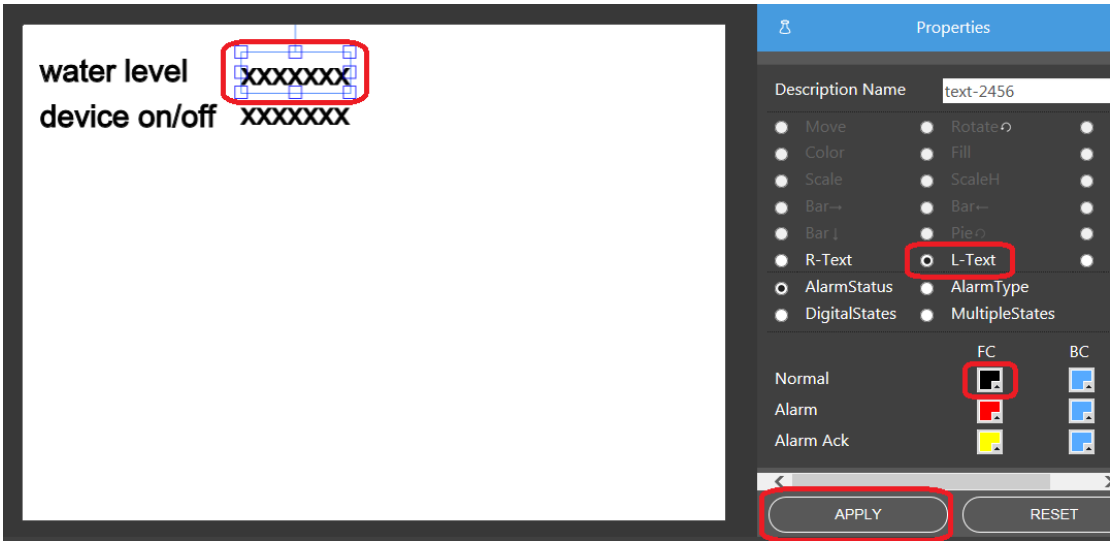
5. Click Text for input text



6. Enter following four text strings: water level, xxxxxxx, device on/off, and xxxxxxx.
For both “water level” and “device on/off”, we just simply display these two strings. For both xxxxxxx, we will assign animation to them.

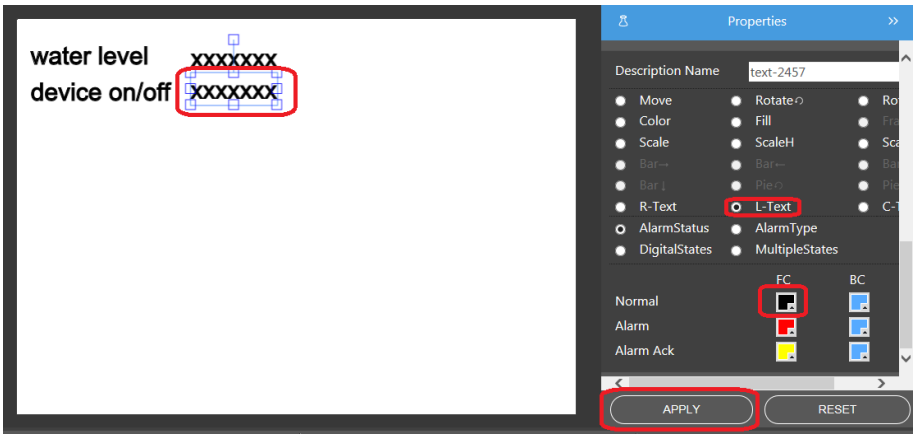


7. Assign “L-text” with black FC to first xxxxxxx
Click “APPLY” when configuration is done.
Note: it is very important to remember its Description Name

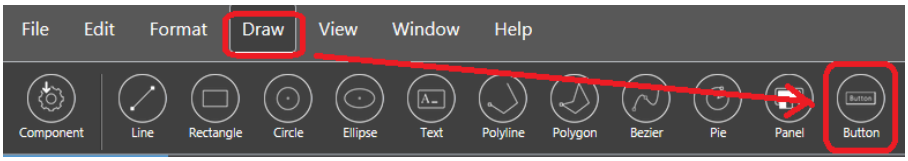


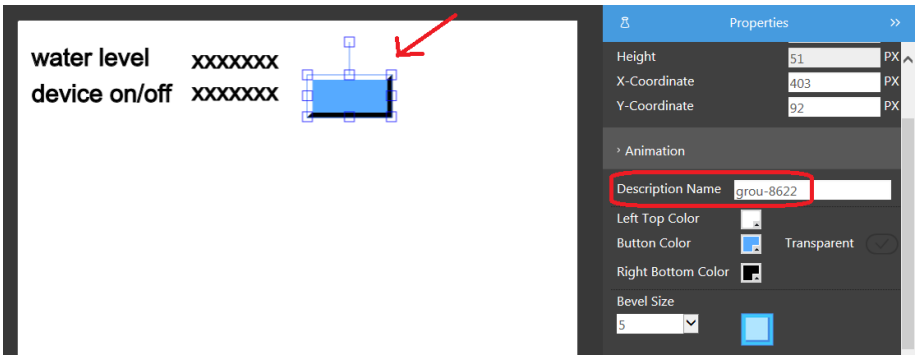
NOTE: User only assigns animation in Widget Builder, and no need to assign tag name(s) in Widget Builder. Tag name is assigned in Dashboard Editor.

8. Assign L-Text with black FC to another xxxxxxx
Click “APPLY” button when configuration is done.
Note: it is very important to remember its Description Name

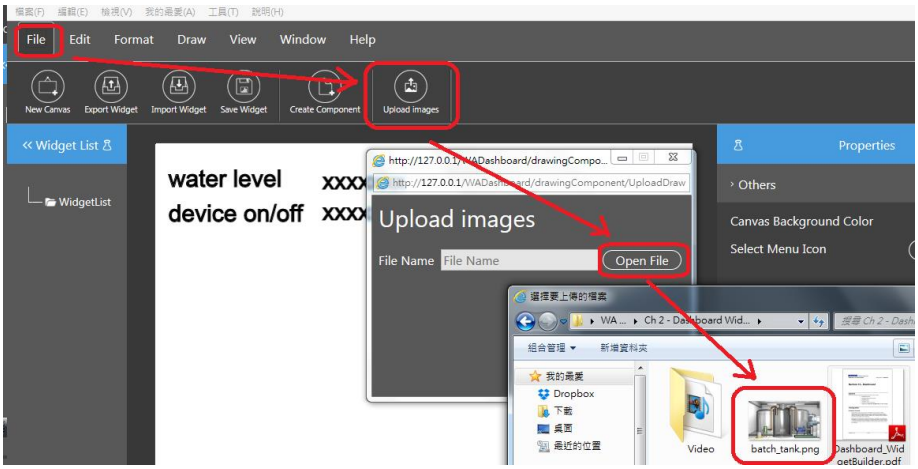


9. Create a push button

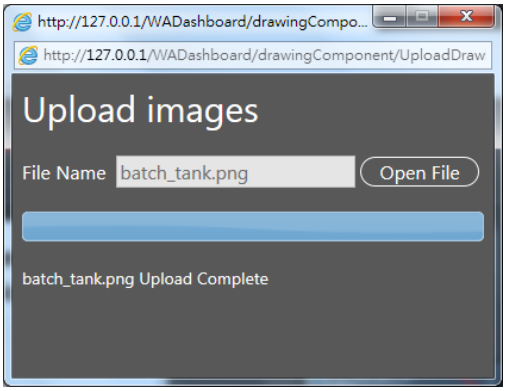




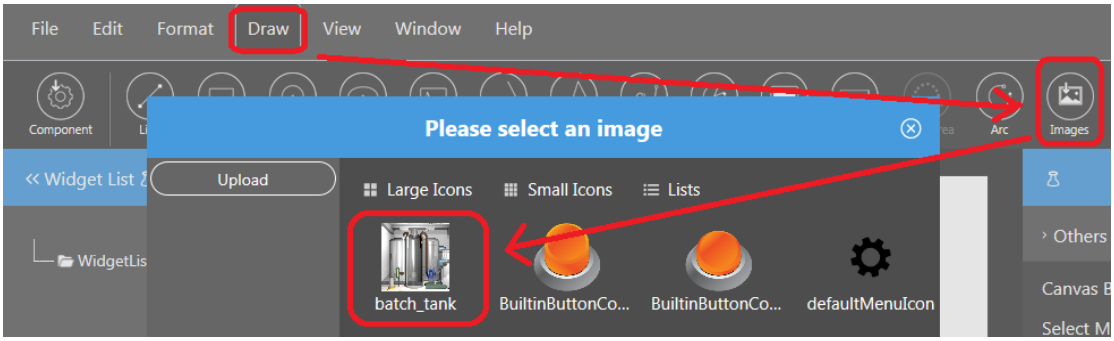
10. Upload an image: File -> Upload Image -> Open File -> batch_tank.png



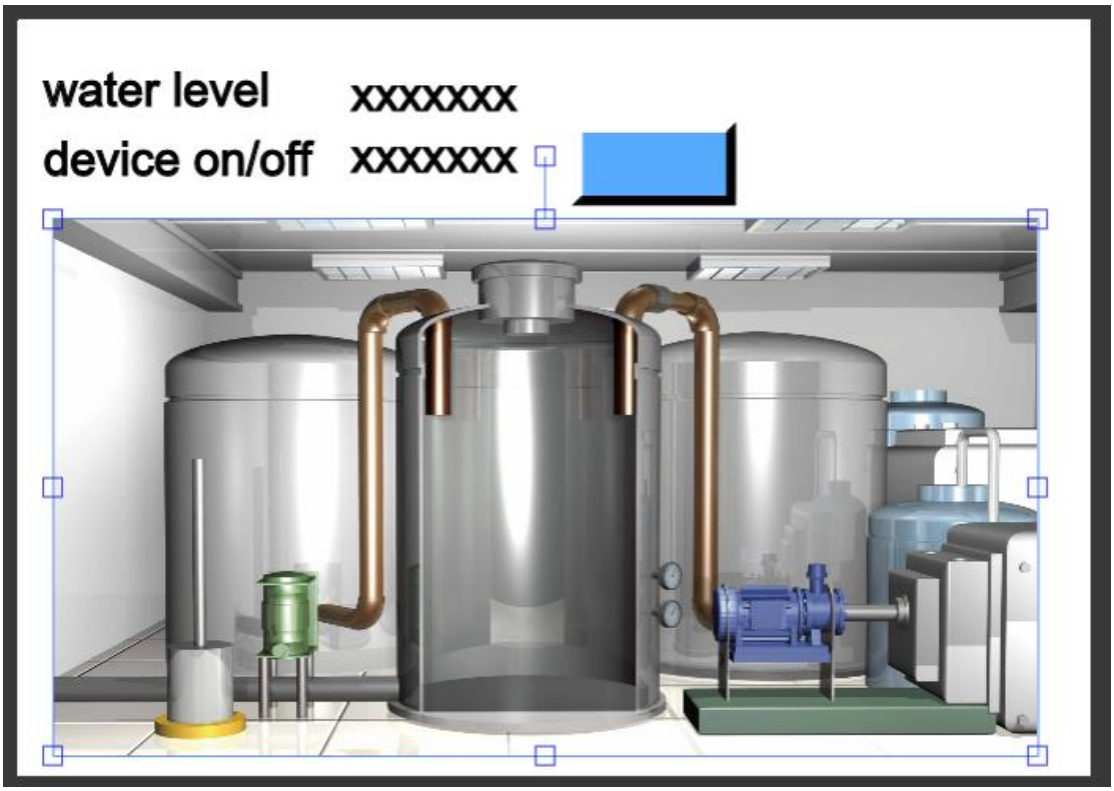
11. If user successfully uploads image, the following image will be displayed.



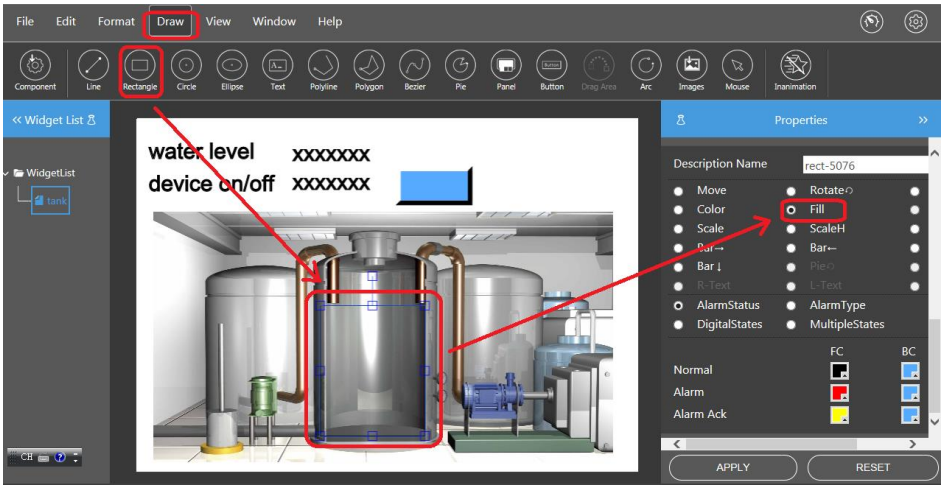
12. Insert an image to current widget
    Draw -> Images -> batch_tank



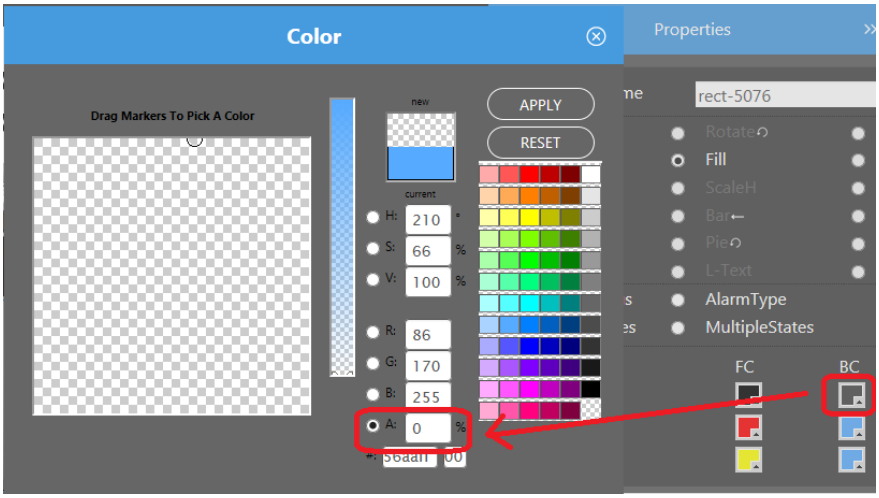
13. Adjust image size to fit the screen



14. Draw a rectangle on the tank to display height of liquid.
    Draw -> Rectangle -> draw a rectangle -> Fill

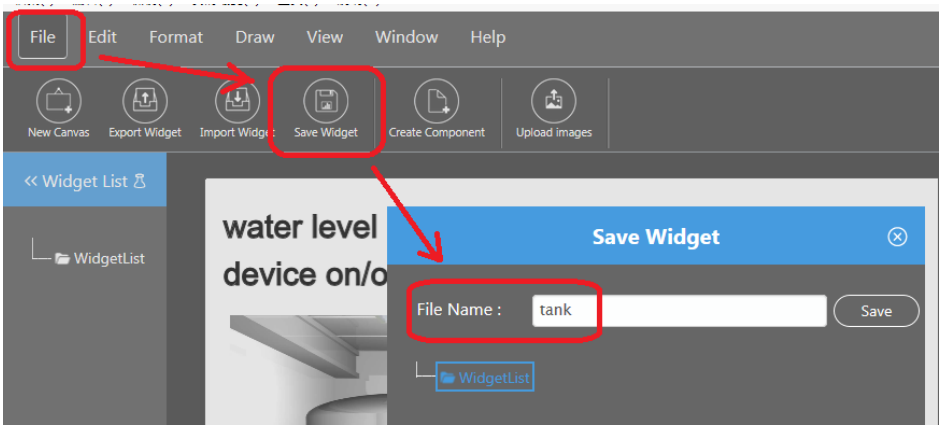


Click Normal color in BC -> set it to transparent (set A to 0%)

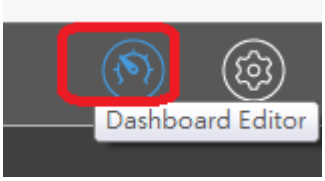


Click “APPLY” button when configuration is done.

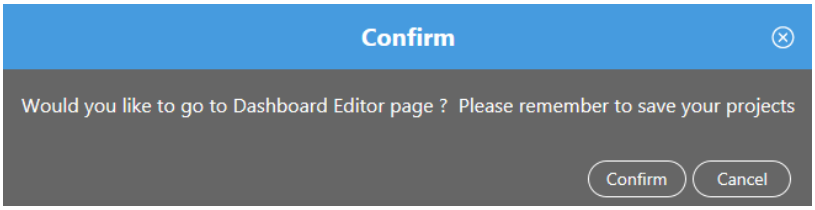
15. Save Widget
    File -> Save Widget -> enter “tank” in File Name



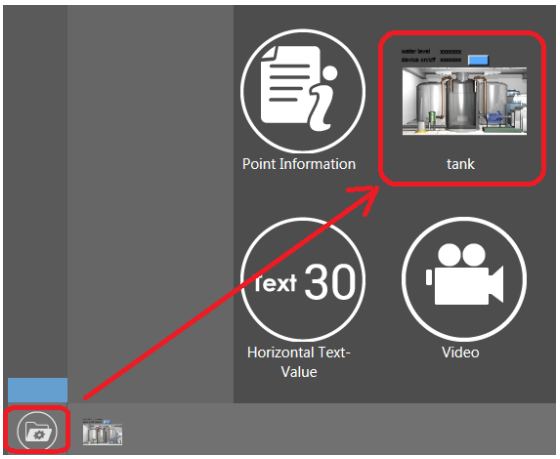
16. Back to Dashboard Editor



17. Click “Confirm” button



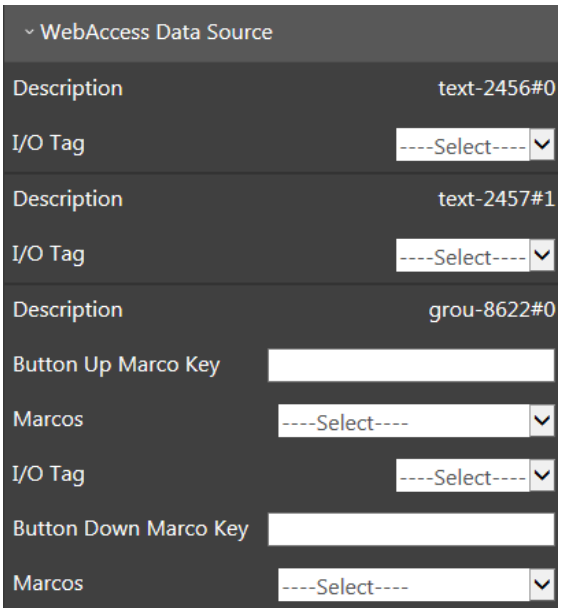
18. In Dashboard Editor, click Build-in Widget folder and select “tank” widget



19. Click “Edit” in left top of tank widget, then click “WebAccess Data Source”



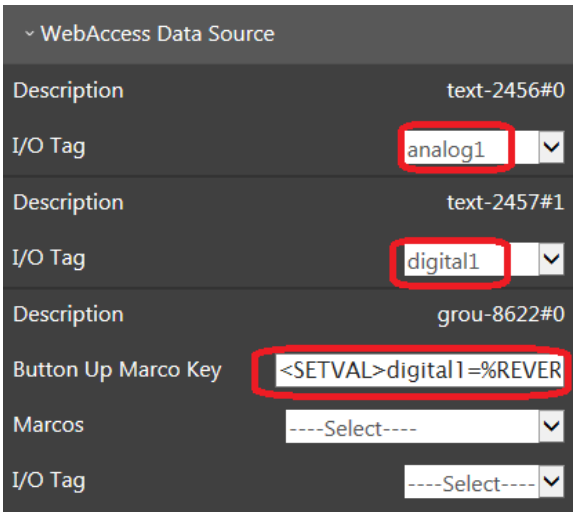
Assign tag name to each object that has animation.



20. Each object should has unique Description. Description is differ in each user's widget.

21. Description	22. Assign Tag
23. Text-2456	24. Analog tag (analog1)
25. Text-2457	26. Digital tag (digital1)
27. Grou-8622	28. Push button (analog1)
29. Rect-5976	30. rectangle (digital1)

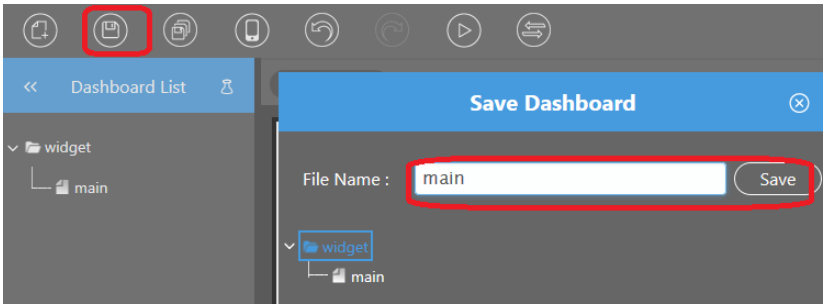
31. Refer to above Description and assign proper tag name to it.
I/O Tag for text-2456 is analog1
I/O Tag for text-2457 is digital1
Push button "Button UP" command: <SETVAL>digital1=%REVERSE



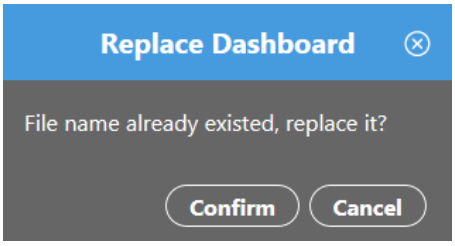
I/O tag for rect-5076 is analog1



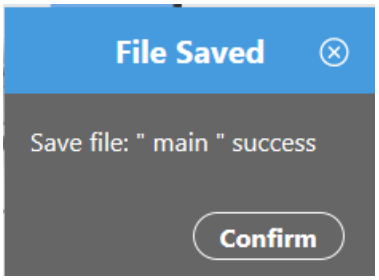
32. Save file to “main”



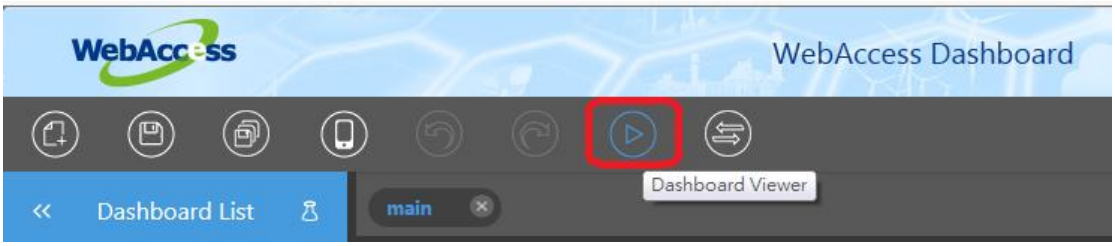
33. Dashboard has a default main page, user may overwrite it.



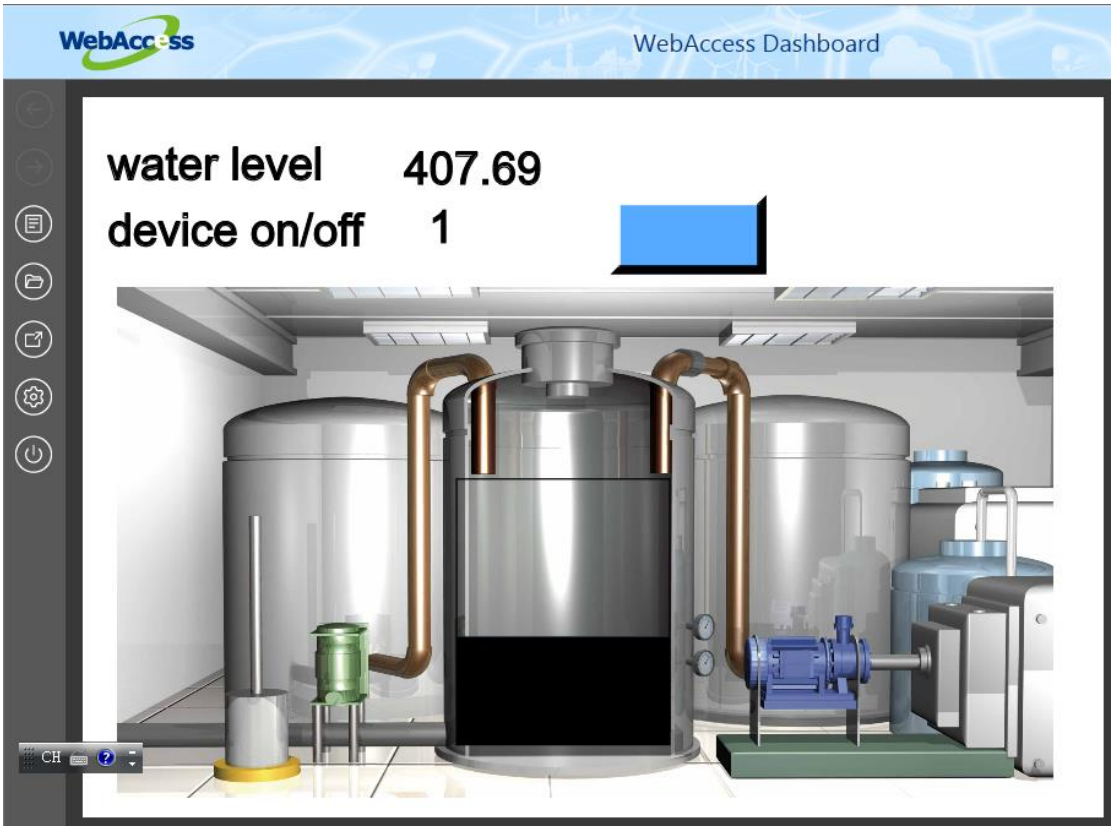
Save successfully.



34. Click “Dashboard Viewer” to check result



35. Result


WebAccess
WebAccess Dashboard
water level 407.69
device on/off 1
CH