

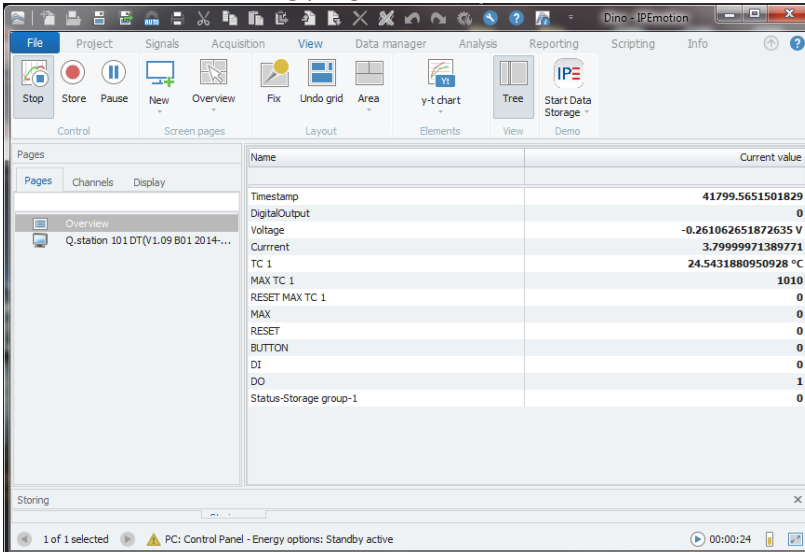


Quick Start Guide: test.commander to IPEmotion Configuration Procedure

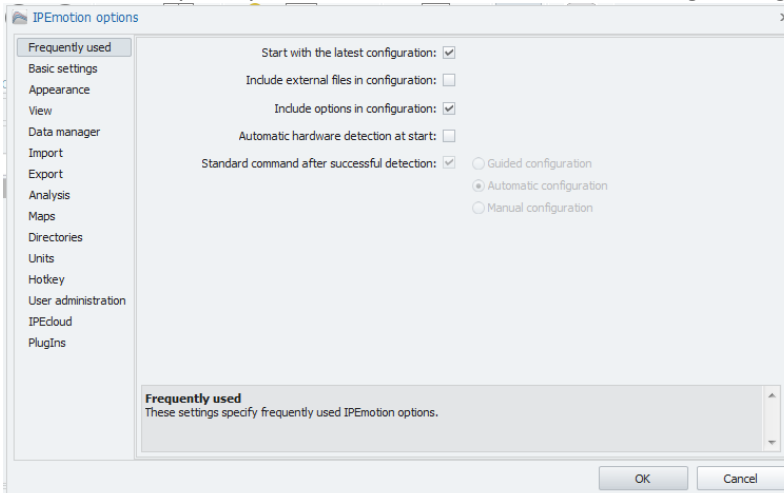
Purpose: This document will guide us on how to make project and/or channel configuration changes in test.commander and apply those changes into IPEmotion.

Procedure:

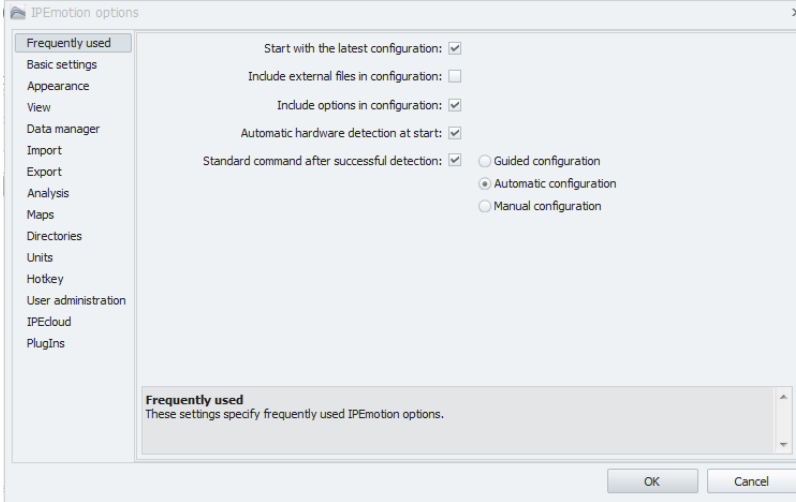
- Let's start with a running program in IPEmotion:



- At this time, we would like to make some changes to the project (i.e. add/remove channels, add/remove modules, modify scaling, etc.).
- Before closing IPEmotion, we want to save our settings in a way that the program opens again in the mode we desire. The first mode is to have the program open on the same page we closed from in a non-display mode. Click on the options icon (small white wrench inside a blue circle). Under the Frequently used menu, make sure the following settings are used:

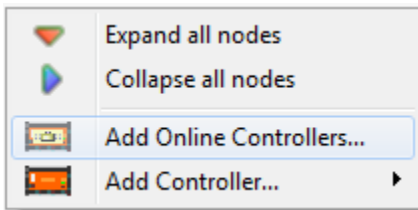


The second mode is to have the program open on the same page we closed from in a display mode. Under the Frequently used menu, make sure the following settings are used:



After applying the settings for the project, click on the save icon. IPEmotion can now be closed (for this example we will use the non-display mode).

- Open test.commander and open the project that was last used to configure the hardware. If you can't find the project that was last used or don't remember which project was used, simply open a new blank project. Within the blank project open, right-click on the mouse and select Add Online Controllers:



The last project that was updated to the controller will be downloaded to the blank project.

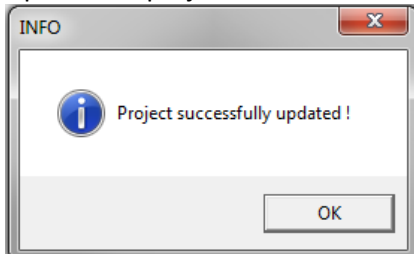
	Type	Connection	Data direction	Data format	Range	Data logger	Samplerate
Q.station 101 DT 192.168.1.28 (@192.168.1.28) Undef							
System variables							
Digital I/O							
Virtual variables							
Q.blox A101 (1/1) Undef							
V3: Voltage	Voltage	Single Ended	INPUT	FLOAT	-10.00 ... 10...	--	DataBuffer #1
V4: Current	Current	Standard	INPUT	FLOAT	4.000 ... 20...	--	DataBuffer #1
Q.blox A104 (1/2) Undef							
V5: TC 1	Thermocou...	Cold Junc. ...	INPUT	FLOAT	-100.000 ...	--	DataBuffer #1
V6: MAX TC 1	Arithmetic		INPUT / OUTPUT	FLOAT	--	--	DataBuffer #1
V7: RESET MAX TC 1	Setpoint		INPUT / OUTPUT	FLOAT	--	--	DataBuffer #1
V8: MAX	Arithmetic		INPUT	FLOAT	--	--	DataBuffer #1
V9: RESET	Setpoint		INPUT / OUTPUT	FLOAT	--	--	DataBuffer #1
V10: BUTTON	Setpoint		INPUT / OUTPUT	FLOAT	--	--	DataBuffer #1
Q.blox D101 8CNT (1/3) Undef							
V11: DI	Frequency ...		INPUT	FLOAT		--	DataBuffer #1
V12: DO	Frequency ...		INPUT	FLOAT	0 ... 1	--	DataBuffer #1
V13: Variable 3	Frequency ...		EMPTY	FLOAT		--	-
V14: Variable 4	Frequency ...		EMPTY	FLOAT		--	-
V15: Variable 5	Frequency ...		EMPTY	FLOAT		--	-
V16: Variable 6	Frequency ...		EMPTY	FLOAT		--	-
V17: Variable 7	Frequency ...		EMPTY	FLOAT		--	-
V18: Variable 8	Frequency ...		EMPTY	FLOAT		--	-

- Make the necessary modifications to the project, for example, lets remove some of the channels shown above.



	Type	Connection	Data direction	Data format	Range	Data logger	Samplerate
Q.station 101 DT 192.168.1.28 (@192.168.1.28)							
System variables							
V1: Timestamp	Arithmetic		INPUT	USINT64		--	DataBuffer #1
Digital I/O							
V2: DigitalOutput	State		INPUT / OUTPUT	BOOL	0 ... 1	--	DataBuffer #1
Virtual variables							
Q.bloxx A101 (1/1) Undef							
V3: Voltage	Voltage	Single Ended	INPUT	FLOAT	-10.00 ... 10...	--	DataBuffer #1
V4: Current	Current	Standard	INPUT	FLOAT	4.000 ... 20...	--	DataBuffer #1
Q.bloxx A104 (1/2) Undef							
V5: TC 1	Thermocou...	Cold Junc. ...	INPUT	FLOAT	-100.000	--	DataBuffer #1
V6: TC 2	Thermocou...	Cold Junc. ...	INPUT	FLOAT	-100.0 ... 10...	--	DataBuffer #1
Q.bloxx D101 8CNT (1/3) Undef							
V7: DI	Frequency ...		INPUT	FLOAT		--	DataBuffer #1
V8: DO	Frequency ...		INPUT	FLOAT	0 ... 1	--	DataBuffer #1
V9: Variable 3	Frequency ...		EMPTY	FLOAT		--	-
V10: Variable 4	Frequency ...		EMPTY	FLOAT		--	-
V11: Variable 5	Frequency ...		EMPTY	FLOAT		--	-
V12: Variable 6	Frequency ...		EMPTY	FLOAT		--	-
V13: Variable 7	Frequency ...		EMPTY	FLOAT		--	-
V14: Variable 8	Frequency ...		EMPTY	FLOAT		--	-

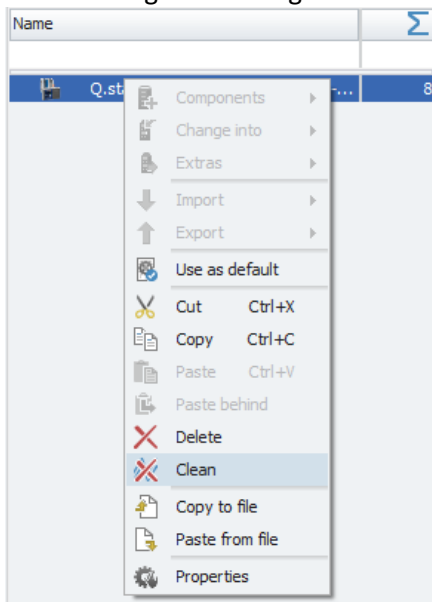
6. Update the project to the controller [File > Write Project (All)].



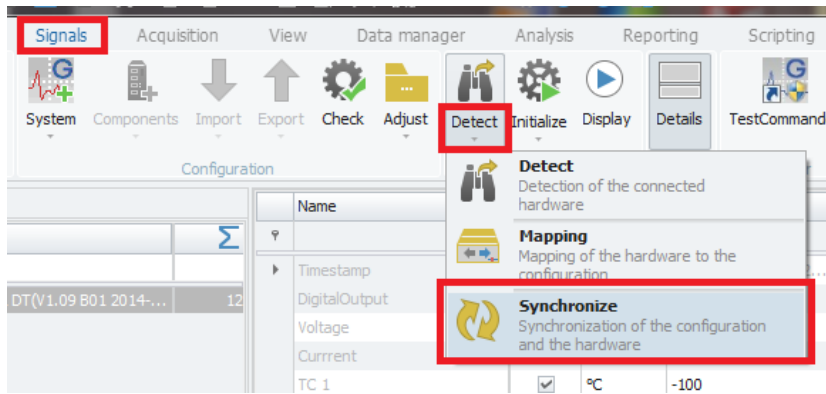
7. When the update is finished, test.commander can be closed.

8. Open IPEmotion.

9. Go to the Signals tab. Right-click on the controller and click on Clean.



10. On the Signals tab. Click under the Detect button > Synchronize:



11. The channel list will update to the current settings inside the controller.

Name	Active	Unit	Phys Min	Phys Max	Sensor Min	Sensor Max	Sampling rate
Timestamp	<input checked="" type="checkbox"/>		-1.79769313486232...	1.797693134...	-1.7976931...	1.7976931...	10 kHz
DigitalOutput	<input checked="" type="checkbox"/>		0	1	0	1	10 kHz
Voltage	<input checked="" type="checkbox"/>	V	-10	10	-10	10	10 kHz
Current	<input checked="" type="checkbox"/>		4	20	4	20	10 kHz
TC 1	<input checked="" type="checkbox"/>	°C	-100	1000	-100	1000	10 kHz
TC 2	<input checked="" type="checkbox"/>	°C	-100	1000	-100	1000	10 kHz
DI	<input checked="" type="checkbox"/>		-3.40282346638529...	3.402823466...	-3.4028234...	3.4028234...	10 kHz
DO	<input checked="" type="checkbox"/>		-3.40282346638529...	3.402823466...	-3.4028234...	3.4028234...	10 kHz

12. These variables can now be placed into a storage group and displayed on visual elements.

13. Make sure to save the configuration settings in IPEmotion before closing.

Contact us today if you have any further questions!