



## Course Description: InTouch New Features and ArcestrA Graphics

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The *InTouch® 10.0 New Features and ArcestrA Graphics* course is a 2-day, instructor-led class that provides you with a fundamental understanding of InTouch integrated into the ArcestrA® architecture including the differences between InTouch 10.0 and InTouch 9.5. InTouch 10.0 works in conjunction with the Wonderware® System Platform to provide visualization for ArcestrA® applications. The InTouch 10.0 New Features and ArcestrA Graphics course includes the graphics capability built into the ArcestrA IDE. The ArcestrA IDE adds the functionality and ease of maintenance by deploying InTouch as an object in the Wonderware Application Server application. It allows you to create, edit, animate, and deploy graphics within the ArcestrA environment. InTouch 10.0 retains all of the functionality from previous versions of InTouch.

### OBJECTIVES

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

- Create, edit, and animate ArcestrA symbols
- Configure and apply scripts
- Demonstrate new features included in InTouch 10.0
- Demonstrate integration of InTouch and ArcestrA

### AUDIENCE

All current users of InTouch 9.5 or earlier.

### PREREQUISITES

The prerequisites for this course are:

- Completion of the InTouch™ HMI 9.5 Fundamentals of Application Development Course
- InTouch scripting experience
- Wonderware Application Server experience is helpful
- Extensive knowledge of Microsoft Windows
- Manufacturing industry experience



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**COURSE OUTLINE**

**Module 1 - Introduction**

Section 1 - Course Introduction

**Module 2 - InTouch 10.0 Stand-Alone**

Section 1 - Using InTouch without ArcestrA

**Module 3 - New Functionality Overview**

Section 1 - Introduction and Demonstration Topics

**Module 4 - Import, Migration and Integration**

Section 1 - About InTouch ArcestrA Integration

Section 2 - Managing InTouch Applications with IDE

Section 3 - Using IDE-Managed InTouch Applications At Runtime

Lab 1 - Creating and Importing InTouch Applications in the IDE

**Module 5 - Symbol Creation and Editing**

Section 1 - Managing Symbols

Section 2 - Using ArcestrA Symbols in WindowMaker

Lab 2 - Creating and Embedding Symbols

**Module 6 - Custom Properties and Animation**

Section 1 - Using Custom Properties

Section 2 - Animating Graphic Elements

Lab 3 - Adding Custom Properties and Animation

Lab 4 - Animating ArcestrA Symbols in InTouch

**Module 7 - Scripting**

Section 1 - Scripting with ArcestrA Symbols

Lab 5 - Associating Scripts with ArcestrA Symbols



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**Module 8 - Other Features**

- Section 1 - Object Relationships
  - Lab 6 - Using ArcestrA Symbols with Application Objects
- Section 2 - Deploying an InTouch Managed Application
  - Lab 7 - Deploying an InTouch Application
- Section 3 - Quality and Status
  - Lab 8 - Configuring Quality and Status Display
- Section 4 - Multiple Symbols
  - Lab 9 - Using Multiple Symbols
- Section 5 - Common Controls
- Section 6 - Advanced Editing
  - Lab 10 - Embedding Symbols
- Section 7 - Multi-User Environments
- Section 8 - Using Client Controls
  - Lab 11 - Using Client Controls