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1. Welcome to COPA-DATA help

GENERAL HELP

If you cannot find any information you require in this help chapter or can think of anything that you would like added, please send an email to documentation@copadata.com (mailto:documentation@copadata.com).

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If you find that you need other modules or licenses, our staff will be happy to help you. Email sales@copadata.com (mailto:sales@copadata.com).

2. Controls

In zenon you can integrate own controls. For this following is available:

- .NET user controls (on page 42) (For implementing in zenon see also .NET controls in manual Screens.)
- ActiveX (on page 10) (For implementing in zenon see also ActiveX in manual Screens.)
- WPF (on page 73)
3. General

Controls for zenon can be implemented via ActiveX, .NET and WPF. Via VBA/VSTA you can access the zenon API.

3.1 Access zenon API

Under zenon you can enhance an ActiveX control with special functions in order to access the zenon API.

ACCESS THE ZENON API

- In Project References, select Add References... the zenon RT object library
- add the enhanced functions to the class code of the control

ENHANCED ZENON ACTIVEX FUNCTIONS

// Is called during the initializing of the control in the zenon Runtime.
public bool zenon>Init(zenon.Element dispElement)...
// Is called during the destruction of the control in the zenon Runtime.
public bool zenonExit()
// Supports the control variable linking
public short CanUseVariables()...
// Com control supports data types.
public short VariableTypes()...
// Maximum number of variables which can be linked to the control.
public short MaxVariables()...

EXAMPLE

The COM object of a zenon variable is temporarily saved in a Member in order to access it later in the Paint Event of the control.
zenon.Variable m_cVal = null;

public bool zenon>Init(zenon.Element dispElement)
{
    if (dispElement.CountVariable > 0) {
        try {
            m_cVal = dispElement.ItemVariable(0);
            if (m_cVal != null) {
                object obRead = m_cVal.getValue(object)-1;
                UserText = obRead.ToString();
            }
        } catch { }
    }
    return true;
}

public bool zenonExit()
{
    try {
        if (m_cVal != null) {
            System.Runtime.InteropServices.Marshal.FinalReleaseComObject(m_cVal);
            m_cVal = null;
        }
    } catch { }
    return true;
}

public short CanUseVariables()
{  
    return 1; // the variables are supported  
}

public short VariableTypes()
{
    return short.MaxValue; // all data types are supported
}

public short MaxVariables()
{
    return 1; // as maximum one variable should be linked to the control
}

private void SamplesControl_Paint(object sender, PaintEventArgs e)
{
    // zenon Variables has changed
    try {
        if (m_cVal != null) {
            object obRead = m_cVal.get_Value((object)-1);
            UserText = obRead.ToString();
        }
    }catch { }
}

### 3.2 Methods

ActiveX and .NET controls which use zenon variables need certain methods.

#### 3.2.1 CanUseVariables

Prototype: `short CanUseVariables();`

This method either returns 1 or 0
<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1:</td>
<td>The control can use zenon variables. For the dynamic element (via button Variable) you can only state zenon variables with the type stated via method VariableTypes (on page 9) in the number stated by method MaxVariables (on page 9).</td>
</tr>
<tr>
<td>0:</td>
<td>The control cannot use zenon variables or does not have the method. You can state variables with all types without restricting the number. In the Runtime however they only can be used with VBA.</td>
</tr>
</tbody>
</table>

3.2.2 MaxVariables

Prototype: short MaxVariables();

Here the number of variables is defined, that can be selected from the variable list.

If 1 is returned, multi-select is disabled in the variable list. A warning is displayed when several variables are selected anyway.

3.2.3 VariableTypes

Prototype: short VariableTypes();

The value returned by this method is used as a mask for the usable variable types in the variable list. The value is an AND relation from the following values (defined in zenon32/dy_type.h):

<table>
<thead>
<tr>
<th>Value 1</th>
<th>Value 2</th>
<th>Equivalent</th>
</tr>
</thead>
<tbody>
<tr>
<td>WORD</td>
<td>0x0001</td>
<td>Position 0</td>
</tr>
<tr>
<td>BYTE</td>
<td>0x0002</td>
<td>Position 1</td>
</tr>
<tr>
<td>BIT</td>
<td>0x0004</td>
<td>Position 2</td>
</tr>
<tr>
<td>DWORD</td>
<td>0x0008</td>
<td>Position 3</td>
</tr>
<tr>
<td>FLOAT</td>
<td>0x0010</td>
<td>Position 4</td>
</tr>
<tr>
<td>DFLOAT</td>
<td>0x0020</td>
<td>Position 5</td>
</tr>
<tr>
<td>STRING</td>
<td>0x0040</td>
<td>Position 6</td>
</tr>
<tr>
<td>IN_OUTPUT</td>
<td>0x8000</td>
<td>Position 15</td>
</tr>
</tbody>
</table>
3.2.4  zenonExit

Prototype: `boolean zenonExit();`

This method is called by the zenon Runtime when the ActiveX control is closed. 
Here all dispatch pointers on variables should be released.

3.2.5  zenonExitEd

Equals zenonExit (on page 10) and is executed in closing the ActiveX in the Editor. 
Therewith you can also react to changes in the ActiveX e.g. values changes in Editor. 
Info: Currently only available for ActiveX.

3.2.6  zenonInit

Prototype: `boolean zenonInit(IDispatch* dispElement);`

With this method (in the Runtime) the ActiveX control gets a pointer to the dispatch interface of the 
dynamic element. With this pointer zenon variables linked to the dynamic element can be accessed. 

You define the sorting order of the handed over variables in the configuration of the ActiveX element 
with the help of buttons Down or Up. 
The Element Input dialog appears after double-clicking the ActiveX element or after selecting property 
ActiveX settings in the element properties in node Representation.

3.2.7  zenonInitEd

Equals zenonInit (on page 10) and is executed on opening the ActiveX (double click the ActiveX) in the 
Editor. 
Info: Currently only available for ActiveX.

4.  ActiveX

With ActiveX the functionality of the zenon Runtime and Editor can be enhanced autonomously.
In this manual you can find:

- Develop ActiveX elements (on page 11)
- Example LatchedSwitch (C++) (on page 14)
- Example CD_SliderCtrl (C++) (on page 23)
- Example :NET control as ActiveX (C#) (on page 30)

You can find information about the dynamic element ActiveX in manual Screens in chapter ActiveX.

**ACTIVEX FOR WINDOWS CE**

If an ActiveX Control should run under Windows CE, the apartment model must be set to *Threading*. If it is set to *Free*, the control will not run in zenon Runtime.

### 4.1 Develop ActiveX elements

The dynamic element ActiveX in zenon can forward variables to the ActiveX control without using VBA to operate the control.

The control now defines by itself, how many zenon variables it can use and of what type they may be. Additionally the properties of the control can also be defined by the dynamic element.

For this the interface (dispatch interface) of the control must support a number of certain methods (on page 11).

#### 4.1.1 Methods

Each ActiveX control which can use zenon variables must contain the following methods:

- CanUseVariables (on page 8)
- MaxVariables (on page 9)
- VariableTypes (on page 9)
- zenonExit (on page 10)
- zenonExitEd (on page 10)
- zenonInit (on page 10)
- zenonInitEd (on page 10)

It does not matter, which dispatch ID the methods have in the interface. On calling the methods zenon receives the correct ID from the interface.
**CanUseVariables**

Prototype: `short CanUseVariables();`

This method either returns 1 or 0

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1:</td>
<td>The control can use zenon variables. For the dynamic element (via button <code>Variable</code>) you can only state zenon variables with the type stated via method <code>VariableTypes</code> (on page 9) in the number stated by method <code>MaxVariables</code> (on page 9).</td>
</tr>
<tr>
<td>0:</td>
<td>The control cannot use zenon variables or does not have the method. You can state variables with all types without restricting the number. In the Runtime however they only can be used with VBA.</td>
</tr>
</tbody>
</table>

**MaxVariables**

Prototype: `short MaxVariables();`

Here the number of variables is defined, that can be selected from the variable list.

If 1 is returned, multi-select is disabled in the variable list. A warning is displayed when several variables are selected anyway.

**VariableTypes**

Prototype: `short VariableTypes();`

The value returned by this method is used as a mask for the usable variable types in the variable list. The value is an AND relation from the following values (defined in `zenon32/dy_type.h`):
### zenonExit

Prototype: `boolean zenonExit();`

This method is called by the zenon Runtime when the ActiveX control is closed. Here all dispatch pointers on variables should be released.

### zenonExitEd

Equals zenonExit (on page 10) and is executed in closing the ActiveX in the Editor. Therewith you can also react to changes in the ActiveX e.g. values changes in Editor.

Info: Currently only available for ActiveX.

### zenonInit

Prototype: `boolean zenonInit(IDispatch*dispElement);`

With this method (in the Runtime) the ActiveX control gets a pointer to the dispatch interface of the dynamic element. With this pointer zenon variables linked to the dynamic element can be accessed.

You define the sorting order of the handed over variables in the configuration of the ActiveX element with the help of buttons Down or Up.

The `Element Input` dialog appears after double-clicking the ActiveX element or after selecting property `ActiveX settings` in the element properties in node `Representation`.

#### Value Table

<table>
<thead>
<tr>
<th>Value Type</th>
<th>Value</th>
<th>Position</th>
</tr>
</thead>
<tbody>
<tr>
<td>WORD</td>
<td>0x0001</td>
<td>Position 0</td>
</tr>
<tr>
<td>BYTE</td>
<td>0x0002</td>
<td>Position 1</td>
</tr>
<tr>
<td>BIT</td>
<td>0x0004</td>
<td>Position 2</td>
</tr>
<tr>
<td>DWORD</td>
<td>0x0008</td>
<td>Position 3</td>
</tr>
<tr>
<td>FLOAT</td>
<td>0x0010</td>
<td>Position 4</td>
</tr>
<tr>
<td>FFLOAT</td>
<td>0x0020</td>
<td>Position 5</td>
</tr>
<tr>
<td>STRING</td>
<td>0x0040</td>
<td>Position 6</td>
</tr>
<tr>
<td>IN_OUTPUT</td>
<td>0x8000</td>
<td>Position 15</td>
</tr>
</tbody>
</table>
zenonInitEd

Equals zenonInit (on page 10) and is executed on opening the ActiveX (double click the ActiveX) in the Editor.

Info: Currently only available for ActiveX.

4.2 Example LatchedSwitch (C++)

The following example describes an ActiveX control, that realises a latched switch with two bit variables. The first variable represents the switch, the second variable the lock. The value of the switching variable of the ActiveX control can only be changed, if the locking variable has the value 0.

The status of the element is displayed with four bitmaps which can be selected in the properties dialog of the control in the zenon Editor.

4.2.1 Interface

The control LatchedSwitch has the following dispatch interface:

```cpp
[ uuid(Eb207159-D7C9-11D3-B019-080009FBEAA2),
helpstring(Dispatch interface for LatchedSwitch Control), hidden ]
dispinterface _DLatchedSwitch
{
    properties:
    // NOTE - ClassWizard will maintain method information here.
    // Use extreme caution when editing this section.
    //afx_odl_prop(CLatchedSwitchCtrl)
    [id(1)] boolean SollwertDirekt;
    [id(2)] IpictureDisp* SwitchOn; // container for the bitmaps
    [id(3)] IpictureDisp* SwitchOff;
    [id(4)] IpictureDisp* LatchedOn;
    [id(5)] IpictureDisp* LatchedOff;
    //}afx_odl_prop

    methods:
    // NOTE - ClassWizard will maintain method information here.
    // Use extreme caution when editing this section.
    //afx_odl_method(CLatchedSwitchCtrl)
    //}afx_odl_method
    [id(6)] short CanUseVariables();
    [id(7)] short VariableTypes();
    [id(8)] short MaxVariables();
```
The properties SwitchOn to LatchedOff contain the bitmaps for displaying the four different states of the control. The bitmaps themselves are stored in objects of the class CScreenHolder. The property SollwertDirekt defines if the input of set values is done via a dialog or directly by clicking the control.

### 4.2.2 Control

Implementing the control is done with the class CLatchedSwitchCtrl. As members this class has the CScreenHolder objects for the storage of the bitmaps. Additionally three dispatch drivers for the dynamic element and the variables are generated:

```cpp
class CLatchedSwitchCtrl : public COleControl
{

DECLARE_DYNCREATE(CLatchedSwitchCtrl)

// Constructor
public:

CLatchedSwitchCtrl();

// Overrides

// ClassWizard generated virtual function overrides
//{{AFX_VIRTUAL(CLatchedSwitchCtrl)
public:

virtual void OnDraw (CDC* pdc, const CRect& rcBounds, const CRect& rcInvalid);
virtual void DoPropExchange (CPropExchange* pPX);
virtual void OnResetState   ();
virtual DWORD GetControlFlags();
//}}AFX_VIRTUAL

// Implementation
protected:

~CLatchedSwitchCtrl();
```

DECLARE_OLECREATE_EX(CLatchedSwitchCtrl)    // Class factory and guid
DECLARE_OLETYPELIB(CLatchedSwitchCtrl)      // GetTypeInfo
DECLARE_PROPPAGEIDS(CLatchedSwitchCtrl)     // Property page IDs
DECLARE_OLECTLTYPE(CLatchedSwitchCtrl) // Type name and misc status

// Message maps

//{{AFX_MSG(CLatchedSwitchCtrl)
afx_msg void OnLButtonDown(UINT nFlags, CPoint point);
//}}AFX_MSG
DECLARE_MESSAGE_MAP()

// Dispatch maps

//{{AFX_DISPATCH(CLatchedSwitchCtrl)
BOOL m_sollwertDirekt;
afx_msg void OnSollwertDirektChanged();
afx_msg LPPICTUREDISP GetSwitchOn();
afx_msg void SetSwitchOn(LPPICTUREDISP newValue);
afx_msg LPPICTUREDISP GetSwitchOff();
afx_msg void SetSwitchOff(LPPICTUREDISP newValue);
afx_msg LPPICTUREDISP GetLatchedOn();
afx_msg void SetLatchedOn(LPPICTUREDISP newValue);
afx_msg LPPICTUREDISP GetLatchedOff();
afx_msg void SetLatchedOff(LPPICTUREDISP newValue);
afx_msg short CanUseVariables();
afx_msg short VariableTypes();
afx_msg short MaxVariables();
afx_msg BOOL zenonInit(LPDISPATCH dispElement);
afx_msg BOOL zenonExit();
//}}AFX_DISPATCH
CScreenHolder m_SwitchOn;
CScreenHolder m_SwitchOff;
CScreenHolder m_LatchedOn;
CScreenHolder m_LatchedOff;

DECLARE_DISPATCH_MAP()
afx_msg void AboutBox();

// Event maps

//{{AFX_EVENT(CLatchedSwitchCtrl)
//}}AFX_EVENT
DECLARE_EVENT_MAP()

double VariantToDouble(const VARIANT FAR *v);
void VariantToCString(CString *c, const VARIANT FAR *v);
BOOL IsVariantString(const VARIANT FAR *v);
BOOL IsVariantValue(const VARIANT FAR *v);

// Dispatch and event IDs
public:

CString szVariable[2];
IElement m_dElement;
IVariable m_dLatchVar, m_dSwitchVar;

enum {
//{{AFX_DISP_ID(CLatchedSwitchCtrl)
dispidSollwertDirekt = 1L,
dispidSwitchOn = 2L,
dispidSwitchOff = 3L,
dispidLatchedOn = 4L,
dispidLatchedOff = 5L,
dispidCanUseVariables = 6L,
dispidVariableTypes = 7L,
dispidMaxVariables = 8L,
dispidZenOnInit = 9L,
dispidZenOnExit = 10L,
//}}AFX_DISP_ID
};
}
4.2.3 Methods

The following methods are used:

- CanUseVariables (on page 18)
- VariableTypes (on page 18)
- MaxVariables (on page 18)
- zenonInit (on page 19)
- zenonExit (on page 19)

**CanUseVariables**

This method returns 1, so zenon variables can be used.

```cpp
short CLatchedSwitchCtrl::CanUseVariables()
{
  return 1;
}
```

**VariableTypes**

The control only can work with bit variables, so 0x0004 is returned.

```cpp
short CLatchedSwitchCtrl::VariableTypes()
{
  return 0x0004;  // Only bit variables
}
```

**MaxVariables**

Two variables can be used. Therefore 2 is returned.

```cpp
short CLatchedSwitchCtrl::MaxVariables()
{
  return 2;  // 2 variables
}
```
**zenonInit**

This method gets the dispatch drivers of the variables via the dispatch pointer of the dynamic element. With this pointer the variable values are read and written when clicking and drawing the control.

```cpp
BOOL CLatchSwitchCtrl::zenonInit(LPDISPATCH dispElement)
{
    m_dElement = IElement(dispElement);

    if (m_dElement.GetCountVariable() >= 2)
    {
        short iIndex = 0;
        m_dSwitchVar = IVariable(m_dElement.ItemVariable(COleVariant(iIndex)));  
        m_dLatchVar = IVariable(m_dElement.ItemVariable(COleVariant(++iIndex)));   
    }
    return TRUE;
}
```

**zenonExit**

This method releases the dispatch driver.

```cpp
BOOL CLatchSwitchCtrl::zenonExit()
{
    m_dElement.ReleaseDispatch();
    m_dSwitchVar.ReleaseDispatch();
    m_dLatchVar.ReleaseDispatch();
    return TRUE;
}
```
4.2.4 Operate and display

Setting values

A value can be set by clicking the control with the left mouse button.

If m_iSollwertDirekt is 0, a dialog for the selection of the set value is opened, otherwise the current value of the switching variable is inverted.

If the locking variable has the value 1, only a MessageBeep is executed. No value can be set via the control.

```cpp
void CLatchedSwitchCtrl::OnLButtonDown(UINT nFlags, CPoint point)
{
    CRect rcBounds;
    GetWindowRect(&rcBounds);

    COleVariant coleValue((BYTE)TRUE);
    BOOL bLatch = (BOOL)VariantToDouble((LPVARIANT)&m_dLatchVar.GetValue());
    BOOL bSwitch = (BOOL)VariantToDouble((LPVARIANT)&m_dSwitchVar.GetValue());

    if (bLatch) // Locked!!!
        MessageBeep(MB_ICONEXCLAMATION);
    else
    {
        if (m_sollwertDirekt)
        {
            bSwitch = !bSwitch;
        }
        else
        {
            CSollwertDlg dlg;
            dlg.m_iSollwert = bSwitch ? 1 : 0;
            if (dlg.DoModal() == IDOK)
            {
```
if (dlg.m_iSollwert == 2) // Toggle

bSwitch = !bSwitch;
else

bSwitch = (BOOL)dlg.m_iSollwert;
}
coleValue = (double)bSwitch;
m_dSwitchVar.SetValue(coleValue);
)m_dElement)

m_SwitchOn.Render(pdc, &rcBounds, &rcBounds);
return;
}

BOOL bVal1 = 0, bVal2 = 0;
VARIANT vRes;
if (m_dSwitchVar) // Variable exists?
{

vRes = m_dSwitchVar.GetValue();

Drawing

On drawing the control the values of the variables are read via their dispatch drivers, and accordingly one of the four defined graphics is displayed. When the value of a variable changes, the control is updated by the OnDraw routine.

void CLatchedSwitchCtrl::OnDraw(CDC* pdc, const CRect& rcBounds, const CRect& rcInvalid)
{

CRect rcBitmap = rcBounds;
rcBitmap.NormalizeRect();

if (!m_dElement)
{

m_SwitchOn.Render(pdc, &rcBounds, &rcBounds);
return;
}

BOOL bVal1 = 0, bVal2 = 0;
VARIANT vRes;
if (m_dSwitchVar) // Variable exists?
{

vRes = m_dSwitchVar.GetValue();
bVal1 = (BOOL)VariantToDouble(&vRes);
}
if (m_dLatchVar)  // Variable exists?
{

vRes = m_dLatchVar.GetValue();
bVal1 = (BOOL)VariantToDouble(&vRes);
}

if (bVal1 && bVal2)

m_SwitchOn.Render(pdc, rcBitmap, rcBitmap);
else if (!bVal1 && bVal2)

m_SwitchOff.Render(pdc, rcBitmap, rcBitmap);
else if (bVal1 && !bVal2)

m_LatchedOn.Render(pdc, rcBitmap, rcBitmap);
else

m_LatchedOff.Render(pdc, rcBitmap, rcBitmap);
}

4.2.5  zenon Interface

Classes deduced from COleDispatchDriver have to be created for the element and the variables, so that the dispatch interface of zenon can be used to set values. The easiest way to create these classes is the Class Wizard of the development environment (button Add Class, select From a type library, select zenrt32.tlb).

For our control theses are the classes  IElement and IVariable. They are defined in zenrt32.h and zenrt32.cpp.
4.3 Example CD_SliderCtrl (C++)

The following example describes an ActiveX control which equals the Windows SliderCtrl. This component can be linked with a zenon variable. The user can change the value of a variable with this slider. If the value of the variable is changed with some other dynamic element, the slider is updated.

4.3.1 Interface

The control CD_SliderCtrl has the following dispatch interface:

```c
[ uuid(5CD1B01D-015E-11D4-A1DF-080009FD837F),
  helpstring(Dispatch interface for CD_SliderCtrl Control), hidden
 ]
disinterface _DCD_SliderCtrl
{
  properties: //*** Properties of the controls

  [id(1)] short TickRaster;
  [id(2)] boolean ShowVertical;
  [id(3)] short LineSize;

  methods: //*** method of the control (for zenon ActiveX)

  [id(4)] boolean zenonInit(IDispatch* pElementInterface);
  [id(5)] boolean zenonExit();
  [id(6)] short VariableTypes();
  [id(7)] short CanUseVariables();
  [id(8)] short MaxVariables();

  [id(DISPID_ABOUTBOX)] void AboutBox();
};
```

4.3.2 Control

Implementing the control is done with the class CD_SliderCtrlCtrl. This class has a standard Windows CSliderCtrl as a member, with which the control is subclassed. The interfaces IVaribale and IElement contain zenon interfaces which had to be integrated. These are deduced from COleDispatchDriver.
class CCD_SliderCtrlCtrl : public COleControl
{

DECLARE_DYNCREATE(CCD_SliderCtrlCtrl)

private: //*** member variables

BOOL m_bInitialized;
BOOL m_bShowVertical;
BOOL m_bTicksBoth;
long m_nRangeStart;
long m_nRangeEnd;
long m_nTickOrientation;
IVariable m_interfaceVariable;
IElement m_interfaceElement;
CSliderCtrl m_wndSliderCtrl;

class CCD_SliderCtrlCtrl();

//}}AFX_VIRTUAL(CCD_SliderCtrlCtrl)

public:

virtual void OnDraw (CDC* pdc, const CRect& rcBounds, const CRect& rcInvalid);
virtual BOOL PreCreateWindow(CREATESTRUCT& cs);
virtual void DoPropExchange (CPropExchange* pPX);
virtual void OnResetState   ()
//}}AFX_VIRTUAL

protected:

~CCD_SliderCtrlCtrl();

DECLARE_OLECREATE_EX(CCD_SliderCtrlCtrl)    // Class factory and guid
DECLARE_OLETYPelib  (CCD_SliderCtrlCtrl)      // GetTypeInfo
DECLARE_PROPPAGEIDS (CCD_SliderCtrlCtrl)     // Property page IDs
DECLARE_OLECTLTYPE (CCD_SliderCtrlCtrl) // Type name and misc status

// *** methods for the conversion from variant

double VariantToDouble(const VARIANT FAR *vValue);


*** methods for the functionality of the SliderCtrl

BOOL    IsSubclassedControl ();
LRESULT OnOcmCommand (WPARAM wParam, LPARAM lParam);

//}}AFX_MSG(CCD_SliderCtrlCtrl)
afx_msg int    OnCreate(LPCREATESTRUCT lpCreateStruct);
afx_msg void   HScroll(UINT nSBCode, UINT nPos);
afx_msg void   HScroll(UINT nSBCode, UINT nPos);
afx_msg void   OnLButtonDown(UINT nFlags, CPoint point);
afx_msg void   OnLButtonUp(UINT nFlags, CPoint point);
//}}AFX_MSG
DECLARE_MESSAGE_MAP()

//}}AFX_DISPATCH(CCD_SliderCtrlCtrl)
afx_msg BOOL GetTickOnBothSides();
afx_msg void SetTickOnBothSides (short nNewValue);
afx_msg BOOL GetShowVertical();
afx_msg void SetShowVertical(BOOL bNewValue);
afx_msg short GetTickOrientation();
afx_msg void SetTickOrientation (short nNewValue);
afx_msg BOOL zenonInit(LPDISPATCH pElementInterface);
afx_msg BOOL zenonExit();
afx_msg short VariableTypes();
afx_msg short CanUseVariables();
afx_msg short MaxVariables();
//}}AFX_DISPATCH
DECLARE_DISPATCH_MAP()

afx_msg void AboutBox();

//}}AFX_EVENT(CCD_SliderCtrlCtrl)
//}}AFX_EVENT
DECLARE_EVENT_MAP()

public:
4.3.3 Methods

The following methods are used:

- CanUseVariables (on page 26)
- VariableTypes (on page 27)
- MaxVariables (on page 27)
- zenonInit (on page 27)
- zenonExit (on page 28)

CanUseVariables

This method returns 1 so zenon variables can be used.

```c
short CCD_SliderCtrlCtrl::CanUseVariables()
{
    return 1;
}
```
**VariableTypes**

The control can work with word, byte, doubleword and float variables. You will find a list of the possible data types in the general description (on page 9) of this method.

```cpp
short CCD_SliderCtrl::VariableTypes()
{

    return 0x0001 | // Word
    0x0002 | // Byte
    0x0008 | // D-Word
    0x0010 | // Float
    0x0020; // D-Float
}
```

**MaxVariables**

Only one variable can be linked to this control.

```cpp
short CCD_SliderCtrl::MaxVariables()
{

    return 1; // 1 variables
}
```

**zenonInit**

The parameter `dispElement` contains the interface for the dynamic element. With this element the linked zenon variable determined. If it is valid, the area of the `SlideCtrl` is set. Additionally the settings for the display (number of ticks, ...) are set. If no variable is linked, the display range is set to 0 to 0. Thus the SliderCtrl cannot be changed. The variable `m_bInitialized` defines that values can be set from now on.

```cpp
BOOL CCD_SliderCtrl::zenonInit(LPDISPATCH dispElement)
{
    //*** Determine the variable using the zenon element

    m_interfaceElement =  IElement(pElementInterface);
    if (m_interfaceElement.GetCountVariable() > 0) {

        short nIndex = 0;
```
m_interfaceVariable = IVariable
(m_interfaceElement.ItemVariable(COleVariant(nIndex))); }

//*** Initialize the area of the Slider-Ctrl
if (m_interfaceVariable) {

//*** Define range
m_nRangeStart = (long) VariantToDouble(&m_interfaceVariable.GetRangeMin());

m_nRangeEnd = (long) VariantToDouble(&m_interfaceVariable.GetRangeMax());

m_wndSliderCtrl.SetRange(m_nRangeStart, m_nRangeEnd, TRUE);

//*** Define sub ticks
m_wndSliderCtrl.SetTicFreq(m_nTickCount);

m_wndSliderCtrl.SetPageSize(m_nTickCount);

m_wndSliderCtrl.SetLineSize(m_nLineSize);
} else {

m_wndSliderCtrl.SetRange(0, 0, TRUE);

return FALSE;
}

m_bInitialized = TRUE;
return TRUE;

zenonExit

In this method the zenon interfaces are released again.

BOOL CCD_SliderCtrlCtrl::zenonExit()
{

m_interfaceElement.ReleaseDispatch();

m_interfaceVariable.ReleaseDispatch();

return TRUE;
}
4.3.4 Operate and display

Drawing

With DoSuperclassPaint the SliderCtrl is drawn (as is is a subclassed control). If at the moment of drawing the slider is moved, the variable m_bInitialized gets the value FALSE. This makes sure that the value can be changed. Normally the value of the variable is read and displayed with the method SetPos of the SliderCtrl.

```cpp
void CCD_SliderCtrlCtrl::OnDraw(CDC* pdc, const CRect& rcBounds, const CRect& rcInvalid) {
    //*** update view
    DoSuperclassPaint(pdc, rcBounds);
    if (m_interfaceVariable && m_bInitialized) {
        COleVariant cValue(m_interfaceVariable.GetValue());
        int nValue = (int) VariantToDouble(&cValue.Detach());
        m_wndSliderCtrl.SetPos(nValue);
    }
}
```

Setting values

In the method LButtonDown the variable m_bInitialized is set to FALSE, and in the event LbuttonUp it is set to TRUE again. This makes sure that the value can be changed. Otherwise the routine OnDraw would be executed and the old value would be displayed.

```cpp
void CCD_SliderCtrlCtrl::OnLButtonDown(UINT nFlags, CPoint point) {
    m_bInitialized = FALSE;
    COleControl::OnLButtonDown(nFlags, point);
}
```

```cpp
void CCD_SliderCtrlCtrl::OnLButtonUp(UINT nFlags, CPoint point) {
    m_bInitialized = TRUE;
    COleControl::OnLButtonUp(nFlags, point);
}
```
A value is sent to the hardware, when the slider is moved. In the methods `Hscroll` or `Vscroll` the value is sent to the hardware (depending if it is a horizontal or a vertical slider).

```cpp
void CCD_SliderCtrlCtrl::HScroll(UINT nSBCode, UINT nPos)
{
    switch (nSBCode) {
        case TB_LINEUP:
        case TB_PAGEUP:
        case TB_LINEDOWN:
        case TB_PAGEDOWN:
        case TB_THUMBTRACK:
        case TB_THUMBPOSITION:
        {
            //*** Set value without dialog ?
            int nValue =         m_wndSliderCtrl.GetPos();
            COleVariant cValue((short) nValue,VT_I2);
            m_interfaceVariable.SetValue(cValue);
        }
    }
}
```

### 4.3.5 zenon Interface

Classes deduced from `COleDispatchDriver` have to be created for the element and the variables, so that the dispatch interface of zenon can be used to set values. The easiest way to create these classes is the Class Wizard of the development environment (button Add Class, select From a type library, select `zenrt32.tlb`).

For our control theses are the classes `IElement` and `IVariable`. They are defined in `zenrt32.h` and `zenrt32.cpp`.

### 4.4 Example :NET control as ActiveX (C#)

The following example describes a .NET control which is executed as ActiveX control in zenon.

The creation and integration is carried out in four steps:

1. Creat Windows Form Control (on page 31)
2. Change .NET user control to dual control (on page 33)
3. Work via VBA with ActiveX in the Editor (on page 37)
4. Connect zenon variables with the .NET user control (on page 38)

4.4.1 Create Windows Form Control

To create a Windows Form Control:

1. Start Visual Studio 2008 and create a new Windows Form Control Library project:

2. Rename the default control to the desired control name.
   In our example: SampesControl.cs.
3. Open the Control Designer and add the desired control; in our case a text box:

4. Normally controls have properties. Open the Code Designer via View Code and add the desired properties which should be available externally. In our example: Externally visible property “UserText” with get and set access which contains the text of the text box:
5. Compile the project.

The Windows Forms Control can now be used in other Windows Forms projects.

Important: The control must be inserted manually in the control tool box via Choose Items.

4.4.2 Change .NET User Control to dual control

To change the .NET in a dual control, you must first activate the COM interface for ActiveX.
1. Open the project and activate property `Register for COM interop` in the Build settings:

2. Open the file `AssemblyInfo.cs` and
   - set attribute `ComVisible` to `true`
   - add attribute `ClassInterface`  
     ```csharp
     [assembly: ComVisible(true)]
     ```
3. Open the code designer via **View Code** and add the necessary ActiveX attributes and **using** entries. Via menu **Tools/Create GUID** create a new GUID for the GUID attribute:

```csharp
[assembly: ClassInterface(ClassInterfaceType.AutoDual)]
```
4. For the control to be selectable as Active X user interface control, you must add the functions to the following control classes:

- RegisterClass
- UnregisterClass

After that you can register the control in the registry.

5. Compile the project again.

The Windows Form Control is now ActiveX-able and was registered automatically during the rebuild. An additional typelib file zenOnDotNetControl.tlb was created in the output directory.

6. To use the control on another computer:

   a) copy the DLL file and the TLB file to the target computer

   b) register the files via the command line:
      %windir%\Microsoft.NET\Framework\v2.0.50727\regasm.exe zenOnDotNetControl.dll /tlb:zenOnDotNetControl.tlb
7. Add the extended Windows Form Control as ActiveX control to the zenon Editor:

![Zenon Editor with ActiveX control]

4.4.3 Work via VBA with ActiveX in the Editor

To access the properties of the control in the zenon Editor:

1. In the zenon Editor in node **Programming interfaces/VBA macros** create a new **Init** macro with the name **Init_ActiveX**.

   In this macro you can access all external properties via `obElem.ActiveX`. 
2. Assign his macro to the ActiveX control via properties **VBA macros/Init** of the ActiveX element.

**EXAMPLE INIT MACRO**

Public Sub Init_ActiveX(obElem As Element)
    obElem.AktiveX.Usertext = "Set the string to the control"
End Sub

### 4.4.4 Connect zenon variables with the .NET user control

In zenon you have the possibility to enhance an ActiveX control with special functions in order to access the zenon API.

**NECESSARY METHODS**

- public bool zenOnInit (on page 40) (Is called up during control initializing in the zenon Runtime.)
- public bool zenOnInitED (on page 40) (Is used in the Editor.)
- public bool zenOnExit() (on page 41) (Is called up during control destruction in the zenon Runtime.)
- public bool zenOnExitED() (on page 41) (Is used in the Editor.)
ActiveX

- public short CanUseVariables() (on page 41) (Supports linking variables.)
- public short VariableTypes() (on page 41) (Supported data types by the control)
- public MaxVariables() (on page 42) (Maximum number of variables which can be linked to the control.)

ADD REFERENCE

1. Select in Microsoft Visual Studio under Add References the zenon Runtime object library in order to be able to access the zenon API in the control.

2. Add the enhanced functions in the class code of the control in order to access the whole zenon API.
In our example the COM object of a zenon variable is temporarily saved in a Member in order to access it later in the Paint event of the control.

```csharp
public bool zenOnInit(zenOn.Element dispElement)
```

With this method (in the Runtime) the ActiveX control gets a pointer to the dispatch interface of the dynamic element. With this pointer zenon variables linked to the dynamic element can be accessed.

You can configure the sequence of the sent variables in the Enter Element dialog with the buttons down or up. The dialog "element input" opens if:

- you double click the ActiveX element or
- select Properties in the context menu or
- select the ActiveX settings property in the Representation node of the property window

```csharp
public bool zenOnInitED(zenOn.Element dispElement)
```

Equals public bool zenOnInit (on page 40) and is executed when opening the ActiveX in the Editor (double click on ActiveX).
public bool zenOnExit()

This method is called by the zenon Runtime when the ActiveX control is closed. Here all dispatch pointers on variables should be released.

public bool zenOnExitED()

Equals public bool zenOnExit() (on page 41) and is executed in closing the ActiveX in the Editor. With this you can react to changes, e.g. value changes, in the Editor.

public short CanUseVariables()

This method returns 1 if the control can use zenon variables and 0 if it cannot.

- 1: For the dynamic element (via button Variable) you can only state zenon variables with the type stated via method VariableTypes in the number stated by method MaxVariables.
- 0: If CanUseVariables returns 0 or the control does not have this method, any number of variables of all types can be defined without limitations. In the Runtime however they only can be used with VBA.

public short VariableTypes()

The value returned by this method is used as a mask for the usable variable types in the variable list. The value is an AND relation from the following values (defined in zenon32/dy_type.h):

<table>
<thead>
<tr>
<th>Parameters</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>WORD</td>
<td>0x0001</td>
<td>corresponds to position 0</td>
</tr>
<tr>
<td>BYTE</td>
<td>0x0002</td>
<td>corresponds to position 1</td>
</tr>
<tr>
<td>BIT</td>
<td>0x0004</td>
<td>corresponds to position 2</td>
</tr>
<tr>
<td>DWORD</td>
<td>0x0008</td>
<td>corresponds to position 3</td>
</tr>
<tr>
<td>FLOAT</td>
<td>0x0010</td>
<td>corresponds to position 4</td>
</tr>
<tr>
<td>DFLOAT</td>
<td>0x0020</td>
<td>corresponds to position 5</td>
</tr>
<tr>
<td>STRING</td>
<td>0x0040</td>
<td>corresponds to position 6</td>
</tr>
<tr>
<td>IN_OUTPUT</td>
<td>0x8000</td>
<td>corresponds to position 15</td>
</tr>
</tbody>
</table>
public MaxVariables()

Here the number of variables is defined, that can be selected from the variable list:

1: Multi-select is disabled in the variable list. A warning is displayed when several variables are selected anyway.

### 5. .NET user controls

With .NET control the functionality of the zenon Runtime and Editor can be enhanced autonomously.

In this manual you can find:

- Difference between control container and ActiveX (on page 42)
- Example .NET control container (on page 43)
- Example .NET control as ActiveX (C#) (on page 30)

You can find information about .NET controls in ActiveX in manual Screens in chapter .NET controls.

#### 5.1 Different use .NET Control in Control Container or ActiveX

A .NET user control can:

- be integrated directly in the zenon ActiveX element via the CD_DotNetControlContainer control
- be used as ActiveX control and be integrated directly in the zenon ActiveX element

Above all the differences between container control and ActiveX control are:

<table>
<thead>
<tr>
<th>CD_DotNetControlContainer control</th>
<th>ActiveX control</th>
</tr>
</thead>
<tbody>
<tr>
<td>Does not have to be registered at the computer.</td>
<td>Must be registered as Active X at the computer (regsvr32).</td>
</tr>
<tr>
<td>For changes at the controller only the DLL must be changed.</td>
<td>For changes at the controller the TLB must be registered again.</td>
</tr>
<tr>
<td>Access via VBA and VSTA only possible via the CD_DotNetControlContainer method.</td>
<td>Easy access via VBA and VSTA.</td>
</tr>
</tbody>
</table>
5.2 Example .NET control container

In this tutorial you get to know how to create a simple .NET user control in Visual Studio 2010 (programming language C#) and how to integrate it with the help of the zenon CD_DotNetControlContainer control as ActiveX in a zenon ActiveX element.

5.2.1 General

The CD_DotNetControlContainer therefore acts as a wrapper between the user control and the zenon ActiveX element. All methods used in the following example and all public methods and properties are passed on via the CD_DotNetControlContainer from the user control to the ActiveX and can be used by zenon; also in VBA and VSTA.

If there is a reference to the zenon programming interface in the user control, you can directly access >>>CD_PRODUCTNAME<<< objects.

In the following example we will:
- create .NET user control (on page 45)
- add a CD_DotNetControlContainer and a .NET User Control (on page 53)
- enable the access to the user control via VSTA (VBA) (on page 58)

PATH FOR DLL IN EDITOR AND RUNTIME

The path to .Net DLL that is selected in the Editor is also used in Runtime. It is set as absolute and cannot be changed.

Ensure that the same path is used on all computers in the zenon network for Editor and Runtime. Hint: Select an absolute path, for example: C:\Controls. Enter the path as fixed in Remote Transport and in the .NET Control Container. Use Remote Transport to harmonize this path with all computers.
public bool zenOnInit(zenOn.Element dispElement)

With this method (in the Runtime) the ActiveX control gets a pointer to the dispatch interface of the dynamic element. With this pointer zenon variables linked to the dynamic element can be accessed.

You can configure the sequence of the sent variables in the Enter Element dialog with the buttons down or up. The dialog "element input" opens if:

- you double click the ActiveX element or
- select Properties in the context menu or
- select the ActiveX settings property in the Representation node of the property window

public bool zenOnExit()

This method is called by the zenon Runtime when the ActiveX control is closed. Here all dispatch pointers on variables should be released.

public short CanUseVariables()

This method returns 1 if the control can use zenon variables and 0 if it cannot.

- 1: For the dynamic element (via button Variable) you can only state zenon variables with the type stated via method VariableTypes in the number stated by method MaxVariables.
- 0: If CanUseVariables returns 0 or the control does not have this method, any number of variables of all types can be defined without limitations. In the Runtime however they only can be used with VBA.

public short VariableTypes()

The value returned by this method is used as a mask for the usable variable types in the variable list. The value is an AND relation from the following values (defined in zenon32/dy_type.h):
**Parameters**

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<td>corresponds to position 4</td>
</tr>
<tr>
<td>DFLOAT</td>
<td>0x0020</td>
<td>corresponds to position 5</td>
</tr>
<tr>
<td>STRING</td>
<td>0x0040</td>
<td>corresponds to position 6</td>
</tr>
<tr>
<td>IN_OUTPUT</td>
<td>0x8000</td>
<td>corresponds to position 15</td>
</tr>
</tbody>
</table>

**public MaxVariables()**

Here the number of variables is defined, that can be selected from the variable list:

1: Multi-select is disabled in the variable list. A warning is displayed when several variables are selected anyway.

### 5.2.2 Create .NET user control

The user control is a simple control which can set a new value via an input field (text box). After clicking the button, the value is written to the desired zenon variable.

An additional function should automatically detect the change of value of the variable in zenon and display the new value automatically in the control.

**WORK STEPS**

1. First you create a new project in VS and use project type „Windows Forms Control Library“
Important: Set framework to 3.5!

2. After that rename the CS file from "UserControl" to "zenon_CD_DotNetControlContainer.cs".
The files Designer.cs and the .resx are renamed automatically.

3. In the next step you create the user control. For this use two text boxes one each for the input
and the output and a button for writing new values to the zenon variable.

Name:
- the first text box "txtGetZenonVariable"
- the second text box "txtSetZenonVariable"
- the button "btnSetZenonVariable"

4. In order to access zenon objects you need a reference to the <CD_PRODUCNAME> Programming
Interface. To do this:
- click on node "References" in the Solution Explorer
- open the context menu
- select Add References...
- switch to tab COM
• select zenon programming interface library

After that the "zenOn" reference should be visible in the reference list.

5. In the next step create a global variable of type zenon.variable in the code of the zenon_CD_DotNetControlContainer.cs:
6. This variable is initialized via public method `zenOnInit`:

```csharp
// Summary
// This public method will be called by the initialization of the control during
// the control runtime.

public void zenOnInit(ClenvElement element)
{
    // Check if zenon variables are added to the
    // (execute)
    var _dispElementCountVariable = $y;
    try
    {
        // Take the first zenon variable and add
        // to the global variable
        e_sys = element.GetElement(zenonVariableID);
        txtSetZenonVariable.Text = e_sys.GetValue(0, ZenonTypes.String);
    }
    catch
    {
    }
    return true;
}
```

and enabled via public method `zenOnExit`:

```csharp
// Summary:
// This public method will be called by the release of the control during
// the control runtime.

public void zenOnExit()
{
    try
    {
        if (e_sys != null)
        {
            // Delete the zenon variable (ClenvObject)
            System.Runtime.InteropServices.Marshal.ReleaseComObject(e_sys);
            e_sys = null;
        }
    }
    return true;
}
```

In the following methods we define whether `<CD_PRODUCTNAME>` variables and data types are used and how many variables may be handed over:

7. In the next step define in the `click` Event of button `btnSetZenonVariable` that when you click the button the value of text box `txtSetZenonVariable` is written to the zenon variable and then the content of the text box is deleted.

```csharp
private void btnSetZenonVariable_Click(object sender, EventArgs e)
{
    // Set value from text to the zenon variable
    e_sys.SetValue(0, txtSetZenonVariable.Text.ToUpper());
    this.txtSetZenonVariable.Text = string.Empty;
}
```

8. To react to a value change of the variable, you need the `Paint` Event of the control. The `Paint` Event is also triggered if the value of the initialized zenon variable changes and it can therefore be used to update values. As variables which are referenced in the zenon ActiveX element are
automatically advised, you can generally refrain from using the `zenon.OnlineVariable` container in the control.

```csharp
namespace zenon_CD_DotNetControlContainer
{
    public partial class zenon_CD_DotNetControlContainer : UserControl
    {
        // This will be needed to get the zenon Variable Container
        zenOn.Variable m_cVa = null;

        public zenon_CD_DotNetControlContainer()
        {
            InitializeComponent();
        }
    }
}
```

**THE CODE AT A GLANCE**

Here is the whole code as review:

```csharp
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Drawing;
using System.Data;
using System.Linq;
using System.Text;
using System.Windows.Forms;
using zenOn;

namespace zenon_CD_DotNetControlContainer
{
    public partial class zenon_CD_DotNetControlContainer : UserControl
    {
        // This will be needed to get the zenon Variable Container
        zenOn.Variable m_cVa = null;

        public zenon_CD_DotNetControlContainer()
        {
            InitializeComponent();
        }
    }
}
```
/// <summary>
/// This public Method will be called by the initialization of the control during
/// the zenon Runtime.
/// </summary>
/// <returns></returns>
public bool zenOnInit(zenOn.Element dispElement)
{
    //Check if zenon Variables are added to the
    //Control
    if (dispElement.CountVariable > 0)
    {
        try
        {
            //Take the first zenon Variable and added
            //to the global Variable
            m_cVal = dispElement.ItemVariable(0);
        }
        catch {}
    }
    return true;
}

/// <summary>
/// This public Method will be called by the release of the control during
/// the zenon Runtime.
/// </summary>
/// <returns></returns>
public bool zenOnExit()
{
    try
```csharp
if (m_cVal != null)
{
    // Release the zenon Variable (Com-Object)
    System.Runtime.InteropServices.Marshal.FinalReleaseComObject(m_cVal);
    m_cVal = null;
}
}

/// <summary>
/// This public Method is needed to link zenon Variables to the control.
/// </summary>
/// <returns></returns>
public short CanUseVariables()
{
    return 1; // Only this Variable is supported
}

/// <summary>
/// This public Method returns the Type of supported zenon Variables
/// </summary>
/// <returns></returns>
public short VariableTypes()
{
    return short.MaxValue; // all Data Types supported
}
```
/// This public Method returns the number of supported zenon Variables
/// </summary>
/// <returns></returns>
public short MaxVariables()
{
    return 1; // Only 1 Variable should be linked to the Control
}
/// <summary>
/// This will be trigged by clicking the Button. The new Value will be set to the zenon Variable
/// </summary>
/// <param name="sender"></param>
/// <param name="e"></param>
private void btnSetZenonVariable_Click(object sender, EventArgs e)
{
    // Set Value from TextBox to the zenon Variable
    m_cVal.set_Value(0,txtSetZenonVariable.Text.ToString());
    this.txtSetZenonVariable.Text = string.Empty;
}
/// <summary>
/// This will be trigged by painting the User Control or the Value of the Variable changed.
/// After the value of the Variable changed the Control will be new painted and the new Value will be set to the Textbox.
/// </summary>
/// <param name="sender"></param>
/// <param name="e"></param>
private void zenon_CD_DotNetControlContainer_Paint(object sender, PaintEventArgs e)
{
    if (m_cVal != null)
CREATE RELEASE

At last create a Release in order to integrate the completed DLL in zenon or in the CD_DotNetControlContainer.

For this it is necessary that you switch from Debug to Release in the settings.

5.2.3 add a CD_DotNetControlContainer and a .NET User Control

To prepare the zenon project and to add the CD_DotNetControlContainer and the .NET User Control, carry out the following steps:

```csharp
{  
    this.txtGetZenonVariable.Text = m_cVal.get_Value(0).ToString();  
    return;  
}
else
{
    this.txtGetZenonVariable.Text = "Variable Value";
    return;
}
}````
1. Create an internal variable of type `String` and set the string length to 30.

2. In the zenon project node `Project/Files/Others` add the DLL of the created .NET user controls.

   The DLL is located in the Visual Studio Project folder under `bin\Release\zenon_CD_DotNetControlContainer.dll`.

3. In the project select the ActiveX element and drag it in a zenon screen.
   - The dialog `Configuration` is opened
   - Select the `CD_DotNetControlContainer.Container` control.
4. To embed the .NET user control in the CD_DotNetControlContainer control:
   - Click on button Properties
   - A new dialog is opened

   ![Image of the user interface showing the properties dialog]

   - Click on button Load in order to select the path of the project folder, for example:
     ```
     C:\ProgramData\COPA-DATA\SQL\9888419d-251e-4595-b396-9be42367997c\FILES\zenon\custom\additional\zenon_CD_DotNetControlContainer.dll
     ```

   By adding the DLL to folder **additional**, the control is automatically transferred when copying or loading the Runtime files to another computer. With this the link is lost.

   ![Image of the user interface showing the selected DLL]

Now the .NET user control should be displayed.
Confirm the dialog by clicking on OK.

5. In the last step link a variable with the control via button Variables.

The variable selected first is automatically linked with our globally defined variable (.NET UserControl) via public method zenonInit. The linking with the control is carried out after the Runtime start.
Then link the internal variable with a text element.

6. After the Runtime start the control is initially empty.

If you enter a value in the second text box and then confirm it with button Set zenon variable, the value is written to the zenon variable. (The btnSetZenonVariable_Click event is carried out.)

This is also displayed in the zenon text element.
If the value is directly changed in the zenon text element, the value is directly written in the first text box via the Paint event of the .NET control.

5.2.4 Accessing the user control via VSTA or VBA

This examples shows the access via VSTA. The procedure is the same as with VBA.

1. Enhance the control with a label (label) and name it lblZenonInfo. In this label the value of another zenon variable should be displayed. The new value should be set via a VSTA macro.

2. Enhance the code by a property (Information) and add the properties get and set to the property. They allow you to read and write the text of the label.
3. Create a new release for our user control and copy it to folder additional of the zenon project.
Do not forget: Close the zenon Editor before you do this!
Delete the old DLL and restart the zenon Editor. If the DLL is still in the folder, just delete it a second time. Now you can import the changed DLL. The CD_DotNetContainerControl and the ActiveX are updated automatically.

4. In the zenon Editor click on the ActiveX and open the property window.

Now you can see the new property Information in the selection window of the control and you can also set a value.

This value is also set in the control ("myInformation")
5. In order to able to work with the `CD_DotNetControlContainer` in VSTA or VBA, you first need the reference to the control. After VSTA has been opened for the project (`ProjectAddin`), you must add the reference of the `CD_DotNetControlContainer`.

In addition you must also add the Assembly `System.Windows.Forms`.

6. With the following code you can set the value of our property `Information` anew.

```csharp
public void Macroe_Information()
{
    try
    {
        var x = Zenon.Execute();
        var y = Zenon.Invoke();
        var z = Zenon.Get();
        var w = Zenon.Set();
    }
    catch (Exception e)
    {
    }
}
```

7. Finally:
   - create a new zenon function `Execute VSTA macro`
   - link the function to a button
In the Runtime the label is changed from `myInformation` to `New Information` by clicking on the button.

And back when you click the button again.

### 5.3 Example : .NET control as ActiveX (C#)

The following example describes a .NET control which is executed as ActiveX control in zenon.

The creation and integration is carried out in four steps:

1. Create Windows Form Control (on page 31)
2. Change .NET user control to dual control (on page 33)
3. Work via VBA with ActiveX in the Editor (on page 37)
4. Connect zenon variables with the .NET user control (on page 38)

### 5.3.1 Create Windows Form Control

To create a Windows Form Control:
1. Start Visual Studio 2008 and create a new Windows Form Control Library project:

![New Project Dialog]

2. Rename the default control to the desired control name. In our example: `SamplesControl.cs`.

![Solution Explorer]

---

.NET user controls
3. Open the Control Designer and add the desired control; in our case a text box:

![Image of Control Designer]

4. Normally controls have properties. Open the Code Designer via View Code and assign the desired properties which should be available externally. In our example: Externally visible property "UserText" with get and set access which contains the text of the text box:

```csharp
public partial class SampleControl : UserControl
{
    public SampleControl()
    {
        InitializeComponent();
    }

    public string UserText
    {
        get { return textBox1.Text; }
        set { textBox1.Text = value; }
    }
}
```
5. Compile the project.

The Windows Forms Control can now be used in other Windows Forms projects.

Important: The control must be inserted manually in the control tool box via Choose Items.

5.3.2 Change .NET User Control to dual control

To change the .NET in a dual control, you must first activate the COM interface for ActiveX.
1. Open the project and activate property **Register for COM interop** in the Build settings:

2. Open the file `AssemblyInfo.cs` and
   - set attribute `ComVisible` to `true`
   - add attribute `ClassInterface`:

```csharp
[assembly: ComVisible(true)]
```
3. Open the code designer via View Code and add the necessary ActiveX attributes and using entries. Via menu Tools/Create GUID create a new GUID for the GUID attribute:
4. For the control to be selectable as Active X user interface control, you must add the functions to the following control classes:
   - RegisterClass
   - UnregisterClass

After that you can register the control in the registry.

5. Compile the project again.

The Windows Form Control is now ActiveX-able and was registered automatically during the rebuild. An additional typelib file zenOnDotNetControl.tlb was created in the output directory.

6. To use the control on another computer:
   a) copy the DLL file and the TLB file to the target computer
   b) register the files via the command line:
      ```cmd
      %windir%\Microsoft.NET\Framework\v2.0.50727\regasm.exe zenOnDotNetControl.dll \
      /tlb:zenOnDotNetControl.tlb
      ```
7. Add the extended Windows Form Control as ActiveX control to the zenon Editor:

5.3.3 Work via VBA with ActiveX in the Editor

To access the properties of the control in the zenon Editor:

1. In the zenon Editor in node Programming interfaces/VBA macros create a new Init macro with the name Init_ActiveX.

   In this macro you can access all external properties via obElem.ActiveX.
2. Assign his macro to the ActiveX control via properties **VBA macros/Init** of the ActiveX element.

**EXAMPLE INIT MACRO**

```vba
Public Sub Init_ActiveX(obElem As Element)
    obElem.AktiveX.Usertext = "Set the string to the control"
End Sub
```

5.3.4 Connect zenon variables with the .NET user control

In zenon you have the possibility to enhance an ActiveX control with special functions in order to access the zenon API.

**NECESSARY METHODS**

- public bool zenOnInit (on page 40) (Is called up during control initializing in the zenon Runtime.)
- public bool zenOnInitED (on page 40) (Is used in the Editor.)
- public bool zenOnExit() (on page 41) (Is called up during control destruction in the zenon Runtime.)
- public bool zenOnExitED() (on page 41) (Is used in the Editor.)
- public short CanUseVariables() (on page 41) (Supports linking variables.)
- public short VariableTypes() (on page 41) (Supported data types by the control)
- public MaxVariables() (on page 42) (Maximum number of variables which can be linked to the control.)

**ADD REFERENCE**

1. Select in Microsoft Visual Studio under *Add References* the zenon Runtime object library in order to be able to access the zenon API in the control.

2. Add the enhanced functions in the class code of the control in order to access the whole zenon API.
In our example the COM object of a zenon variable is temporarily saved in a Member in order to access it later in the Paint event of the control.

public bool zenOnInit(zenOn.Element dispElement)

With this method (in the Runtime) the ActiveX control gets a pointer to the dispatch interface of the dynamic element. With this pointer zenon variables linked to the dynamic element can be accessed.

You can configure the sequence of the sent variables in the Enter Element dialog with the buttons down or up. The dialog "element input" opens if:

- you double click the ActiveX element or
- select Properties in the context menu or
- select the ActiveX settings property in the Representation node of the property window

public bool zenOnInitED(zenOn.Element dispElement)

Equals public bool zenOnInit (on page 40) and is executed when opening the ActiveX in the Editor (double click on ActiveX).
public bool zenOnExit()

This method is called by the zenon Runtime when the ActiveX control is closed. Here all dispatch
pointers on variables should be released.

public bool zenOnExitED()

Equals public bool zenOnExit() (on page 41) and is executed in closing the ActiveX in the Editor. With this
you can react to changes, e.g. value changes, in the Editor.

public short CanUseVariables()

This method returns 1 if the control can use zenon variables and 0 if it cannot.

> 1: For the dynamic element (via button Variable) you can only state zenon variables with the
type stated via method VariableTypes in the number stated by method MaxVariables.

> 0: If CanUseVariables returns 0 or the control does not have this method, any number of
variables of all types can be defined without limitations. In the Runtime however they only can
be used with VBA.

public short VariableTypes()

The value returned by this method is used as a mask for the usable variable types in the variable list. The
value is an AND relation from the following values (defined in zenon32/dy_type.h):

<table>
<thead>
<tr>
<th>Parameters</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>WORD</td>
<td>0x0001</td>
<td>corresponds to position 0</td>
</tr>
<tr>
<td>BYTE</td>
<td>0x0002</td>
<td>corresponds to position 1</td>
</tr>
<tr>
<td>BIT</td>
<td>0x0004</td>
<td>corresponds to position 2</td>
</tr>
<tr>
<td>DWORD</td>
<td>0x0008</td>
<td>corresponds to position 3</td>
</tr>
<tr>
<td>FLOAT</td>
<td>0x0010</td>
<td>corresponds to position 4</td>
</tr>
<tr>
<td>DFLOAT</td>
<td>0x0020</td>
<td>corresponds to position 5</td>
</tr>
<tr>
<td>STRING</td>
<td>0x0040</td>
<td>corresponds to position 6</td>
</tr>
<tr>
<td>IN_OUTPUT</td>
<td>0x8000</td>
<td>corresponds to position 15</td>
</tr>
</tbody>
</table>
public MaxVariables()

Here the number of variables is defined, that can be selected from the variable list:

1. Multi-select is disabled in the variable list. A warning is displayed when several variables are selected anyway.

6. WPF element

With the WPF dynamic element, valid WPF/XAML files in zenon can be integrated and displayed.

Information

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6.1 Basics

XAML

XAML stands for Extensible Application Markup Language. The description language developed by Microsoft and based on XML defines the syntax in Silverlight applications and WPF user interfaces. XAML makes it possible to separate design and programming. The designer prepares the graphical user interface and creates basic animations that are then used by the developers/project planners. The project planner can control these .xaml files in a purposeful manner and animate them accordingly.

WPF

WPF stands for Windows Presentation Foundation and describes a graphics framework that is part of the Windows .NET framework:

- WPF displays the programming environment.
- XAML describes, based on XML, the interface hierarchy as a markup language. Depending on the construction of the XAML file, there is the possibility to link properties, events and transformations of WPF elements with variables and functions of CD_PRODUCTNAME<.
The framework unites the different areas of presentation such as user interface, drawing, graphics, audio, video, documents and typography.

Microsoft .NET 3.5 or higher is required for execution.

### 6.1.1 WPF in process visualization

XAML makes different design possibilities possible for zenon. Display elements and dynamic elements can be adapted graphically regardless of the project planning. For example, laborious illustrations are first created by designers and then imported into zenon as an XAML file and linked to the desired logic. There are many possibilities for using this, for example:

---

**DYNAMIC ELEMENTS IN ANALOG-LOOK**

Graphics no longer need to be drawn in zenon, but can be imported directly as an XAML file. This makes it possible to use complex, elaborately illustrated elements in process visualization. Reflections, shading, 3D effects etc. are supported as graphics. The elements that are adapted to the respective industry environment make intuitive operation possible, along the lines of the operating elements of the machine.

---

**INTRICATE ILLUSTRATIONS FOR INTUITIVE OPERATION**

The integration of XAML-based display elements improves the graphics of projects and makes it very easy to display processes clearly. Elements optimized for usability make operation easier. A clear display of data makes it easier to receive complex content. The flexible options for adapting individual elements makes it easier to use for the operator. It is therefore possible for the project planners to determine display values, scales and units on their own.

---

**CLEAR PRESENTATION OF DATA AND SUMMARIES**
Grouped display elements make it possible to clearly display the most important process data, so that the equipment operator is always informed of the current process workflow. Graphical evaluations, display values and sliders can be grouped into an element and make quick and uncomplicated control possible.

**INDUSTRY-SPECIFIC DISPLAYS**

Elements such as thermometers, scales or bar graphs are part of the basic elements of process visualization. It is possible, using XAML, to adapt these to the respective industry. Thus equipment operators can find the established and usual elements that they already know from the machines in process visualization at the terminal.

**ADAPTATION TO CORPORATE DESIGN**

Illustrations can be adapted to the respective style requirements of the company, in order to achieve a consistent appearance through to the individual process screen. For example, the standard operation elements from zenon can be used, which can then be adapted to color worlds, house fonts and illustration styles of the corporate design.

### 6.1.2 Transfer of values from zenon to WPF

zenon always works internally with the `double` or `string`. These are sent to the WPF element. The WPF element is embedded in a .NET container. It usually needs to be converted so that the data type can be used. This conversion can automatically be carried out by .NET.

The values are sent in accordance with the following rules:

- If the .NET type (`System.Object`) for zenon is not evident, the value is sent as it is to .NET. .NET must take care of the display or conversion itself.
- If the .NET type is a Boolean type (`System.Boolean`), then zenon writes according to the .NET convention `0` or `-1`.
- If the .NET type is known, a check is carried out to see if .NET can convert the value. The converter from .NET is used for this.
  - Yes: The value is sent.
  - No: The value is sent nevertheless. If .NET reacts with an error message, the value of zenon is converted into a string and sent again.
6.1.3 Referenced objects

In WPF not only standard objects such as rectangles, buttons, text fields, etc. can be used, but also WPF user controls, which are referenced as assemblies.

WPF user controls are individually created objects. For example, this element can look like a tacho and provide special properties and optical effects, such as a "Value" property, which causes the pointer of the tacho to move and display the value when it is set.

The workflow for this:
- The appearance of a user controls is labeled with standard objects, which are offered by WPF.
- The properties and interactions are programmed.
- The whole package is compiled and present in the form of a .NET assembly.

This assembly can also be used for WPF projects. To do this, it must be referenced (linked) in the WPF editor (for example: Microsoft Expression Blend). To do this, select the assembly in the zenon file selection dialog:

From this point in time, the WPF user controls of the assembly in the tool box can be selected under Custom user controls and used in the WPF project.

USED REFERENCED ASSEMBLIES IN ZENON

To use an assembly in zenon, this must be provided as a file. Collective files in .cdwpf format administer these independently; no further configuration is necessary. Assemblies must be added to the Files folder for .xaml files:
- Click on Files on the project tree
- Select Other
- Select Add file... in the context menu
- The configuration dialog opens
- Insert the desired assembly

When displaying a WPF file in the WPF element (Editor and Runtime), the assemblies from this folder are loaded. It is thus also ensured that that when the Runtime files are transferred using Remote Transport, all referenced assemblies are present on the target computer.
A collective file (.cdwpf) can exist alongside an XAML file with the same name. All assemblies (*.dll) from all collective files and the Other folder are copied to the work folder. Only the highest file version is used if there are several assemblies with the same name.

**Attention**

Assemblies are only only removed after loading when the application is ended. That means:

If a WPF file with a referenced assembly in zenon is displayed, then this assembly is loaded is in the memory until zenon is ended, even if the screen is closed again. If you would like to remove an assembly from the Files/Other folder, the Editor must first be restarted, so that the assembly is removed.

**MULTI-PROJECT ADMINISTRATION**

With multi-project administration, the same assembly must be used in all projects. If an assembly is replaced by another version in a project, it must also be replaced in all other projects that are loaded in the Editor or in Runtime.

**6.1.4 Allocation of zenon object to WPF content**

zenon objects are allocated to WPF content using the name of the WPF object. In doing so, note:

Visual objects do not have a `RuntimeNamePropertyAttribute` property. Therefore at the time when the WPF content is loaded and created, the additional information of name is not available.

Thus a clear allocation of zenon objects to WPF objects is not possible. Therefore only logical objects are listed in the configuration dialog of zenon. Which WPF objects the `RuntimeNamePropertyAttribute` has available is visible in MSDN or on the Microsoft website.

**WORKAROUND**

Nevertheless, the following workaround is possible to animate visual objects:

For visual elements, the animateable property is linked to the text property of an invisible text box using a data connection.

Because the text box as a logical object supports the name property, this is displayed in zenon.

The textbox property can also be animated with zenon.

This visual object is also indirectly animated as a result.
6.1.5 Workflows

The WPF/XAML technology makes new workflows in process visualization possible. The separation of design and functionality ensures a clear distinction of roles between the project planners and designers; design tasks can be easily fulfilled by using pre-existing designs, which no longer need to be modified by the project planner.

The following people are involved in the workflow to create WPF elements in zenon:

- Designer
  - illustrates elements
  - takes care of the graphics for MS Expression Design
- MS Expression Blend operator
  - Animates elements
  - Creates variables for the animation of WPF elements in zenon, which project planners can access
- Project planner
  - Integrates elements into zenon:
    - stores logic and functionality

We make a distinction:

- Workflow with Microsoft Expression Blend (on page 78)
- Workflow with Adobe Illustrator (on page 78)

Workflow with Microsoft Expression Blend

When using Microsoft Expression Blend, a WPF element is created in four stages:

1. Illustration of elements in MS Expression Blend (on page 80)
2. Open element in MS Expression Design and export as WPF
3. Animation in MS Expression Blend (on page 80)
4. Integration into zenon (on page 123)

You can find an example for creating a WPF elements with Microsoft Expression Blend in the Create button as XAML file with Microsoft Expression Blend (on page 80) chapter.

Workflow with Adobe Illustrator

Based on traditional design processes with Adobe Illustrator the following workflow is available:
1. Illustration of elements in Adobe Illustrator (on page 84)
2. Import of .ai files and preparation in MS Expression Design (on page 85)
3. WPF export from MS Expression Design (on page 85)
4. Animation in MS Expression Blend (on page 87)
5. Integration into zenon (on page 131)

You can find an example for creation in the Workflow with Adobe Illustrator (on page 83) chapter.

### 6.2 Guidelines for designers

This section informs you how to correctly create WPF files in Microsoft Expression Blend and Adobe Illustrator. The tutorials on Creating a button element (on page 80) and a bar graph element (on page 83) show you how fully functional WPF files for zenon can be created from pre-existing graphics in a few steps.

The following tools were used for this:
- Adobe Illustrator CS3 (AI)
- Microsoft Expression Design 4 (ED)
- Microsoft Expression Blend 4 (EB)
- zenon 6.51

**Information**

*If referenced objects (assemblies) are used in WPF, note the instructions in the Referenced objects (on page 76) chapter.*

### 6.2.1 Workflow with Microsoft Expression Blend

With Microsoft Expression Blend, a WPF element:
- is illustrated
- is converted into WPF format using MS Expression Design
- animated

The following example shows the illustration and conversion of a button element into an XAML file.

**Note:** A test version of "Microsoft Expression Blend" can be downloaded from the Microsoft website.
Create button as an XAML file with Microsoft Expression Blend

CREATE BUTTON

1. Start Expression Blend
2. Select the New Project option
3. Select WPF as project type
4. Give it a path and name of your choice (MyBlendProject, for example)
The **Language** and **Version** settings can be ignored, because no functionality is to be programmed.

5. After the dialog has been confirmed with **OK**, Microsoft Blend creates a new project with the chosen settings. Expression Blend adds an empty XAML file which already contains a class reference.

6. Delete the CS file that belongs to the XAML file using the context menu.

7. Rename the XAML file `MainControl.xaml` to `MyButton.xaml`.

8. The development size of the file is set at 640 x 480 pixels as standard and must still be changed:
   - **a)** switch to **XAML** view
   - **b)** correct the size to 100 x 100 pixels
   - **c)** Delete the class reference `x:Class="MyBlendProject.MyButton"

9. switch to **Design** view

10. add a button via the tool bar

11. define the properties
   - Width: 50
   - Height: 50
• Margins: 25

The button is therefore at the center of the control.

12. Save the changes and open the file in Internet Explorer to check it. You will see that the button is displayed in a size of 50 x 50 pixels.

MAKE BUTTON SCALABLE

If you integrate this status into zenon, the button will always have the exact size of 50 x 50 pixels. Because the button can be implemented as a scalable button, switch to Expression Blend again:

1. select the button in the tree view
2. select the Group Into->Viewbox button in the context menu
3. the button is inserted into a Viewbox
4. Define the properties of the viewbox
   • Width: Auto
   • Height: Auto
5. save the file

6. If you now open the file in Internet Explorer, the button is automatically scaled when the IE window size is changed. This file will now also automatically adapt to changes in the size of the WPF element in zenon.

CHANGE NAME

Before you can integrate the file into zenon, you must give the WPF element a name. The WPF elements are not named in Expression Blend as standard, and are labeled with square brackets and their type. zenon content is assigned to WPF content via the name of the WPF elements:

- in tree view, change the name
  - of the button on **MyButton**
  - of the ViewBox to **MyViewBox**

This button can now be integrated in zenon (on page 123) as an XAML file.

6.2.2 Workflow with Adobe Illustrator

When **Adobe Illustrator** is used, a WPF element:

- is illustrated in **Adobe Illustrator**
- is converted into a WPF in **MS Expression Design**
- is animated in **MS Expression Blend**

The following example shows the illustration and conversion of a bar graph element into an XAML file.
Bar graph illustration

A bar graph is created in Adobe Illustrator.

1. AI: Starting element for bar graph

Illustrated in Adobe Illustrator CS3.

2. AI: Path view of bar graph in Adobe Illustrator

- All effects must be converted (Object -> Convert appearance)
- All lines are transformed into paths (Object -> Path -> Contour line)
- Do not use filters such as shading, blurring etc.

NOTES ON COMPATIBILITY

Illustrations that were created with Adobe Illustrator are in principle suitable for WPF export. However, not all Illustrator effects can become corresponding effects in Expression Design/Blend. Note:
<table>
<thead>
<tr>
<th>Effect</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Clipping masks</strong></td>
<td>Clipping masks created in Adobe Illustrator are not correctly interpreted by Expression Design. These are usually shown in Blend as areas of black color. We recommend creating illustrations without clipping masks.</td>
</tr>
</tbody>
</table>
| **Filters and effects**    | Not all Adobe Illustrator filters are transferred into Expression Design accordingly: Thus blurring filters, shading filters and corner effects from Illustrator do not work in Expression Design. Solution:  
  ‣ Most effects can be converted so that they can be read correctly by Expression Design using the **Object → Convert appearance** command in Adobe Illustrator.  
  ‣ Corner effects from Adobe Illustrator are correctly interpreted by MS Design if they are converted to AI in paths. |
| **Text fields**            | To be able to link text fields with code, these must be created separately in Expression Blend. "Labels" are required for dynamic texts; simple "text fields" are sufficient for static information.  
  There is no possibility to create text labels in MS Design. These must be directly created in MS Blend. |
| **Transparencies and group transparencies** | There can be difficulties in Adobe Illustrator with the correct interpretation of transparency settings, in particular from group transparency settings.  
  However MS Expression Blend and MS Expression Design do offer the possibility to create new transparency settings. |
| **Multiply levels**        | These level settings in Adobe Illustrator are not always correctly displayed by MS Expression Blend.  
  However, there is the possibility to "Multiply levels" directly in Expression Design. |
| **Indicating instruments and standard positions** | To prepare the graphics optimally for animation, the indicator and slider must always be set to the starting position, usually 0 or 12:00 o'clock.  
  Thus the position parameters for rotations etc. are also correct in Blend and an animation can be implemented without conversion of position data. |

**WPF export**

WPF files are required for animation in Microsoft Expression Blend. We recommend Microsoft Expression Design for this export, because it provides good results and most Illustrator effects are correctly interpreted.
Note: There is a free plug-in for the direct export of WPF files from Adobe Illustrator available on the internet. This plug-in provides a quick, uncomplicated way of exporting from Illustrator, however it is less suited to the current application because it lead to graphical losses. Even color deviations from the original document are possible.

Files in .ai format can regularly be imported into Expression Design; the paths are retained in the process.
Attention: Some common Illustrator effects cannot be displayed by Expression Design correctly however (see Illustration (on page 84) chapter).

We export the pre-created bar graph element in 5 stages:

1. **ED: Import**
   - Import the prepared Illustrator file (on page 84) in Microsoft Expression Design via File -> Import

2. **ED: Optimization**
   - If the starting file is not correctly displayed in MS Expression Design, it can still be subsequently edited and optimized here

3. **ED: Select**
   - Highlight the element for WPF export with the direct selection arrow in MS Expression Design; in this case it is the whole clock
4. **ED: Start export**

- Start the export via File -> Export
- the dialog for configuring the export settings opens

5. **ED: Export settings**

- Enter the following export settings:
  a) **Format**: XAML Silverlight 4 / WPF Canvas
     - **Always name objects**: Activate with tick
     - **Place the grouped object in an XAML layout container**: Activate with tick
  b) **Text**: Editable text block
  c) **Line effects**: Rasterize all

The exported file has `.xaml` file suffix. It is prepared and animated (on page 87) in MS Expression Blend in the next stage.

**Animation in Blend**

With MS Expression Blend:

- static XAML files from MS Expression Design are animated
- Variables for controlling effects that can be addressed by zenon are created

In thirteen steps, we go from a static XAML to an animated element, that can be embedded in zenon:

1. **EB: create project**
a) Open Microsoft Expression Blend

b) Create a new project

c) Select the Project type of WPF -> WPF Control Library

d) Give it a name (in our tutorial: My_Project)

e) Select a location where it is to be saved

f) Select a language (in our tutorial: C#)

g) Select Framework Version 3.5

2. **EB: delete MainControl.xaml.cs**

   a) Navigate to MainControl.xaml.cs

   b) Delete this file using the Delete command in the context menu

3. **EB: Open exported XAML file**

   a) Open the context menu for My_Project (right mouse button)

   b) Select Add existing element...

   c) Select the XAML file exported from Microsoft Expression Design, in order to open this in Microsoft Expression Blend

4. **EB: Open MainControl.xaml**

   a) Open the automatically created MainControl.xaml

   b) In the Objects and Time axes area, navigate to the UserControl entry

5. **EB: Adapt XAML code**
a) Click on **UserControl** with the right mouse button
b) Select **Display XAML** in the contextual menu.

c) Delete lines 7 and 9 in the XAML code:

```
x:Class="My_Project.MainControl"
d:DesignWidth="640" d:DesignHeight="480"
```

6. **EB: check XAML code**

- The XAML code should now look like this:

```
<UserControl
  xmlns=http://schemas.microsoft.com/winfx/2006/xaml/presentation
  xmlns:x=http://schemas.microsoft.com/winfx/2006/xaml

  mc:Ignorable="d"
  x:Name="UserControl">

  <Grid x:Name="LayoutRoot"/>

</UserControl>
```

7. **EB: Copy elements**

a) Open the XAML file imported from Expression Design
b) Mark all elements
c) Select **Delete** in the context menu
d) Change back to the automatically created XAML file

8. **EB: Insert element**

a) Click on **Layout Root** with the right mouse button
b) Select **Insert**
9. **EB: Adapt layout type**

   a) Click on Layout root -> Change layout type -> Viewbox with the right mouse button
   
   b) The structure should now look like this: UserControl -> LayoutRoot -> Grid -> Elements
   
   c) Give a name for LayoutRoot and Grid by double-clicking on the names

10. **EB: Texts and values**

    - Dynamic and static texts are labeled with text fields
    - Values (numbers) are issued with *Labels*

11. **EB: Insert labels**

    - Labels replace numbers that are to be subsequently linked using INT variables (must be carried out for all number elements)

12. **EB: Set property**

    - To display 100%, set the bar graph element’s *MaxHeight* property to 341 (the maximum height of the indicator element is 340)

13. **EB: prepare for use in zenon**

    a) Delete all name labels (names may only be given for elements that are to be addressed via zenon)
b) Save the XAML file with any desired name

c) Integrate the XAML file into zenon (on page 131)

A tip for checking: If the XAML file is displayed with no problems in Microsoft Internet Explorer and the window size of Internet Explorer adapts to it, it will also be correctly used in zenon.

6.3 Engineering in zenon

To use WPF with zenon, Microsoft Framework 3.5 must be installed on both the editor computer and on Runtime.

CONDITIONS FOR WPF DISPLAY IN ZENON

The animation is currently available for simple variables; arrays and structures cannot be animated. Therefore the following WPF functions can be implemented in zenon:

- Element properties that correspond to simple data types, such as String, Int, Bool etc.
- Element properties of the "Object" type, which can be set with simple data types
- Element events can be used with functions; the parameters of the events are not however available in and cannot be evaluated in zenon
- Element transformation, for which a render transform is present for the element in the XAML file

Attention: if the content is outside of the area of the WPF element during transformation, this part of the content is lost or is not labeled

Notes on dBase: No shade can be displayed in zenon for WPF elements.

Attention

If the Runtime files were created for a project for a version before 6.50, existing WPF elements are not included into Runtime screens.

DISPLAY ON WINDOWS 7

If a WPF screen contains a slider and Windows 7 Aero Effects are used, this may lead to refresh problems in zenon Editor.

6.3.1 CDWPF files (collective files)

Rules for the use of collective files:
The files can be in the ZIP file directly or in a joint folder.

The name of the XAML file should correspond to the names of the collective file.

Only one XAML file may be contained.

The preview graphic should be small and no more than 64 pixels high.
Name of the preview file: `preview.png` or the name of the XAML file with the suffix `png`.

Any number of assemblies can be used. The distinction is made on the basis of the file version in numerical form.

Collective files do not need to contain an assembly.

All folders are searched and only `*.dll`, `*.xaml` and `*.png` files are taken into account.

If a collective file (`.cdwpf`) is replaced by a file with a different version, all corresponding CDWPF files in all symbols and images in all projects must be adapted.

### 6.3.2 create WPF element

To create a WPF element

1. In the elements toolbar, select the symbol for WPF element or the `Elements` entry in the menu.
2. Select the start point in the main window.
3. Pull open the element with the mouse.
4. In properties, select `Representation` the property `XAML file` in the group.
5. The file selection dialog opens.
6. Select the desired file
Files of the following formats are valid:
   - `*.xaml`: Extensible Application Markup Language
   - `*.cdwpf`: WPF collective file, also shows preview image
   (the file must already be present in the Project Manager under `Files/graphics` or created in the dialog.)
7. configure the links (on page 93).

---

**Information**

If referenced objects (assemblies) are used in WPF, note the instructions in the `Referenced objects` (on page 76) chapter.
6.3.3 Configuration of the linking

To configure a WPF element

1. In properties, select **WPF links** the property **Configuration** in the group.
2. The dialog with three tabs opens with a preview of the XAML file and the elements present in the file
<table>
<thead>
<tr>
<th>Parameters</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Available elements</td>
<td>Shows the named file elements in a tree structure. The selected element can be linked with process data. <strong>WPF</strong> is assigned to process data based on the element name. Therefore elements are only shown if they and the attendant elements have a name. Allocations are configured and shown in the Properties, Events, Transformations tabs.</td>
</tr>
<tr>
<td>Preview</td>
<td>The selected element is shown flashing in the preview.</td>
</tr>
<tr>
<td>Properties (on page 95)</td>
<td>Configuration and display of properties (variables, authorizations, interlockings, linked values).</td>
</tr>
<tr>
<td>Events (on page 101)</td>
<td>Configuration and display of events (functions).</td>
</tr>
<tr>
<td>Transformations (on page 103)</td>
<td>Configuration and display of transformations.</td>
</tr>
<tr>
<td>Name</td>
<td>Name of the property.</td>
</tr>
<tr>
<td>Connection</td>
<td>Selection of link.</td>
</tr>
<tr>
<td>Link type</td>
<td>Type of link (variable, authorization, function)</td>
</tr>
<tr>
<td>WPF info</td>
<td>Shows the current value for properties in WPF content. For the user, it is directly visible what type of property it is (Boolean, string, etc.).</td>
</tr>
<tr>
<td>Linked</td>
<td>Shows if a property is currently being used. Not contained by default in the view, but can be selected using Context menu-&gt;Column selection.</td>
</tr>
</tbody>
</table>

**Information**

*Only logical objects can be displayed in the configuration dialog. Visual objects are not displayed. You can read about backgrounds and how visual objects can be animated in the Allocation of zenon object to WPF content (on page 77).*

**EDIT HYPERLINKS**

All configured hyperlinks can be edited from the properties of the element. Click on the element and open the property group **WPF links**. Hyperlinks can be further configured here, without having to open the dialog.

Limitations:

- The linking type cannot be changed here.
- New linkings can only be created via the configuration dialog.
- Insertion of a WPF elements into a symbol: WPF linkings cannot be exported.
Properties

The properties enable the linking of:

- Variables (on page 97)
- Values (on page 98)
- Authorizations and interlockings (on page 100)
<table>
<thead>
<tr>
<th>Parameters</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Name</td>
<td>Name of the property.</td>
</tr>
<tr>
<td>Connection</td>
<td>Linked variable, authorization or linked value. Clicking in the column opens the respective selection dialog, depending on the entry in the Link type column.</td>
</tr>
<tr>
<td>Link type</td>
<td>Selection of linking.</td>
</tr>
<tr>
<td>WPF info</td>
<td>Shows the current value for properties in WPF content. For the user, it is directly visible what type of property it is (Boolean, string, etc.).</td>
</tr>
<tr>
<td>Linked</td>
<td>Shows if a property is currently being used.</td>
</tr>
</tbody>
</table>

**CREATE LINK**

To create a link:

1. Highlight the line with the property that is to be linked
2. Click in the Link type cell
3. Select the desired link from the drop-down list.
   Available are:
   - <not linked> (deletes an existing link)
   - Authorization/interlocking
   - Variable
   - Value linking
4. Click in the Link cell
5. The dialog for configuring the desired link opens

**Information**

Properties of WPF and zenon can be different. If, for example the visibility property is linked, there are three values available in .NET:

- 0 - visible
- 1 - invisible
- 2 - collapsed

These values must be displayed via the linked zenon variable.
**Link variable**

To link a variable with a WPF property:

1. Highlight the line with the property that is to be linked
2. Click in the **Link type cell**
3. Select from the **variable drop down list**
4. Click in the **Link cell**
5. The dialog for configuring the variables opens

This dialog also applies for the selection of variables with transformations (on page 103). The configuration also makes it possible to convert from zenon into WPF units.
### Parameters

<table>
<thead>
<tr>
<th><strong>Parameters</strong></th>
<th><strong>Description</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Linked variables</strong></td>
<td>Selection of the variable to be linked. A click on the . . . button opens the selection dialog.</td>
</tr>
<tr>
<td><strong>Value range of WPF element</strong></td>
<td>Data to convert variable values into WPF values.</td>
</tr>
</tbody>
</table>
| **Convert value range** | **Active**: WPF unit conversion is switched on.  
**Effect on Runtime**: The current zenon value (incl. zenon unit) is converted to the WPF range using standardized minimum and maximum values.  
**For example**: The value of a variable varies from 100 to 200. With the variables, the standardized range is set to 100 - 200. The aim is to display this change in value using a WPF rotary knob. For this:  
- for **Transformations**, the `RotateTransform.Angle` property is linked to the variables  
- **Adjust value** activated  
- a WPF value range of 0 to 360 is configured  
Now the rotary knob can be turned at a value of 150, for example, by 180 degrees. |
| **Minimum** | Defines the lowest WPF value. |
| **Maximum** | Defines the highest WPF value. |
| **OK** | Accepts settings and ends the dialog. |
| **Cancel** | Discards settings and ends the dialog. |
| **Help** | Opens online help. |

### Link values

Linked values can either be a string or a numerical value of the double type. When selecting the screen, the selected value is sent in WPF content after loading the WPF content.

⚠️ **Attention**

The data type of the WPF property need not necessarily be double or string. However only values of the string type or double are sent by zenon. These must be converted to .NET on the WPF page. For details see the Value transfer from zenon to WPF (on page 75) chapter.

To link a value with a WPF property:
1. Highlight the line with the property that is to be linked
2. Click in the Link type cell
3. Select Value linkings from the drop-down list
4. Click in the Link cell
5. The dialog for configuration of value linking opens

<table>
<thead>
<tr>
<th>Parameters</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Linked value:</td>
<td>Entry of a numerical value or string value.</td>
</tr>
<tr>
<td>Use string</td>
<td>Active: A string value is used instead of a numerical value.</td>
</tr>
<tr>
<td></td>
<td>The language of string values can be switched. The text is translated in</td>
</tr>
<tr>
<td></td>
<td>Runtime when the screen is called up and sent in WPF content. If the</td>
</tr>
<tr>
<td></td>
<td>language is switched whilst the screen is opened, the string value is</td>
</tr>
<tr>
<td></td>
<td>retranslated and sent.</td>
</tr>
<tr>
<td>String value/numerical value</td>
<td>Depending on what is selected for the Use string property, a numerical</td>
</tr>
<tr>
<td></td>
<td>value or a string value is entered into this field. For numerical values,</td>
</tr>
<tr>
<td></td>
<td>a unit of measurement can also be selected.</td>
</tr>
<tr>
<td>Unit:</td>
<td>Selection of a unit of measurement from the drop down list. You must</td>
</tr>
<tr>
<td></td>
<td>have configured this in unit switching beforehand.</td>
</tr>
<tr>
<td></td>
<td>The unit of measurement is allocated with the numerical value. If the</td>
</tr>
<tr>
<td></td>
<td>units are switched in Runtime, the value is converted to the new unit of</td>
</tr>
<tr>
<td></td>
<td>measurement and sent to WPF content.</td>
</tr>
<tr>
<td>OK</td>
<td>Accepts settings and ends the dialog.</td>
</tr>
<tr>
<td>Cancel</td>
<td>Discards settings and ends the dialog.</td>
</tr>
<tr>
<td>Help</td>
<td>Opens online help.</td>
</tr>
</tbody>
</table>
Link authorization or interlocking

Authorizations cannot be granted for the whole WPF element. The element is allocated a user level. Authorizations are granted within the user level for individual controls. If an authorization is active, the value 1 is written to the element.

To link an authorization or interlocking with a WPF property:

1. Highlight the line with the property that is to be linked
2. Click in the Link type cell
3. Select Authorization/interlocking from the drop down menu
4. Click in the Link cell
5. The dialog for configuring the authorizations opens

<table>
<thead>
<tr>
<th>Parameters</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Link authorization/interlocking</td>
<td>Setting the authorizations.</td>
</tr>
<tr>
<td>Linked status</td>
<td>selection of an authorization that is linked to a WPF control from the drop down list. For example, visibility and operability of a WPF button can depend on a user’s status.</td>
</tr>
</tbody>
</table>

![Configuration dialog](Configuration.png)
Authorization | Description
--- | ---
Authorization available | If the user has sufficient rights to operate the WPF element, a value of 1 is written to the property.
Authorization does not exist | If the user does not have sufficient rights to operate the WPF element, a value of 1 is written to the property.
Not interlocked | If the element is not locked, the value 1 is written to the property.
Interlocked | If the element is locked, the value 1 is written to the property.
Can be operated | If authorization is present and the element is not locked, then a value of 1 is written to the property.
Cannot be operated | If authorization is not present or the element is not locked, then a value of 1 is written to the property.

Events

Events make it possible to link zenon functions to a WPF element.
### Parameters

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Name</td>
<td>Name of the property.</td>
</tr>
<tr>
<td>Connection</td>
<td>Linked function. Clicking in the cell opens the configuration dialog.</td>
</tr>
<tr>
<td>Link type</td>
<td>Selection of linking. Clicking in the cell opens the selection dialog.</td>
</tr>
<tr>
<td>WPF info</td>
<td>Shows the current value for properties in WPF content. For the user, it is directly visible what type of property it is (Boolean, string, etc.).</td>
</tr>
<tr>
<td>Linked</td>
<td>Shows if a property is currently being used. Not contained by default in the view, but can be selected using Context menu-&gt;Column selection.</td>
</tr>
</tbody>
</table>

### LINK FUNCTIONS

To create a link:

1. Highlight the line with the property that is to be linked
2. Click in the **Link type** cell
3. Select from the drop down list function
4. Click in the **Link** cell
5. The dialog for configuring the function opens

![Configuration dialog](image.png)

### Parameters

<table>
<thead>
<tr>
<th>Linked function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Linked function</td>
<td>Selection of the function to be linked. Clicking on the ... button opens the dialog for Function selection.</td>
</tr>
<tr>
<td>OK</td>
<td>Accepts selection and closes dialog.</td>
</tr>
<tr>
<td>Cancel</td>
<td>Discards changes and closes dialog.</td>
</tr>
<tr>
<td>Help</td>
<td>Opens online help.</td>
</tr>
</tbody>
</table>
Transformation

The **WPF element** does not support rotation. If, for example, the **WPF element** is in a symbol and the symbol is rotated, the **WPF element** does not rotate with it. Therefore there is a different mechanism for Transformation with WPF to turn elements or to otherwise transform them. These transformations are configured in the **Transformation** tab.

Attention: If the content is outside of the **WPF element** area, this part of the contents is lost, i.e. it is not shown.
WPF element

Parameters | Description
---|---
Name | Name of the property.
Connection | Selection of the linked variables.

Transformations are displayed in XAML as transformation objects with their own properties. If an element supports a transformation, then the possible properties of the transformation object are displayed in list view. (more on this in: Integrate button as WPF XAML in zenon (on page 123)

For example, if the linked variable is set at the value of 10, then this value is written as a WPF target and the WPF element is rotated by 10°.

Type of link | Selection of transformation link type.
WPF info | Shows the current value for properties in WPF content. For the user, it is directly visible what type of property it is (Boolean, string, etc.).
Linked | Shows if a property is currently being used.

Not contained by default in the view, but can be selected using Context menu->Column selection.

LINK TRANSFORMATIONS

To link a transformation with a WPF property:

1. Highlight the line with the property that is to be linked
2. Click in the Link type cell
3. Select from the Transformation drop down list
4. Click in the Link cell
5. The dialog for configuring the variables opens

The configuration also makes it possible to convert from zenon into WPF units.
### Parameters

<table>
<thead>
<tr>
<th>Parameters</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Linked variables</td>
<td>Selection of the variable to be linked. A click on the ... button opens the selection dialog.</td>
</tr>
<tr>
<td>Value range of WPF element</td>
<td>Data to convert variable values into WPF values.</td>
</tr>
<tr>
<td>Convert value range</td>
<td><strong>Active</strong>: WPF unit conversion is switched on.</td>
</tr>
<tr>
<td></td>
<td><strong>Effect on Runtime</strong>: The current zenon value (incl. zenon unit) is converted to the WPF range using standardized minimum and maximum values.</td>
</tr>
<tr>
<td></td>
<td><strong>For example</strong>: The value of a variable varies from 100 to 200. With the variables, the standardized range is set to 100 - 200. The aim is to display this change in value using a WPF rotary knob. For this:</td>
</tr>
<tr>
<td></td>
<td>‣ for Transformations, the RotateTransform.Angle property is linked to the variables</td>
</tr>
<tr>
<td></td>
<td>‣ <strong>Adjust value</strong> activated</td>
</tr>
<tr>
<td></td>
<td>‣ a WPF value range of 0 to 360 is configured</td>
</tr>
<tr>
<td></td>
<td>Now the rotary knob can be turned at a value of 150, for example, by 180 degrees.</td>
</tr>
<tr>
<td>Minimum</td>
<td>Defines the lowest WPF value.</td>
</tr>
<tr>
<td>Maximum</td>
<td>Defines the highest WPF value.</td>
</tr>
<tr>
<td>OK</td>
<td>Accepts settings and ends the dialog.</td>
</tr>
<tr>
<td>Cancel</td>
<td>Discards settings and ends the dialog.</td>
</tr>
<tr>
<td>Help</td>
<td>Opens online help.</td>
</tr>
</tbody>
</table>

### 6.3.4 Validity of XAML Files

XAML files are valid subject to certain requirements:

- correct name space
- no class references
- Scalability

### CORRECT NAME SPACE

The **WPF element** can only display WPF content, i.e.: 
Only XAML files with the correct WPF namespace can be displayed by the WPF element. Files that use a Silverlight namespace cannot be loaded or displayed. However, in most cases it is suffice to change the Silverlight namespace to the WPF namespace.

WPF-Namespace:

```xml
xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
```

**NO USE OF CLASS REFERENCES**

Because the XAML files can be loaded dynamically, it is not possible to use XAML files that contain references to classes ("class" key in header). Functions that have been programmed in independently-created C#-files cannot be used.

**SCALABILITY**

If the content of a WPF element is adjusted to the size of the WPF element, then the controls of the WPF element are interlaced in a control that offers this functionality, such as a view box for example. In addition, care must be taken to ensure that the height and width elements are configured as automatic.

**CHECKING AN XAML FILE TO SEE IF IT IS CORRECT**

To check if an XAML file has the correct format:

- Open XAML file in Internet Explorer
  - If it can be opened without additional plug-ins (Java or similar), then it can be assumed with a high degree of certainty that this file can be loaded and displayed by zenon
  - If problems occur during loading, these are then shown in Internet Explorer and the lines in which problems arise can be clearly seen

The scaling can also be tested in this manner: If the file has been created correctly, the content will adjust to the size of the Internet Explorer window.

**ERROR MESSAGE**

If an invalid file is used in zenon, then an error message is displayed in the output window when loading the file in the WPF element.

For example:

"error when loading
xaml-Datei:C:\ProgramData\COPA-DATA\SQL\781b1352-59d0-437e-a173-08563c3142e9\FILES\zenon\custom\media\UserControl1.xaml"
6.3.5 Pre-built elements

zenon is already shipped with several WPF elements. More are available for download in the web shop.

All WPF elements have properties which determine the graphical design of the respective element (Dependency Properties). Setting the values via an XAML file or linking the property via zenon can directly change the look in the Runtime. The following tables contain the respective Dependency Properties depending on the control.

Elements:
- Round display (on page 108)
- Progress bar (on page 112)
- Vertical bar graph (on page 113)
- Temperature control (on page 114)
- Analog clock (on page 115)
- Universal slider (on page 116)
- Pareto diagram (on page 117)
- Sankey diagram (on page 120)
- Waterfall diagram (on page 122)

REPLACING ASSEMBLY WITH A NEWER VERSION

Per project only one assembly for a WPF element can be used in the Editor as well as the Runtime. If two versions of an assembly are available in a project, then the first loaded file is used. A user enquiry is made as to which version should be used. No further actions are needed for the maintenance of the versions used up until now. If a newer version is chosen, all corresponding CDWPF files in all symbols and images in all projects must be adapted.

Note for Multi-Project Administration: If an assembly in a project is replaced by a new version, it must also be replaced in all other projects that are loaded in the Editor or in Runtime.
## Circular gauge control

<table>
<thead>
<tr>
<th>Property</th>
<th>Function</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>CurrentValue</td>
<td>Current value which should be displayed.</td>
<td>Double</td>
</tr>
<tr>
<td>IsReversed</td>
<td>Scale orientation - clockwise or anti-clockwise</td>
<td>Boolean</td>
</tr>
<tr>
<td>ElementFontFamily</td>
<td>Element font.</td>
<td>Font</td>
</tr>
<tr>
<td>MinValue</td>
<td>Minimum value of the scale.</td>
<td>Double</td>
</tr>
<tr>
<td>MaxValue</td>
<td>Maximum value of the scale.</td>
<td>Double</td>
</tr>
<tr>
<td>ScaleRadius</td>
<td>Radius of the scale.</td>
<td>Double</td>
</tr>
<tr>
<td>ScaleStartAngle</td>
<td>Angle at which the scale starts.</td>
<td>Double</td>
</tr>
<tr>
<td>ScaleLabelRotationMode</td>
<td>Alignment of the scale caption.</td>
<td>Enum:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>None</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Automatic</td>
</tr>
<tr>
<td></td>
<td></td>
<td>SurroundIn</td>
</tr>
<tr>
<td></td>
<td></td>
<td>SurroundOut</td>
</tr>
<tr>
<td>ScaleSweepAngle</td>
<td>Angel area which defines the size of the scale.</td>
<td>Double</td>
</tr>
<tr>
<td>ScaleLabelFontSize</td>
<td>Font size of the scale caption.</td>
<td>Double</td>
</tr>
<tr>
<td>ScaleLabelColor</td>
<td>Font color of the scale caption.</td>
<td>Color</td>
</tr>
<tr>
<td>ScaleLabelRadius</td>
<td>Radius on which the scale caption is orientated.</td>
<td>Double</td>
</tr>
<tr>
<td>ScaleValuePrecision</td>
<td>Accuracy of the scale caption.</td>
<td>Integer</td>
</tr>
<tr>
<td>PointerStyle</td>
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<td>Range4EndValue</td>
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<td>Range5EndValue</td>
<td>End value of the 5th area and start value of the 6th range.</td>
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</tr>
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<td>Range6EndValue</td>
<td>End value of the 6th range.</td>
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</tr>
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</tr>
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<td>GaugeOffsett</td>
<td>Lowering the rotation point of the whole element.</td>
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### Progress bar - ProgressBarControl

<table>
<thead>
<tr>
<th>Property</th>
<th>Function</th>
<th>Value</th>
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</thead>
<tbody>
<tr>
<td><code>CurrentValue</code></td>
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<td><code>MinValue</code></td>
<td>Minimum value of the value area.</td>
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<td>Maximum value of the value area.</td>
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<td>Color of the value display.</td>
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<td><code>ProgressBarBoxedColor</code></td>
<td>Color of the border of the progress bar.</td>
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<td>Distance of the progress bar box from the element edge (left, top, right, down).</td>
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<td>Indicator color not active.</td>
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<td><code>ProgressBarActiveBrush</code></td>
<td>Indicator color active.</td>
<td>Brush</td>
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<td><code>ProgressBarPadding</code></td>
<td>Distance of the progress bar from the progress bar box (left, top, right, down).</td>
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<td>Brush</td>
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<tr>
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# Bar graph vertical - VerticalBargraphControl

<table>
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<td>Number of sub ticks on the scale.</td>
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<tr>
<td>MinorTickColor</td>
<td>Color of sub ticks on the scale.</td>
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<td>Brush</td>
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<tr>
<td>ElementBackgroundBrush</td>
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<tr>
<td>ElementGlassReflection</td>
<td>Activate the glass effect on the element.</td>
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**Temperature indicator - TemperatureIndicatorControl**

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# Analog clock - AnalogClockControl

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### Universal slider - UniversalReglerControl

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</tr>
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<td>ValueVisibility</td>
<td>Activating the value display.</td>
<td>Boolean</td>
</tr>
</tbody>
</table>

**Pareto diagram**

The Pareto diagram, WPF element is available to exclusive partners of COPA-DATA and is available to these via the Partner Portal.
An example of a Pareto diagram in Runtime is shown below:

The following settings can be made in the WPF configuration window under COPADATA-ELEMENT:
<table>
<thead>
<tr>
<th>Property</th>
<th>Function</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>zenonBarColor1</td>
<td>Color of the first Bar</td>
<td>Color (String)</td>
</tr>
<tr>
<td>zenonBarColor2</td>
<td>Color of the second Bar</td>
<td>Color (String)</td>
</tr>
<tr>
<td>zenonBarColor3</td>
<td>Color of the third Bar</td>
<td>Color (String)</td>
</tr>
<tr>
<td>zenonBarColor4</td>
<td>Color of the fourth Bar</td>
<td>Color (String)</td>
</tr>
<tr>
<td>zenonBarColor5</td>
<td>Color of element fifth Bar</td>
<td>Color (String)</td>
</tr>
<tr>
<td>zenonBarColor6</td>
<td>Color of element sixth Bar</td>
<td>Color (String)</td>
</tr>
<tr>
<td>zenonBarColor7</td>
<td>Color of element seventh Bar</td>
<td>Color (String)</td>
</tr>
<tr>
<td>zenonBarColor8</td>
<td>Color of element eighth Bar</td>
<td>Color (String)</td>
</tr>
<tr>
<td>zenonBarColor9</td>
<td>Color of element ninth Bar</td>
<td>Color (String)</td>
</tr>
<tr>
<td>zenonBarColor10</td>
<td>Color of element tenth Bar</td>
<td>Color (String)</td>
</tr>
<tr>
<td>zenonColorPercentageLine</td>
<td>Color of the percentage line (relative sum frequency).</td>
<td>Color (String)</td>
</tr>
<tr>
<td>zenonLineVisibility</td>
<td>Visibility of the percentage line (relative sum frequency).</td>
<td>Boolean</td>
</tr>
<tr>
<td>zenonVariable1_Label</td>
<td>Labeling for the 1st Bar</td>
<td>String</td>
</tr>
<tr>
<td>zenonVariable1_Value</td>
<td>Value of the 1st Bar</td>
<td>Double</td>
</tr>
<tr>
<td>zenonVariable2_Label</td>
<td>Labeling for the 2nd Bar</td>
<td>String</td>
</tr>
<tr>
<td>zenonVariable2_Value</td>
<td>Value of the 2nd Bar</td>
<td>Double</td>
</tr>
<tr>
<td>zenonVariable3_Label</td>
<td>Labeling for the 3rd Bar</td>
<td>String</td>
</tr>
<tr>
<td>zenonVariable3_Value</td>
<td>Value of the 3rd Bar</td>
<td>Double</td>
</tr>
<tr>
<td>zenonVariable4_Label</td>
<td>Labeling for the 4th Bar</td>
<td>String</td>
</tr>
<tr>
<td>zenonVariable4_Value</td>
<td>Value of the 4th Bar</td>
<td>Double</td>
</tr>
<tr>
<td>zenonVariable5_Label</td>
<td>Labeling for the 5th Bar</td>
<td>String</td>
</tr>
<tr>
<td>zenonVariable5_Value</td>
<td>Value of the 5th Bar</td>
<td>Double</td>
</tr>
<tr>
<td>zenonVariable6_Label</td>
<td>Labeling for the 6th Bar</td>
<td>String</td>
</tr>
<tr>
<td>zenonVariable6_Value</td>
<td>Value of the 6th Bar</td>
<td>Double</td>
</tr>
<tr>
<td>zenonVariable7_Label</td>
<td>Labeling for the 7th Bar</td>
<td>String</td>
</tr>
<tr>
<td>zenonVariable7_Value</td>
<td>Value of the 7th Bar</td>
<td>Double</td>
</tr>
<tr>
<td>---------------------</td>
<td>---------------------</td>
<td>--------</td>
</tr>
<tr>
<td>zenonVariable8_Label</td>
<td>Labeling for the 8th Bar</td>
<td>String</td>
</tr>
<tr>
<td>zenonVariable8_Value</td>
<td>Value of the 8th Bar</td>
<td>Double</td>
</tr>
<tr>
<td>zenonVariable9_Label</td>
<td>Labeling for the 9th Bar</td>
<td>String</td>
</tr>
<tr>
<td>zenonVariable9_Value</td>
<td>Value of the 9th Bar</td>
<td>Double</td>
</tr>
<tr>
<td>zenonVariable10_Label</td>
<td>Labeling for the 10th Bar</td>
<td>String</td>
</tr>
<tr>
<td>zenonVariable10_Value</td>
<td>Value of the 10th Bar</td>
<td>Double</td>
</tr>
</tbody>
</table>

The following events can be used and linked to zenon functions:

<table>
<thead>
<tr>
<th>Event</th>
<th>Function</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>zenonBar1Click</td>
<td>Function that is executed when the 1st bar is clicked on.</td>
<td>Function</td>
</tr>
<tr>
<td>zenonBar2Click</td>
<td>Function that is executed when the 2nd bar is clicked on.</td>
<td>Function</td>
</tr>
<tr>
<td>zenonBar3Click</td>
<td>Function that is executed when the 3rd bar is clicked on.</td>
<td>Function</td>
</tr>
<tr>
<td>zenonBar4Click</td>
<td>Function that is executed when the 4th bar is clicked on.</td>
<td>Function</td>
</tr>
<tr>
<td>zenonBar5Click</td>
<td>Function that is executed when the 5th bar is clicked on.</td>
<td>Function</td>
</tr>
<tr>
<td>zenonBar6Click</td>
<td>Function that is executed when the 6th bar is clicked on.</td>
<td>Function</td>
</tr>
<tr>
<td>zenonBar7Click</td>
<td>Function that is executed when the 7th bar is clicked on.</td>
<td>Function</td>
</tr>
<tr>
<td>zenonBar8Click</td>
<td>Function that is executed when the 8th bar is clicked on.</td>
<td>Function</td>
</tr>
<tr>
<td>zenonBar9Click</td>
<td>Function that is executed when the 9th bar is clicked on.</td>
<td>Function</td>
</tr>
<tr>
<td>zenonBar10Click</td>
<td>Function that is executed when the 10th bar is clicked on.</td>
<td>Function</td>
</tr>
</tbody>
</table>

**Sankey diagram**

The Sankey diagram, WPF element is available to exclusive partners of COPA-DATA and is available to these via the Partner Portal.
The Sankey wizard must be used to model a Sankey diagram. The wizard creates an XML file that is then evaluated by the WPF element. To do this, the `zSankeyName` property must be given the name of the XML file. The XML file must be in the Other folder of a project. This is saved there by the wizard.

An example of a Sankey diagram in Runtime is shown below:

The following settings can be made in the WPF configuration window under COPADATA-ELEMENT:
<table>
<thead>
<tr>
<th>Property</th>
<th>Function</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>FontSize</td>
<td>Font size of the texts.</td>
<td>Integer</td>
</tr>
<tr>
<td>zBackgroundColor</td>
<td>Background color of the diagram.</td>
<td>Color (String)</td>
</tr>
<tr>
<td>zFontColor</td>
<td>Color of the texts.</td>
<td>Color (String)</td>
</tr>
<tr>
<td>zFontFamily</td>
<td>Font of all texts.</td>
<td>Font (String)</td>
</tr>
<tr>
<td>zLossDetectionActive</td>
<td>Automatic loss detection activated/deactivated. If true, then losses are automatically shown at a node points as flows.</td>
<td>Boolean</td>
</tr>
<tr>
<td>zNoDataText</td>
<td>Text that is displayed if there are no values to display and zPrevireActive is false.</td>
<td>String</td>
</tr>
<tr>
<td>zNoValidXMLText</td>
<td>Text that is displayed if no valid XML file with entered name has been found and zPrevireActive is false.</td>
<td>String</td>
</tr>
<tr>
<td>zNumberOfDecimalPlaces</td>
<td>Denotes how many decimal places are to be displayed.</td>
<td>Integer</td>
</tr>
<tr>
<td>zPrevireActive</td>
<td>Display of a preview activated/deactivated.</td>
<td>Boolean</td>
</tr>
<tr>
<td></td>
<td>The preview can be displayed if there is no data present (the modeled diagram is filled with default values) or the XML file was not found or this does not contain a valid definition (an example Sankey diagram is displayed).</td>
<td></td>
</tr>
<tr>
<td>zRefreshRate</td>
<td>Rate at which the diagram is refreshed in ms.</td>
<td>Integer</td>
</tr>
<tr>
<td>zSankeyName</td>
<td>Name of the XML file with the modeling of the diagram.</td>
<td>String</td>
</tr>
<tr>
<td>zShowRelativeValues</td>
<td>Display of the values in absolute false or relative values true.</td>
<td>Boolean</td>
</tr>
</tbody>
</table>

Note: The Sankey diagram does not work in zenon Web Client.

**Waterfall diagram**

The waterfall diagram, WPF element is available to exclusive partners of COPA-DATA and is available to these via the Partner Portal.

The meaning and waterfall chart wizard must be used to model a waterfall diagram. A waterfall can be modeled with this wizard. The information is saved directly for the variables concerned in the Analyzer --> Parameters for waterfall diagram.
An example of a waterfall diagram in Runtime is shown below:

The following settings can be made in the WPF configuration window under COPADATA-ELEMENT:

<table>
<thead>
<tr>
<th>Property</th>
<th>Function</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>zenonRefreshRate</td>
<td>Time between the refreshes of the diagram in ms.</td>
<td>Integer</td>
</tr>
<tr>
<td>zenonWaterfallIdentifier</td>
<td>Name of the waterfall diagram.</td>
<td>String</td>
</tr>
<tr>
<td>zenonZSystemModel</td>
<td>Equipment group of the variables used.</td>
<td>String</td>
</tr>
</tbody>
</table>

**Note:** The waterfall diagram does not work in zenon Web Client.

### 6.3.6 Examples: Integration of WPF in zenon

You can see how XAML files are created and integrated as WPF elements in zenon from the following examples:

- Integrate button as WPF XAML in zenon (on page 123)
- Integrate bar graph as WPF XAML in zenon (on page 131)
- Integrate DataGrid Control in zenon (on page 136)

**Integrate button as WPF XAML in zenon**

Example structure:
Creating a button (on page 80) in Microsoft Expression Blend
Integrate into zenon
Link to a variable and a function
adjust the button to the size of the element
Create button

As a first step, create a button as described in the Create button as XAML file with Microsoft Expression Blend (on page 80) chapter. To be able to use the XAML file in zenon, insert this in the project tree in the Files/graphics folder.

INTEGRATE BUTTON

Note: A zenon project with the following content is used for the following description:

- An empty screen as a start screen
- an internal variable int of type Int
- a function Funktion_0 of type Send value to hardware with:
  - Direct to hardware option activated
  - Set was set to 45

To integrate the button:

1. open the empty screen
2. place a WPF element (on page 92) in the screen
3. select XAML file in the properties window
4. select the XAML file (e. g. MyButton.xaml) and close the dialog
5. select the Configuration property
CONFIGURE THE BUTTON

The configuration dialog shows a preview of the selected XAML file. All elements named in the XAML file are listed in the tree:

1. select the WPF button, which is in LayoutRoot->MyViewBox->MyButton
2. Look in the Properties EntryContent tab; this contains the button's text
3. Click the Link type column
4. Select Variable from the drop down list
5. Click in the Link column
6. the variable selection dialog is opened
7. select the int variable to link this variable with the Content property

EVENTS

To also assign events:
1. select the events tab

2. look for the ‘Click’ entry, this event is triggered by the WPF element, as soon as the button is clicked

3. Click in the Link type column

4. Select Function from the drop down list

5. Click in the Link column

6. the function selection dialog is opened

7. select Function_0

8. Confirm the changes with OK

9. Insert a numerical value element into the screen

10. Link this numerical value element to the int variables too.

11. Compile the Runtime files and start Runtime.
The WPF element is displayed in Runtime, the button text is 0. As soon as you click on the button, the click event is triggered and the set value function is carried out. The value 45 is sent directly to the hardware and both numerical value and button display the value 45.

Define a set value of 30 via the numerical value element; this value is then also assumed by the WPF element.

**AUTHORIZATION**

Similar to a numerical value, a WPF element can be locked according to authorizations (lock symbol) or switched to be operable. Set the user authorization level to 1 for the WPF element and create a user called Test with authorization level 1. In addition, set up the functions Login with dialog and Logout. You link these two functions with 2 new text buttons on the screen.
In the WPF element configuration dialog, select the MyButton WPF button and select the Properties: tab.

1. Select the IsEnabled element
2. Click in the Link type column
3. Select Authorizations/interlocking from the drop down list
4. Click in the Link column
5. In the drop-down list, select the Authorized option
6. Close the dialog with OK
Compile the Runtime file and note that Authorizations to be Transferred must also be selected. After Runtime has been started, the WPF button is displayed as deactivated on the screen and cannot be operated. If you now log in as the user Test, the button is activated and can be operated. The button is locked again as soon as you log out.

TRANSFORMATION

The XAML files must still be adapted to use transformations:

1. switch to the Expression Blend program
2. select MyButton, so that the properties of the element are visible in the events window
3. Under Transform at RenderTransform select the Apply relative transform option
   As a result of this, a block is inserted into the XAML file, which save the transformation settings in runtime.

   ```xml
   <Button.RenderTransform>
     <TransformGroup>
       <ScaleTransform ScaleX="1" ScaleY="1"/>
       <SkewTransform AngleX="0" AngleY="0"/>
       <RotateTransform Angle="0"/>
       <TranslateTransform X="0" Y="0"/>
     </TransformGroup>
   </Button.RenderTransform>
   ```

4. Save the file and replace the old version in zenon with this new file.
5. Open the WPF element configuration dialog again:
   a) select the MyButton button
b) select the **Transformations** tab

![Configuration dialog]


c) select the **RotateTransform.Angle** element
d) Click in the **Link type** column
e) Select **Transformations** from the drop down list
f) Click in the **Link** column
g) the variable selection dialog is opened
h) select the **int** variable to link this variable with the **RotateTransform.Angle** property

Compile the Runtime files and start Runtime. Log in as the **Test** user and click on the button. The button has the value **45** and the WPF element rotates by **45°**.
Integrate bar graph as WPF XAML in zenon

Example structure:
- Creating a bar graph (on page 83) in Adobe Illustrator and converting it to WPF
- Integrate into zenon
- Linking with variables
- Adapting the bar graph WPF element

CREATE BAR GRAPH

The first step is to generate a bar graph as described in the Workflow with Adobe Illustrator (on page 83) chapter. To be able to use the XAML file in zenon, insert this in the project tree in the Files/graphics folder.

INTEGRATE BAR GRAPH

Note: A zenon project with the following content is used for the following description:
- An empty screen as a start screen
- Four variables from the internal driver for
  - Scale 0
  - Scale central
  - Scale high
  - Current value
- A variable from the mathematics driver for displaying the current value (255)

To integrate the bar graph:
1. open the empty screen
2. place a WPF element (on page 92) in the screen
3. select XAML file in the properties window
4. Select the desired XAML file (for example bar_graph_vertical.xaml) and close the dialog
ADJUST BAR GRAPH

Before configuration, the scale of the XAML file is adapted if necessary:

To do this:

- Create a new mathematics variable that calculates the new value in relation to the scaling, for example:
- Variable: 0-1000
- Mathematic variable {value created in xaml file}*Variable/1000

The XAML file is then configured.

**CONFIGURE BAR GRAPH**

1. Click on the WPF element and select the **Configuration** property
2. The configuration dialog shows a preview of the selected XAML file.
3. Select the minimum value, the average value and the maximum value and link each of these to the corresponding variable in the `Content` property.
4. Select the **slider** and link the **Value** property to the mathematics variables (in our example: calculation).

5. Check the project planning in Runtime:
Integrate DataGrid Control in zenon

To create DataGrid control, you need:

- Visual Studio

Ensure that you always create projects that are based on .NET Framework 3.5.

CREATE WPF USER CONTROL

1. Create a WPF User Control in Visual Studio.

   ![Creating WPF User Control in Visual Studio](image)

   In our example, it is given the name `MyWPFLibrary`.

2. Add the WPF Toolkit assemblies to the references. To do this:
   a) Right-click on the project
   b) Select Add reference...
   c) Select this in the .NET tab
   d) Select `System.Data` and `System.Data.DataSetExtensions` too if these are not already present

3. Create a new data connection in Server Explorer. To do this:
   a) right-click on Data Connections
   b) Select Add connection...

   In our example, the database `Northwind` is used; this has been created by Microsoft as an example database.
After adding the connection, the Server Explorer window should look a little like this:

A new DataSet is created in the next step.

**CREATING A DATASET**

1. Right-click on the project
2. In the context menu, select the **Add New Item**...
3. Create a new DataSet.
4. Double click the DataSet. It should now open in the designer.
5. Drag the tables that you need into the DataSet design window.

The XAML file is configured in the next step.
CONFIGURATION OF XAML FILE

1. Insert the namespaces into the XAML file.
   You need the namespace of the WPF toolkits and a reference to the class:

   ```xml
   <UserControl xmlns="http://schemas.microsoft.com/winfx/2006/xaml"
                xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
                xmlns:my1="clr-namespace:MyWPFLibrary"
                xmlns:d="http://schemas.microsoft.com/expression/blend/2008"
                mc:Ignorable="d">
   <UserControl.Resources>
      <my1:MyDataSet x:Key="MyDataSet"/>
      <CollectionViewSource x:Key="customersViewSource" Source="{Binding Path=Customers,
                  Source={StaticResource MyDataSet}}" />
   </UserControl.Resources>
   <Grid DataContext="{StaticResource customersViewSource}">
      <my:DataGrid Height="304" HorizontalAlignment="Left" Margin="6,7,0,0"
                     Name="dataGrid1" VerticalAlignment="Top" Width="497"
                     DisplayMemberPath="CompanyName" ItemsSource="{Binding}"
                     SelectedValuePath="CustomerID" />
   </Grid>
   </UserControl>
```

2. Define the resources and the DataGrid that is to be used in the WPF:

   ```xml
   <UserControl.Resources>
      <my1:MyDataSet x:Key="MyDataSet" />
      <CollectionViewSource x:Key="customersViewSource" Source="{Binding Path=Customers,
                  Source={StaticResource MyDataSet}}" />
   </UserControl.Resources>
   <Grid DataContext="{StaticResource customersViewSource}">
      <my:DataGrid Height="304" HorizontalAlignment="Left" Margin="6,7,0,0"
                     Name="dataGrid1" VerticalAlignment="Top" Width="497"
                     DisplayMemberPath="CompanyName" ItemsSource="{Binding}"
                     SelectedValuePath="CustomerID" />
   </Grid>
   </UserControl>
```

3. Open the code-behind file (xaml.cs) and insert the following lines in the constructor:

   ```csharp
   public UserControl1()
   {
      InitializeComponent();
      MyWPFLibrary.MyDataSet ds =
                                 ((MyWPFLibrary.MyDataSet)(this.FindResource("MyDataSet")));
      MyWPFLibrary.MyDataSetTableAdapters.CustomersTableAdapter ta = new
                           MyWPFLibrary.MyDataSetTableAdapters.CustomersTableAdapter();
      ta.Fill(ds.Customers);
      customersViewSource.View.MoveCurrentToFirst();
   }
   ```

   This has the following effect:
The solution can now be built.

**BUILD**

Now create the solution. Some DLLs are created in the output folder in the process.

You now have a DLL with the necessary functionality available. However, Zenon can only display XAML files that cannot be linked to the code-behind file. Therefore, another DLL is required that references the DLL that has just been built. To do this:

1. Create another project, another WPF user control library.
2. It was called **DataGridControl** in our example.
3. Insert a reference to the project that has just been built into this new project.

4. The XAML files looks as follows:

```xml
<UserControl x:Class="Test.UserControl1"
xmlns="http://schemas.microsoft.com/winfux/2006/xaml/presentation"
xmlns:x="http://schemas.microsoft.com/winfux/2006/xaml"
xmlns:d="http://schemas.microsoft.com/expression/blend/2008"
mc:Ignorable="d">
    <Grid>
    </Grid>
</UserControl>
```

5. Because all necessary content is contained in the DLL and no code-behind is necessary, delete:
6. Also delete (for the positioning) the following lines
   mc:Ignorable="d"
d:DesignHeight="300" d:DesignWidth="300"

7. Define what is to be displayed in the XAML file. To do this, add the following lines:
   <UserControl xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
                 xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
                 xmlns:d="http://schemas.microsoft.com/expression/blend/2008"
                 xmlns:mywpflib="clr-namespace:MyWPFLibrary;assembly=MyWPFLibrary">
     <Grid x:Name="GridName">
         <mywpflib:UserControl1 HorizontalAlignment="Left" Name="userControl11"
             VerticalAlignment="Top"/>
     </Grid>
   </UserControl>

   The xmlns:mywpflib="clr-namespace:MyWPFLibrary;assembly=MyWPFLibrary" line defines
   the namespace mywpflib and stipulates that this should use the assembly built before.

8. Insert a pre-existing name into the TAGs of the grid.

9. Insert the control mywpflib:UserControl1 from our library and give it a name, because zenon
    can only modify objects that have a name.

10. Construct this solution.
    This now leads to an error message:

11. To rectify the error, simply delete the code-behind file and carry out a rebuild.

In the next step, the XAML file is added in zenon.

**STEPS IN ZENON**

1. Open the zenon Editor
2. Go to File -> Graphics
3. Select Add file... in the context menu

![Context menu](image1.png)

4. Select the XAML file from the save location and insert this.

![File list](image2.png)

5. Insert the DLLs with the functionality for the XAML file. To do this:
   a) Select, in the context menu, File -> Other Add file....
   b) Select the WPF Toolkit.dll and the DLL of the first project

![File list](image3.png)

6. Create a screen.
7. Insert a WPF element and select an XAML file. You should now see the following:

Note: If the XAML file is to be deleted or updated within the zenon project, it may be the case that the DLLs are still open and cannot be deleted from the file folder. The editor must be restarted in order to delete them. It may also be sufficient to deactivate the project and reactivate it again.
6.3.7 Error treatment

ENTRIES IN LOG FILES

<table>
<thead>
<tr>
<th>Entry</th>
<th>Level</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>Xaml file found in %s with different name, using default!</td>
<td>Warning</td>
<td>The name of the collective file and the name of the XAML file contained therein do not correspond. To avoid internal conflicts, the file with the name of the collective file and the suffix .xaml is used.</td>
</tr>
<tr>
<td>no preview image found in %s</td>
<td>Warning</td>
<td>The collective file does not contain a valid preview graphic (preview.png or [names of the XAML file].png). Thus no preview can be displayed.</td>
</tr>
<tr>
<td>Xaml file in %s not found or not unique!</td>
<td>Error</td>
<td>The collective file does not contain an XAML file or several files with the suffix .xaml. It cannot be used.</td>
</tr>
<tr>
<td>Could not remove old assembly %s</td>
<td>Warning</td>
<td>There is an assembly that is to be replaced with a newer version, but cannot be deleted.</td>
</tr>
<tr>
<td>Could not remove old assembly %s</td>
<td>Error</td>
<td>A new version is available for an assembly in the work folder, but it cannot be copied there. Possible reason: The old example is still loaded, for example. The old version continues to be used, the new version cannot be used,</td>
</tr>
<tr>
<td>file exception in %s</td>
<td>Error</td>
<td>A file error occurred when accessing a collective file.</td>
</tr>
<tr>
<td>Generic exception in %s</td>
<td>Error</td>
<td>A general error occurred when accessing a collective file.</td>
</tr>
</tbody>
</table>