



COPADATA
do it your way

zenon manual

Cross-reference list

v.7.60





©2017 Ing. Punzenberger COPA-DATA GmbH

All rights reserved.

Distribution and/or reproduction of this document or parts thereof in any form are permitted solely with the written permission of the company COPA-DATA. Technical data is only used for product description and are not guaranteed qualities in the legal sense. Subject to change, technical or otherwise.

Contents

1. Welcome to COPA-DATA help	4
2. Cross-reference list	4
3. Cross-reference list	5
3.1 General.....	5
3.1.1 Symbol libraries	8
3.2 The context menu	10
3.2.1 Print list	11
3.2.2 Search for list element	12
3.2.3 Function calls.....	12
3.2.4 Variable use	13
3.2.5 Unused variables / functions / fonts	13
3.2.6 Select list elements.....	14
4. Project analysis.....	14
4.1 Result list.....	16

1. Welcome to COPA-DATA help

ZENON VIDEO-TUTORIALS

You can find practical examples for project configuration with zenon in our YouTube channel (https://www.copadata.com/tutorial_menu). The tutorials are grouped according to topics and give an initial insight into working with different zenon modules. All tutorials are available in English.

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>).

PROJECT SUPPORT

You can receive support for any real project you may have from our Support Team, who you can contact via email at support@copadata.com (<mailto:support@copadata.com>).

LICENSES AND MODULES

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. Cross-reference list

The cross-reference list gives an overview which modules and functions are linked how. zenon provides two instruments for this:

- ▶ Cross-reference list (on page 5): displays links in the project tabular The cross-reference list always relates to the project that is currently active.
- ▶ Project analysis (on page 14): analyzes the use of functions and variables and finds not used functions or variables



License information

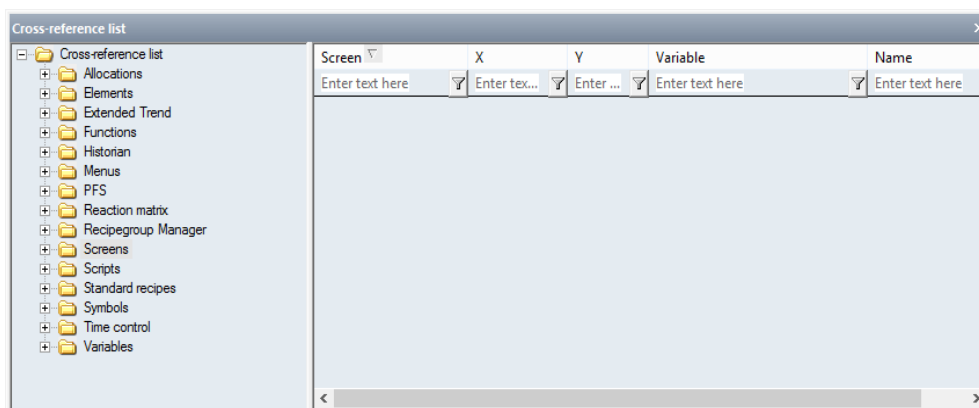
Part of the standard license of the Editor and Runtime.

3. Cross-reference list

The cross-reference list creates a project overview in table form for the project that is currently active. All relationships between variables, functions, screens, recipes etc. are displayed for documentation and traceability. For example, it is possible to see which variables are used in what screens in the Cross Reference List.

3.1 General

To display the cross-reference list, click, in the **Options** menu, on the entry **Cross-reference list**. The **cross-reference list** is opened.

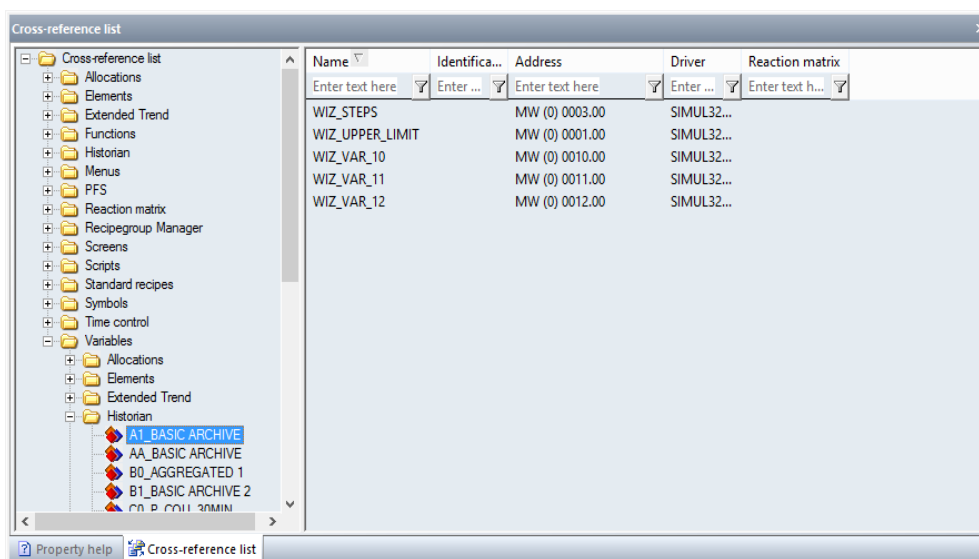


In order to get information about a certain module, simply expand the corresponding node. The following are available:

Module	Elements that can be displayed
Historian	<ul style="list-style-type: none"> ▶ Functions ▶ Variables
Screens	<ul style="list-style-type: none"> ▶ Elements ▶ Menus ▶ Symbols: There are three different symbol libraries available in zenon. For details, see the symbol library (on page 8) chapter. ▶ Variables
Elements	<ul style="list-style-type: none"> ▶ Screens ▶ Variables
ETM	<ul style="list-style-type: none"> ▶ Functions
Functions	<ul style="list-style-type: none"> ▶ Historian ▶ Automatic function call ▶ Screens ▶ Bitmap button ▶ Button ▶ Menus ▶ PFS ▶ Reaction matrix ▶ Scripts ▶ Invisible button ▶ Variable limit values ▶ Time Control
Menus	<ul style="list-style-type: none"> ▶ Screens ▶ Functions ▶ Variables
PFS	<ul style="list-style-type: none"> ▶ Functions ▶ Variables
Reaction matrix	<ul style="list-style-type: none"> ▶ Functions ▶ Variables
Recipegroup Manager	<ul style="list-style-type: none"> ▶ Recipegroups ▶ Variables
Scripts	<ul style="list-style-type: none"> ▶ Functions

Standard Recipes	▶ Variables
Symbols	▶ Screens ▶ Symbols: Symbols: There are three different symbol libraries available in zenon. For details, see the symbol library (on page 8) chapter.
Variables	▶ Historian ▶ Screens ▶ Elements ▶ Extended Trend ▶ Mathematics ▶ Menus ▶ PFS ▶ Reaction matrix ▶ Recipegroup Manager ▶ Standard Recipes ▶ Allocations
Time Control	▶ Functions
Allocations	▶ Variables

After a click on one of the supported objects information about it is displayed in the list on the right part of the window.



Information about the selected topic is displayed in the list area. The contents can be sorted and filtered.

- ▶ **Sorting:** Clicking on the column header sorts the column; a second click reverses the sorting.

- ▶ Filter: Enter the search criteria in the filter box in the column header. Several filters can be linked into a chain.
To remove the filter: Delete the content of the filter box.

3.1.1 Symbol libraries

Note when using symbol libraries that zenon distinguishes between three different symbol libraries:

Symbol library	Property
General symbol library	<p>Symbols are available in all projects. The general symbol library node is located in the project manager below the currently-loaded projects.</p> <p>Label when linking in the screen: [symbol group]/[symbol name]</p> <p><u>Rules:</u></p> <ul style="list-style-type: none"> ▶ The dialog for selecting variables offers all projects of the workspace for linking. ▶ These symbols are saved in the zenon program folder and only updated when the Editor starts. These symbols are not saved during project backup. ▶ Interlockings and aliases for ALC cannot be configured. Warning: If symbols that contain interlockings or aliases are added, these settings are removed.
SYMBOL LIBRARY THE GLOBAL PROJECT	<p>Symbols are available for all projects of the workspace.</p> <p>Label when linking in the screen: Global project_[Symbol name]</p> <p><u>Rules:</u></p> <ul style="list-style-type: none"> ▶ The symbols copied into the symbol library of the global project retain their variable linking without changes. ▶ The variable dialog offers all projects of the workspace for linking. Linked variables are placed in front of the name of the respective project. ▶ The name of the Variable can be amended in the properties window. This way, for example, the prefix can be deleted with the project origin. ▶ The symbols are also backed up when a project is backed up. ▶ Interlockings and aliases for ALC cannot be configured. Warning: If symbols that contain interlockings or aliases are added, these settings are removed.
Symbol library the project	<p>Symbols are only available in the current project.</p> <p>Label when linking in the screen: [Symbol name]</p> <p><u>Rules:</u></p> <ul style="list-style-type: none"> ▶ The symbols are saved in the project folder. The project symbol library is in the current project in the Screens node and is backed up together with project backup. ▶ Interlockings and aliases for ALC can be configured. These properties are also retained when symbols are added.

COPYING OF SYMBOLS BETWEEN LIBRARIES

Symbols can be copied with **Drag&Drop** .

In doing so, the following applies:

- ▶ Only symbols of the first level of the tree can be copied.

- ▶ Groups and folders cannot be copied.
- ▶ If there are already names of symbols in the target library, the names of the added symbols are automatically renamed.
Renaming is carried out by adding an underscore and an ordinal number, for example:
Calibrator_1.
- ▶ Copying between libraries is only possible to a limited extent.

Overview of copying between symbol libraries using **Drag&Drop**:

Copying using Drag&Drop possible	General symbol library	Symbol library in the global project	Symbol library in the project
General symbol library	--	+	--
Symbol library in the global project	--	--	+
Symbol library in the project	--	+	--

Key:

- ▶ +: copying possible
- ▶ --: copying not possible

3.2 The context menu

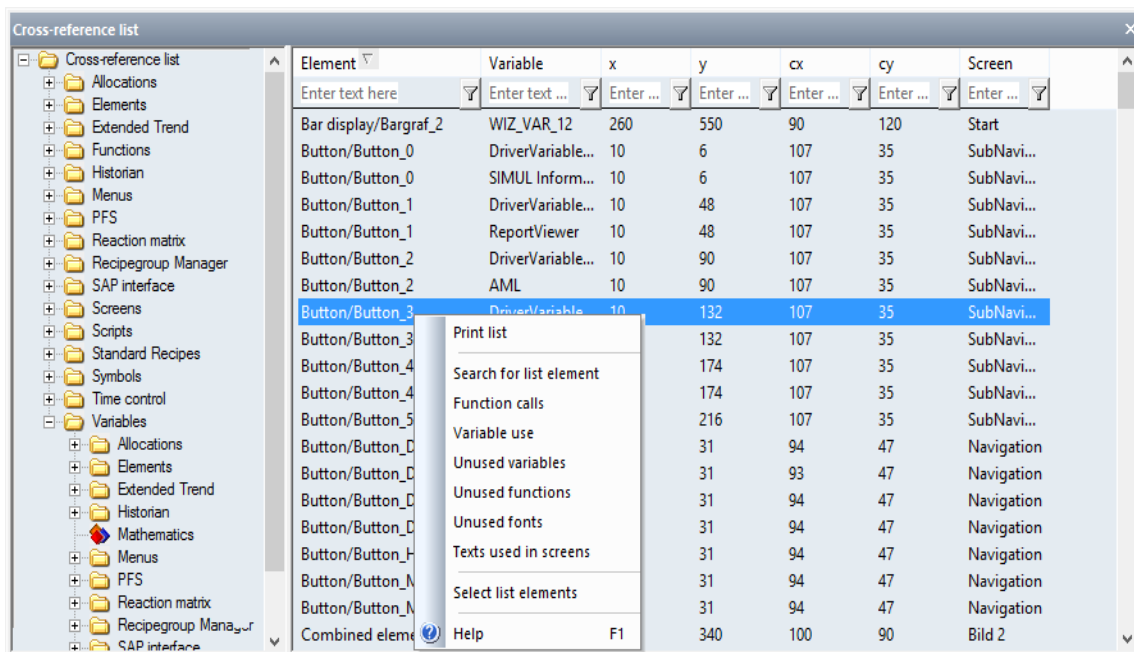
The cross-reference list provides a range of functionality:

- ▶ **Print list** (on page 11): Prints the list area of the Cross Reference List containing selected information.
- ▶ **Search for list element:** (on page 12) Opens a dialog to search for a certain element.
- ▶ **Function calls** (on page 12): Opens a dialog with a list of the defined functions.
- ▶ **Variable use** (on page 13): Opens a dialog with a list of the defined variables.
- ▶ **Unused variables:** (on page 13) Displays all unused variables in the list area.
- ▶ **Unused functions:** (on page 13) Displays all unused functions in the list area.
- ▶ **Unused fonts:** (on page 13) Displays all unused fonts in the list area.
- ▶ **Texts used in screens:** Shows texts used in screens.
- ▶ **Select list elements** (on page 14): Opens a dialogbox for the selection of one or more listed elements.
- ▶ **Help:** Opens online help.

- ▶ **Delete:** Deletes unused elements (variables, functions and fonts).
Is only displayed if there are deletable elements

To execute one of the functions:

1. Set the focus to the list window
2. carry out a right click
3. Select the desired function from the context menu

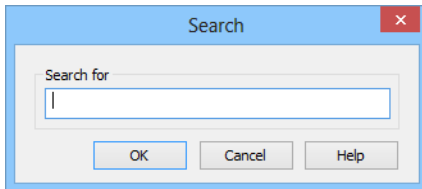


3.2.1 Print list

Selecting the **Print list** command from the context menu opens the standard dialog to select a printer and the options for print-out.

3.2.2 Search for list element

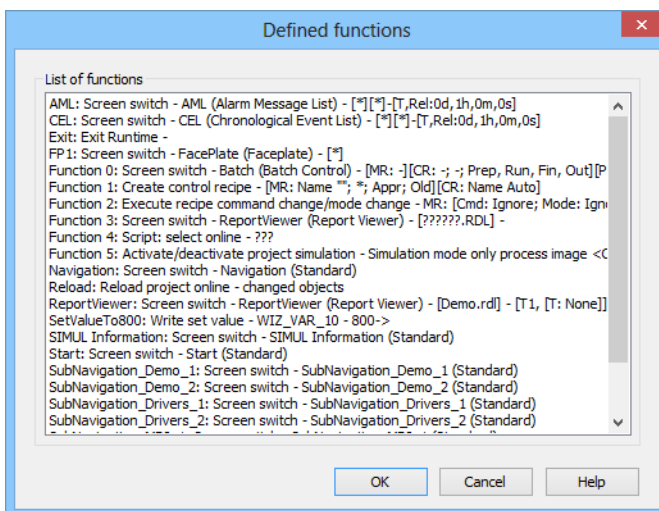
Selection of the **Search for list element** command from the context menu opens the following dialog:



Parameters	Description
Search for	Entry of a character sequence.
OK	Applies search parameters and closes the dialog. The first thing that is found in the list that corresponds to the search term is displayed. A match from the first character onwards is looked for. Example: Element name: A search for W finds Wizard_10 . A search for Z does not find the element.
Cancel	Discards all changes and closes the dialog.
Help	Opens online help.

3.2.3 Function calls

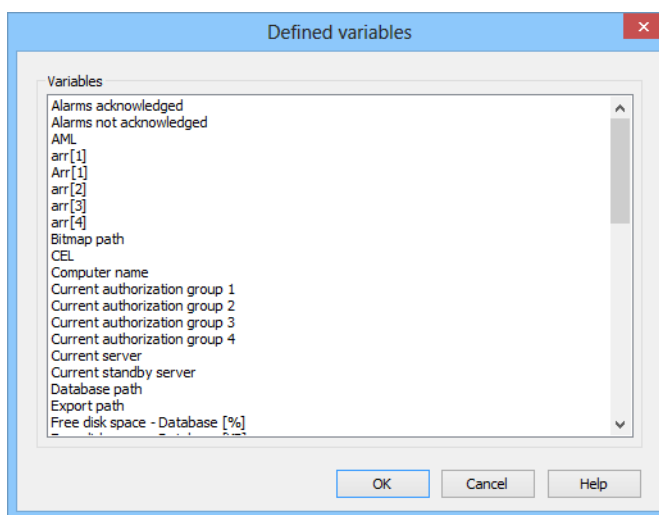
Selecting the command **Function calls** from the context menu opens the following dialogbox, in which all defined functions of the current project are listed:



An element can be selected. Clicking on **OK** displays the element with all its uses in the cross-reference list.

3.2.4 Variable use

Selection of the **Variable use** command from the context menu opens the dialog that contains all used variables.



An element can be selected. Clicking on **OK** displays the element with all its uses in the cross-reference list.

3.2.5 Unused variables / functions / fonts

If elements that are not currently used in the project are shown, the context menu gets an additional **Delete** menu entry. This allows elements to be selected and deleted from the list. This is possible for variables, functions and fonts.



Attention

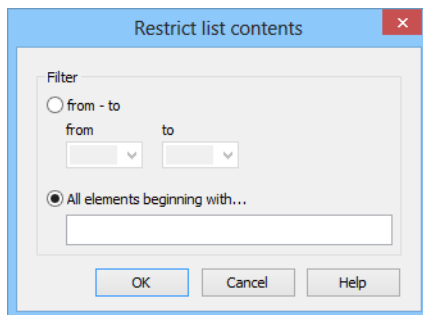
*The display of objects that are not used relates to internal relationships. The use in symbols, via the programming interface in the **Process Gateway**, in zenon Logic or other external components is not taken into account.*

Always check other possible uses before deleting and create a backup copy!

Note: Variables and functions that are not used can also be listed and administered using the project analysis (on page 14).

3.2.6 Select list elements

Selection of the **Select list elements** command from the context menu opens the dialog to search in the list.



Parameters	Description
from - to	<p><i>Active:</i> A search for elements with certain letters at the start is carried out. Selection of the range of starting letter in the alphabet from drop-down lists:</p> <ul style="list-style-type: none"> ▶ from: first letter of the range ▶ to: last letter of the range <p>All elements that have their first letter in the defined range are found. The search direction is always A->Z.</p>
All elements beginning with ...	<p><i>Active:</i> A search for elements that start with a certain character sequence is made.</p>
OK	Applies search rules, closes the dialog and highlights the elements found in the list.
Cancel	Discards all changes and closes the dialog.
Help	Opens online help.

4. Project analysis

The project analysis analyzes the use of elements in a project.

At this:

- ▶ the link with other elements can be analyzed
- ▶ you can search for unused elements

Currently the project analysis is available for:

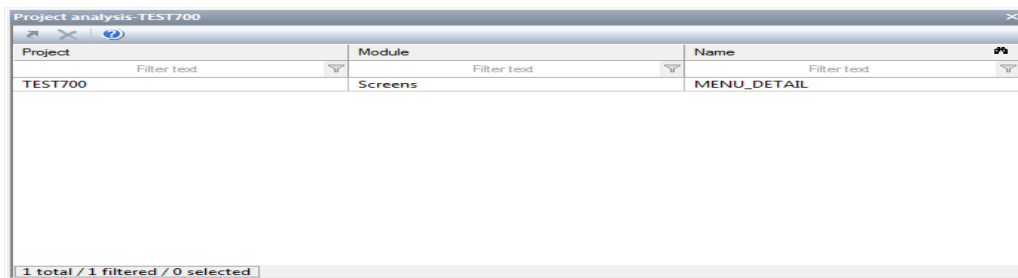
- ▶ Functions
- ▶ Scripts
- ▶ Variables

ANALYZE THE USE OF AN ELEMENT

To analyze an element:

1. Highlight the desired variable or function in the detail view.
2. In the context menu, select the **Variable use**, **Function use** or **script use** command.

The result list (on page 16) is displayed in an own window.



Project	Module	Name
TEST700	Screens	MENU_DETAIL

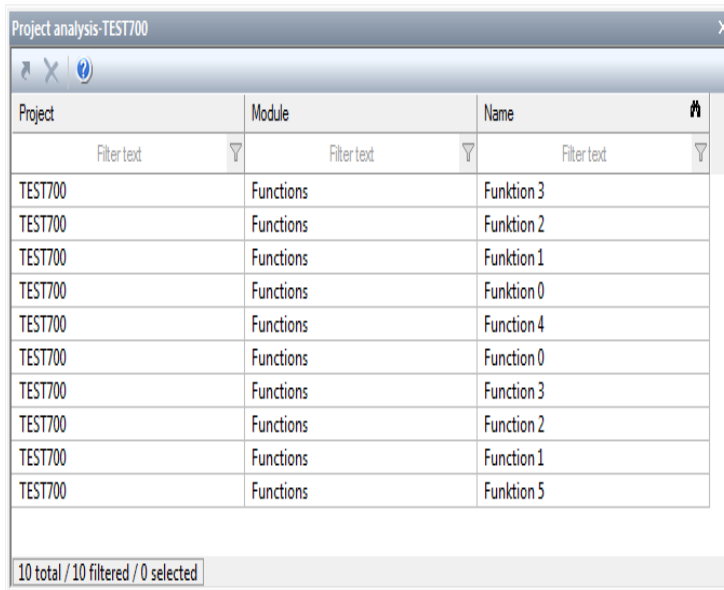
3. Via the context menu you can jump to an element

FIND NOT USED ELEMENTS

To find the not used elements:

1. Highlight the node variable or function in the project tree.
2. In the context menu, select the **Display unused functions**, **Display unused variables** or **Display unused scripts** command

The result list (on page 16) is displayed in an own window



Project	Module	Name
Filter text	Filter text	Filter text
TEST700	Functions	Funktion 3
TEST700	Functions	Funktion 2
TEST700	Functions	Funktion 1
TEST700	Functions	Funktion 0
TEST700	Functions	Function 4
TEST700	Functions	Function 0
TEST700	Functions	Function 3
TEST700	Functions	Function 2
TEST700	Functions	Function 1
TEST700	Functions	Function 5

10 total / 10 filtered / 0 selected

3. Via the context menu you can jump to an element or delete it

Attention

The following elements cannot be found by the project analysis:

- ▶ Variables which are only used in VBA or VSTA
- ▶ Variables which are used in screens of type Report Generator (report function)

Before you delete elements you must check whether variables which should be deleted are used in VBA/VSTA or in report functions.

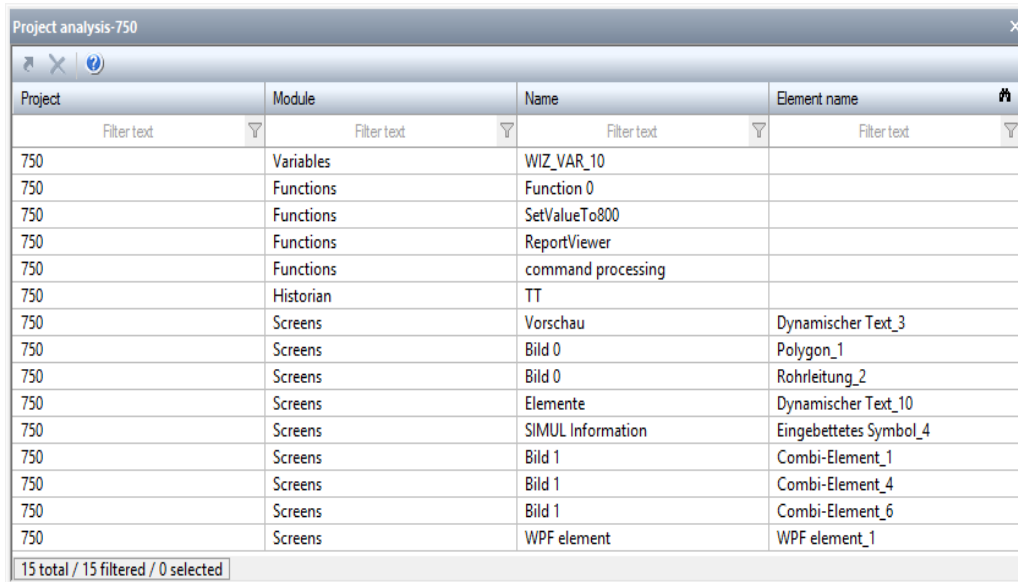
4.1 Result list

The results of the single analysis processes are displayed in a list in an own window in the **project analysis**. This window opens - if it is not active yet - automatically after the analysis process. The results can be used in two ways:

- ▶ Analyse use in the project: jump to linked element
- ▶ find not used elements: jump to displayed element or delete displayed element

ANALYSIS ELEMENT USE

The project analysis displays its result in a list.



Project	Module	Name	Element name
750	Variables	WIZ_VAR_10	
750	Functions	Function 0	
750	Functions	SetValueTo800	
750	Functions	ReportViewer	
750	Functions	command processing	
750	Historian	TT	
750	Screens	Vorschau	Dynamischer Text_3
750	Screens	Bild 0	Polygon_1
750	Screens	Bild 0	Rohrleitung_2
750	Screens	Elemente	Dynamischer Text_10
750	Screens	SIMUL Information	Eingebettetes Symbol_4
750	Screens	Bild 1	Combi-Element_1
750	Screens	Bild 1	Combi-Element_4
750	Screens	Bild 1	Combi-Element_6
750	Screens	WPF element	WPF element_1

15 total / 15 filtered / 0 selected

It contains:

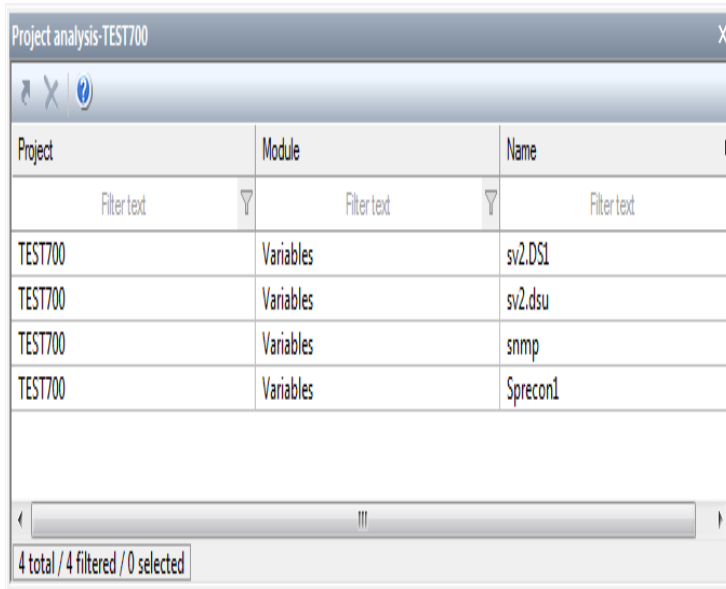
- ▶ The project name
- ▶ the module
- ▶ the name of the linked elements

To jump to a displayed element:

1. highlight the element
2. select menu item **Jump to linked element** from the context menu
3. the linked element is highlighted in the detail view of its module node

FIND NOT USED ELEMENTS

The search for unused elements returns its results in a list.



Project	Module	Name
Filter text	Filter text	Filter text
TEST700	Variables	sv2.DS1
TEST700	Variables	sv2.dsu
TEST700	Variables	snmp
TEST700	Variables	Sprecon1

4 total / 4 filtered / 0 selected

It contains:

- ▶ The project name
- ▶ the module
- ▶ the name of the unused elements

JUMP TO ELEMENT

To jump to a displayed element:

1. highlight the element
2. select menu item **Jump to linked element** from the context menu
3. the linked element is highlighted in the detail view of its module node

DELETE ELEMENTS

To delete one or more elements:

1. highlight the desired elements (multiple selection is possible)
2. in the context menu select the command **Delete selected elements**
3. the elements are deleted from the project after a confirmation message

