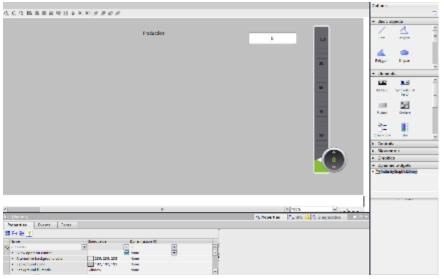


# **SIMATIC WinCC Unified Hands On: Properties**

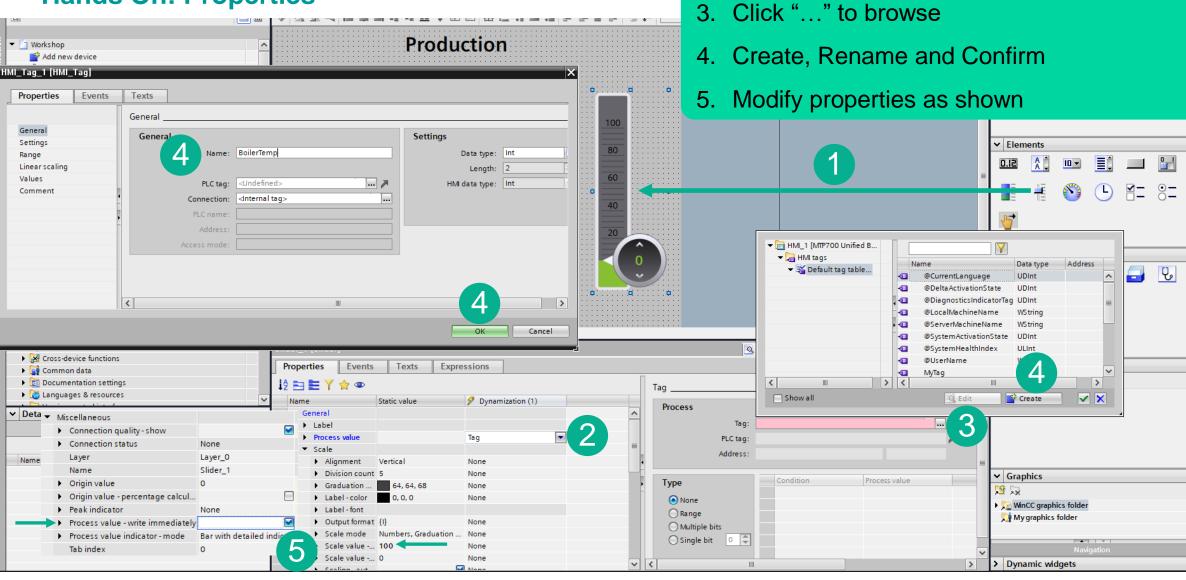
### HANDS ON





- 1. Modify Production Screen
- 2. On Production Screen insert
  - 1. Slider
  - 2. I/O field
- 3. Set lower and upper limits of slider to 0, 100
- 4. Create Tag and attach to both Slider and IO field
- 5. Save and test

# SIMATIC WinCC Unified Hands On: Properties

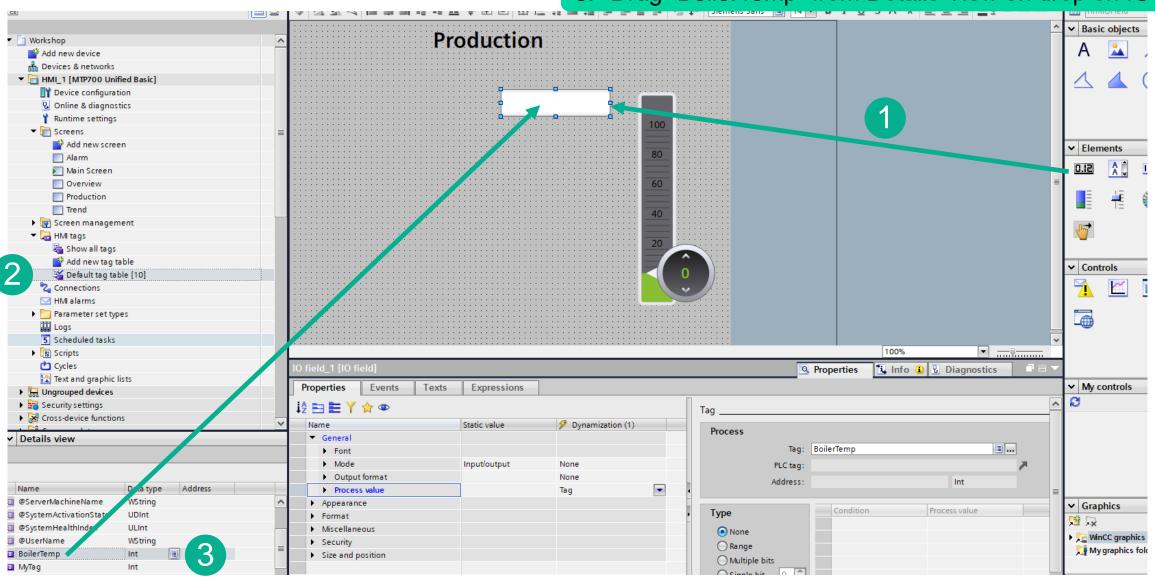


1. Drag Slider onto screen "Production"

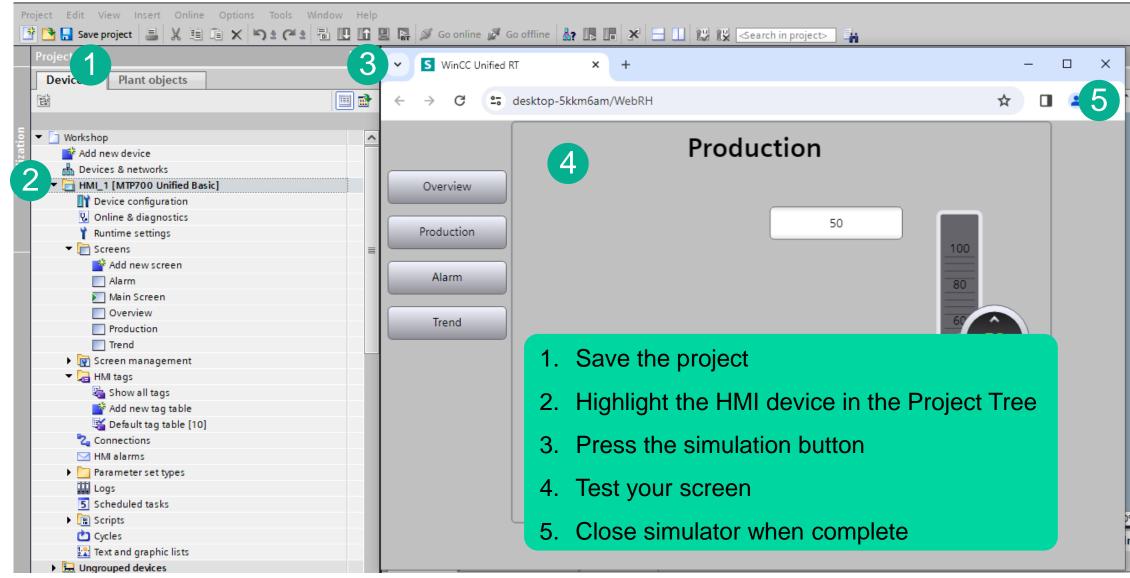
2. Change to "Tag"

# **SIMATIC WinCC Unified Hands On: Properties**

- 1. Drag IO Field onto screen "Production"
- 2. Highlight "Default tag table"
- 3. Drag "BoilerTemp" from Details View on drop on IO Field

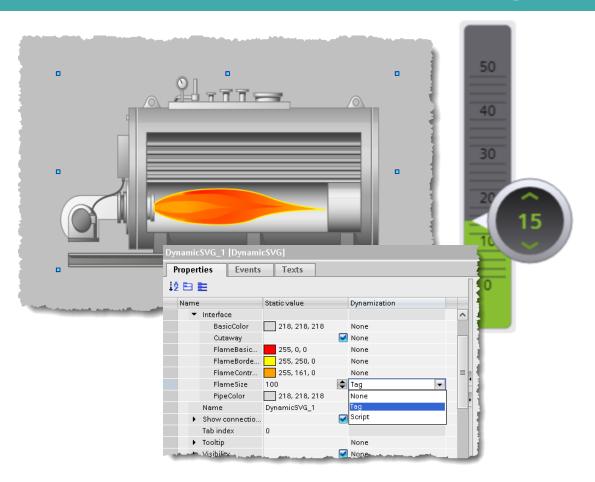


# **SIMATIC WinCC Unified Hands On: Properties**



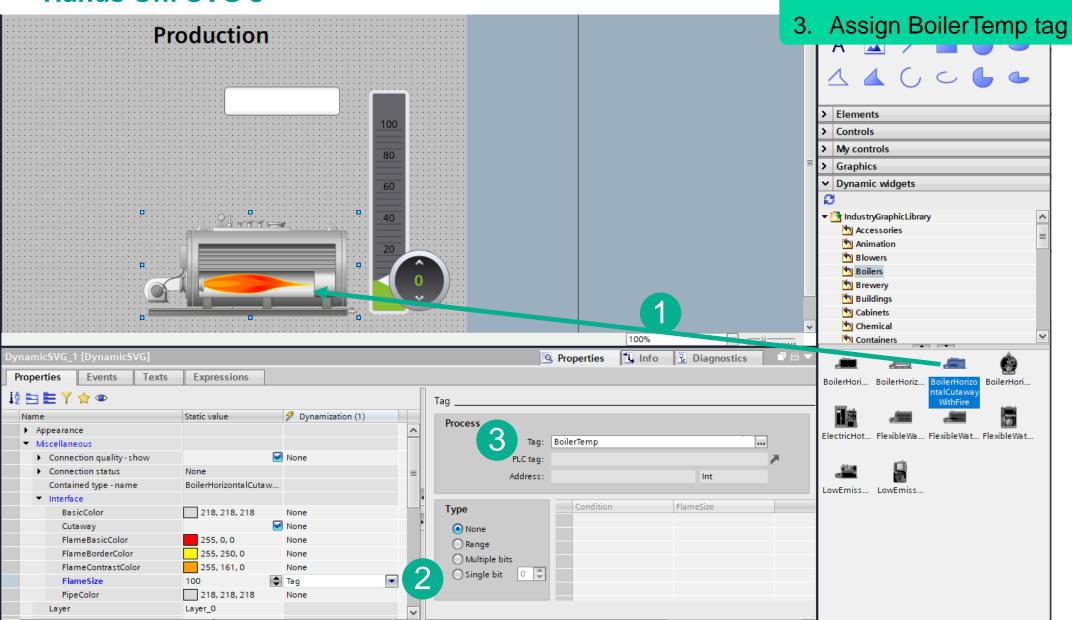
### ADDITIONAL HANDS ON





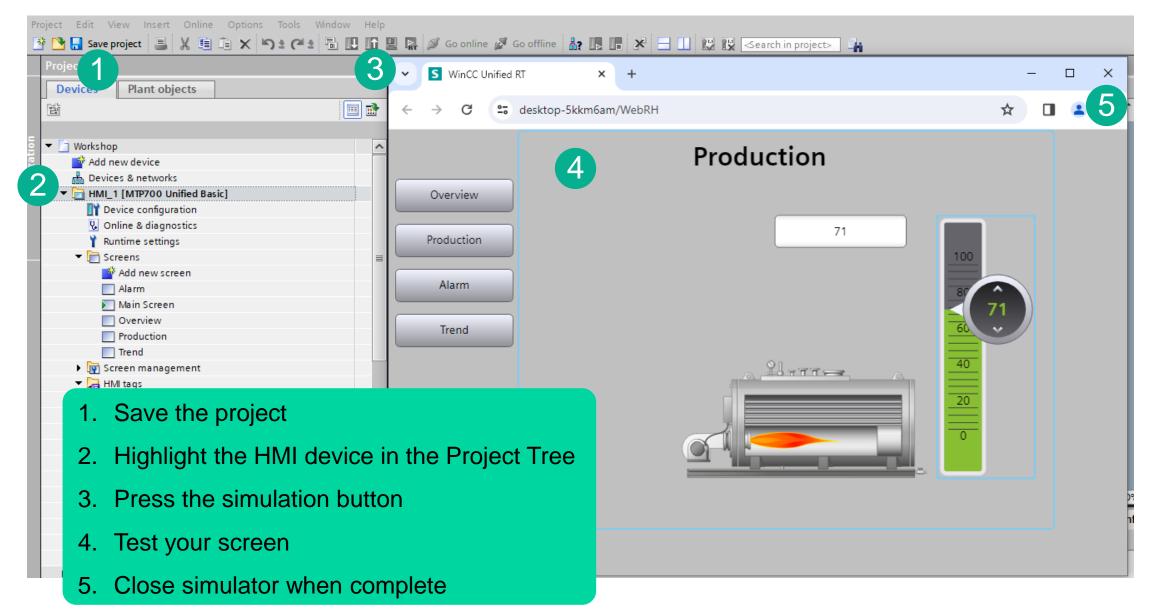
- Add the SVG Boiler with flame to a screen "BoilerHorizontalCutawaywithFire"
- 2. Open the interface in the properties of the SVG
- 3. Connect the Slider Tag to the flame size of the boiler
- 4. Download the Runtime
- 5. Change the size of the flame during the Runtime

Additional: Try also some other SVG's to see the differences in the interface!



1. Drag Boiler from Dynamic widgets

2. Change FlameSize to Tag



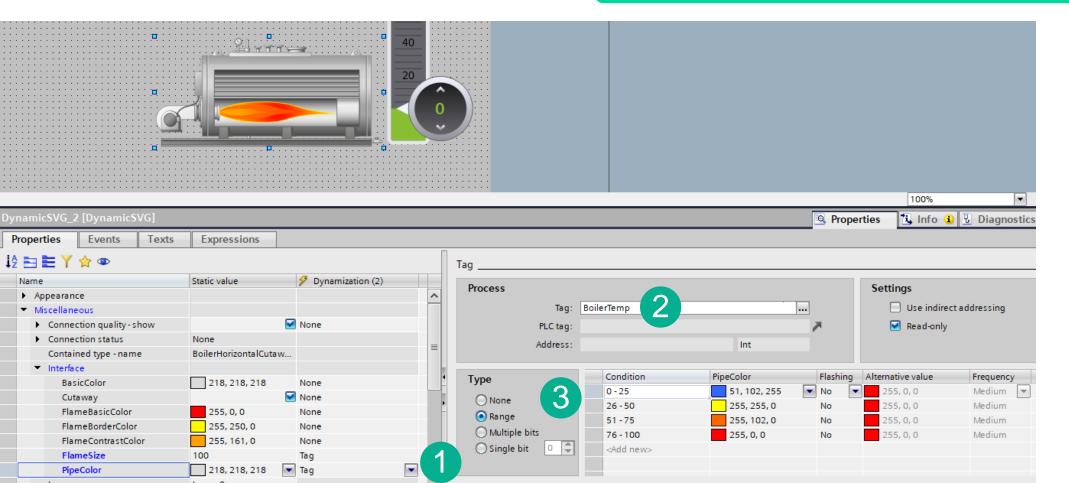
### ADDITIONAL HANDS ON

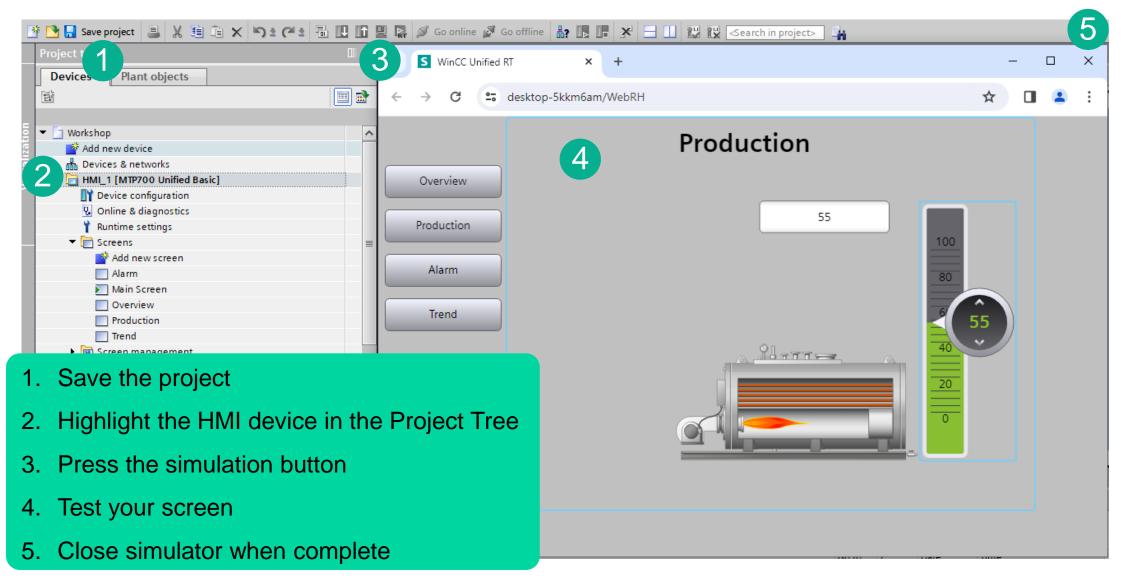




- 1. Add the same tag you added to the flame size also to pipe color
- 2. Activate dynamization type "Range"
- 3. Create different colors depending on the value
- 4. Do this with ranges or static values
- 5. Download the Runtime and test
- 6. Change pipe color during the Runtime

- 1. Change PipeColor Dynamization property to "Tag"
- 2. Assign BoilerTar
- 3. Change Type to "Range" and set conditions as shown.

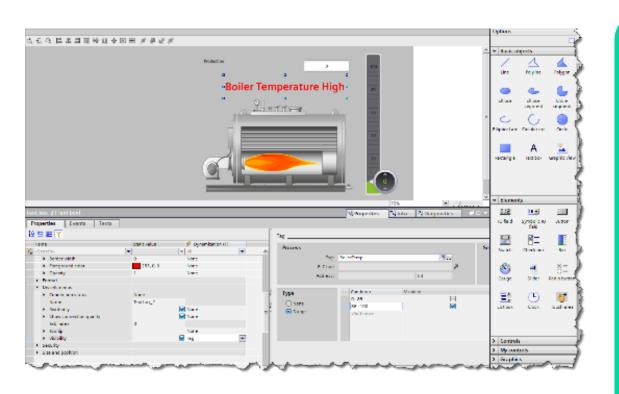




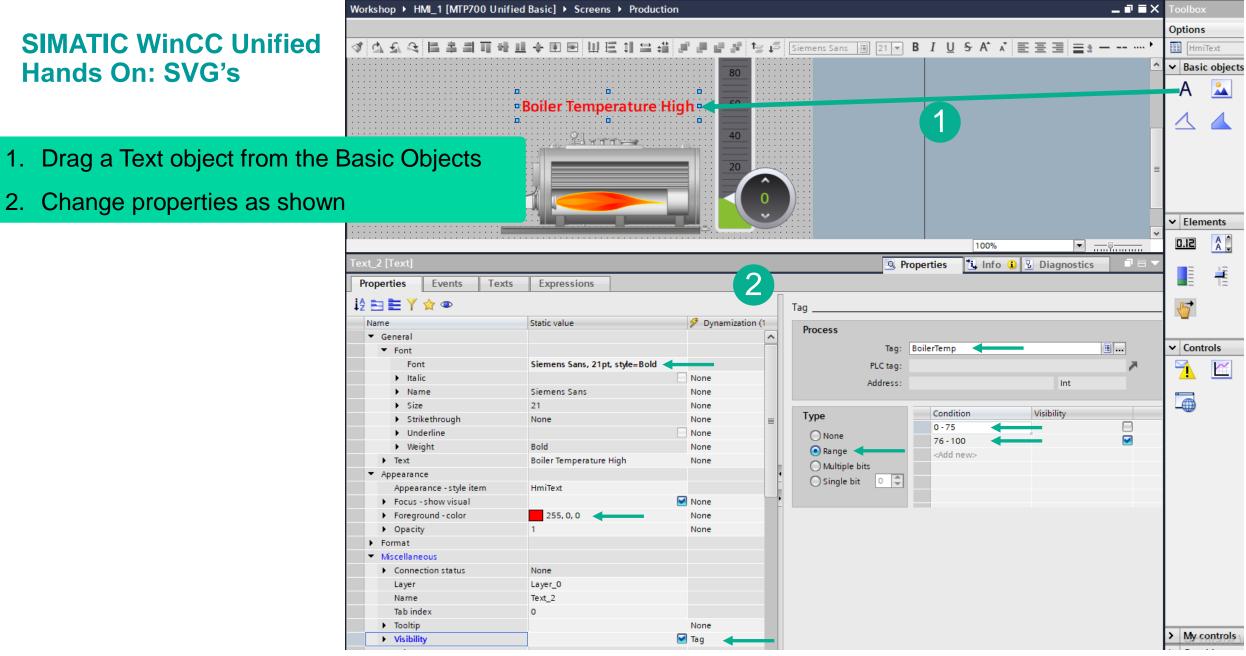
## SIMATIC WinCC Unified Hands On: Animations

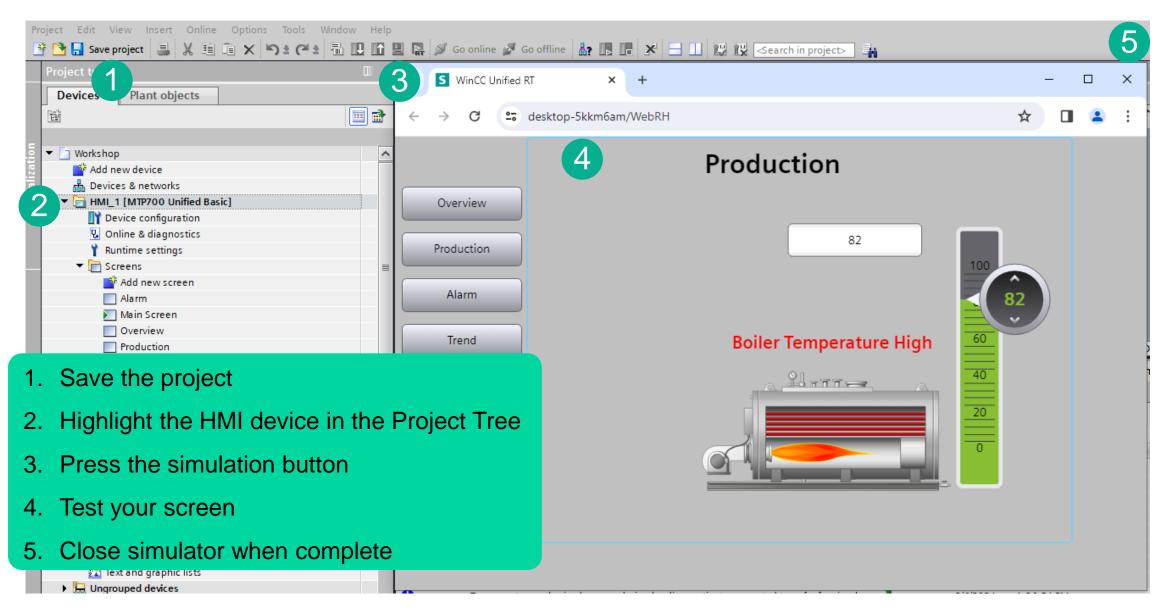
### ADDITIONAL HANDS ON





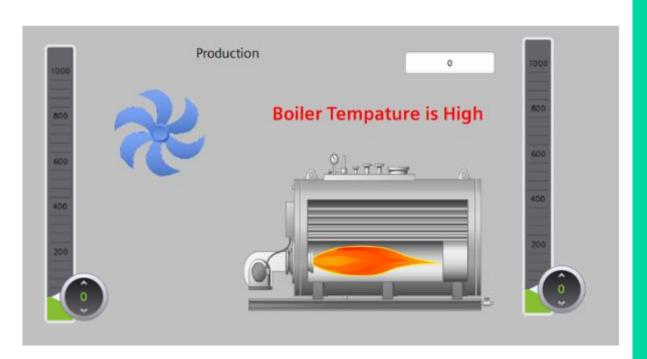
- 1. Add a Text Field
- 2. Adjust font and color
- 3. Set text field only to show based on tag value
- 4. Download the Runtime
- 5. Test





### ADDITIONAL HANDS ON





- 1. Add some basic objects on a screen
- 2. Create a tag for the rotation and connect it to a slider control
- 3. Use the tag to configure the rotation of objects
- 4. Download the runtime
- 5. Rotate the object



Rotation tag as before.

Connection status

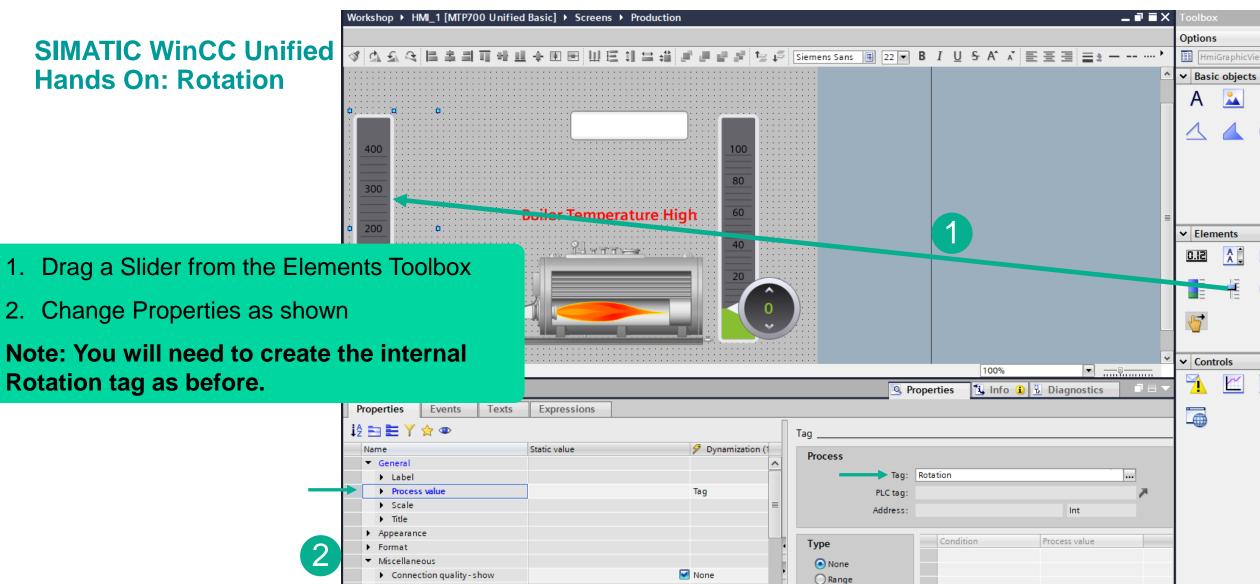
Origin value - percentage calcul...

Process value - write immediately

Origin value

Layer\_0

Slider\_2



Multiple bits

My controls

> Graphics

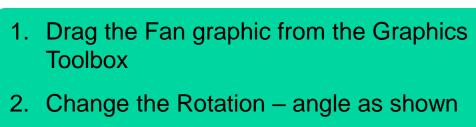
O Single bit

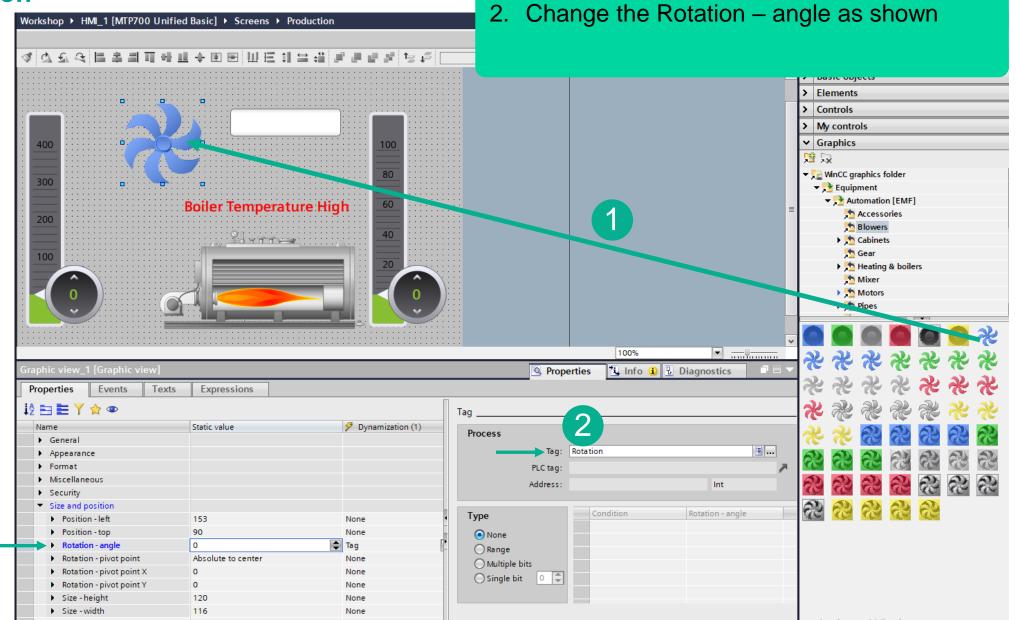
None

None

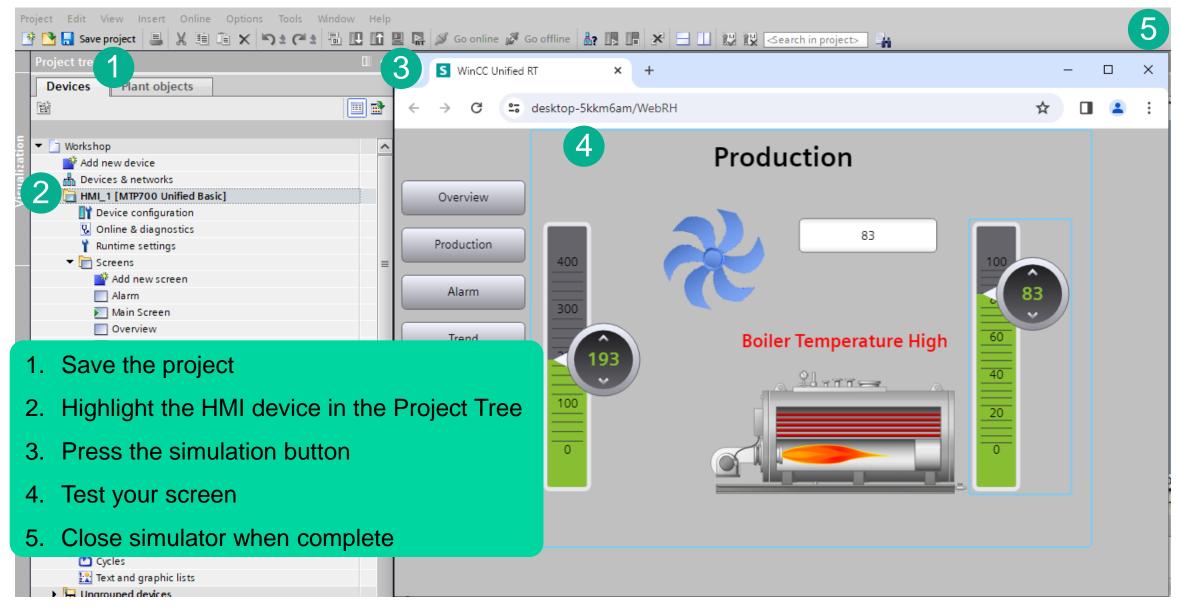
Mone None

## SIMATIC WinCC Unified Hands On: Rotation





## **SIMATIC WinCC Unified** Hands On: Rotation



# **Get started smoothly with the WinCC Unified System**Supporting Materials

#### **Tutorial Center**

Video series for an easy start with the WinCC Unified System. Learn all the things you need to get started smoothly.

#### **Template Suite**

Ready-to-use screen templates for PC Systems and the Unified Comfort Panels in a free TIA Portal library incl. Wizard.

#### **Get started or modernize**

Everything you need know when you want to switch from an existing visualization to the WinCC Unified System







Find all the supporting materials for the WinCC Unified System at a glance <a href="https://support.industry.siemens.com/cs/ww/en/view/109777887">https://support.industry.siemens.com/cs/ww/en/view/109777887</a>

Modernize **NOW:** www.siemens.com/modernize-now

### **WinCC Unified Workshop**



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