

#### SIMATIC WinCC Unified Hands On: Goals





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#### What we are going to accomplish today:

- 1. Introduction to WinCC Unified
- 2. Screen Layout with Picture Windows
- 3. Screen Navigation
- 4. Screen Engineering
- 5. Alarming
- 6. Logging
- 7. Faceplates

#### Other topics

- 8. Openness in WinCC Unified
- 9. Technological Hierarchy (Object Orientated)
- 10. User Administration
- 11. Recipes
- 12. Reporting



www.usa.siemens.com/wincc-unified

#### **Agenda**



- 1 Overview
- 2 Licensing
- 3 Preconditions
- 4 Unified Tools

#### **SIEMENS**

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# We meet these requirements with the new WinCC Unified system!



- Native Web Technology, HTML5, SVG, **JavaScript**
- Device independent
- Object oriented -HMI



- One Engineering
- **Unified Comfort Panels**
- WinCC Unified PC
- Collaboration



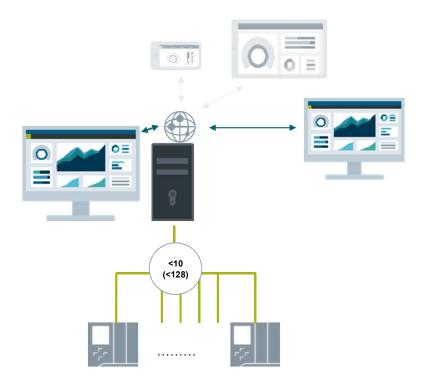


- On Premise
- Unified @Cloud
- Unified @Edge
- MindSphere Apps



- **Basis for Digitalization**
- Plant Intelligence
- Integration Platform for everything north of the PLC
- **Openness**

### SIMATIC WinCC Unified Configuration - PC Systems





#### **Grow from small to large applications**

#### What is included:

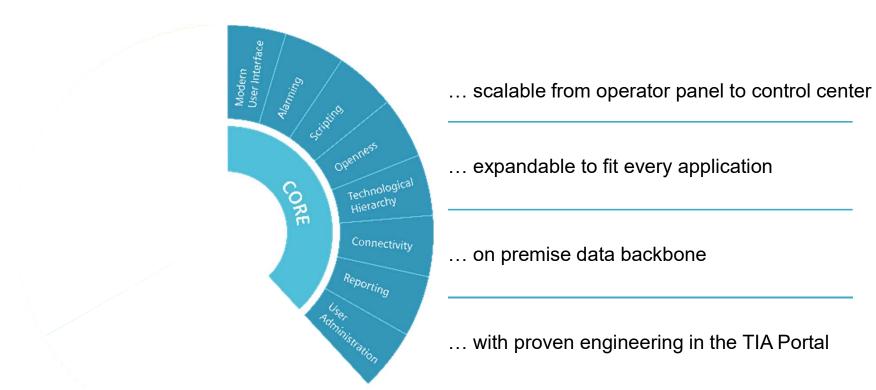
- Openness (Engineering, Runtime, Custom web controls) and Scripting
- 2 Clients included one for local HMI plus one for remote access
- **S7 connections** (up to 10)
- OPC UA DA Server & Client
- 3<sup>rd</sup> Party Drivers
- Reporting (manual)
- Object oriented Technological Hierarchy

#### Expandable via options

- S7 connections up to 128
- Logging concept (w/o, file-based, databased)
- Logging tags (file-based up to 5000, databased no limit)
- Additional Concurrent Clients (up to 150)

# **Configuration - PC Systems WinCC Unified PC Runtime - options**





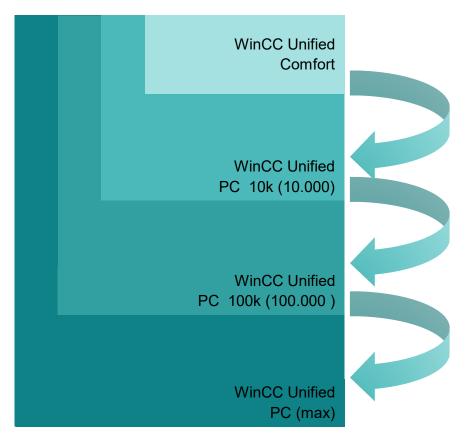
#### **Agenda**



- 1 Overview
- 2 Licensing
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# **SIMATIC WinCC Unified Engineering Packages**





**Engineered in the TIA Portal** 

# SIMATIC WinCC Unified License Compatibility Engineering - Existing customers



WinCC (TIA Portal)	V16			WinCC Unified (TI	A Portal) V16
Engineering System valid for	Comfort Panels	WinCC RT Adv.	WinCC RT Prof.	Unified Comfort Panels	Unified PC Runtime
WinCC Prof. (max)	<b>~</b>	<b>✓</b>	(max.)	<b>~</b>	<b>✓</b> (100k)
WinCC Prof. (4k)	<b>~</b>	<b>/</b>	<b>√</b> (4k)	<b>~</b>	<b>√</b> (10k)
WinCC Prof.(512)	<b>~</b>	<b>/</b>	<b>(</b> 512)	<b>~</b>	<b>✓</b> (10k)
WinCC Advanced	<b>~</b>	<b>/</b>	×	<b>~</b>	<b>✓</b> (10k)
WinCC Comfort	<b>~</b>	×	×	<b>~</b>	×

#### **Existing customers with WinCC (TIA Portal):**

The license of WinCC (TIA Portal) is also valid for engineering using WinCC Unified (TIA Portal).

# **SIMATIC WinCC Unified License Compatibility Engineering - New Customers**



WinCC Unified (TIA Portal) V16			WinCC (TIA Portal) V16			
Engineering System valid for	Unified Comfort Panels	Unified PC Runtime		Comfort Panels	WinCC RT Advanced	WinCC RT Professional
PC (max.)	<b>~</b>	<b>✓</b> (max.)		<b>/</b>	<b>~</b>	(max.)
PC (100k)	<b>~</b>	<b>√</b> (100k)		<b>/</b>	<b>~</b>	(max.)
PC (10k)	<b>~</b>	<b>✓</b> (10k)		<b>/</b>	<b>/</b>	×
Comfort	<b>~</b>	×		<b>/</b>	×	×

#### **Agenda**



- 1 Overview
- 2 Licensing
- 3 Preconditions
- 4 Unified Tools

# **SIMATIC WinCC Unified Preconditions**



Operating System (PC-systems)	Configuration	Remark
Windows 10 Pro	<ul><li>Windows 10 Pro Version 1809</li><li>Windows 10 Pro Version 1903</li></ul>	Windows 1
Windows 10 Enterprise	<ul><li>Windows 10 Enterprise Version 1809</li><li>Windows 10 Enterprise Version 1903</li></ul>	64-Bit
Windows 10 IoT Enterprise LTSB (Test for IPC)	<ul> <li>Windows 10 IoT Enterprise 2015 LTSB Windows 10 IoT Enterprise 2016 LTSB</li> <li>Windows 10 IoT Enterprise 2019 LTSC</li> </ul>	
<ul><li>Windows Server 2012 R2 StdE</li><li>Windows Server 2016 Standard</li><li>Windows Server 2019 Standard</li></ul>	Full Installation	64-Bit

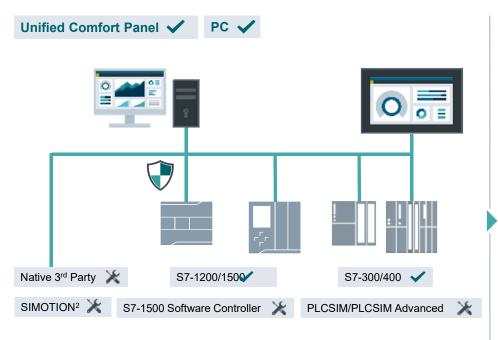
# **SIMATIC WinCC Unified Preconditions**



Operating System (Client)	Recommended Browser	
Microsoft Windows	<ul><li>Google Chrome (Test focus)</li><li>Mozilla Firefox,</li><li>Microsoft Edge</li></ul>	Microsoft Edge
Android	<ul><li>Google Chrome (Test focus)</li><li>Firefox</li><li>Edge</li></ul>	
iOS, Mac	<ul><li>Safari (Test focus)</li><li>Google Chrome</li><li>Firefox</li><li>Edge</li></ul>	THE REAL PROPERTY OF THE PARTY

# SIMATIC WinCC Unified— Connectivity To automation systems





Native 3<sup>rd</sup> Party<sup>1</sup> communication via Channel Support Package e.g., Modbus TCP, Allen-Bradley EtherNet/IP, ...
OPC UA today

1 In preparation <sup>2</sup> only tag communication via OPC UA DA

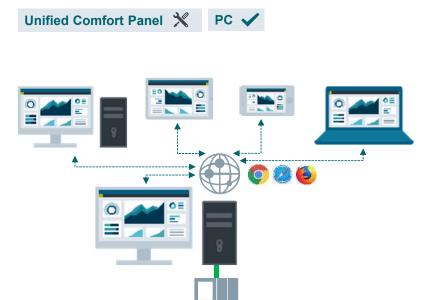
Perfect integration of SIMATIC PLCs (TIA Portal)

High number of connections for PC systems, up to 128 PLCs (>10 with extra Softnet-IE license)

Increased number of connections for Panel systems, up to 16 PLCs

### SIMATIC WinCC Unified— Clients Flexible web-based, remote Monitoring and Operation





WinCC Unified includes two Clients: One for local visualization plus ONE Client for remote operation, which is included in every WinCC Unified PC Runtime system.

"Zero Installation" Clients, based on native web technology, independent of platform and browser

Flexible, maintenance free 24/7 remote access due to pooled license (concurrent access)

Secure remote access using Web standards (https with SSL)



#### **Agenda**



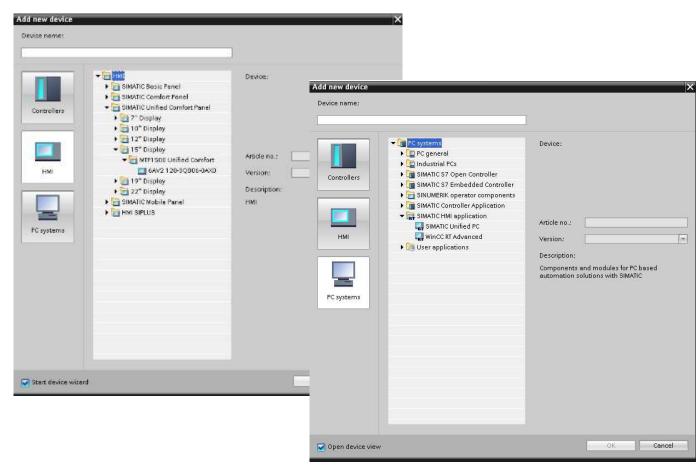
1 Device Handling

2 Screen Navigation

### **SIMATIC WinCC Unified Add Device**





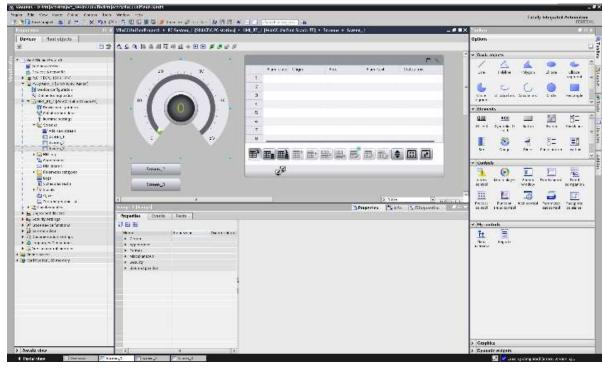


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# SIMATIC WinCC Unified Screen Engineering

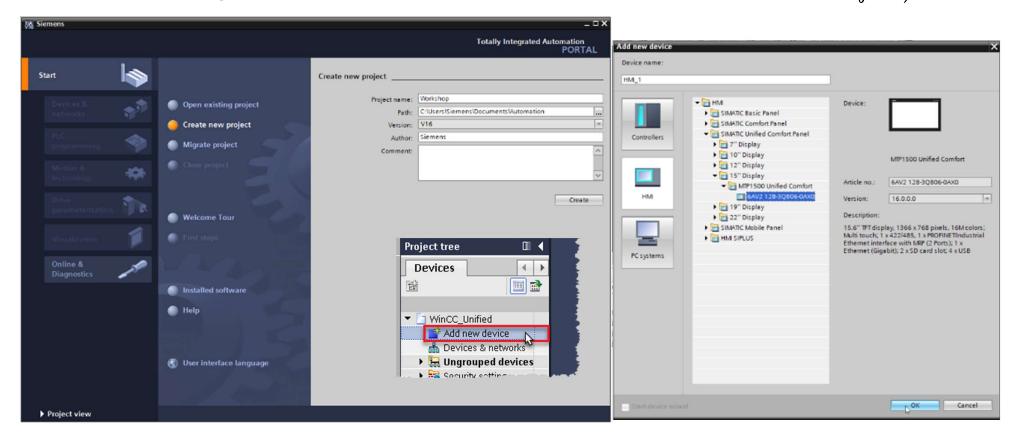




The screen editor of WinCC Unified fits inside the TIA portal suite!

# SIMATIC WinCC Unified Create a new project and Add Device





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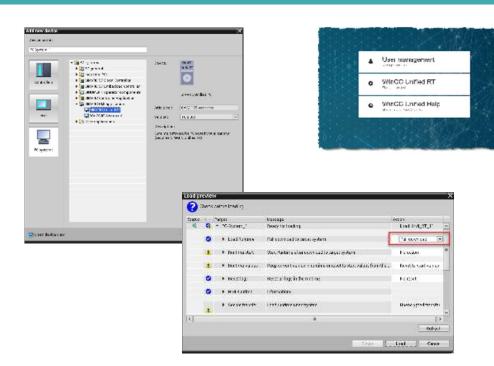
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# SIMATIC WinCC Unified Hands On: Project Creation & Runtime Start



#### HANDS ON in 10 min





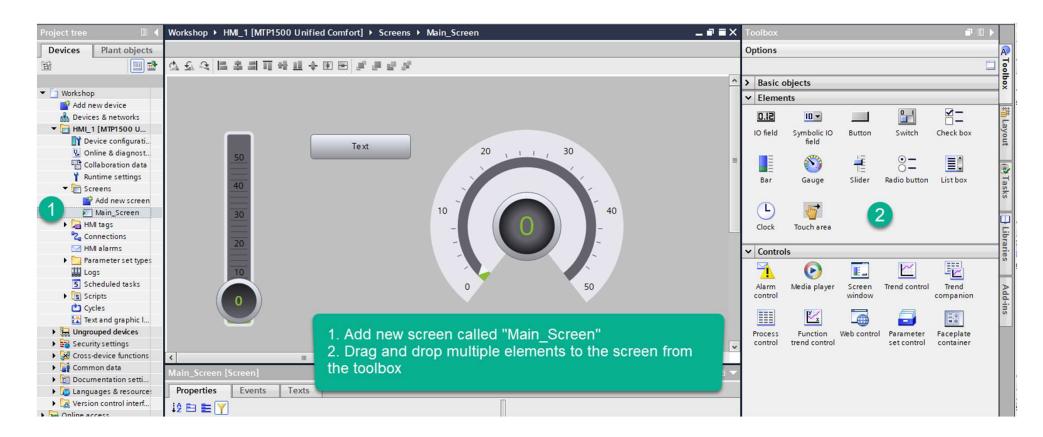
- 1. Add a Unified Panel to your TIA Project
- 2. Create a Start screen called 'Main\_screen'
- 3. Add some elements
- 4. Compile and simulate your project
- 5. Open a browser and connect to the Unified Runtime

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#### SIMATIC WinCC Unified Add Screen and Elements



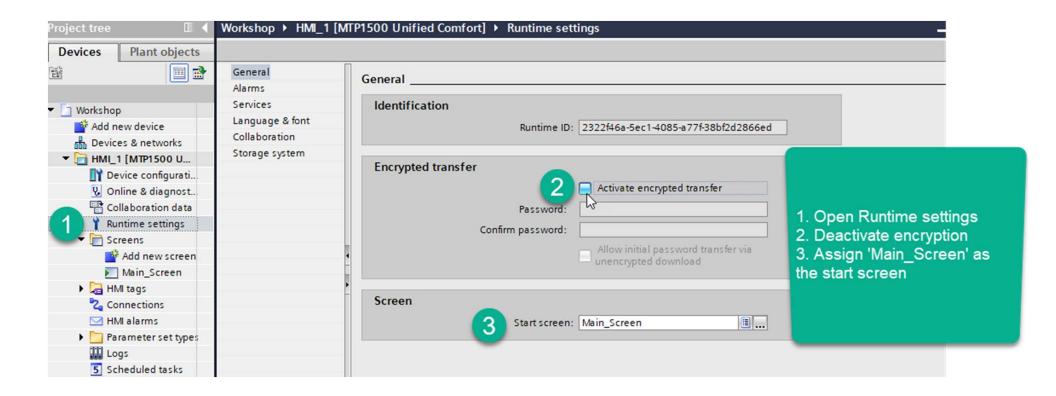


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# SIMATIC WinCC Unified Runtime Settings





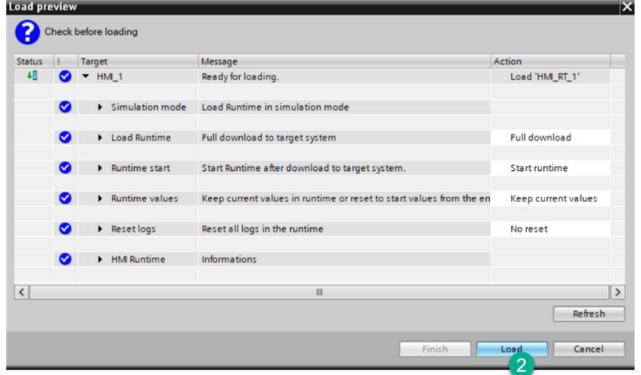
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#### SIMATIC WinCC Unified Download to Simulator and test screen







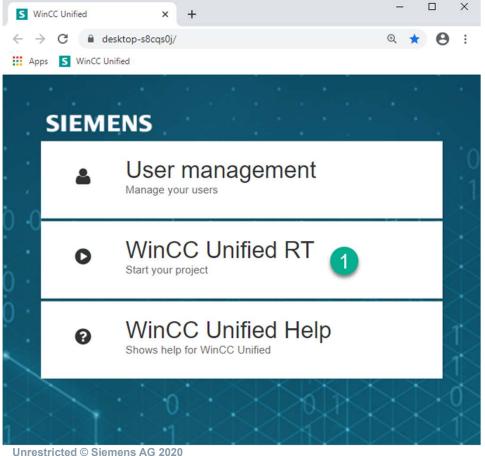
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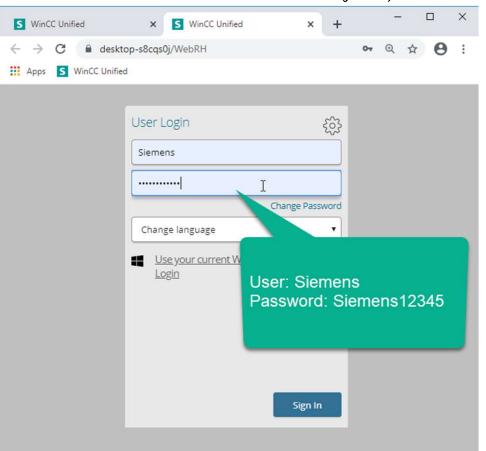
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#### **SIMATIC WinCC Unified Open Browser and Launch Runtime**

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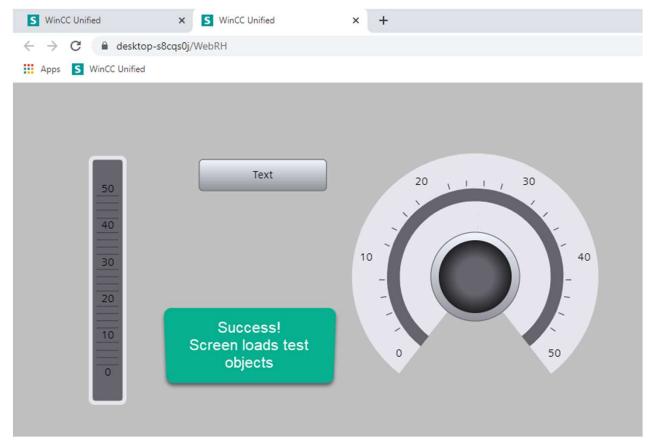




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### **SIMATIC WinCC Unified Success!!**





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#### **Agenda**

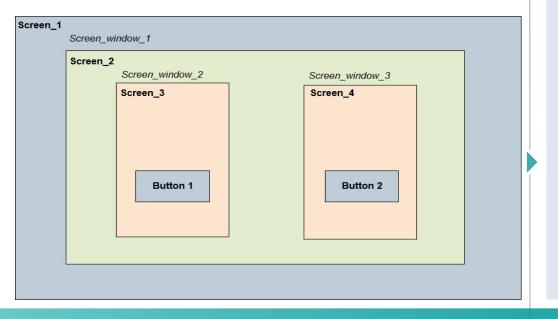


1 Device Handling

2 Screen Navigation

### SIMATIC WinCC Unified Screen Navigation - Description



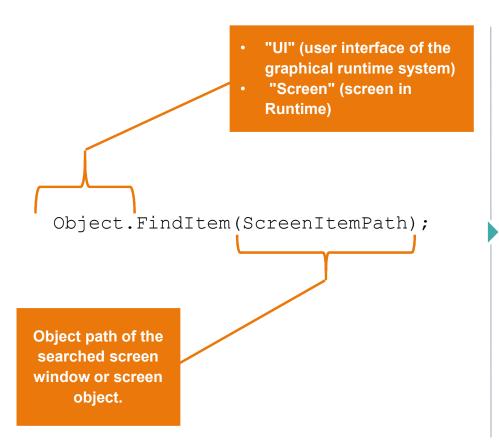


- To create the screen layout screen windows are used in WinCC Unified
- This applies also to the Unified Comfort Panels
- Depending on the application, it may happen that several screen windows are nested.
- The FindItem() method can be used to reference the objects within the screen windows and to change their properties dynamically.
- Method of the following objects: UI and Screen.
- Syntax: Object.FindItem(ScreenItemPath);
- Parameter: ScreenItemPath [String].

Working with clear object names, instead of default object names is highly recommended!

# SIMATIC WinCC Unified Screen Navigation - Description





- The object path consists of the names of the screen windows (Screen Windows) and screen objects (Screen Items).
- The names are connected via a slash ("/") according to the hierarchical positioning.

# **SIMATIC WinCC Unified Screen Navigation - Description**



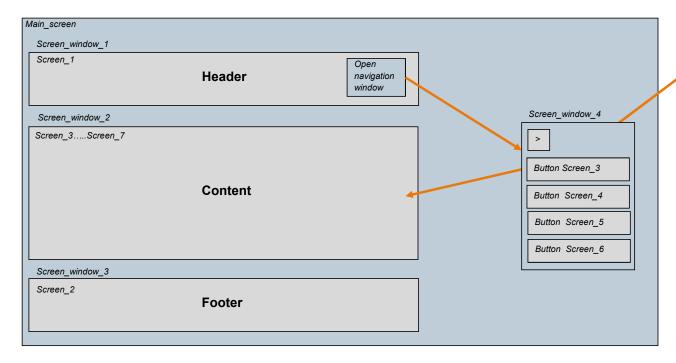
Prefix	Description
""	References the higher level screen window (parent) in the context of the current screen window.
" "	References the own screen window (self).
""	A screen object of the current screen window is referenced without prefix.

Prefix	Description
"/"	References a screen window on the highest level, whose name must follow.
"~"	References the screen window on the highest level in the own screen hierarchy.

- Relative and absolute objects paths are distinguished by the prefix of the object path.
- The relative object path is specified starting from the screen where the script is called.
- The absolute object path is specified starting from the "RootScreenWindow".

#### SIMATIC WinCC Unified Screen Navigation – Example 1 - Adjacent screen windows





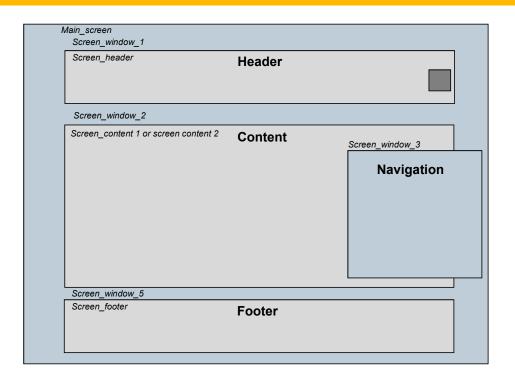
Navigation screen to change content of the Screen\_ window\_2

The navigation window is a good example of the FindItem() Method functionality.

# **SIMATIC WinCC Unified Screen Navigation**



#### LIVE DEMO



Create a Navigation

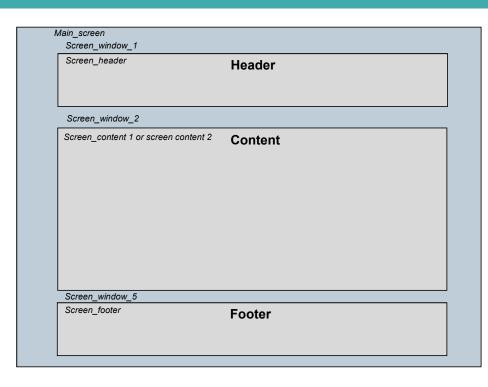
Working with Screen windows

#### SIMATIC WinCC Unified Hands On: Screen Windows & Screens



#### HANDS ON



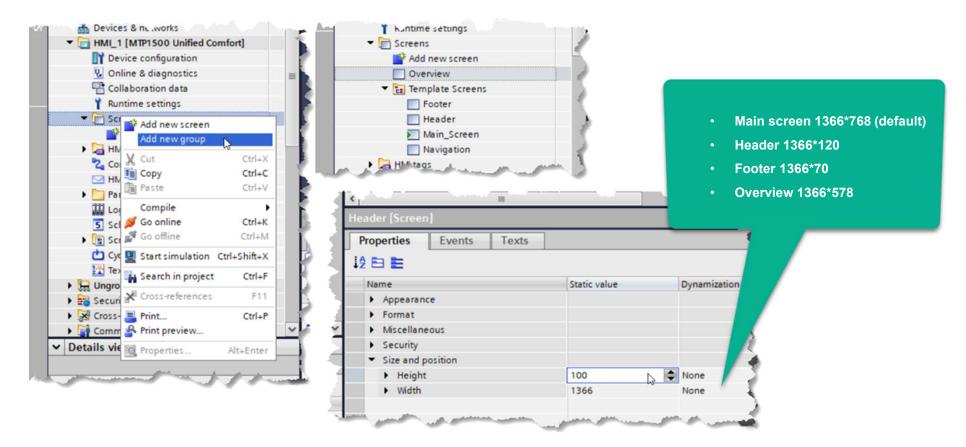


#### Create the following screens:

- 1. Main screen 1366\*768 (default)
- 2. Header 1366\*120
- 3. Footer 1366\*70
- 4. Overview 1366\*578
- 1. On the main screen add 3 screen windows: as show on the left picture and define the screen for each screen window.
- 2. Define clear names for the screen windows

### SIMATIC WinCC Unified Add Screen Groups and Screens



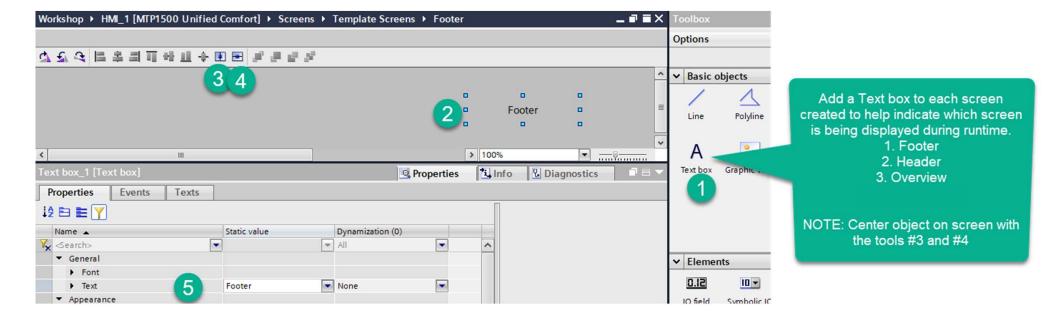


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#### SIMATIC WinCC Unified Add Text label on each screen



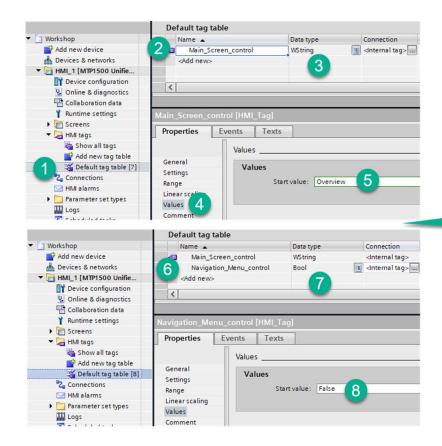


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# **SIMATIC WinCC Unified Add Tags for Navigation**



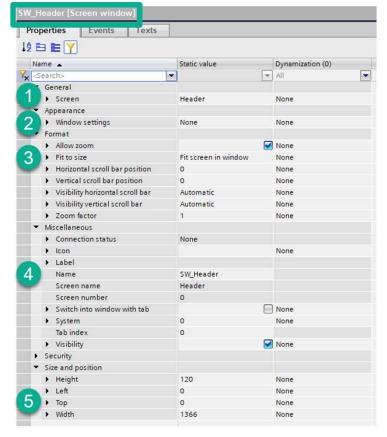


Open the Default tag table and add two tags.
First one of String Data type and start value of 'Overview'
Second one of Bool Data type and start value of 'False

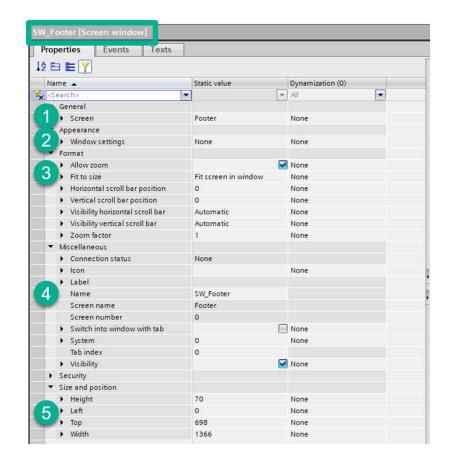
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#### SIMATIC WinCC Unified Add Screen Windows





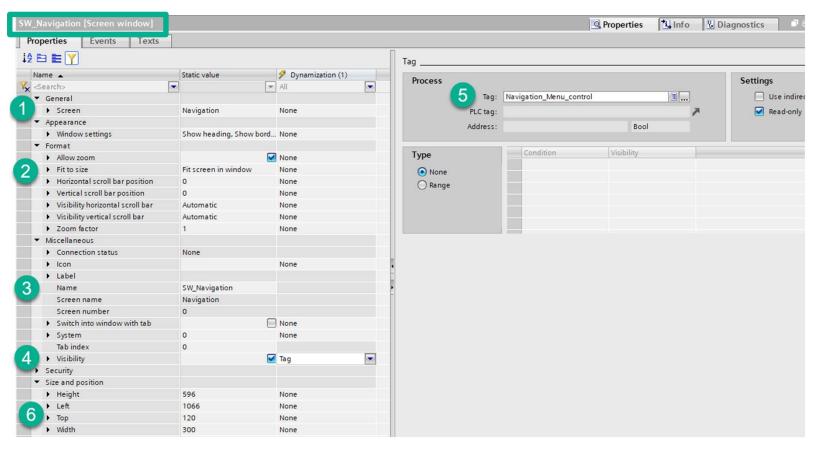


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#### SIMATIC WinCC Unified Add Screen Windows continued



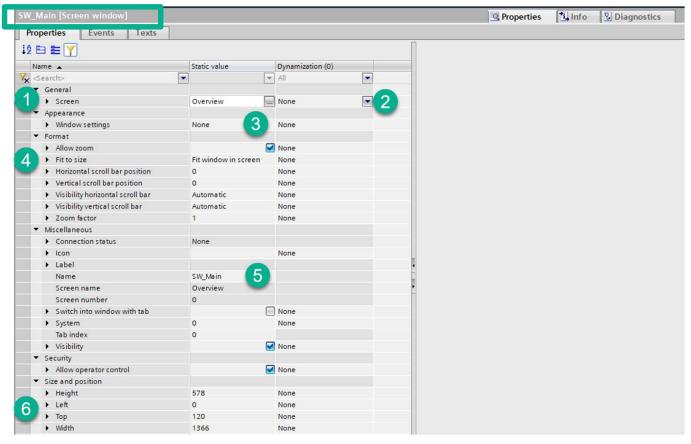


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#### SIMATIC WinCC Unified Add Screen Windows continued





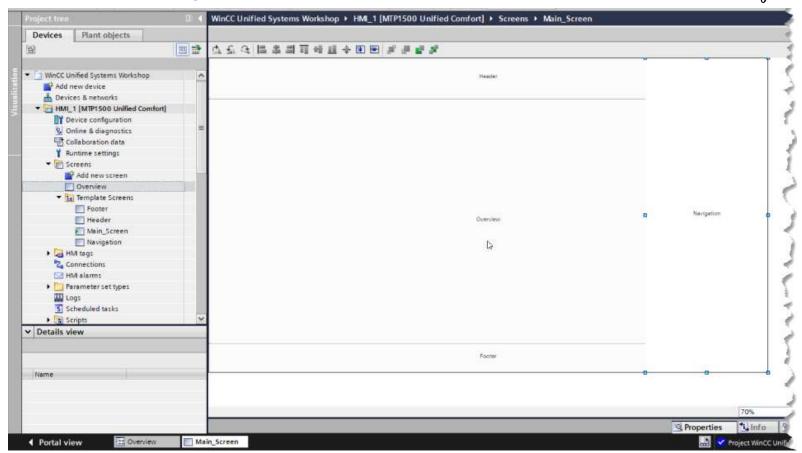
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### SIMATIC WinCC Unified Main Screen window layout



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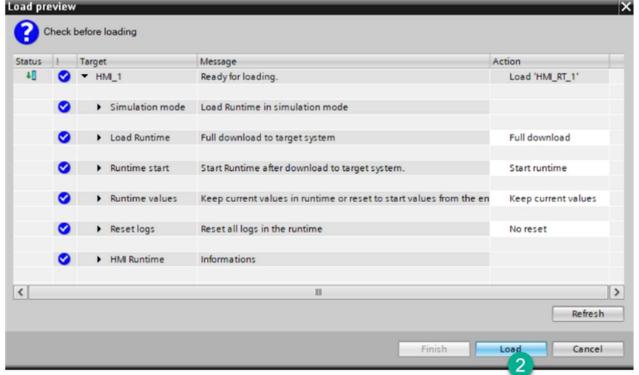
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## **SIMATIC WinCC Unified Save/Compile and test**





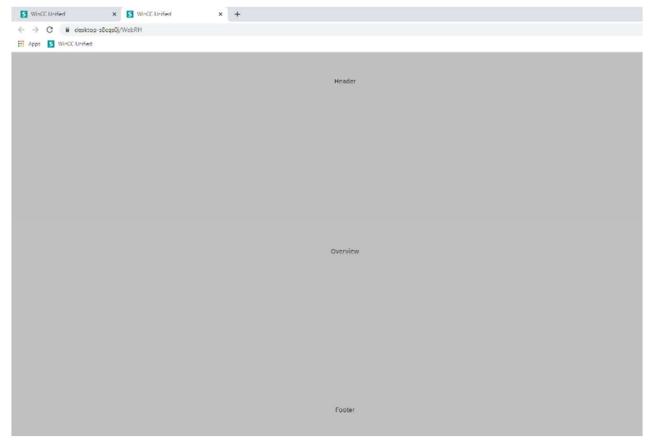


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# **SIMATIC WinCC Unified Save/Compile and test**





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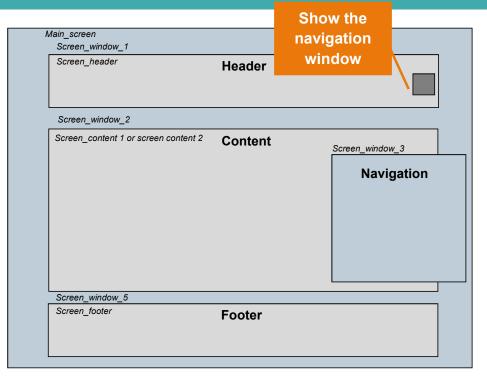
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#### SIMATIC WinCC Unified Hands On: Screen Navigation via navigation window (SlideIn)



#### HANDS ON in 15 min





- 1. Add a new screen window for Navigation on the Main screen
- 2. On the screen "Header" place a new button to make the navigation screen visible

```
Screen.FindItem("../Screen_window_4").Visible = 1;
```

- 3. Add a new screen "Navigation" 300\*596
- 4. Connect the screen "Navigation" to the screen window "Navigation"

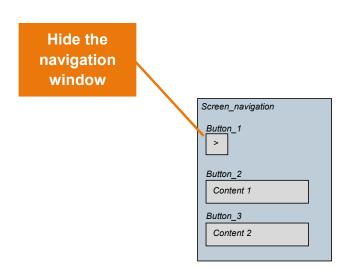
#### SIMATIC WinCC Unified Hands On: Screen Navigation via navigation window



#### HANDS ON



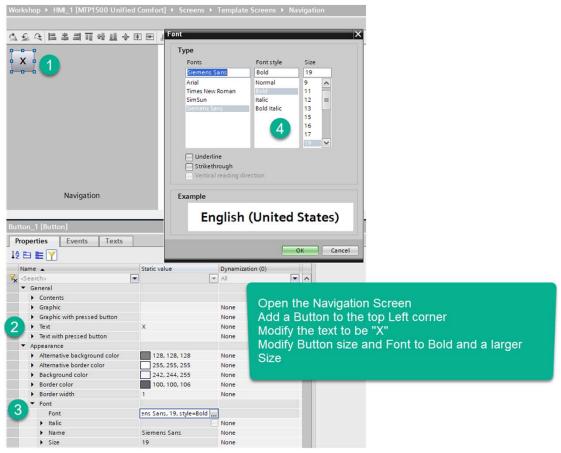




- 1. Place in the buttons for screen navigation
- 2. Use the button 1 to hide the navigation
- 3. Use the Additional Buttons for the "content change"
- 4. Save, compile and start simulation
- 5. Check the main screen if its works

# SIMATIC WinCC Unified Navigation control



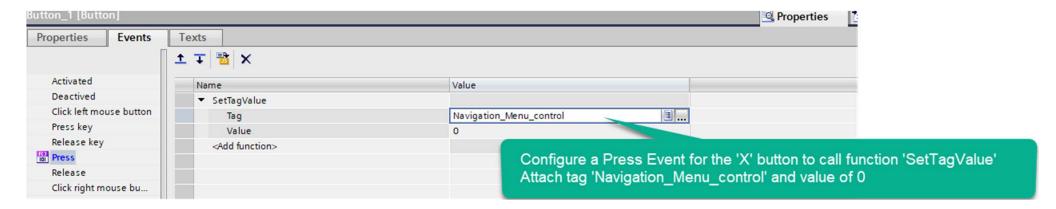


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### **SIMATIC WinCC Unified Navigation close event**



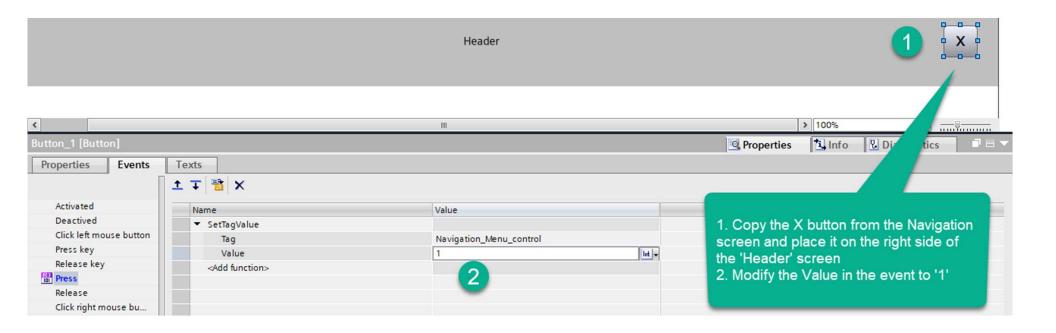


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# SIMATIC WinCC Unified Navigation open



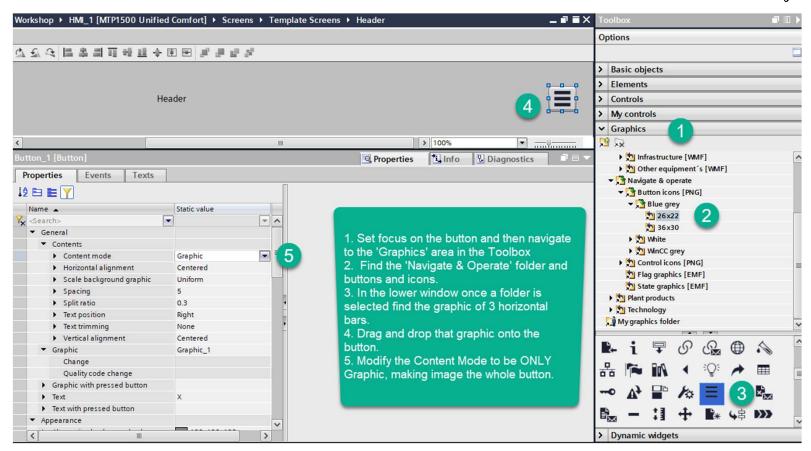


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### **SIMATIC WinCC Unified Navigation open continued**



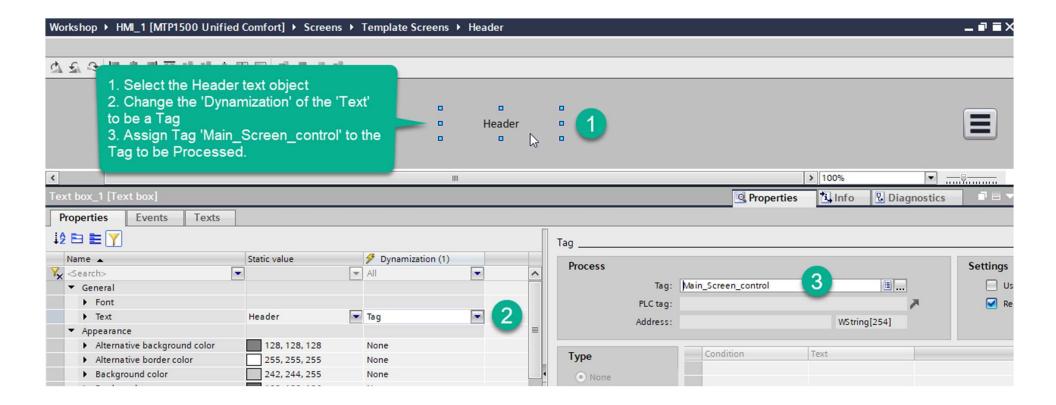


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#### SIMATIC WinCC Unified Dynamization of Screen Name to Text box



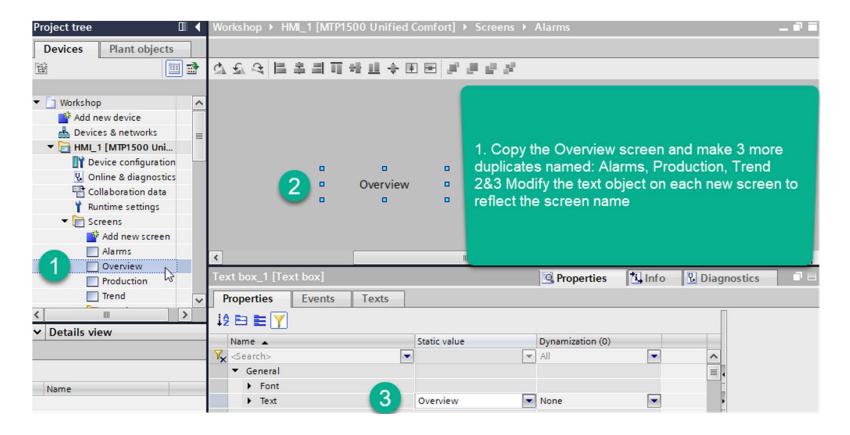


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# **SIMATIC WinCC Unified Duplicate screens**



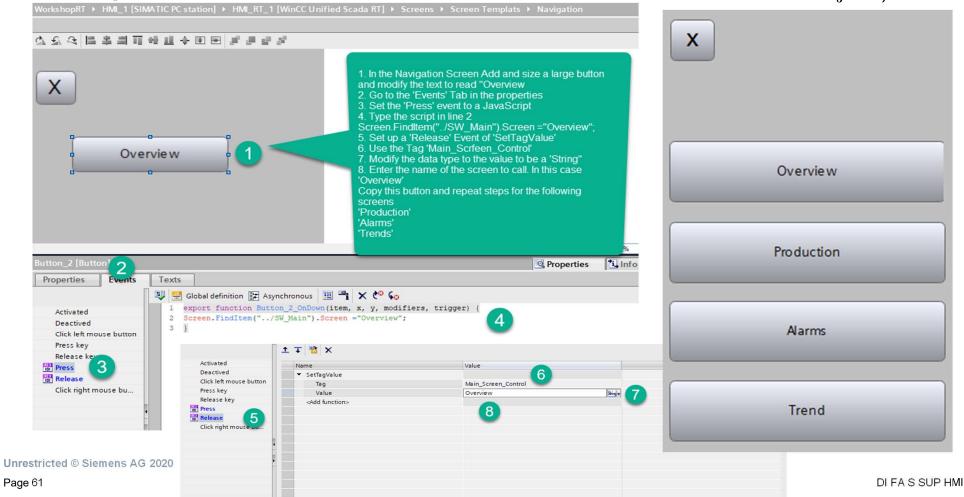


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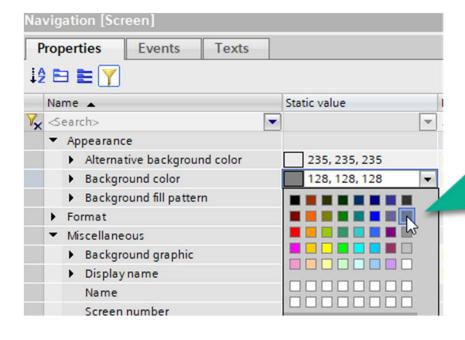
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### SIMATIC WinCC Unified Add Navigation buttons to the screen





### SIMATIC WinCC Unified Navigation Screen background color



Modify the
Background color
of the Navigation
screen to be a
darker shade of
Gray to help set
the window apart
from the rest of the
screen

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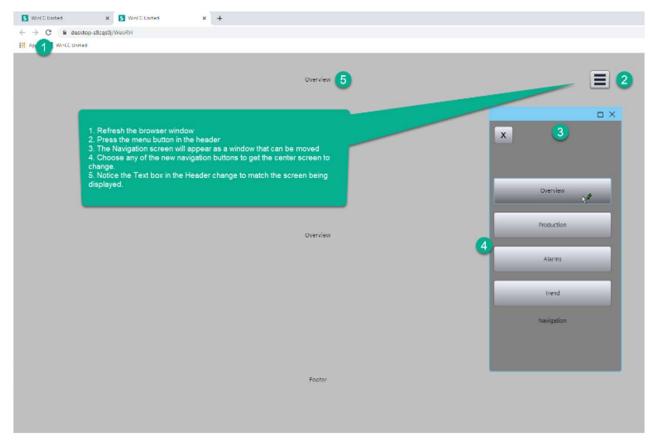


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## **SIMATIC WinCC Unified Save/Compile and test**





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#### **Agenda**

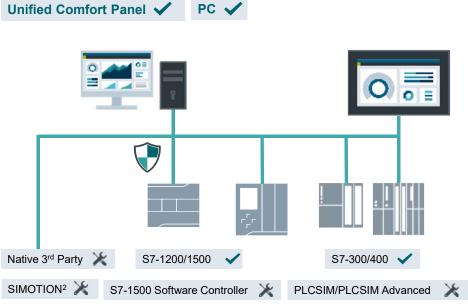


1 Communication

2 OPC Communication

### SIMATIC WinCC Unified To automation systems





Native 3<sup>rd</sup> Party<sup>1</sup> communication via Channel Support Package e.g., Modbus TCP, Allen-Bradley EtherNet/IP, ...

\Download from Service and Support website

1 In preparation <sup>2</sup> only tag communication via OPC UA DA

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**Perfect integration** of SIMATIC PLCs (TIA Portal)

**High number of connections** for PC systems, up to 128 PLCs (>10 with extra Softnet-IE license)

Increased number of connections for Panel systems, up to 16 PLCs

#### **Agenda**

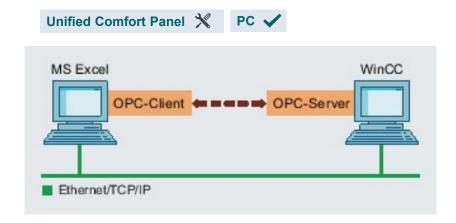


1 Communication

2 OPC Communication

#### SIMATIC WinCC Unified OPC UA Connection





#### **OPC UA (Unified Architecture)**

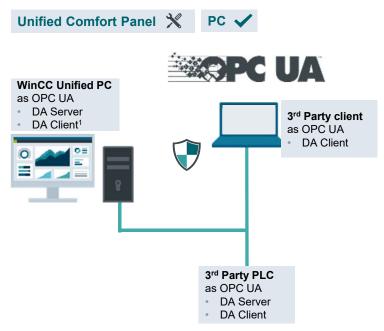
- You use OPC interface to link the devices and applications from various manufacturers in a standardized manner
- WinCC Unified can be configured as OPC UA server and as OPC UA client\*. The OPC server provides process values from the WinCC data management for one or more OPC clients.

#### **OPC UA is a platform-independent technology.**

<sup>\*</sup> Only PCs can be an OPC client for a remote OPC server.

#### SIMATIC WinCC Unified Using standard interface OPC UA Server





Using communication standard OPC UA for OT/IT and automation connectivity

1 In V16 only local OPC UA server can be connected as OPC UA client

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Standard connectivity via OPC UA (DA Server & DA Client1)

**OT/IT connectivity** via OPC UA to forward data to 3<sup>rd</sup> party applications

**Automation connectivity** via OPC UA to integrated 3<sup>rd</sup> party PLCs



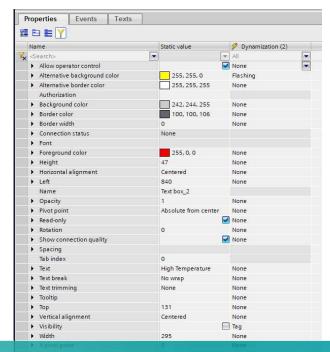
#### **Agenda**



- 1 Screen Engineering
- 2 Basic Screen Objects
- 3 Dynamic SVG
- 4 Animations

#### SIMATIC WinCC Unified Screen Engineering – Properties

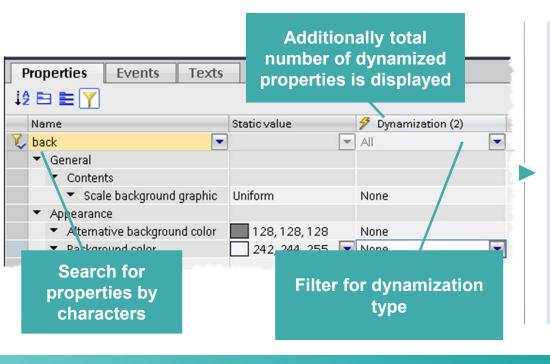




It is possible to view and to edit the properties of an object using the property list in the Inspector window.

#### SIMATIC WinCC Unified Screen Engineering – Properties

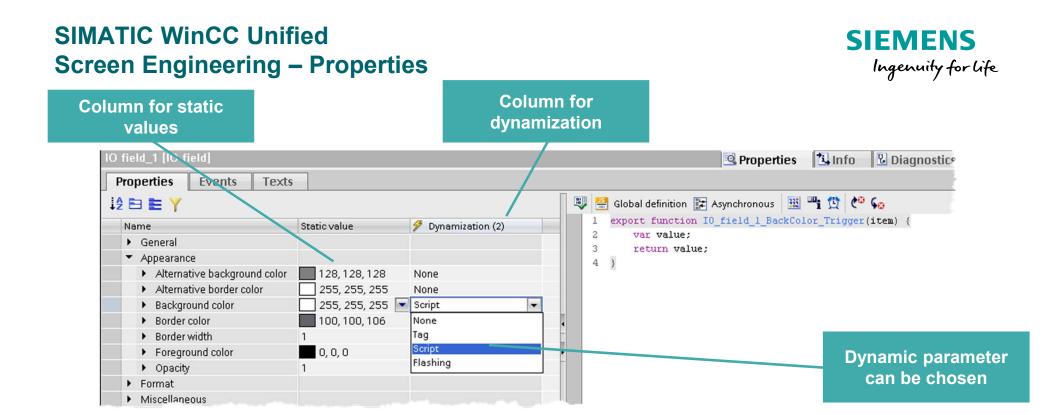




The property list can be sorted as follows:

- i2 Display of properties in alphabetical order
- Display of the properties grouped in categories
- Y Search Filter:
  - Search for all properties by characters
  - Overview of used dynamizations
  - Filter of different dynamizations

Tip: most important properties of an object can always be found in the "General" category (list needs to be sorted by category)



Almost all object properties can be dynamized. Tags, Scripts and depending on the property other objects (resource list for example) can be used for dynamization.

#### **Agenda**

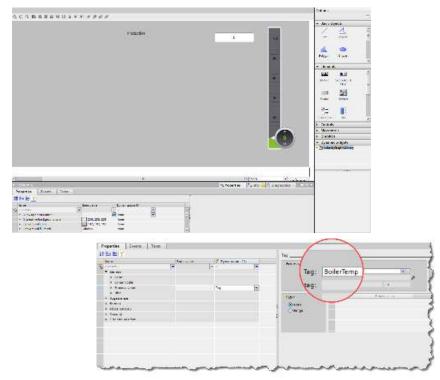


- 1 Screen Engineering
- 2 Basic Screen Objects
- 3 Dynamic SVG
- 4 Animations

# SIMATIC WinCC Unified Alarming



#### LIVE DEMO



- Show HMI Toolbox and different areas
- Drag and drop objects on screen
- Configure objects
- Create tags and assign to objects

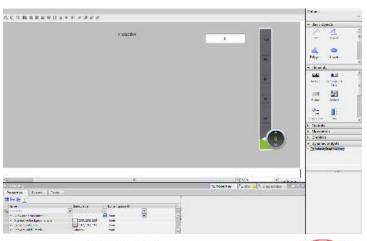
### **SIMATIC WinCC Unified Hands On: Properties**



#### HANDS ON





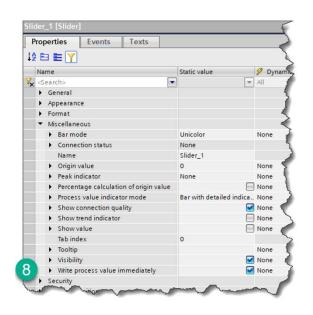




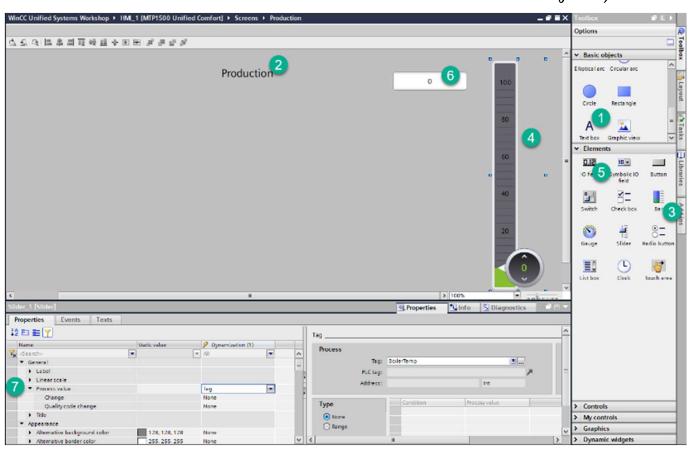
- 1. Create Production Screen (1366\*578)
- 2. On Production Screen insert
  - 1. Slider
  - 2. I/O field
- 3. Set lower and upper limits of slider to 0, 100
- 4. Create Tag (BoilerTemp internal tag)and attach to both Slider and IO field
- 5. Save and test

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

#### SIEMENS Ingenuity for life

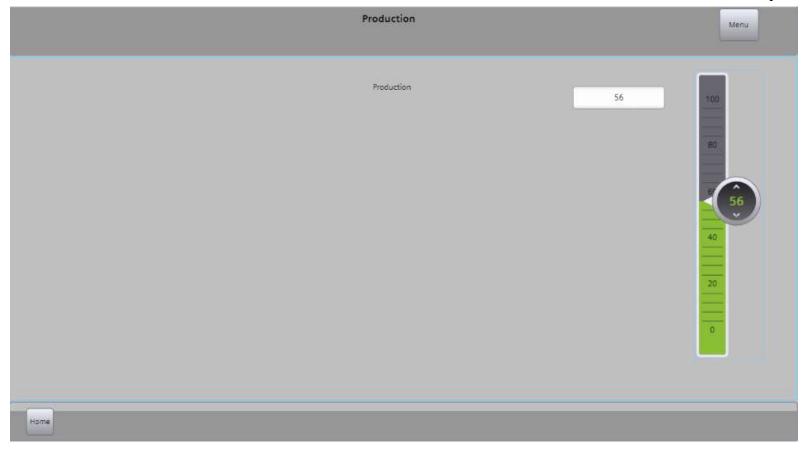


Note: Select Write process value immediately



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





#### **Agenda**

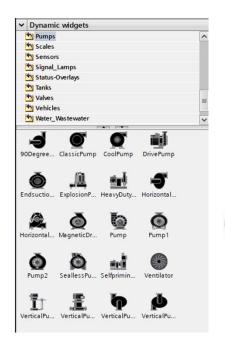


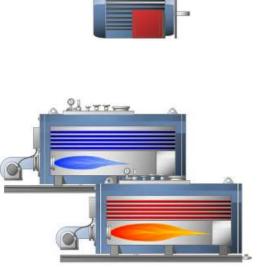
- 1 Screen Engineering
- 2 Basic Screen Objects
- 3 Dynamic SVG
- 4 Animations

### SIMATIC WinCC Unified Scalable Vector Graphic (SVG)









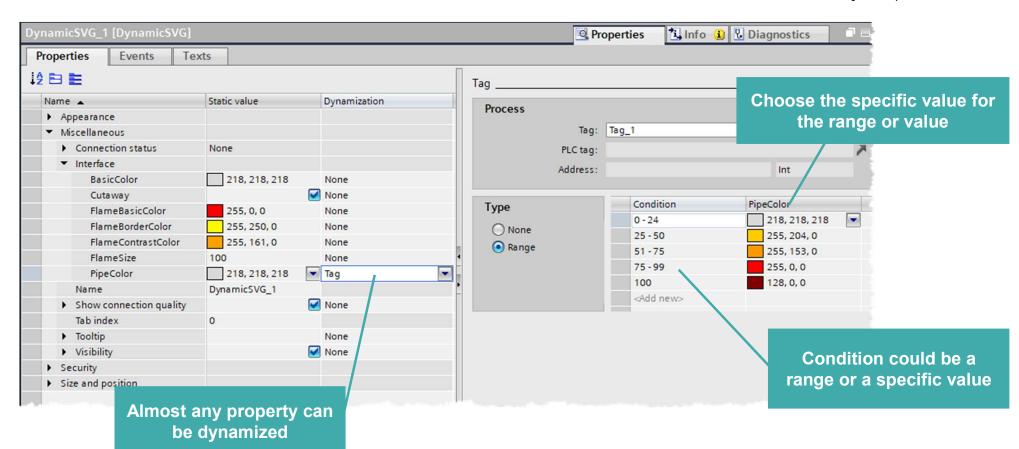
Scalable Vector Graphics (SVG) for all resolutions without loss of quality

 Animate (dynamic) SVG files according to the process state

 Ready to use industry library with static and dynamic SVGs

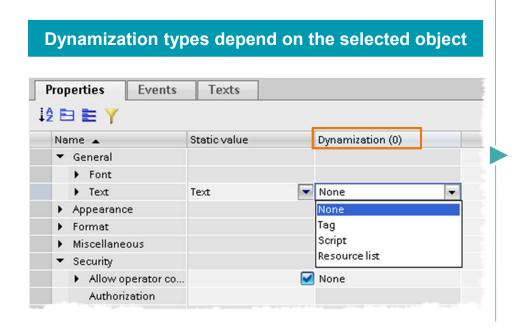
# SIMATIC WinCC Unified Dynamizations





# SIMATIC WinCC Unified Dynamization





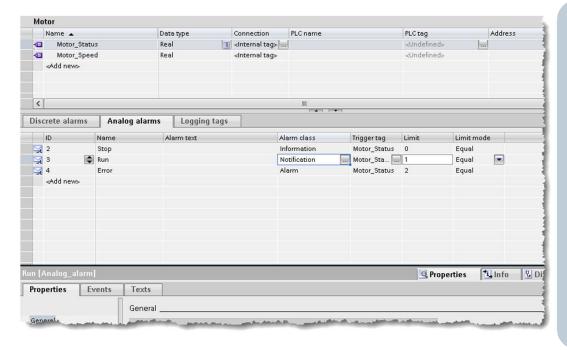
#### **Dynamization types:**

- Tag Defines the property value depending on the tag value
- Script Defines the property value depending on the return value
- Resource list Defines the property value depending on an entry from a text/graphic list
- Flashing Defines that the property flashes in configurable colors

Dynamics are used to change the properties of screen objects and screens in runtime depending on another value.



### LIVE DEMO



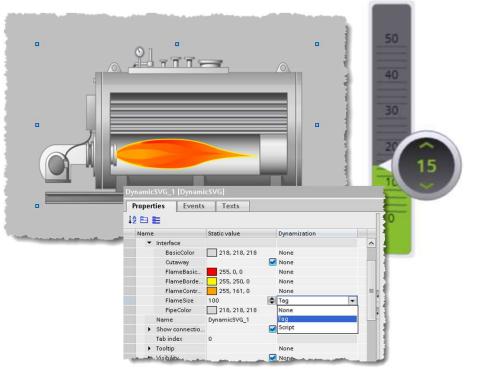
- Add SVG Graphics
- Edit Graphics Properties
- Assign to tags to visualize changes
- Simulate



### HANDS ON







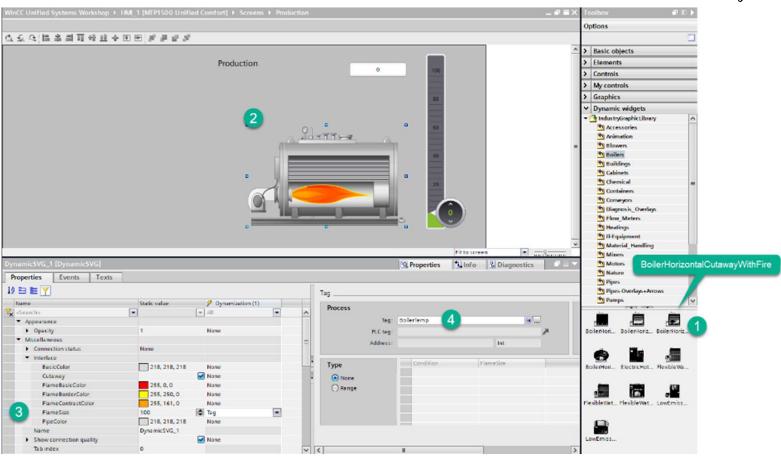
**Unrestricted © Siemens AG 2020** 

- 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

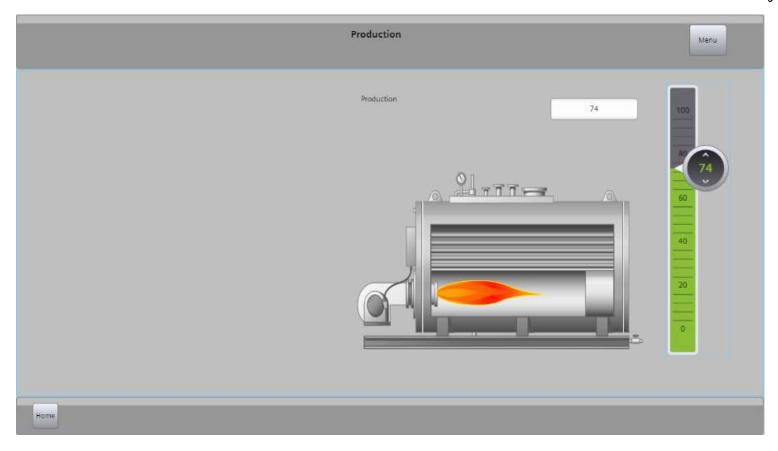
Additional: Try also some other SVG's to see the differences in the interface!

#### **SIEMENS**

Ingenuity for life

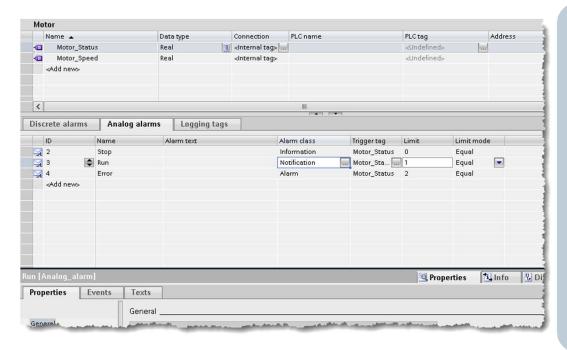








### LIVE DEMO

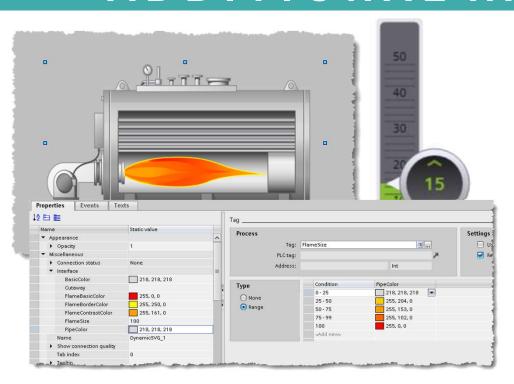


- Edit SVG Properties (more)
- Flame size
- Simulate



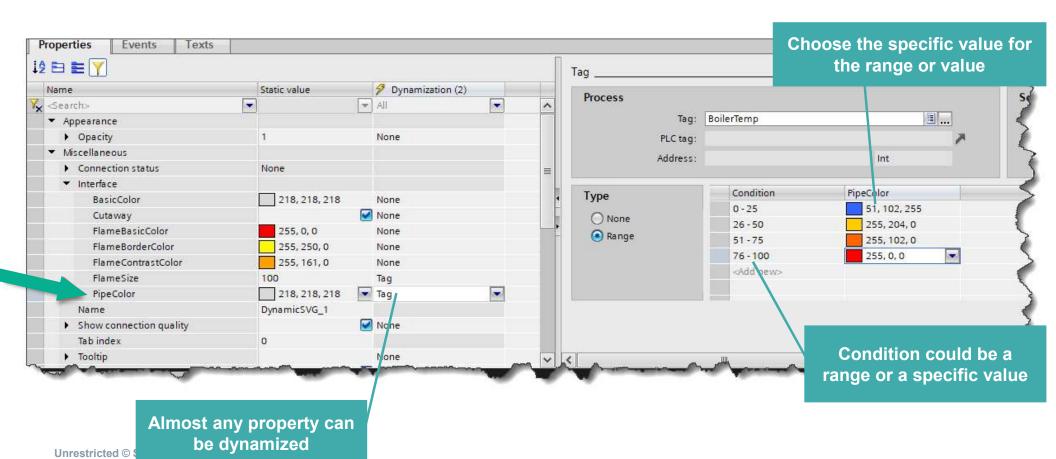
### ADDITIONAL HANDS ON in 15 min



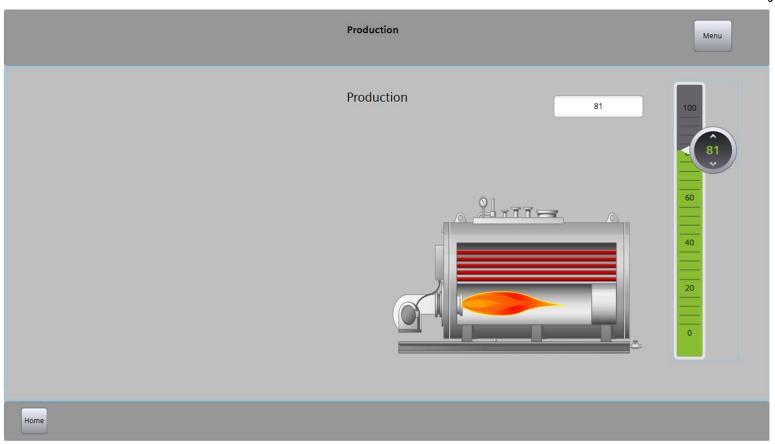


- 1. Add the same tag you added to the flame size also to pipe color
- 2. Activate dynamization type "Range"
- 3. Create different colors depending on the value
- 4. Do this with ranges or static values
- 5. Download the Runtime and test
- 6. Change pipe color during the Runtime









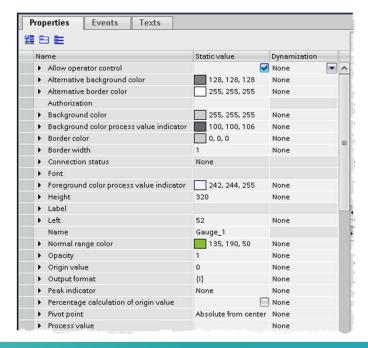
#### **Agenda**



- 1 Screen Engineering
- 2 Basic Screen Objects
- 3 Dynamic SVG
- 4 Animations

#### SIMATIC WinCC Unified Screen Engineering – Properties

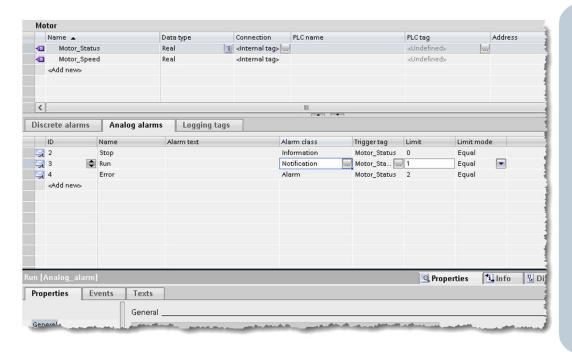




It is possible to view and to edit the properties of an object using the property list in the Inspector window.



### LIVE DEMO



- Add test field
- Animate field
- Simulate

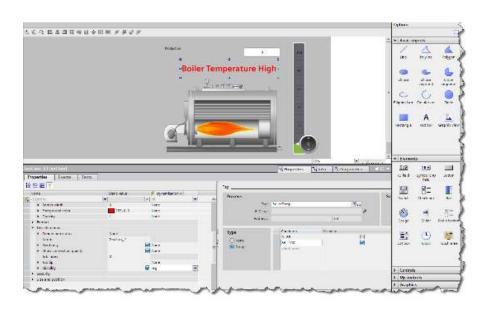
## **SIMATIC WinCC Unified Hands On: Animations**



### HANDS ON



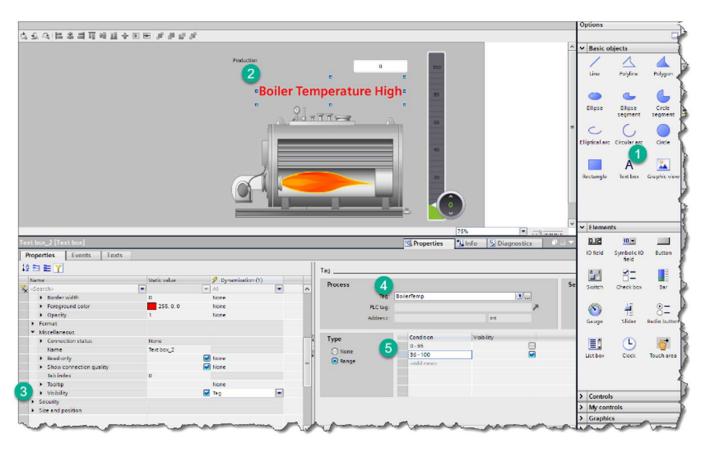




- 1. Add a Text Field
- 2. Adjust font and color
- 3. Set text field only to show based on tag value
- 4. Download the Runtime
- 5. Test

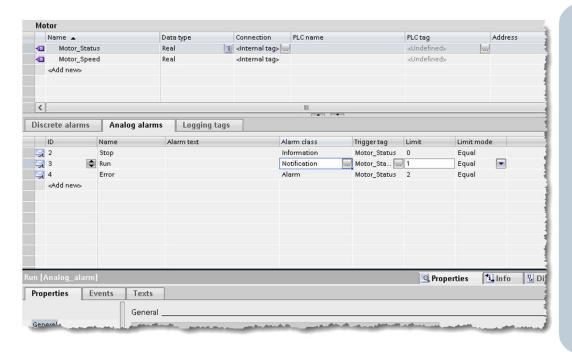
## SIMATIC WinCC Unified Hands On: Animations







### LIVE DEMO



- Add graphic
- Show rotation animation
- Simulate

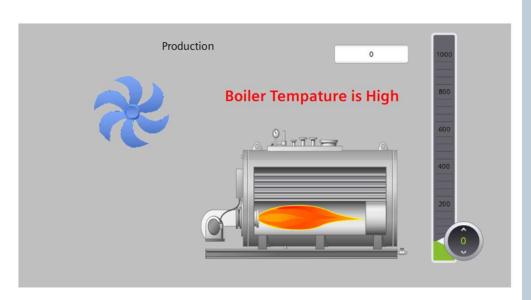
## SIMATIC WinCC Unified Hands On: Rotation



### HANDS ON



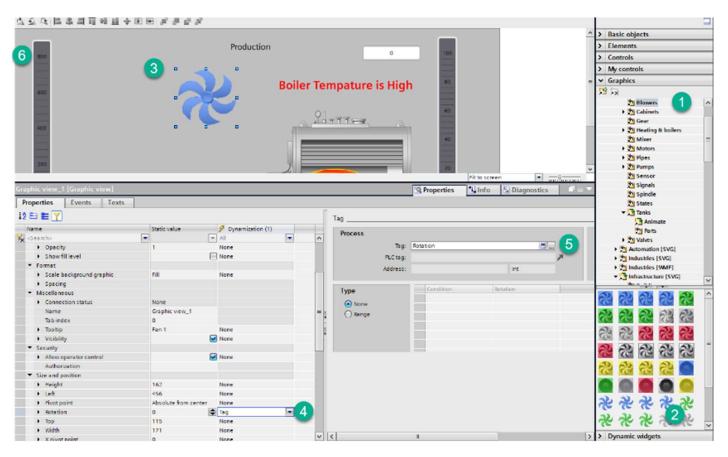




- 1. Add some basic objects on a screen
- 2. Create a tag for the rotation and connect it to a slider control
- 3. Use the tag to configure the rotation of objects
- 4. Download the runtime
- 5. Rotate the objects

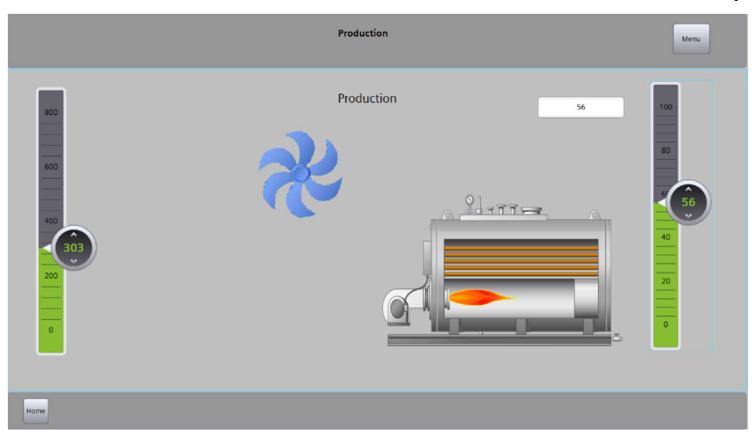
# **SIMATIC WinCC Unified Hands On: Properties**





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





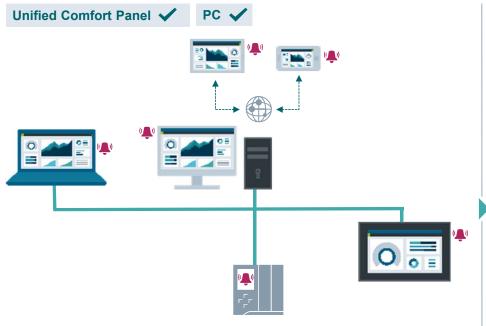


#### **Agenda**



- 1 General Information
- 2 TIA Settings
- 3 Alarm Classes
- 4 Alarm Logging
- 5 Alarm Control settings





Immediate notification of process states, warnings or critical alarms for quick reactions and shorter downtimes.

Maximum process transparency due to a configurable alarm system based on IEC 62682

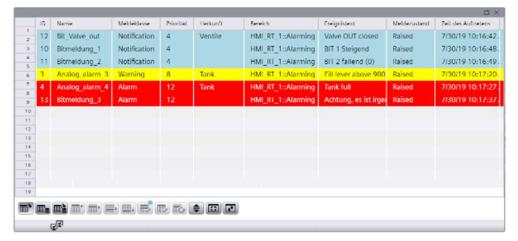
Availability of S7-1500 PLC- and HMI alarms

Alarm control for efficient handling e.g., filter, sort, acknowledge, manually or via scripting

## SIMATIC WinCC Unified Alarm Control







Know what's happening at your facility depending on your personal demand (operator, supervisor, maintenance, ...). Multilingual alarm view to support commissioning phase and international operators.

Free configurable alarm view e.g., column order, toolbar buttons

Select alarms according to production unit or user demand e.g., plant unit in technological hierarchy, maintenance

Alarm control user interface for e.g., select time-range, sort, filter, print, hide and lock, acknowledgement

#### **Agenda**

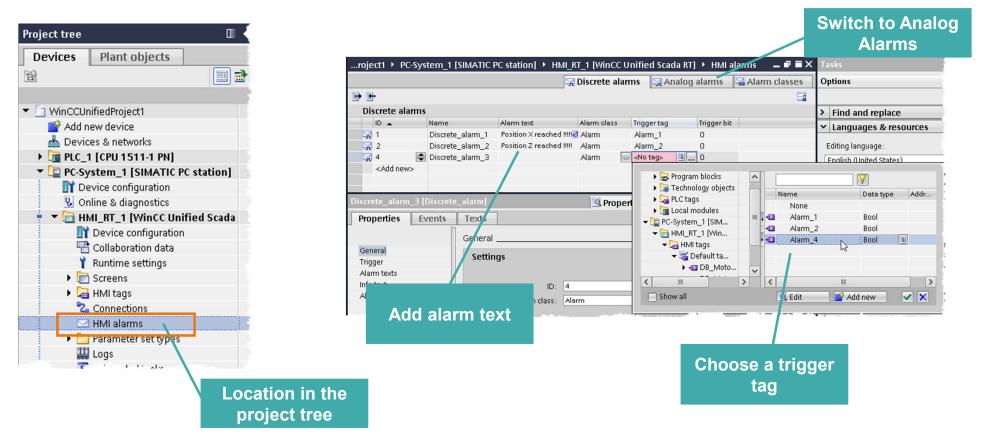


- 1 General Information
- 2 TIA Settings
- 3 Alarm Classes
- 4 Alarm Logging
- 5 Alarm Control settings

## SIMATIC WinCC Unified HMI Alarms

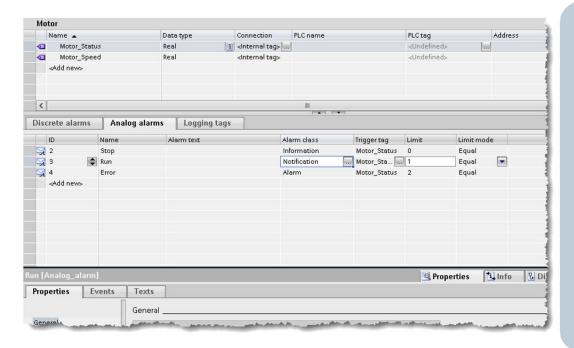
### SIEMENS

Ingenuity for life





### LIVE DEMO



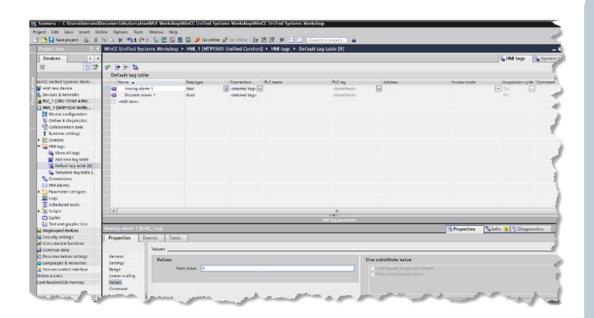
- Configure the TIA settings
- Create and trigger discrete and analog alarms

## SIMATIC WinCC Unified Hands On: Analog and Discrete Alarms

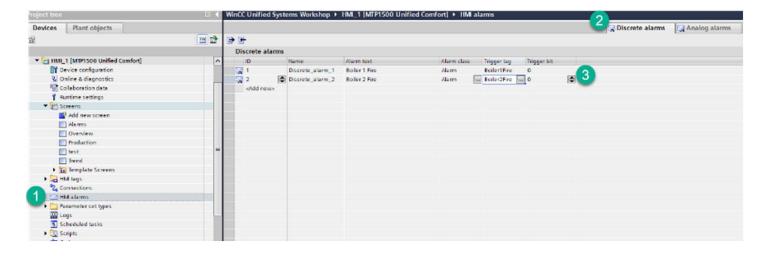


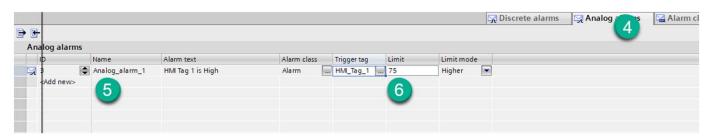
### HANDS ON in 15 min





- 1. Configure an analog and discrete alarm tag
- 2. Place a switch or an I/O field on the screen and connect it to the variable to force them
- 3. Add an alarm Control to a screen
- 4. Download the Runtime
- 5. Trigger the alarm





### **SIEMENS**

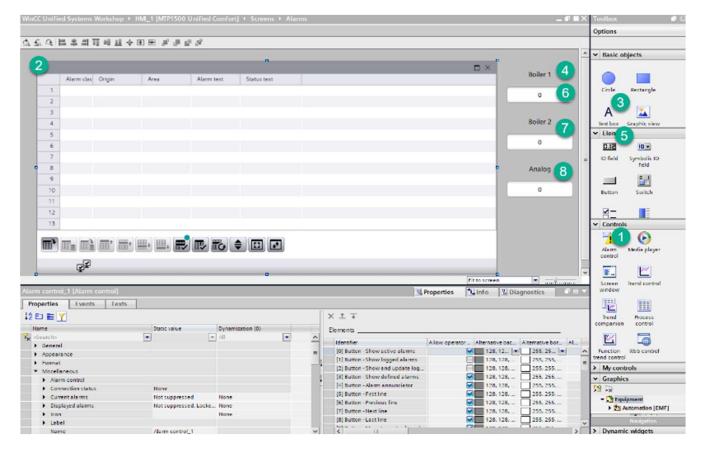
Ingenuity for life

- 1. Open HMI Alarms
- 2. Select Discrete alarms
- 3. Create 2 alarms and associated tags

1 tag as bit

1 tag as byte

- 4. Open Analog alarms
- Create one alarm using tag HMI\_Tag\_1
- 6. Set an upper limit





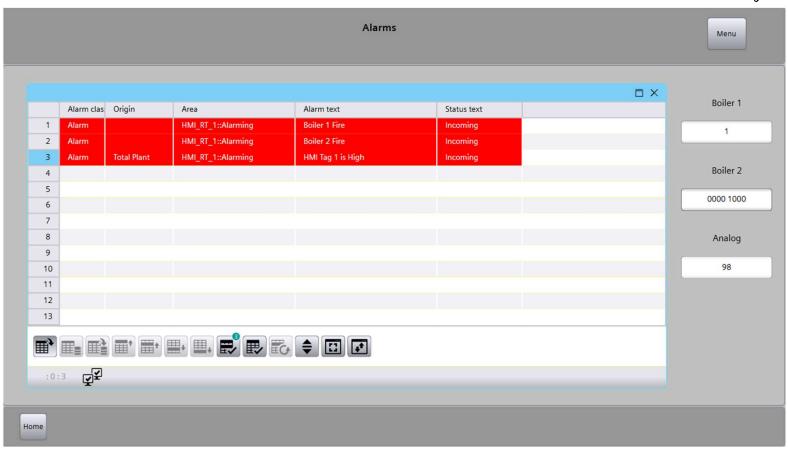
- 1. Select Alarm Control
- 2. Drag to Screen and size 3.-8.

Add IO and \Text fields to simulate alarm tags
Assign same tags that you

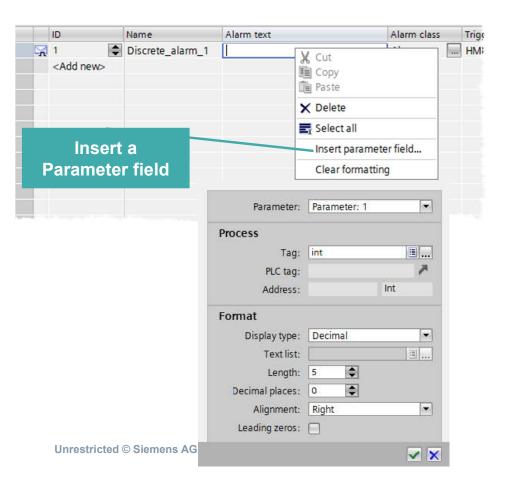
created in the alarms

**Download and Test** 





## SIMATIC WinCC Unified AlarmTexts



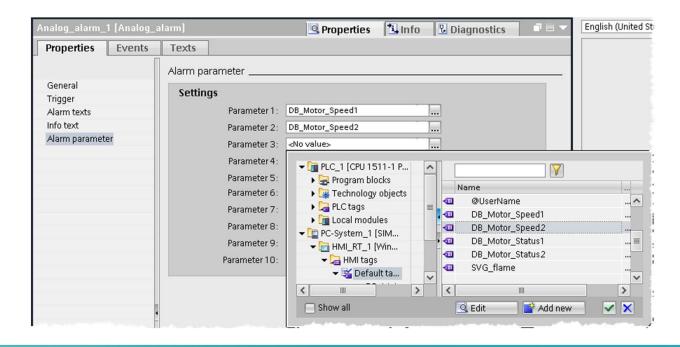


- For an alarm text up to ten parameters can be defied and included in the text
- If required, output fields for displaying alarm parameters in each alarm text can be inserted.
- Each alarm text contains up to 512 characters.

# SIMATIC WinCC Unified Alarm parameter

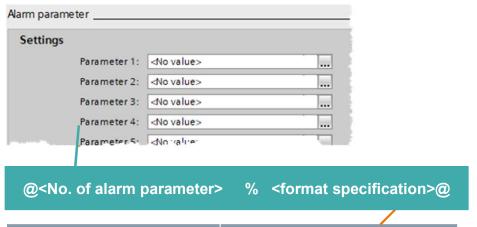
SIEMENS
Ingenuity for life

Up to 10 different alarm parameters can be used



Alarm parameters are used to output process values in the alarm text (valid for discrete and analog alarms!).

# SIMATIC WinCC Unified Alarm parameter



Format specification	Туре
i	Signed decimal Integer
u	Unsigned decimal Integer
f	Floating
S	String



For accompanying values in the alarm text, it requires a placeholder with a special notation

#### Example:

- @2%2.3f@ → Parameter 2 with 2 digits before decimal sign and 3 decimal places → e.g. 44,378
- @4%i@ → Parameter 4 signed Integer
   → e.g. -25416

# SIMATIC WinCC Unified System parameters



Format specification	System Meldeparameter
S1	HostName
S2	UserName
S3	Value
S4	Quality Code
S5	ValueLimit
S6	Absolute deadband
S7	Connection-ID (PLC alarms)

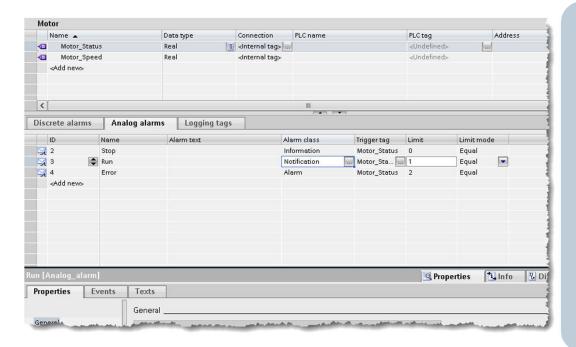
Assign additional system defined parameters to the alarm text

#### Example:

- @S1%S@ → Computer name as String
- @\$3%l@ → Current value of trigger tag when the alarm was raised



### LIVE DEMO



Add Parameters to Alarms

#### **SIMATIC WinCC Unified Hands On: Analog and Discrete Alarms**

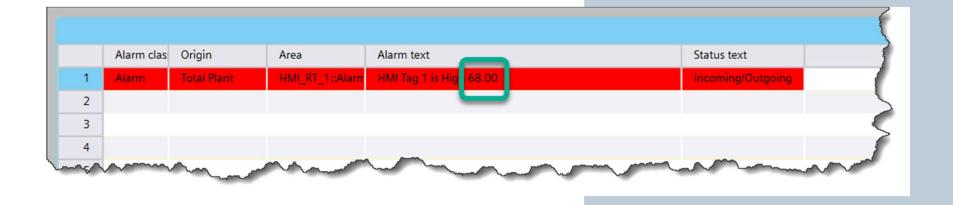


### HANDS ON



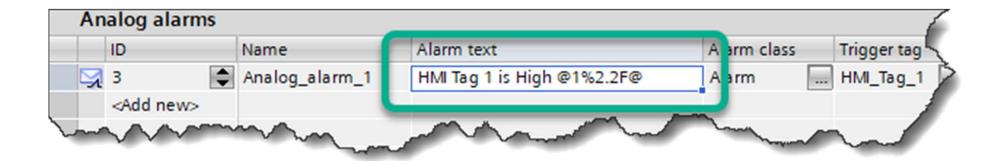


1. Add the tag value to the Analog Alarm Message



## SIMATIC WinCC Unified Alarms





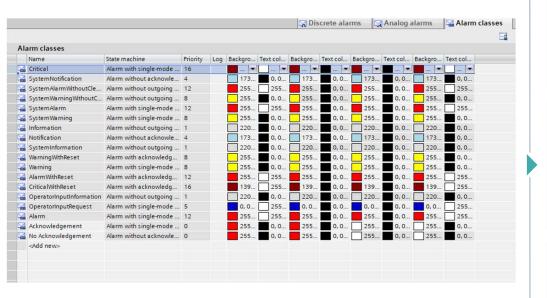
Alarm text calls out Parameter and defines format.



- 1 General Information
- 2 TIA Settings
- 3 Alarm Classes
- 4 Alarm Logging
- 5 Alarm Control settings

### SIMATIC WinCC Unified Alarm classes based on IEC 62682





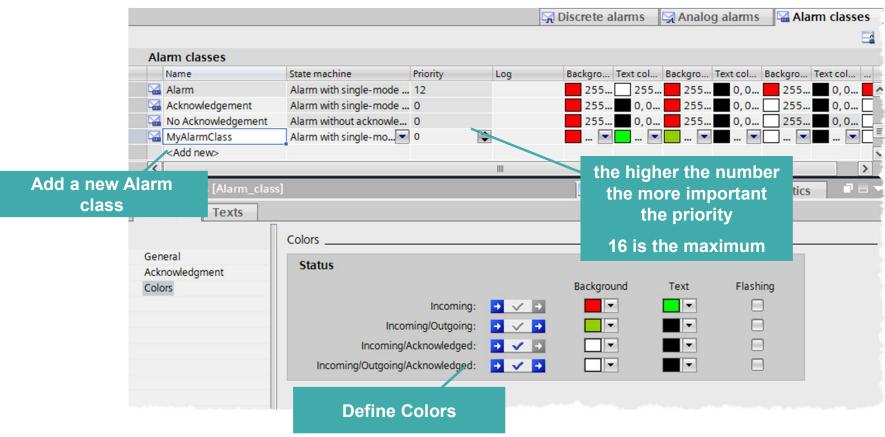
Predefined set of alarm classes based on IEC 62682

Configurable colors (background and text)

Add custom-specific alarm classes

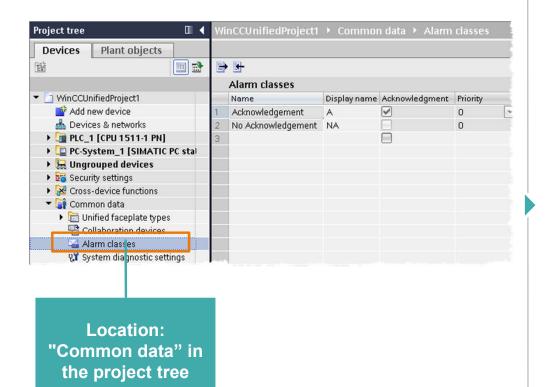
## SIMATIC WinCC Unified Add your own alarm class





### SIMATIC WinCC Unified Common alarm classes





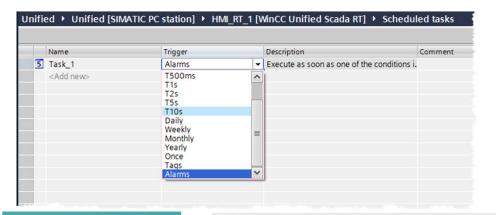
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#### Common alarm classes:

- Common alarm classes are used for controller alarms and the alarms of an HMI device.
- If required, an additional common alarm class can be created.
- Common alarm classes are divided into predefined and user-defined common alarm classes.
- The predefined common alarm classes are "Acknowledgement" (for alarms with acknowledgment) and "No Acknowledgement" (for alarms without acknowledgment).

### SIMATIC WinCC Unified Trigger Events by Alarms conditions

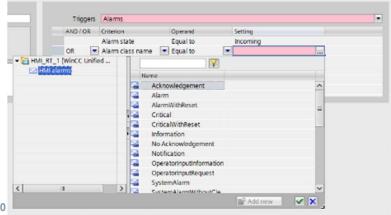




#### Alarms in Scheduled tasks

- In the scheduler your can combine alarm criteria to trigger a event
- You can combine different alarm criteria with: AND or OR





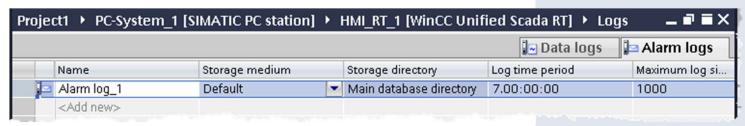


- 1 General Information
- 2 TIA Settings
- 3 Alarm Classes
- 4 Alarm Logging
- 5 Alarm Control settings

## SIMATIC WinCC Unified Alarm Logs



 Each alarm event is logged, e.g., the transition of the alarm from "incoming" to "acknowledged" status.

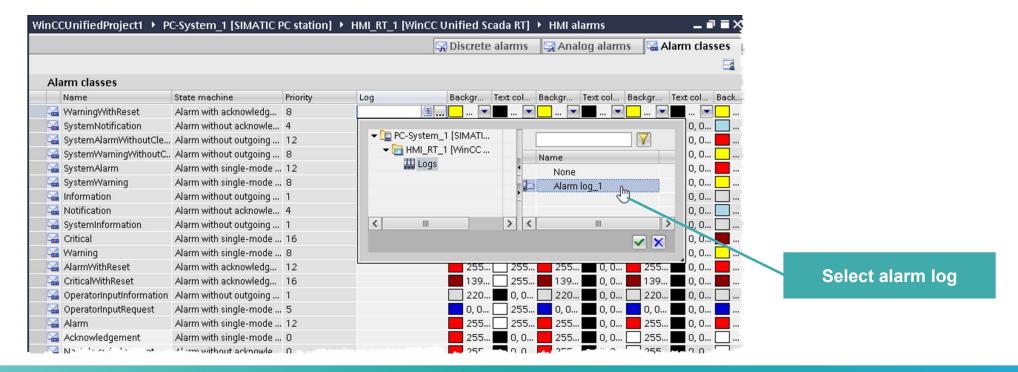


 The time stamp of a logged alarm is always specified in standard UTC format (Universal Time Coordinated).

An alarm log is used to log alarms that occur in the monitored process.

# SIMATIC WinCC Unified Alarm Logging





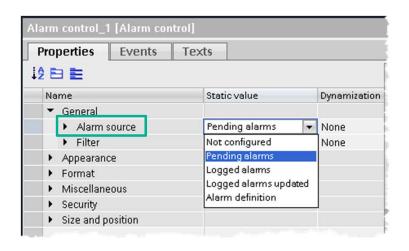
Alarms can't be logged separate. It is only possible to add a complete Alarm class to the archive



- 1 General Information
- 2 TIA Settings
- 3 Alarm Classes
- 4 Alarm Logging
- 5 Alarm Control settings

### SIMATIC WinCC Unified Alarm Control – Alarm source



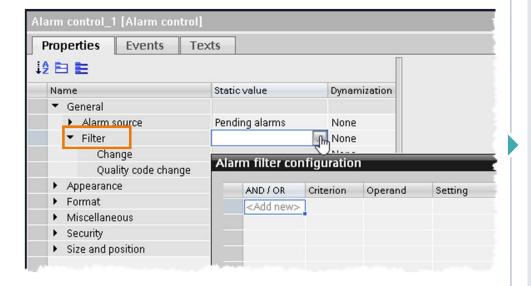


at "Alarm source" you specify which alarms the alarm view displays in runtime by default:

- "Not configured": The alarm view does not show any alarms.
- "Pending alarms": The alarm view shows the currently pending alarms.
- "Logged alarms": The alarm view shows the logged alarms.
- "Logged alarms updated": The alarm view shows the logged alarms that are updated at specified intervals.
- "Alarm definition": The alarm view shows all alarms configured in the engineering system, regardless of whether or not they have occurred.

Hint: settings can also be changed and configured in runtime, but in WinCC Unified V16 the control does not support persistency, so any changes in runtime will be reset again to engineering setting after a screen change

# SIMATIC WinCC Unified Alarm Control – Filter in Engineering

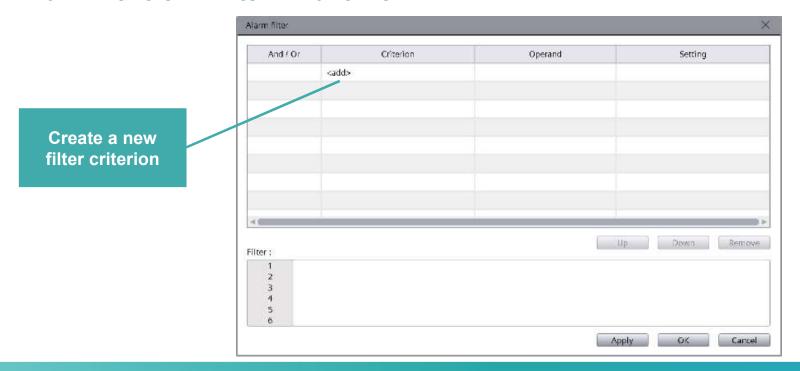




- The display of alarms in the alarm control can be filtered.
- A static value, a tag or a script can be configured for the filter. This functions can be configured in the alarm control in the "Screens" editor and in Runtime.
- The filter can be created by all parameters, such as ID, name, alarm class, priority, etc.

### **SIMATIC WinCC Unified Alarm Control – Filter in runtime**





The filters are not persistence in runtime!

To filter the alarms in Runtime, click





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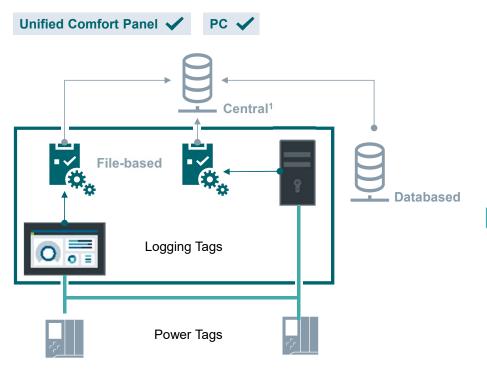
www.usa.siemens.com/wincc-unified



- 1 General Information
- 2 TIA Settings
- 3 Trendcontrol

## SIMATIC WinCC Unified File-based Logging - Scalable logging concept





Universal logging functionality for machine-level requirements regarding handling of archive data e.g., copy/paste log files

<sup>1</sup> planned

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Unmanaged file-based data archive for **small to medium applications** up to 5,000 Logging Tags

Changeover to databased logging (optional) possible due to identical logging structures

Planned

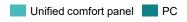
Central logging<sup>1</sup> as overall plant archiving solution (optional)

## **SIMATIC WinCC Unified**



PC 🗸





File based

Unified Comfort Panel

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#### **Unified Comfort Panels**

File-based Logging up to 5,000 Logging Tags (included)

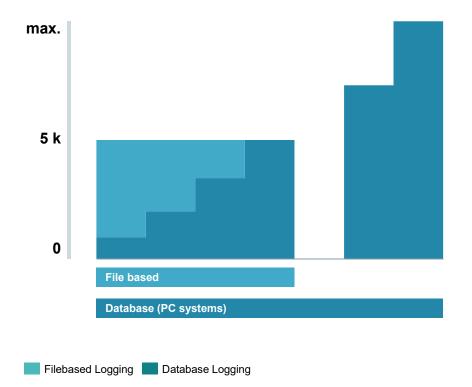
#### **Unified PC Systems**

- File-based Logging up to 5,000 Logging Tags
- Licenses for Logging Tags: 100, 500, 1,000, 5,000 (countable)

Possibility to change to Database Logging for growing requirements

## SIMATIC WinCC Unified - Logging Tags Licensing concept





#### **Unified PC Systems**

### Configure the logging system according to your requirements

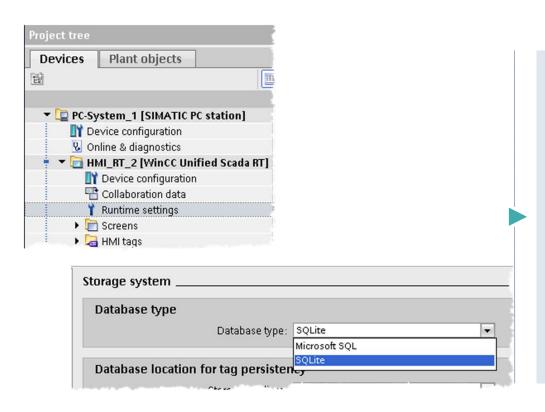
- Database Logging (optional), scalable up to the maximum number of Power Tags
- Licenses for Logging Tags:
  100, 500, 1,000, 5,000, 10.000, 30.000
  (countable)



- 1 General Information
- 2 TIA Settings
- 3 Trendcontrol

# SIMATIC WinCC Unified Logging – Storage system



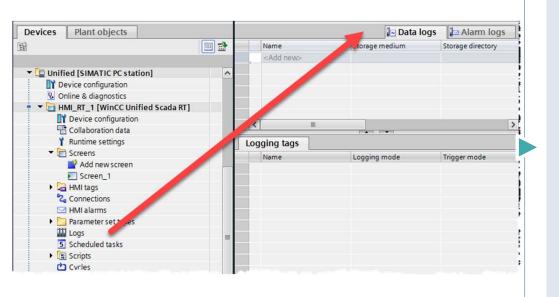


#### **Database supported types:**

- File-based logging SQLite (as default in Unified PC RT systems).
- Database logging Microsoft SQL (as an option for Unified PC RT Systems). Not available for Unified Comfort Panels.

# SIMATIC WinCC Unified Logging Overview





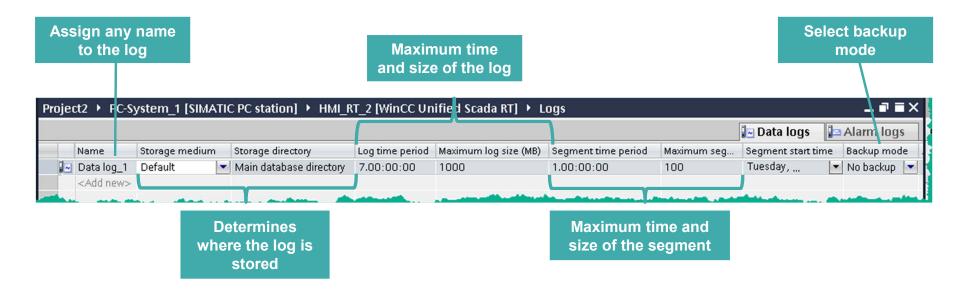
#### There are two types of log:

- Data logs used to log process data from an industrial plant
- Alarm logs used to log alarms that occur in the monitored process

You have the option of archiving tag values and alarms for subsequent analysis

## SIMATIC WinCC Unified Logging – Runtime Setings





With both types of logs you define the same properties for the log.

# SIMATIC WinCC Unified Logging settings



### LIVE DEMO







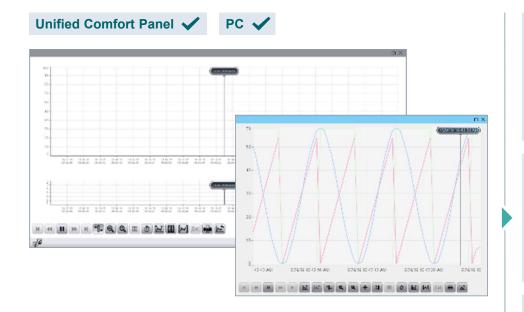
- Which Settings are necessary
- What needs to be considered when archiving



- 1 General Information
- 2 TIA Settings
- 3 Trendcontrol

## SIMATIC WinCC Unified Trend Control – Flexible evaluation of process data





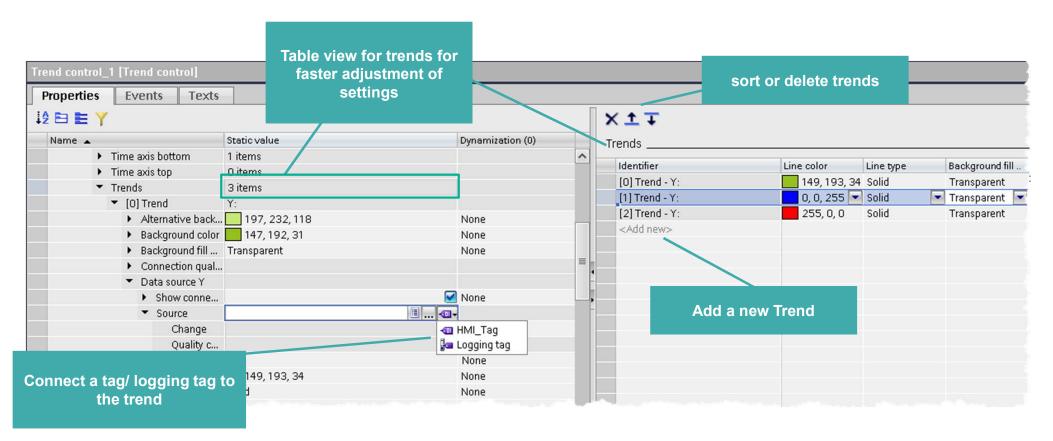
Direct evaluation of online and historical data including comparison of different time ranges e.g., shifts Free configurable trend view of online and/or historical data e.g., multiple trend areas

User defined settings regarding trend appearance e.g., color, line form, single value point, background

Trend user interface e.g., number of trends, ruler, range, print (hardcopy), export

# SIMATIC WinCC Unified Configure Trend Control





## SIMATIC WinCC Unified Trend Companion – Statistical evaluation of process data





Flexible statistical evaluation of process data depending on your personal demand (operator, supervisor, maintenance, ...)

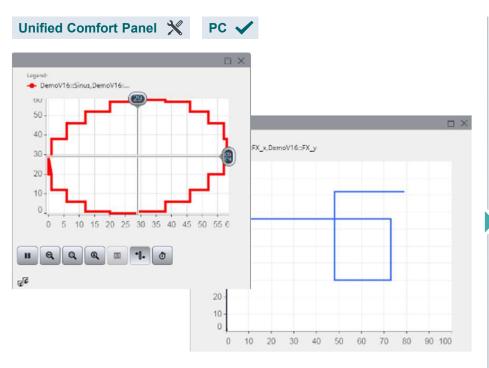
Free configurable statistic view in relation to the selected range of the corresponding trend control

**User defined evaluation** regarding sum, average, max, min, integral

Trend Companion user interface e.g., print (hardcopy) or the export statistical data

# SIMATIC WinCC Unified Function Trend control f(X)





Function trend control refers to online and historical data.

Analysis of data without time-based relationship

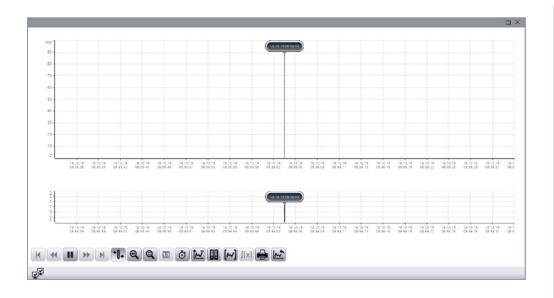
Typical use cases are e.g., batch evaluations (pressure vs. temperature) or quality evaluations (availability vs. performance)

Graphical presentation of mathematical formulas e.g., target – performance comparison or reactions at chemical processes

# SIMATIC WinCC Unified Working with the Trend Control



### LIVE DEMO



- How does the Trend control work
- Connect tags to it
- Set trend properities

.

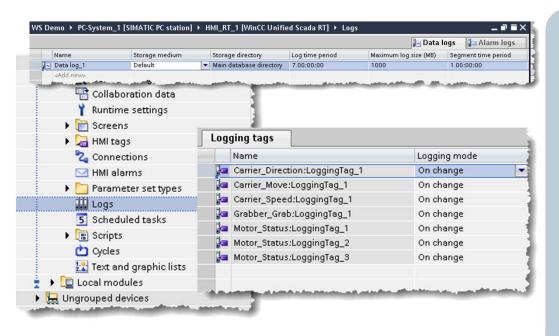
## SIMATIC WinCC Unified Hands On: Logging of tags



### HANDS ON







- 1. Create 2 tags
  - 1. HMI Tag 1 Int
  - 2. HMI Tag 2 Int
- 2. Create a new data log
- 3. Define storage path
- 4. Define logging tags for your tags
- 5. Download the Runtime

### **SIMATIC WinCC Unified Hands On: Trend Control**



#### HANDS ON in 20 min

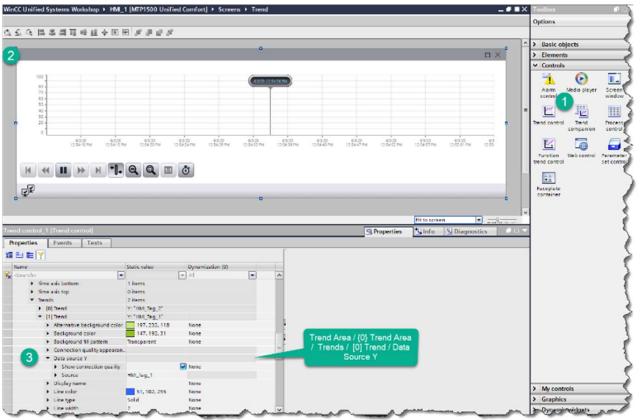




- On your trend screen, add a trend control to one of your screens
- 2. Add the logging tags to your trend control
- Download the Runtime
- 4. Start Tag Simulation Documents\WinCC Unified Tag Simulator WinCC Unified Tag Simulator File WorkshopSim.sim

### SIMATIC WinCC Unified Hands On: Trend Control





**Drag Trend Control to Screen** 

In Properties configure 2 trends
General / Trend area / Trends / Data Source

Select HIM\_Tag\_1 and HMI\_Tag\_2 as your 2 trend tags

Be sure to start the tag simulator

Documents\WinCC Unified Tag Simulator
WinCC Unified Tag Simulator
File WorkshopSim.sim

## **SIMATIC WinCC Unified Hands On: Trend Control**

### **SIEMENS**

Ingenuity for life



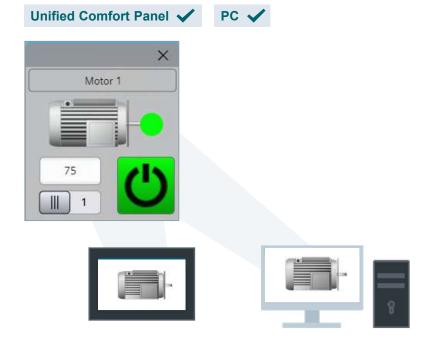




- 1 General Information
- 2 Working with Faceplates

## SIMATIC WinCC Unified Unified Faceplates as enclosed graphical objects





**Create individual library templates (master copies) with dynamic process connection** 

**Use the same Faceplates** 

for panel and PC systems using a Faceplate container control

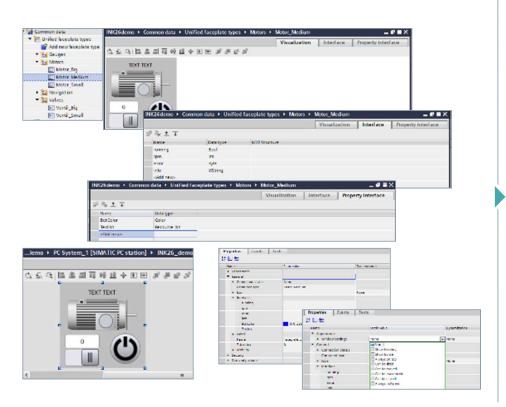
Standardized operation elements for flexible reuse in all Unified devices and projects

**Efficient operation window (popup)** 

for assets e.g., motor, pump

# SIMATIC WinCC Unified Faceplates – Engineering





#### **TYPE-INSTANCE-Concept**

#### **Define Faceplates (Common data)**

- Interfaces project independent (simple tag types, PLC UDT types)
- Property interface (colors, text resource lists)
- Visualization for object and operation window, engineering like a screen (without advanced controls) including dynamization via Scripting

#### **Use Faceplates in screens**

- Drag and Drop
- Assign interface and properties

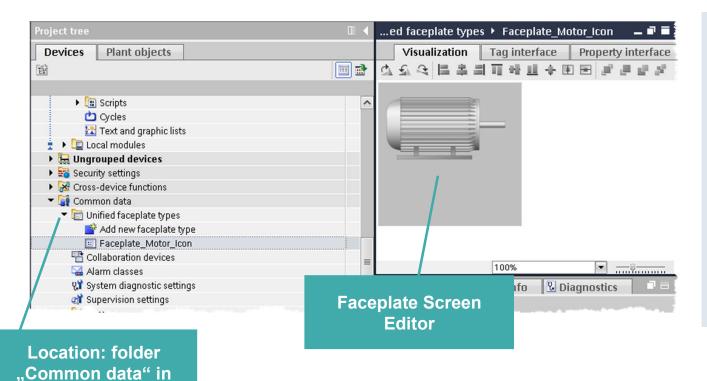
#### **Agenda**



- 1 General Information
- 2 Working with Faceplates

# SIMATIC WinCC Unified Faceplate Editor





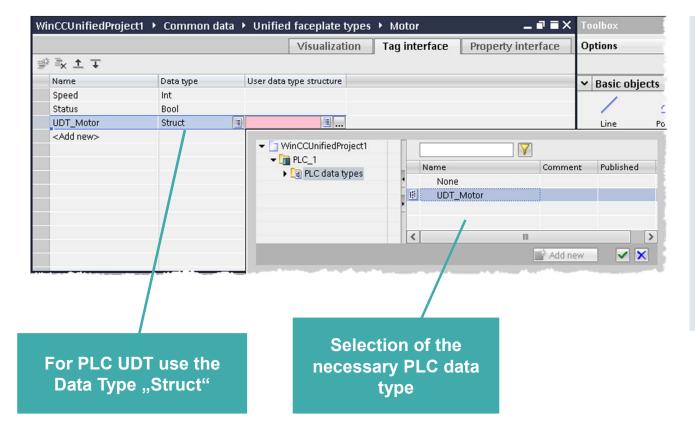
#### Hints:

- Dynamic SVGs are not supported
- Controls are not supported
- System functions work only in the JavaScript context
- Versioning in the library is not supported in V16

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the project tree

# SIMATIC WinCC Unified Faceplate Editor – Tag interface

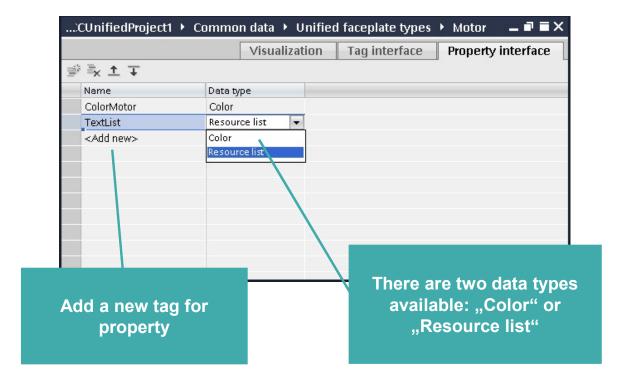




#### Hints:

- Only tags from the Interface can be connected
- UDT in UDT works
- a UDT containing a Struct does not work!

### SIMATIC WinCC Unified Faceplate Editor – Property interface



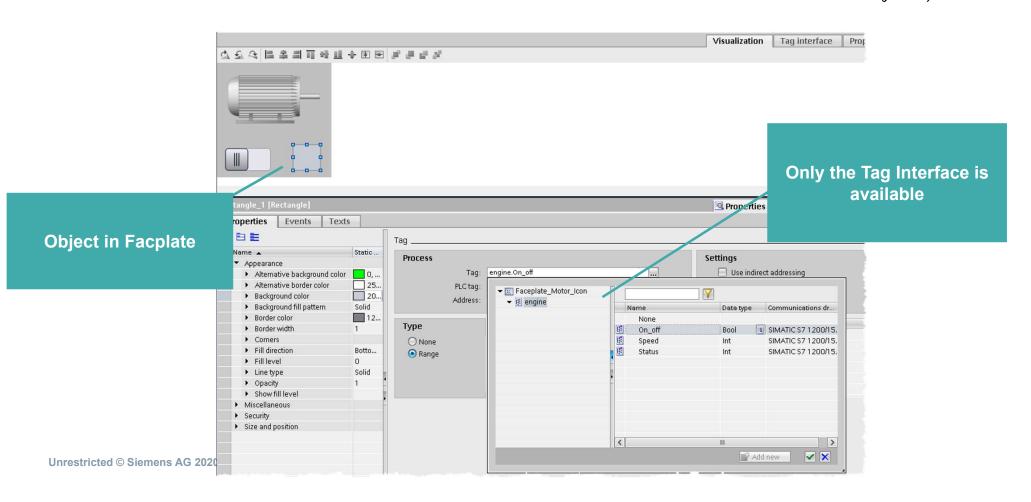


#### Hints:

- Graphic list does not work in Faceplates
- The Text list works only on the symbolic IO field
- no other properties supported in V16

# SIMATIC WinCC Unified Faceplate Editor – Connection of tags

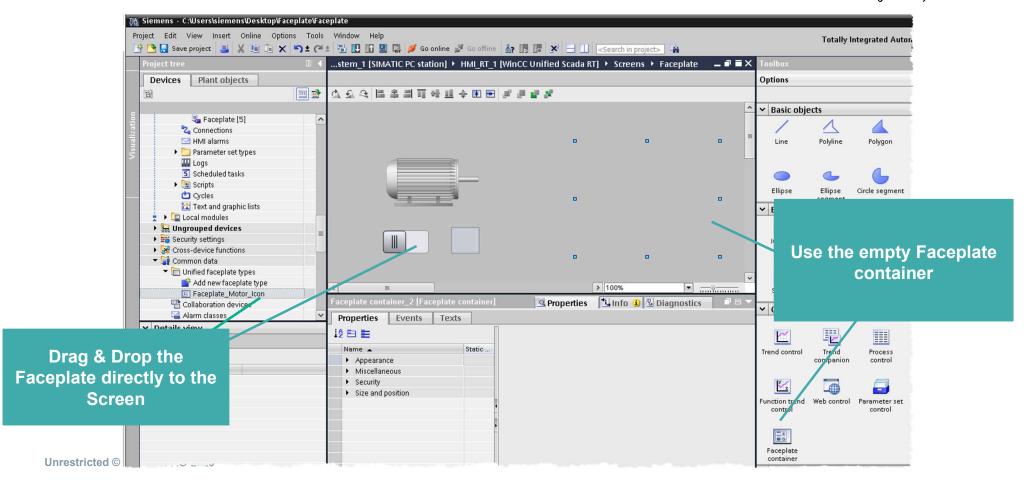




# SIMATIC WinCC Unified Faceplate Editor – working with instances

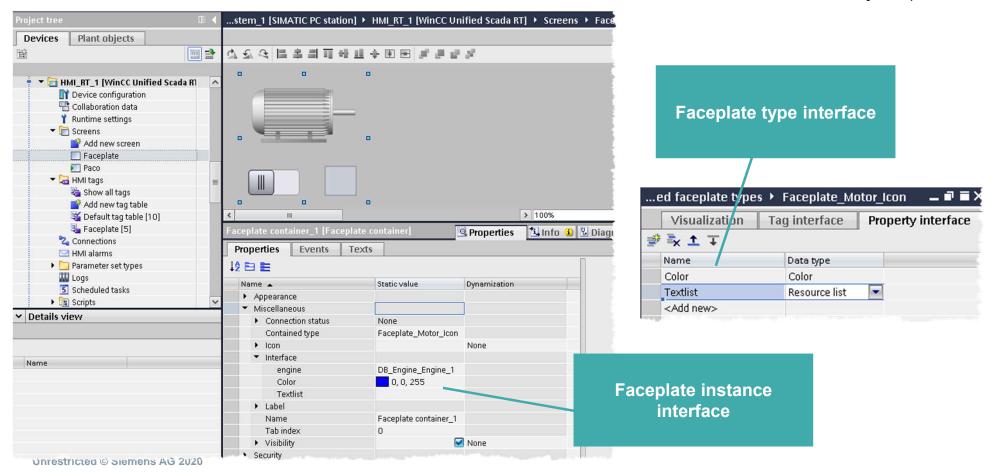
#### **SIEMENS**

Ingenuity for life



# SIMATIC WinCC Unified Faceplate Editor – connect instances

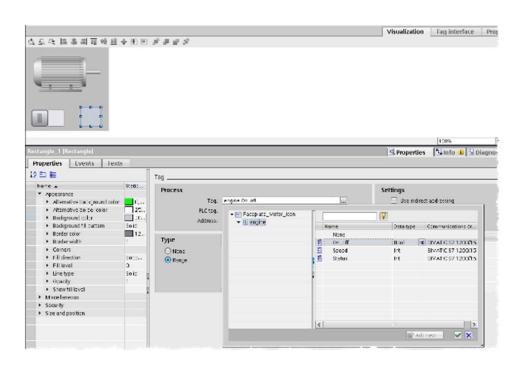




# **SIMATIC WinCC Unified Faceplate**



#### LIVE DEMO

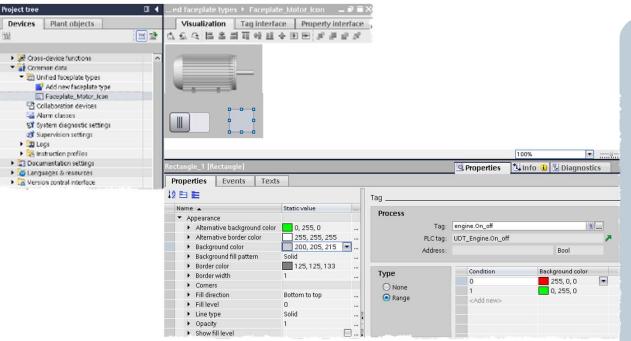


- Create a Faceplate
- Use the tag & property Interface
- Create Instances
- Connect the Instances



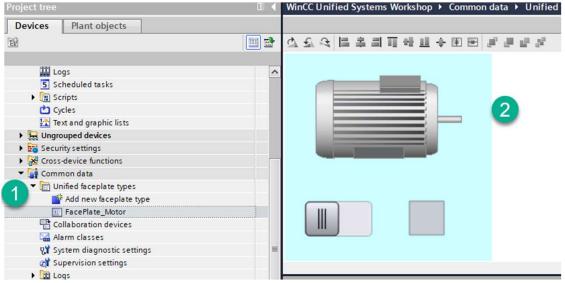
#### HANDS ON in 20 min

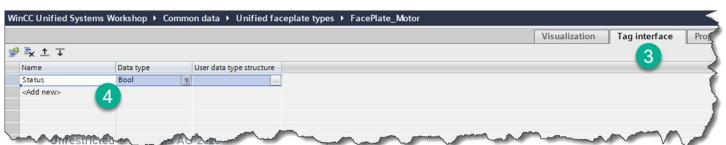




Goal: create a new Faceplate for an engine

- Open the Faceplate editor and design a Faceplate for an motor
- 2. define the tag interface (you can also use UDTs from the controller)
- 3. Connect the switch and the rectangle to a status tag "Bool"
- 4. Create an instance of the Faceplate on Overview Screen, assign tags and properties
- 5. Compile & start the RT

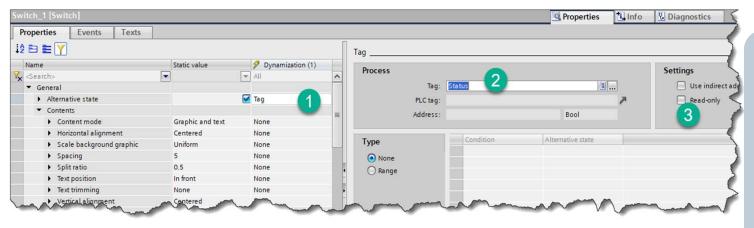


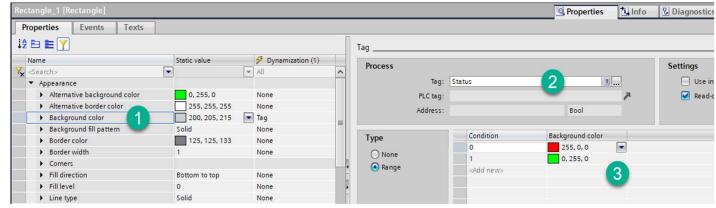


### SIEMENS Ingenuity for life

- 1. Create Faceplate Instance
- 2. Configure Picture
  - 1. Size background 250x250
  - 2. Motor Icon
  - 3. Switch
  - 4. Rectangle
- 3. Go to Tag interface
- 4. Configure Status tag (bool)







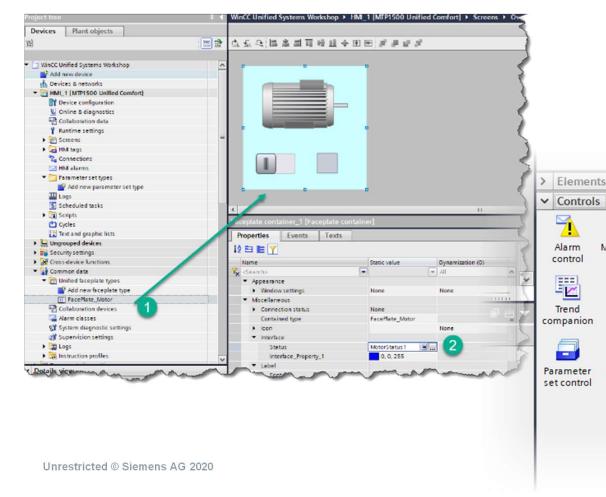
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#### Switch

- 1. Set Dynamization to Tag
- 2. Select Status Tag
- 3. Clear Red-only

#### Rectangle

- Set Dynamization for Background to Tag
- 2. Select Status tag
- 3. Set colors for state





#### Place faceplate on screen

Drag faceplate from tree structure

Or

**(2)** 

Media player

Process

control

Faceplate

container

Screen

window

Function

trend control

Drag Faceplate
Container and define
container type

- 2. Define tags for Interface (you will have an interface for each tag defined)
- 3. Download and test

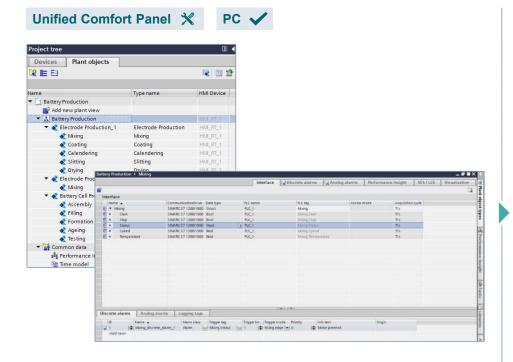






# WinCC Unified V16 – Technological Hierarchy Object oriented plant modelling





Enable central changeability of all instances due to plant object type instance concept

Reduced effort for engineering and maintenance (e.g., configuration of logging tags, alarms direct at the object)

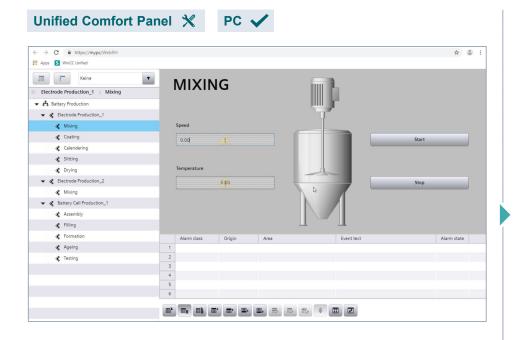
Reduced avoidable mistakes due to consistent model

Improved overview and maintenance due to plant model and object-oriented engineering



### WinCC Unified V16 – Technological Hierarchy Object oriented plant operation





Easy orientation in the plant via technological hierarchy

Create screen navigation in no time with plant overview control

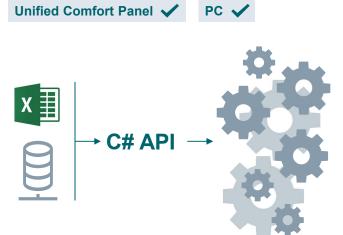
Fast overview the plant status based on hierarchical alarm propagation and filtering





#### WinCC Unified – Openness Engineering Shorten Time to Market using automated engineering





Generate, alter, validate or analyze WinCC Unified Projects

- Tags
- Alarms/Archives
- Screens
- Technological hierarchy of plant objects

Openness (C#) provides full access to the WinCC Unified object model.

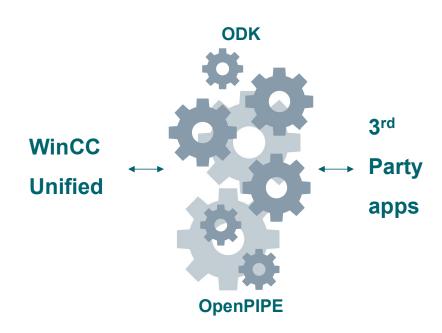
Automated project creation or adaption of existing projects e.g., for OEMs

**Project validation** e.g., regarding compliance to company standards

**Project analysis** and statistical evaluation e.g., used tag trigger cycles, search screen items of certain type, missing translations, ...

#### WinCC Unified – Openness Runtime Extensive possibilities to expand runtime functionality





Read/write access via the WinCC Unified object model to runtime data using standard programming languages for customer specific solutions Create custom solutions based on an extensive C#/C++ runtime object model – Open Developer Kit (ODK)

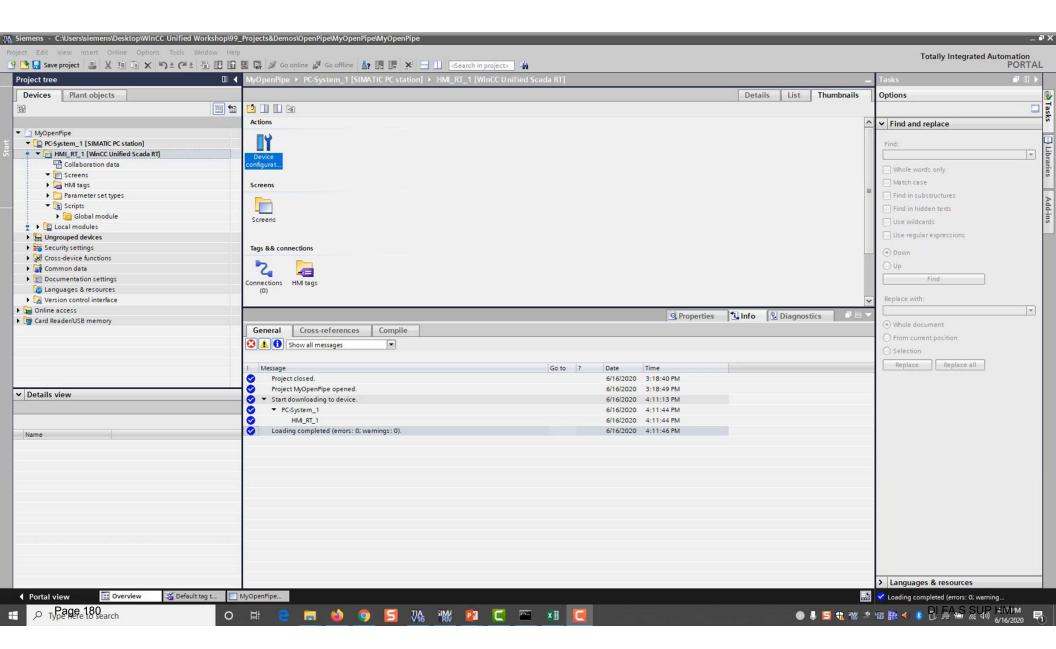
Integrate 3<sup>rd</sup> party systems based on a lightweight and language independent interface – OpenPIPE



### **ODK vs. OpenPIPE What are the differences?**



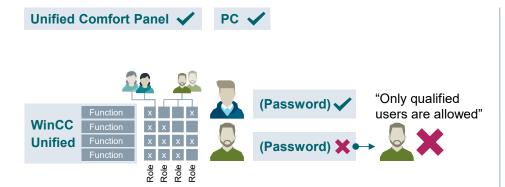
Unified Comfort Panel ★ PC ✓		Unified Comfort Panel ✓ PC ✓
Open Developer Kit (ODK)		OpenPIPE
Extensive runtime object model	Туре	Lightweight interface
Large quantities	Data quantity	Low to medium
High	Data throughput	Low to medium
C#/C++	Programming languages	Language independent e.g.: C#, C++, JavaScript, PowerShell,
Online and Logging Tags, Archives, Alarms, Users, Technological Hierarchy plant objects	Read/Write access to data of WinCC Unified data	Online Tags, Alarms (read only)





# SIMATIC WinCC Unified Integrated user management and access control







Local user management and access control (UMAC) using predefined functional rights and definition of users and password policies during engineering Protection against unauthorized access of single objects or entire production units

**Define user roles and rights** to your demand for privacy and integrity in terms of authentication and authorization

Add, remove users, assign roles and change passwords during runtime

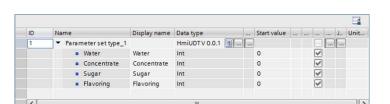


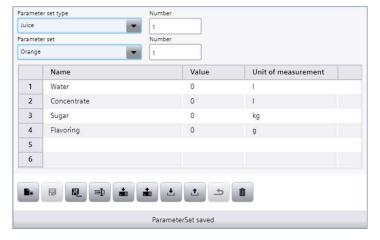
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# SIMATIC WinCC Unified Parameter Control handling and operation of machine or production parameters







Extend parameters with unit of measurement.

Efficiency due to reuse of structural definition of "User Data Types" (PLC/HMI UDT) for parameter sets

**Central changeability** of parameter set types by using a new version of PLC/HMI UDT from library

Consistent bi-directional PLC/HMI transfer of parameter sets (manually/automatically)

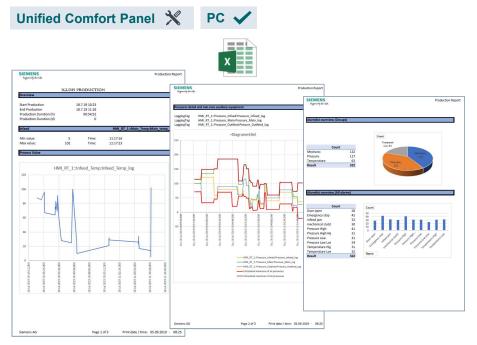
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Unified Comfort Panel



#### WinCC Unified – Reporting Flexible reporting based on Office tools



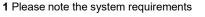


Flexible assignment and planning of report execution at runtime. Consistent documentation of production data for all levels of production (product or quality report)

Create fully customized report templates with a tool you already know - Microsoft Excel<sup>1</sup>

On Demand Generation – Trigger a report manually whenever you need it

Automated generation - Time-scheduled or event-triggered reports - fully automatic (optional)





### WinCC Unified – Scripting Extensive scripting possibilities for Runtime



Unified Comfort Panel



```
1 function Button_1_OnTapped(item, x, y, modifiers, trigger) {
     let myDate = new Date(); //create a Date object
 3 let strTime, strDate, tagVal, strToWrite;
 4 strDate = myDate.toLocaleDateString(); //get Local date to script internal tag
 5 strTime = myDate.toLocaleTimeString(); //get Local time to script internal tag
 6 let tag1 = Tags('AnimationTag');
 7 let tagValue1 = tag1.Read(); //read the value of tag AnimationTag
     //Build the string to be written into file
     strToWrite = strDate + " " + strTime + ": TagValue = " + tagValue1 + "\r\n";
11 //write the entry to the file
12 //in case the folder does not exist, an error will occur,
13 //if the file does not exist, it will be created
14 HMIRuntime.FileSystem.AppendFile('D:\\MyFiles\\textfile.txt', strToWrite, 'utf8').then(
       HMIRuntime. Trace ('Write file finished successfully');
     .catch(function(){
19
       HMIRuntime. Trace ('Error writing File');
20
     });
21
```

Efficient scripting for custom solutions with direct access to Unified runtime objects (tags, logging tags, alarms, screen objects, technological hierarchy)

State-of-the-art and well-known programming language JavaScript (local and global scripts)

Local scripts for e.g., screen dynamics, events and scheduled tasks. Support of global script functions

Direct access to WinCC Unified JavaScript object model e.g., access to file-system or databases

#### WinCC Unified V16 Workshop





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Factory Automation
Visualization

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