A Yokogawa Commitment to Industry



CENTUM VP Engineering Course Day 5























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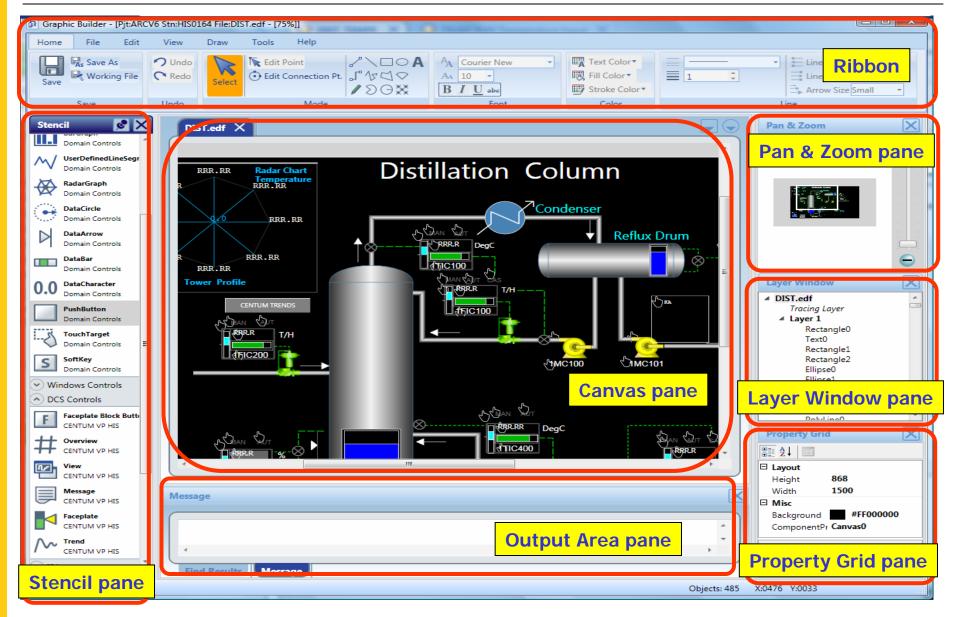


Day 5 Graphic Builder

Laboratory work: Graphic Generation

Example of Graphic builder





Canvas sizes (1)



Recommended canvas sizes in Full screen mode

	Minimized browser bar			Maximized browser bar		
Resolution	Canvas width	Canvas height		Canvas	Canvas height	
		Without Soft key	With Soft key	width	Without Soft key	With Soft key
800 x 600	718	414	334	398	414	334
1024 x 768	942	568	488	622	568	488
1280 x 1024	1198	804	724	878	804	724
1600 x 1200	1518	967	887	1198	967	887
1280 x 720	1198	524	444	878	524	444
1600 x 900	1518	690	610	1198	690	610
1920 x 1080	1838	856	776	1518	856	776
1280 x 800	1198	598	518	878	598	518
1680 x 1050	1598	828	748	1278	828	748
1920 x 1200	1838	967	887	1518	967	887

Canvas sizes (2)



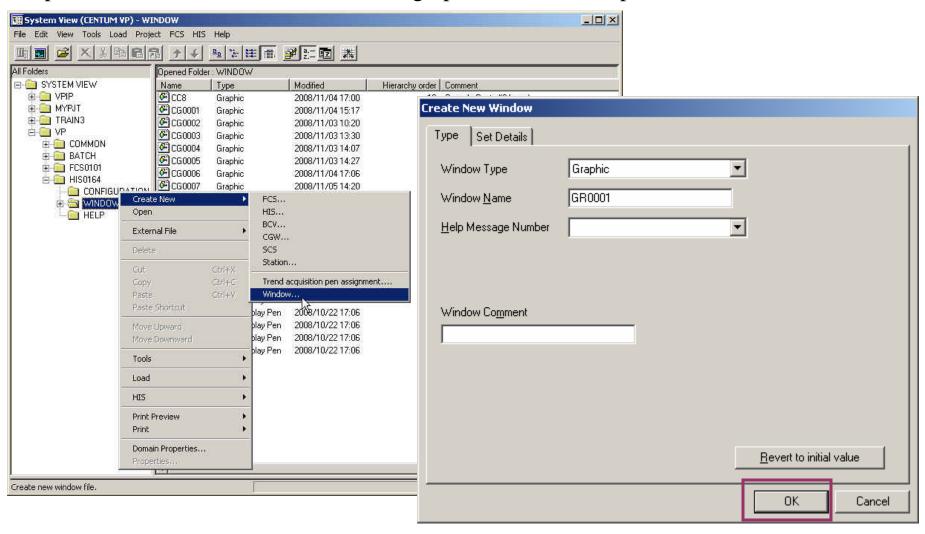
Recommended canvas sizes in Window mode

Resolution	Large Screen (-SL)			Medium Screen (-SM)		
	width	Height		Canvas	Height	
		Without Soft key	With Soft key	width	Without Soft key	With Soft key
800 x 600	594	345.04	265.04	366	179.04	99.04
1024 x 768	773	468.04	388.04	478	256.04	176.04
1280 x 1024	978	638.04	558.04	606	374.04	294.04
1600 x 1200	1235	788.04	708.04	767	456.04	376.04
1280 x 720	978	449.04	369.04	606	247.04	167.04
1600 x 900	1235	566.04	486.04	767	317.04	237.04
1920 x 1080	1490	680.04	600.04	926	390.04	310.04
1280 x 800	978	473.04	393.04	606	261.04	181.04
1680 x 1050	1298	657.04	577.04	806	376.04	296.04
1920 x 1200	1490	769.04	689.04	926	446.04	366.04

Graphic View (Graphic Attribute)



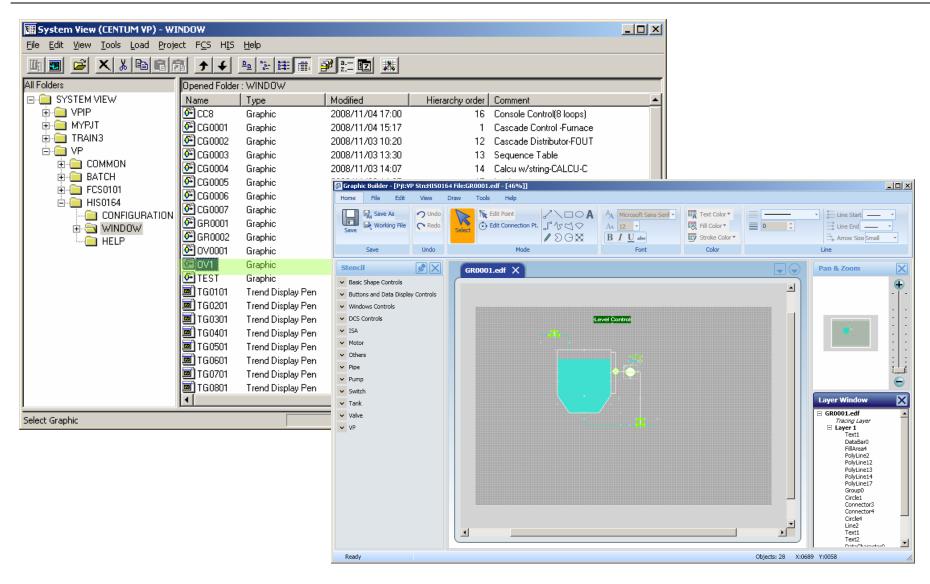
Graphic Builder is used to create and edit graphic windows to operate and monitor devices.



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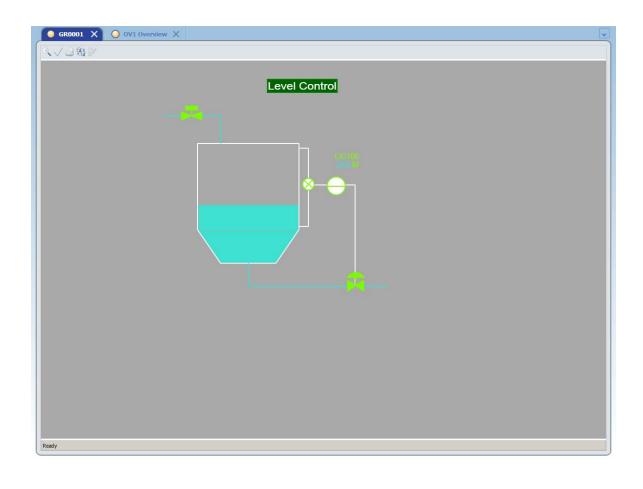
Graphic View (Graphic Attribute)





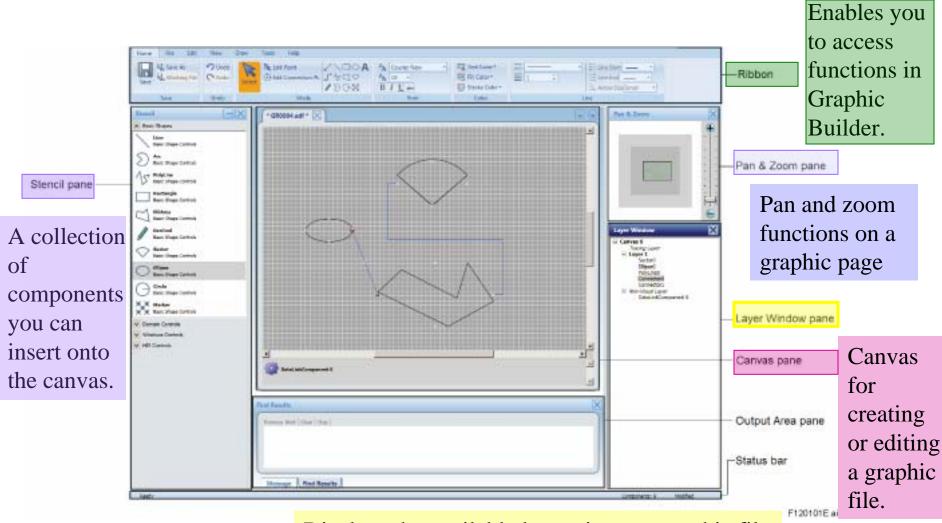
Graphic View (Graphic Attribute)





Elements of Graphic Builder Interface





Displays the available layers in your graphic file, including the tracing layer.

Drawing Tools





Connector	Icon		
Straight			
Right-angle	ſ		

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Tool	Button	Tool	Button	Tool	Button
Line		Fill Area	N	Marker	X
Rectangle		Sector	\bigcirc	Pen	
Ellipse	0	Arc	D	Text	A
Polyline	15	Circle	Θ		

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Straight Connector

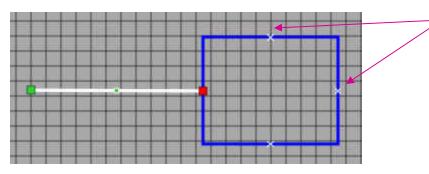


1) In the Ribbon, click the [Home] or [Draw] tab and select [Straight Connector] tool.



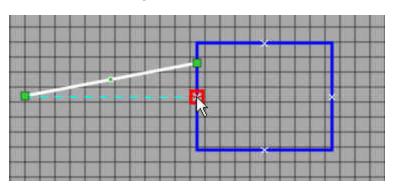


2) Select [Rectangle] tool.

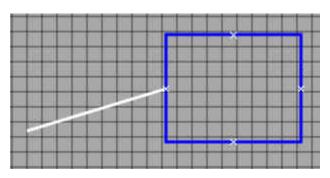


Connection points

3) Move the [Straight Connector] tool to the connection points.

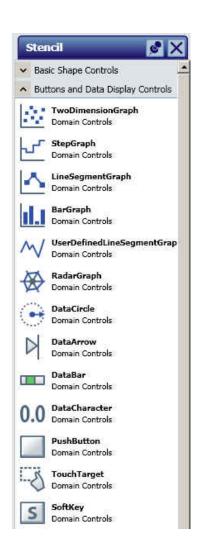


4) Move the Rectangle



Buttons and Data Display Controls

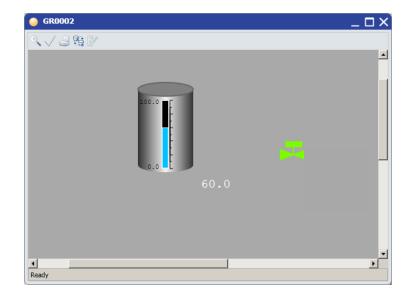


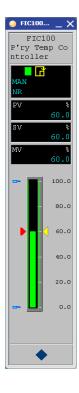


1) Drag and drop [DataCharacter] icon to the Canvas pane.



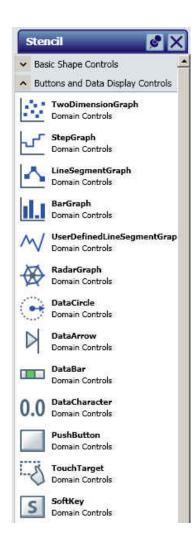
2) Right click on [DataCharacter] and select Properties. Click [Data Link] tab, insert value: FIC100.PV Click [Data Character] tab, set the [Number of Digits] to 4 and [Decimal Places] to 1.



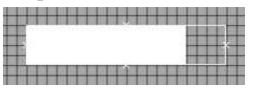


Buttons and Data Display Controls





1) Drag and drop [DataBar] icon to the Canvas pane.

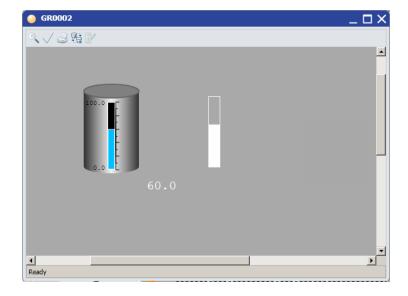


2) Right click on [DataBar] and select Properties. Click [DataBar] tab, select [Growth Direction]: UP Click [Data Link] tab, set the following:

[Value]: FIC100.PV

[Low Limit]: 100

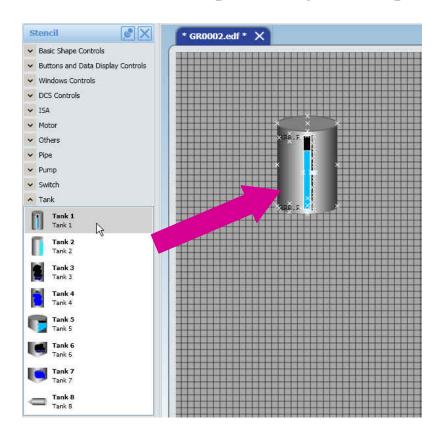
[High Limit]: 0



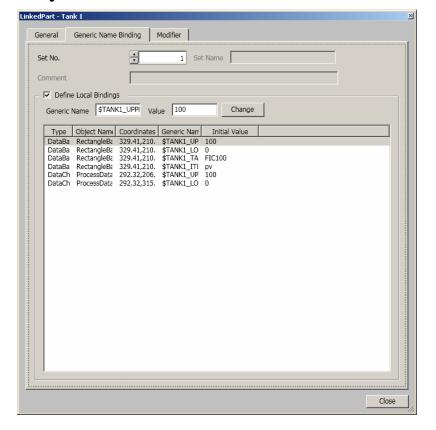
Stencil Pane - Tank



1) From the Stencil pane, drag and drop [Tank 1] to the Canvas pane.



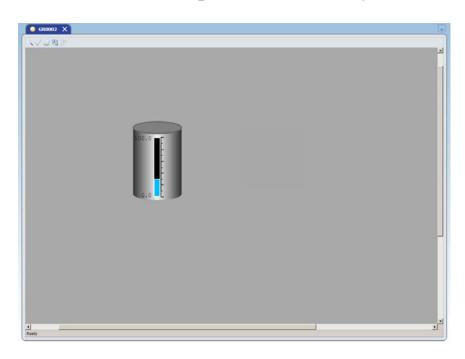
2) On [Generic Name Binding] tab, key in as shown below:



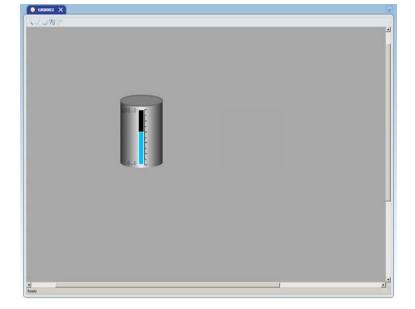
Stencil Pane - Tank



1) From the Name Input Tool Box, key in [GR0002].



2) From the Name Input Tool Box, key in [FIC100]. Change the value of [FIC100]. Notice that the level rises.



Importing an image onto the tracing layer



You can import images onto the tracing layer. This enables you to draw on or trace form images in Graphic Builder.

The image you select must be in one of the following formats.

- •Bitmap (.bmp)
- •JPEG (.jpg, .jpe or .jfif)
- •GIF (.gif)
- •PNG (.png)
- •ICO (.ico)

In the Layer Window panel, right-click [Tracing Layer] and select [Load Image].

The active Tracing Layer is indicated in bold.

Non-visual layer

The non-visual layer displays Data Links.

Each graphic view contains one non-visual layer only. The non-visual layer cannot be activated, hidden, or deleted.

Basic Workflow in Graphic Builder



The following section describes the basic workflow in Graphic Builder.

- 1.Start Graphic Builder.
- 2. Create or load custom stencils (if necessary).
- 3.Set the general properties of the canvas.
- 4.Import P&ID to the tracing layer (if necessary).
- 5Add layers (if necessary).
- 6.Add or edit components.
- 7. Create data links and generic names.
- 8. Preview the graphic file.
- 9. Save the file as a graphic, working, or linked part file.
- 10. Close Graphic Builder.

END OF PRESENTATION

