

# Module 2

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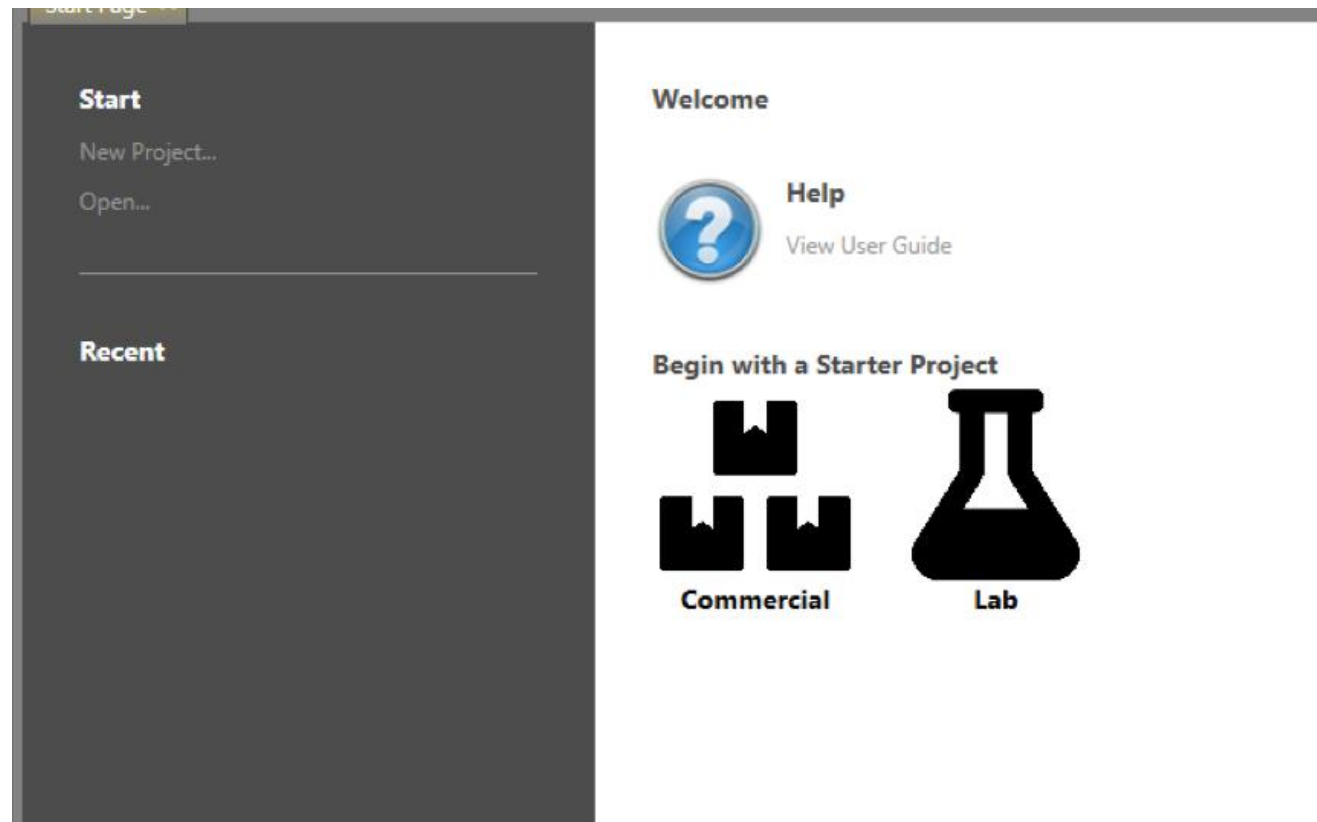
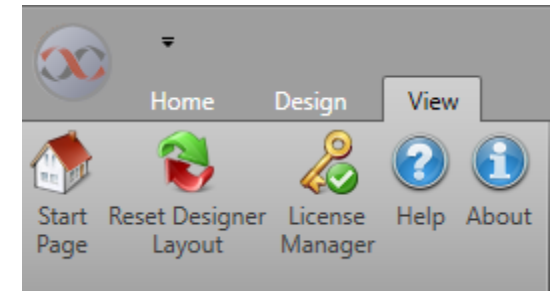
## Designer Tools

# Project Creation

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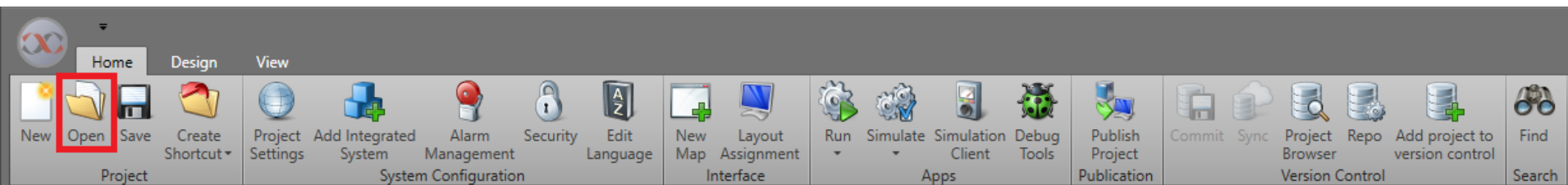
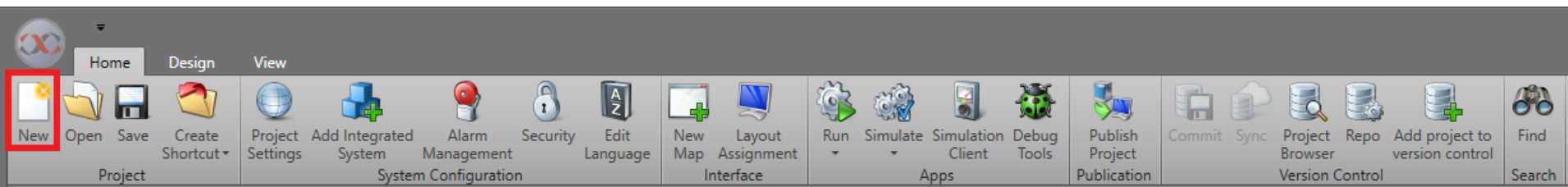
# Start Page

- Opens when starting Designer
- Can be accessed from the **View** tab
- Project management



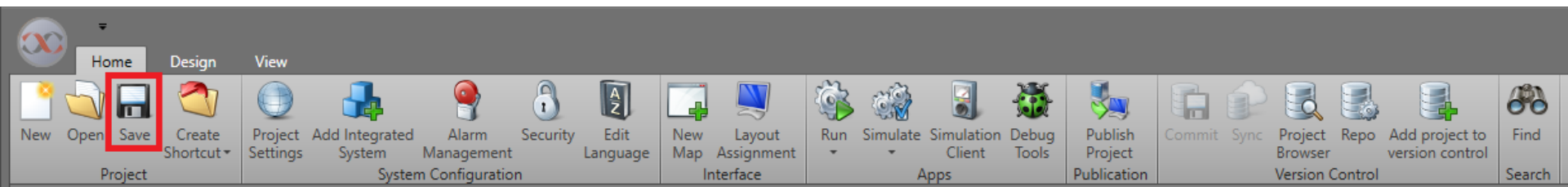
# Home Tab — Project

- **New** — Create new project
- **Open** — Open existing project



# Home Tab — Project

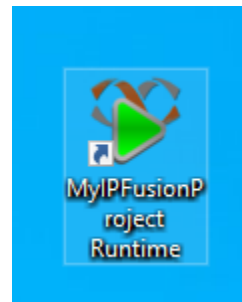
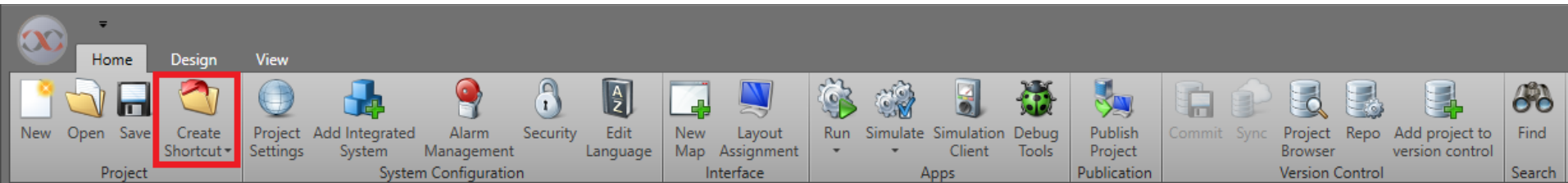
- **Save**
  - Save current project



# Home Tab – Project

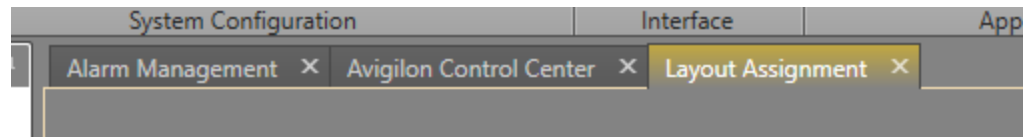
- **Create Shortcut**

- **Designer:** Launches Designer and automatically loads the current project
- **Runtime:** Launches Runtime and automatically loads the current project
- **Simulation:** Launches Runtime in simulation mode and automatically loads the current project



# Design Tabs

- Most tasks are performed in tabs



# IPFusion Help

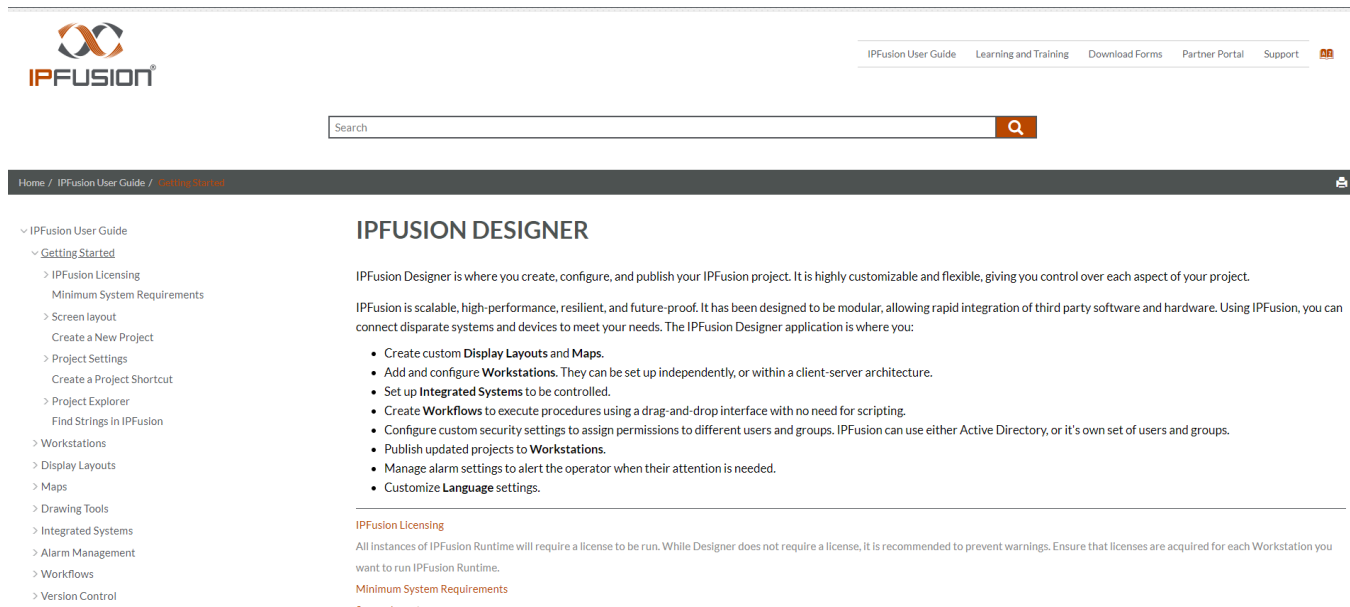
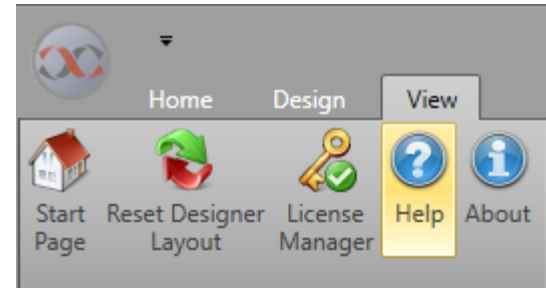
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# View Tab – Help

- Open Designer user guide
- F1 Context-sensitive help



**IPFUSION**

IPFusion User Guide | Learning and Training | Download Forms | Partner Portal | Support

Search

Home / IPFusion User Guide / Getting Started

IPFusion User Guide

- Getting Started
  - IPFusion Licensing
    - Minimum System Requirements
  - Screen layout
    - Create a New Project
  - Project Settings
    - Create a Project Shortcut
  - Project Explorer
    - Find Strings In IPFusion
  - Workstations
  - Display Layouts
  - Maps
  - Drawing Tools
  - Integrated Systems
  - Alarm Management
  - Workflows
  - Version Control

## IPFUSION DESIGNER

IPFusion Designer is where you create, configure, and publish your IPFusion project. It is highly customizable and flexible, giving you control over each aspect of your project.

IPFusion is scalable, high-performance, resilient, and future-proof. It has been designed to be modular, allowing rapid integration of third party software and hardware. Using IPFusion, you can connect disparate systems and devices to meet your needs. The IPFusion Designer application is where you:

- Create custom **Display Layouts** and **Maps**.
- Add and configure **Workstations**. They can be set up independently, or within a client-server architecture.
- Set up **Integrated Systems** to be controlled.
- Create **Workflows** to execute procedures using a drag-and-drop interface with no need for scripting.
- Configure custom security settings to assign permissions to different users and groups. IPFusion can use either Active Directory, or it's own set of users and groups.
- Publish updated projects to **Workstations**.
- Manage alarm settings to alert the operator when their attention is needed.
- Customize **Language** settings.

**IPFusion Licensing**

All instances of IPFusion Runtime will require a license to be run. While Designer does not require a license, it is recommended to prevent warnings. Ensure that licenses are acquired for each Workstation you want to run IPFusion Runtime.

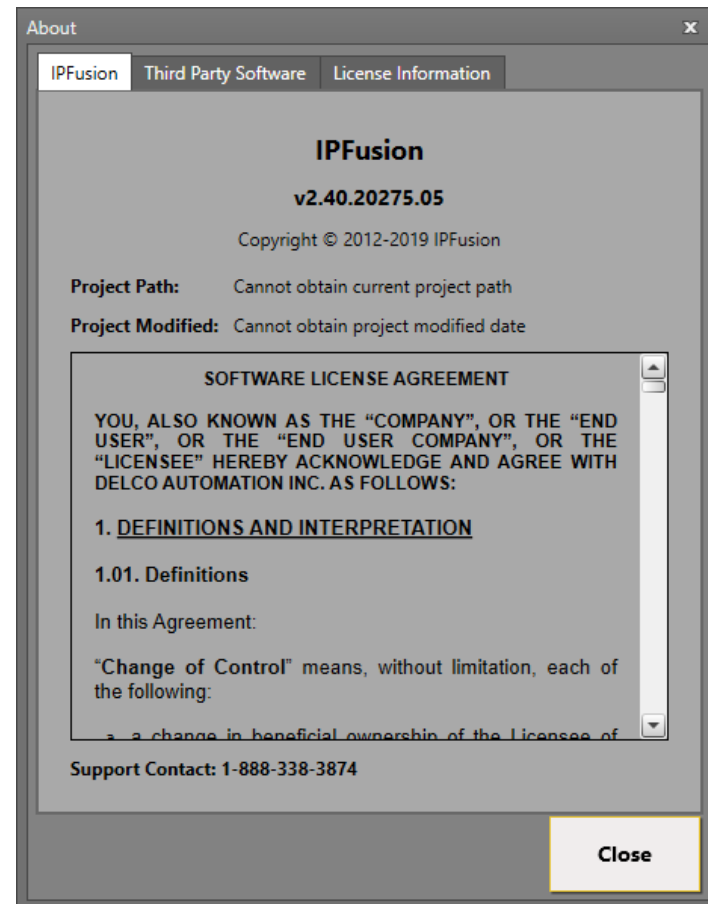
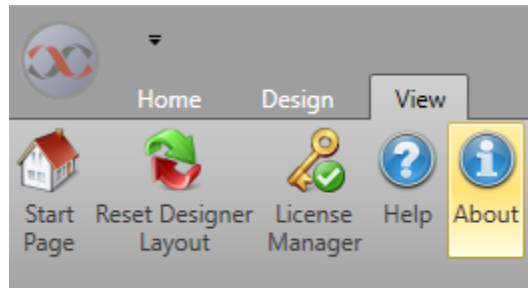
[Minimum System Requirements](#)

[Screen Layout](#)



# View Tab – About

- Open IPFusion Designer License Information window



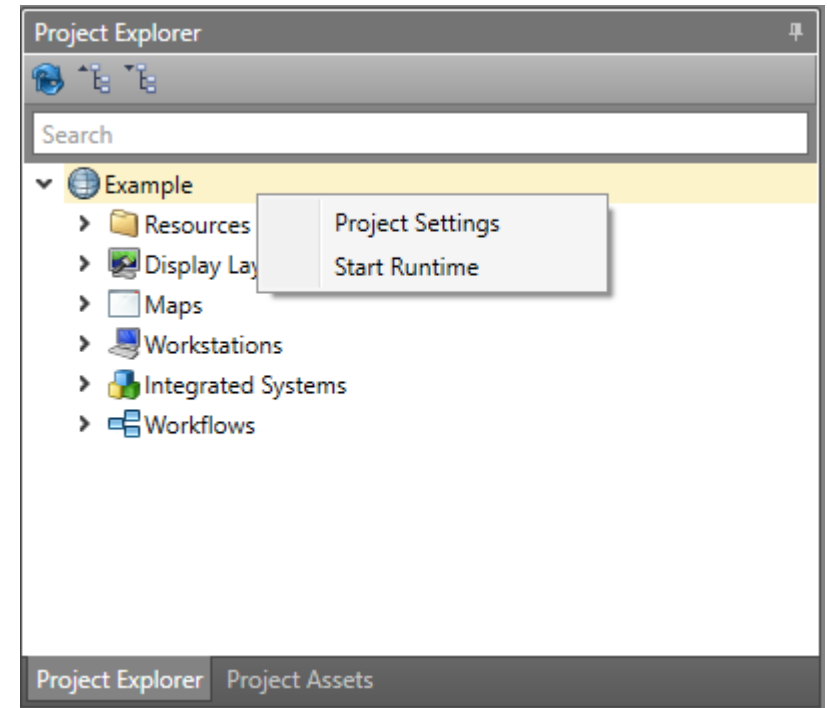
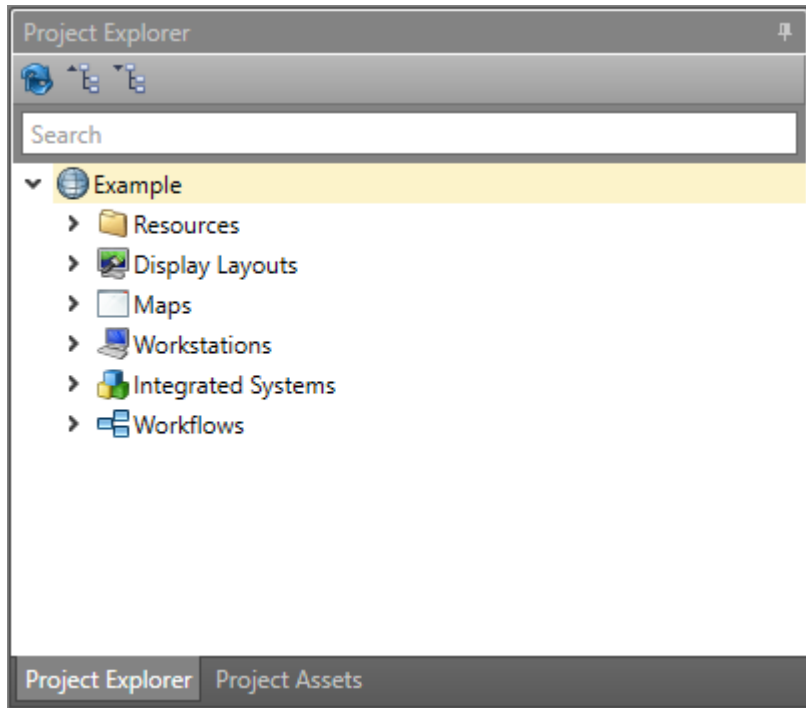
# Project Explorer

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# Project Explorer – Project

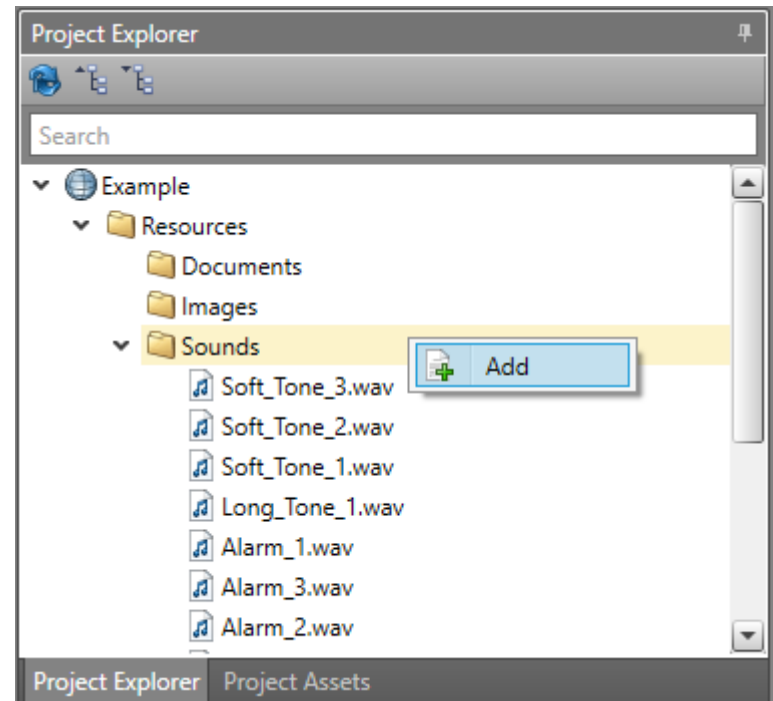
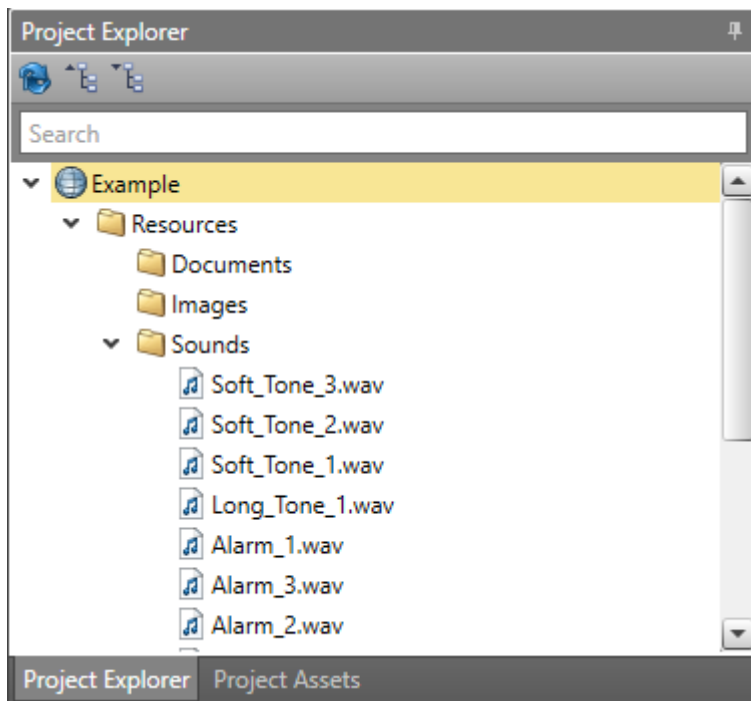
- Top level of **Project Explorer**, contains all other elements
- Right click access to settings and Runtime



Right-click menu

# Project Explorer – Resources

- Add and store files for use throughout the project



# Project Explorer – Resources

- **Documents**

- Some integrated systems require configuration files uploaded here

- **Images**

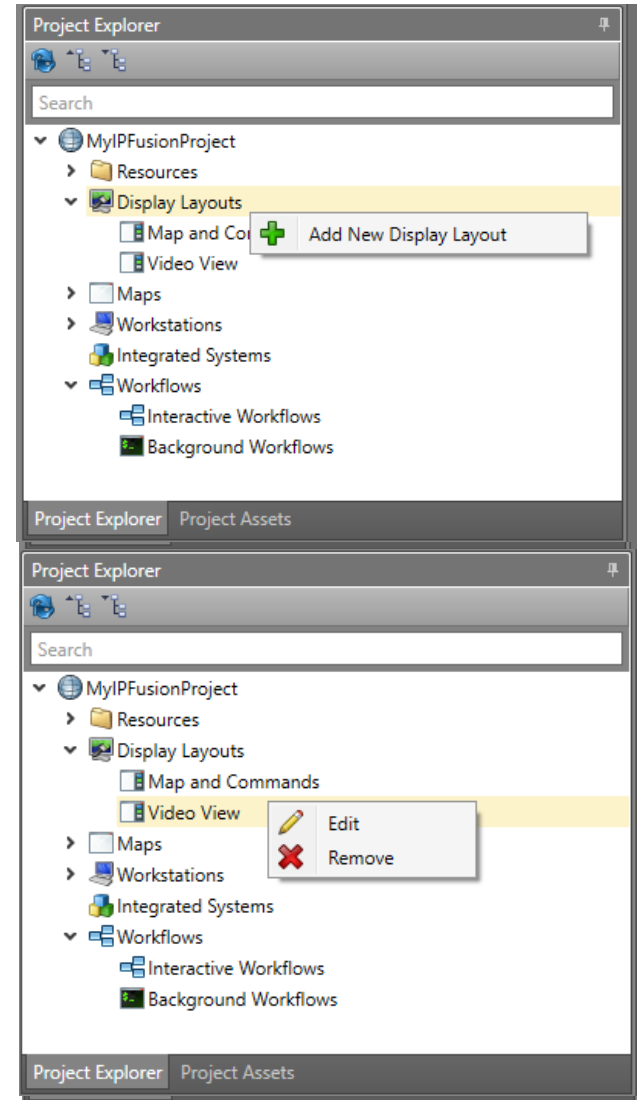
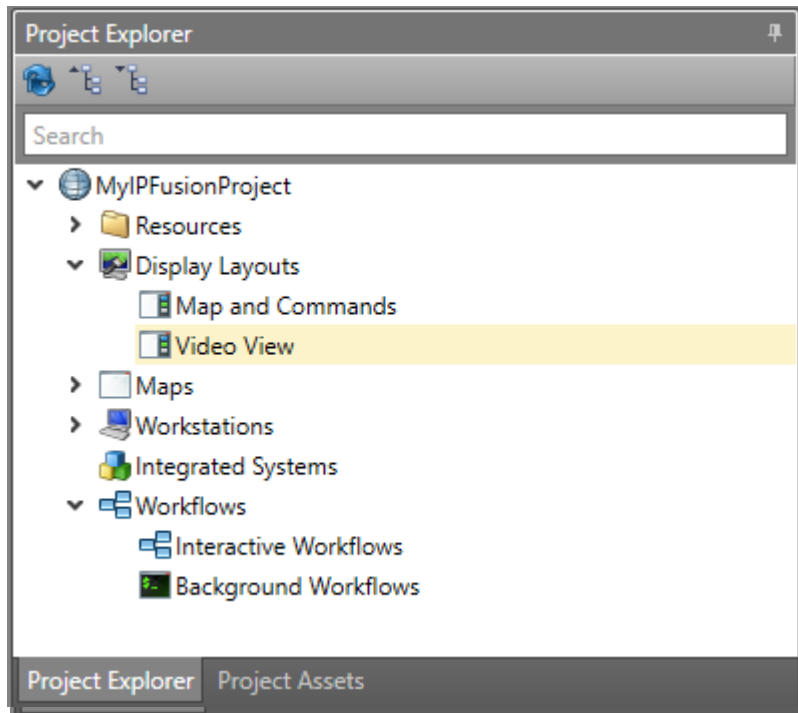
- Used in many places such as map backgrounds and icon images

- **Sound Files**

- Used for alarms

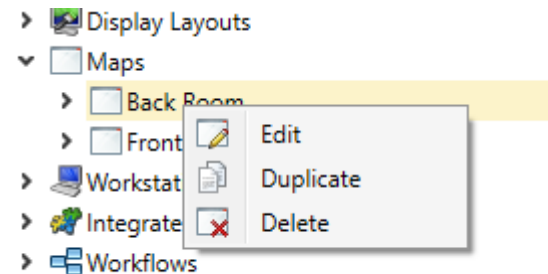
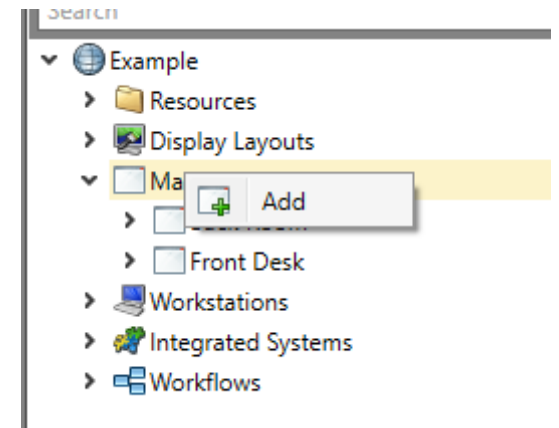
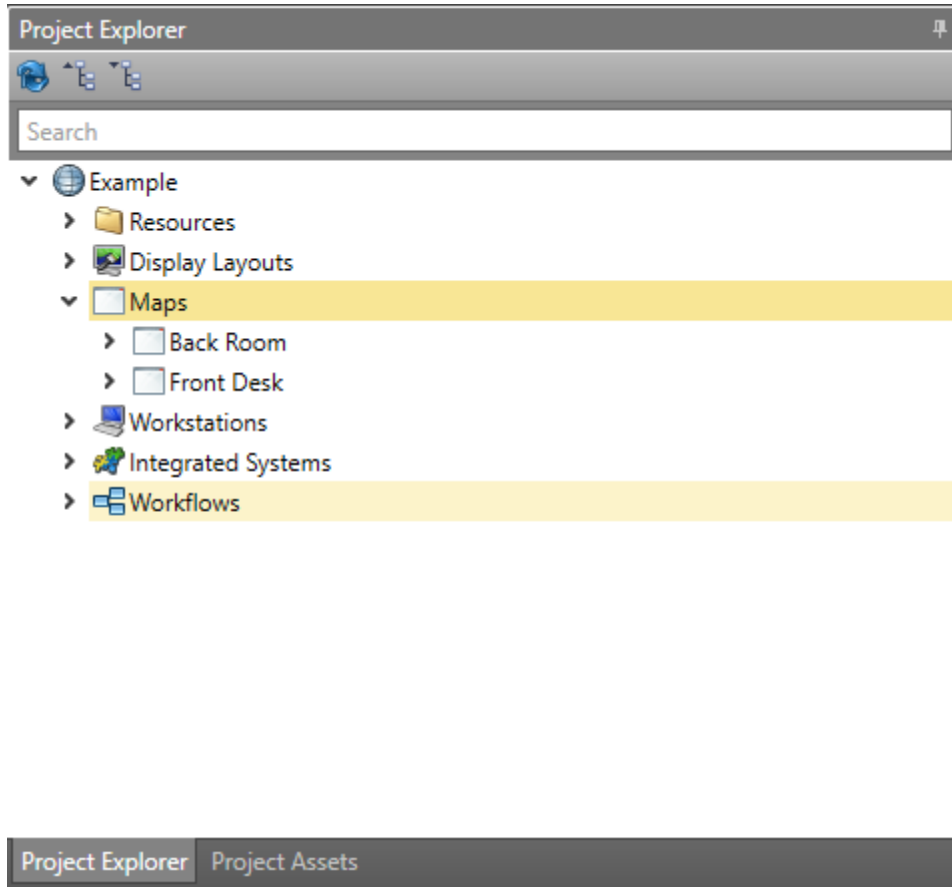
# Project Explorer – Display Layouts

- Add and Display Layouts



# Project Explorer – Maps

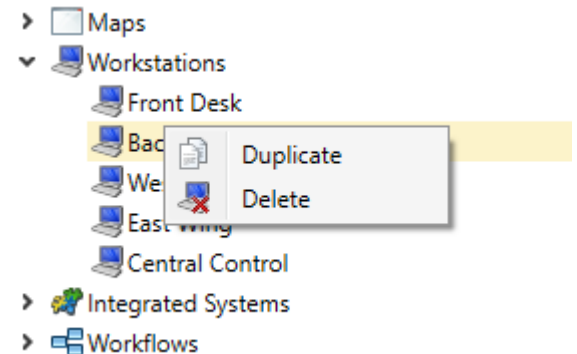
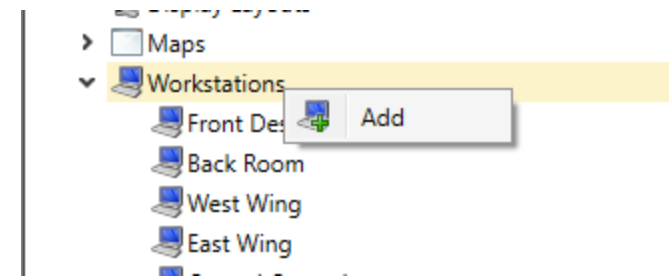
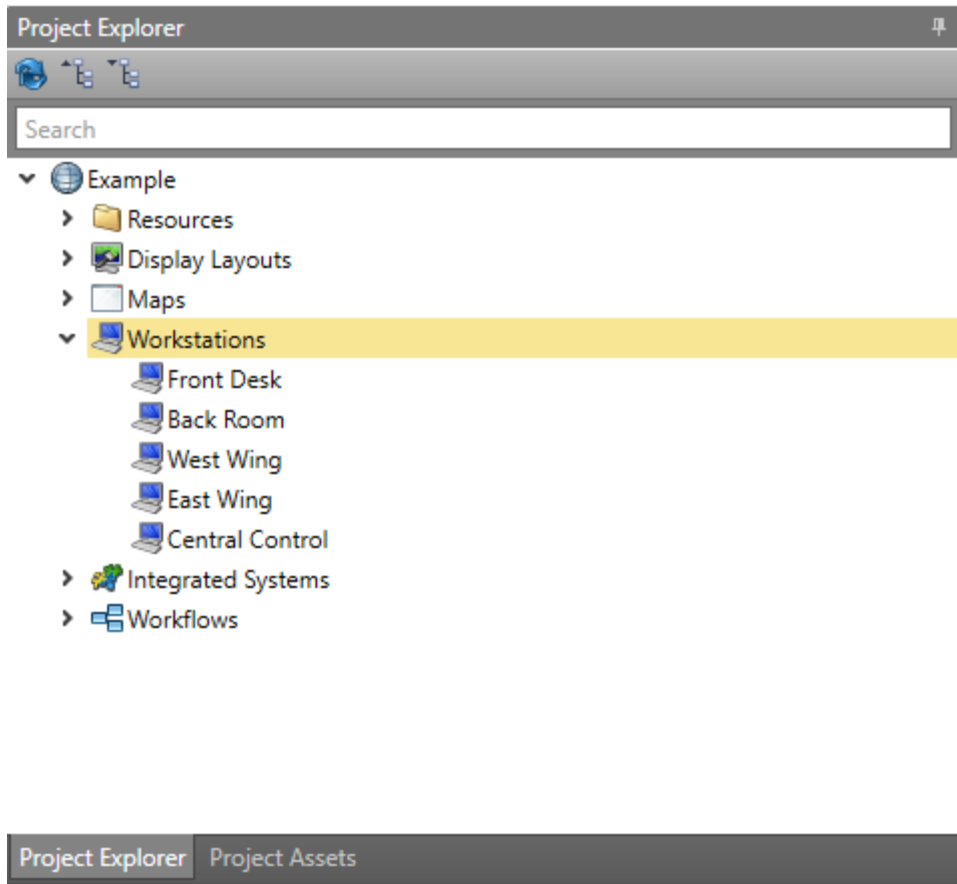
- Add and manage Maps





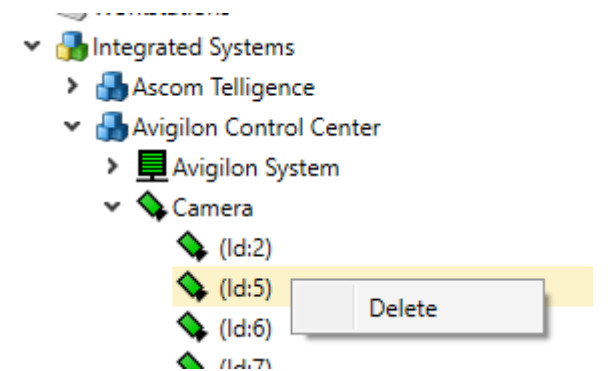
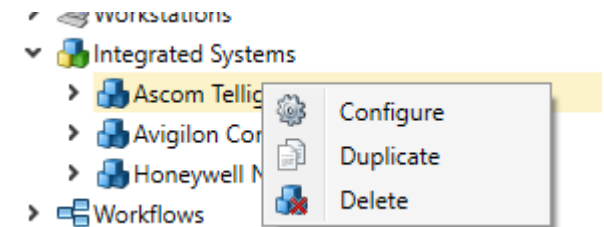
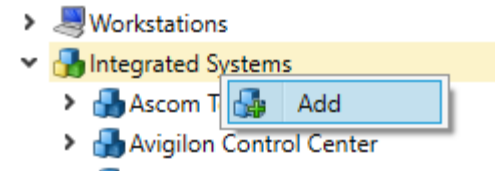
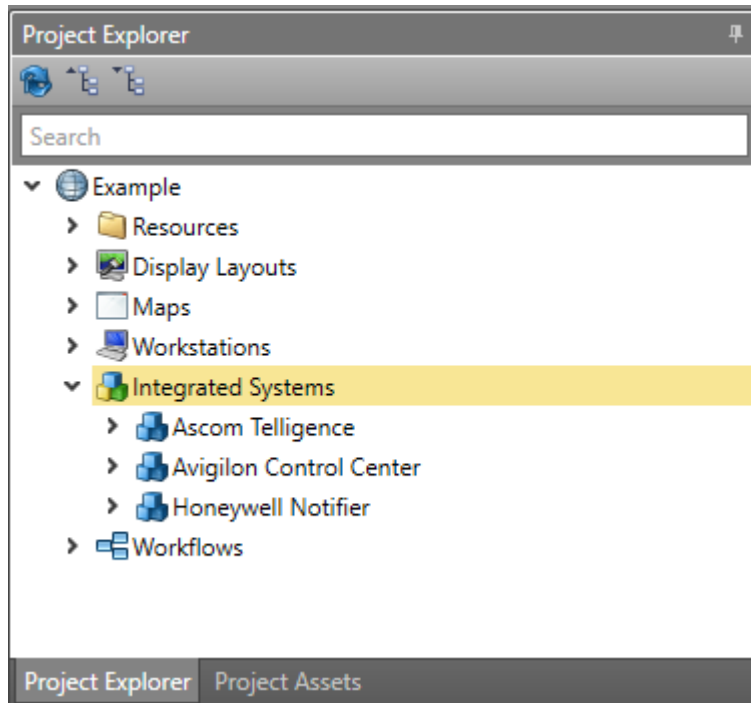
# Project Explorer – Workstations

- Add and manage Workstations



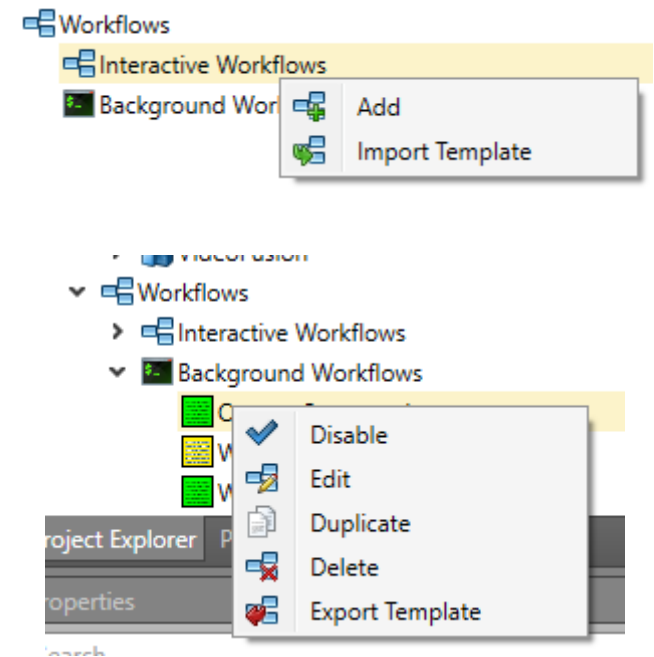
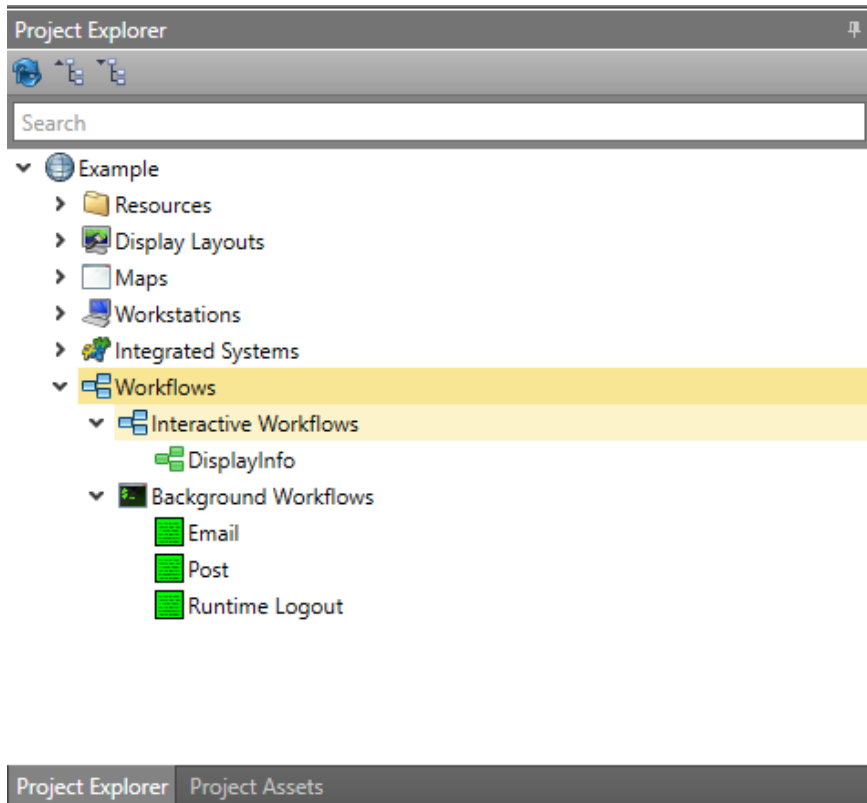
# Project Explorer – Integrated Systems

- Add and manage **Integrated Systems**
- Right click access to system configuration



# Project Explorer - Workflows

- Add and configure Workflows



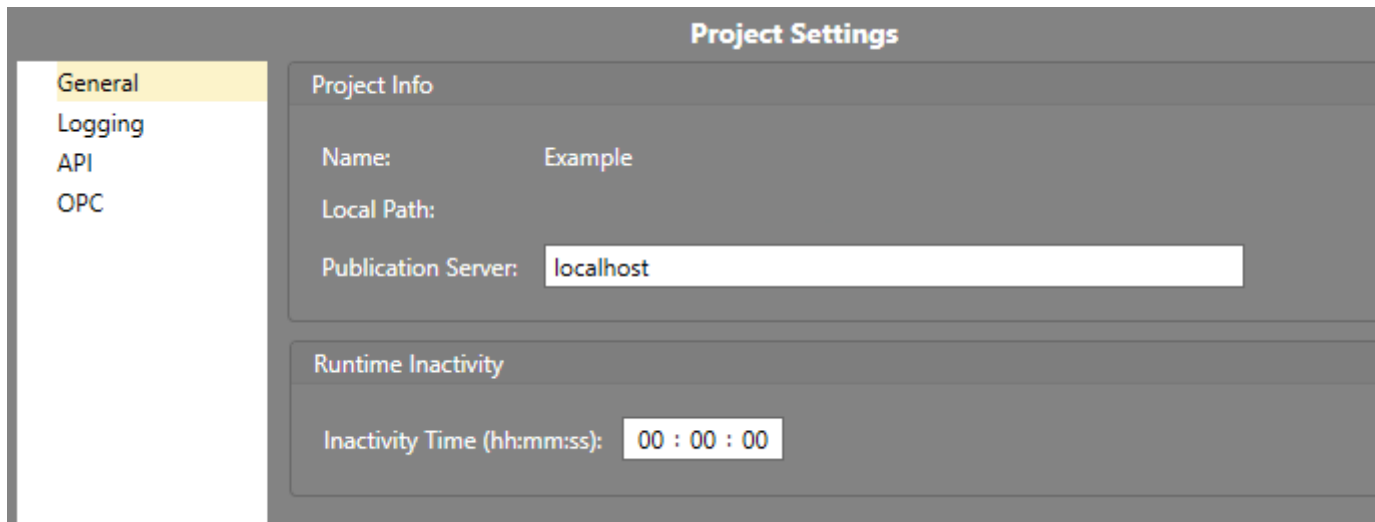
# Adding and Configuring Systems

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# Project Settings

- **General**

- Set project folder
- Set time before a user in Runtime is considered inactive



The screenshot displays the 'Project Settings' window. On the left, a sidebar menu lists 'General', 'Logging', 'API', and 'OPC', with 'General' selected. The main area is divided into two sections: 'Project Info' and 'Runtime Inactivity'. In the 'Project Info' section, the 'Name' is 'Example', 'Local Path' is empty, and 'Publication Server' is 'localhost'. In the 'Runtime Inactivity' section, the 'Inactivity Time (hh:mm:ss)' is set to '00 : 00 : 00'.

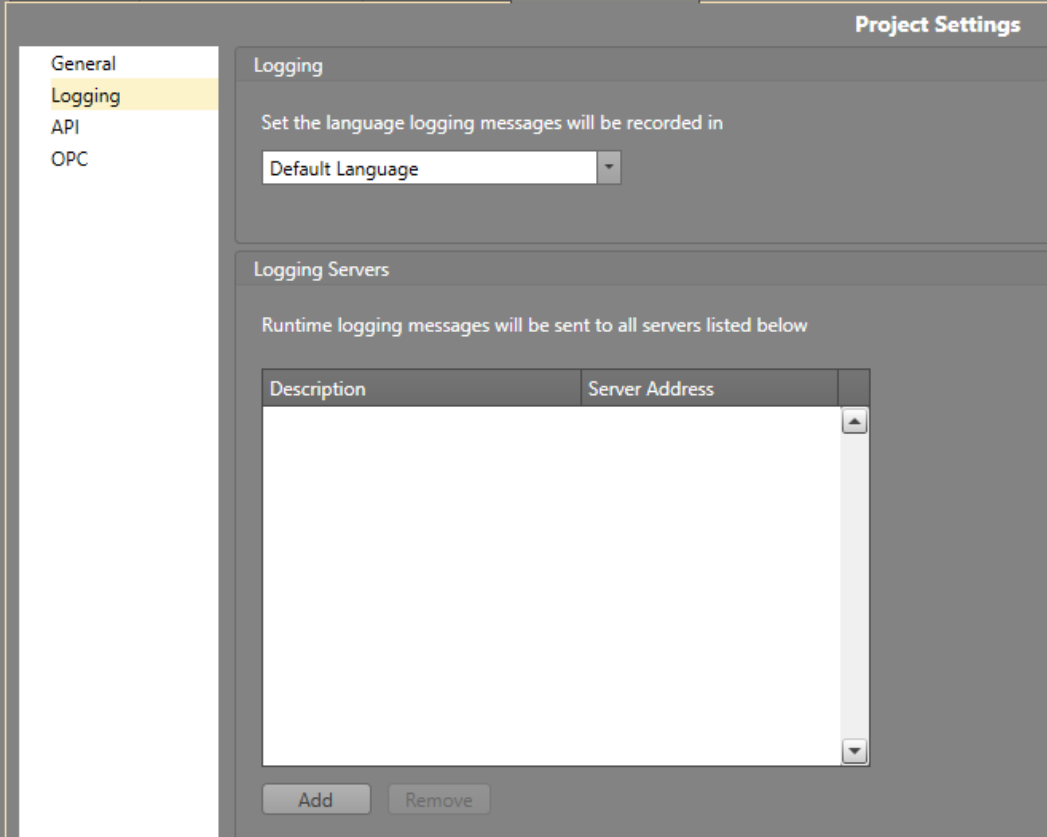
Project Info	
Name:	Example
Local Path:	
Publication Server:	localhost

Runtime Inactivity	
Inactivity Time (hh:mm:ss):	00 : 00 : 00

# Project Settings

- **Logging**
  - Set default language used for logging
  - Add logging servers to project



The screenshot displays the 'Project Settings' window with the 'Logging' tab selected. The interface includes a sidebar with navigation options: General, Logging (highlighted), API, and OPC. The main content area is divided into two sections: 'Logging' and 'Logging Servers'. The 'Logging' section contains a dropdown menu for 'Default Language'. The 'Logging Servers' section includes a descriptive text and a table with columns for 'Description' and 'Server Address'. The table is currently empty. At the bottom of the 'Logging Servers' section, there are 'Add' and 'Remove' buttons.

**Project Settings**

General  
Logging  
API  
OPC

**Logging**

Set the language logging messages will be recorded in

Default Language

**Logging Servers**

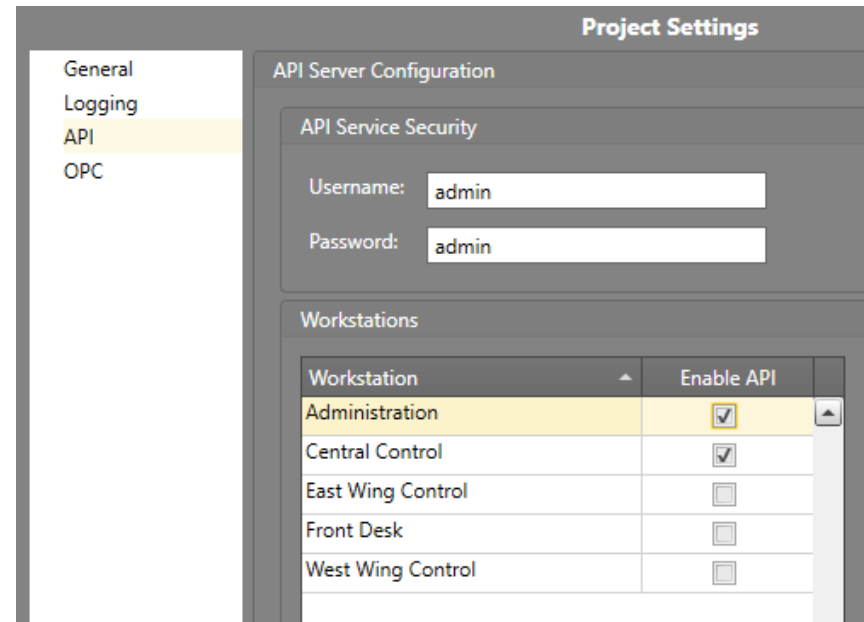
Runtime logging messages will be sent to all servers listed below

Description	Server Address
-------------	----------------

Add Remove

# Project Settings

- **API**
  - Enable API server for individual Workstations
  - Set up API login information



The screenshot displays the 'Project Settings' interface. On the left, a navigation menu includes 'General', 'Logging', 'API' (highlighted), and 'OPC'. The main content area is titled 'API Server Configuration' and is divided into two sections: 'API Service Security' and 'Workstations'.

**API Service Security**

Username:

Password:

**Workstations**

Workstation	Enable API
Administration	<input checked="" type="checkbox"/>
Central Control	<input checked="" type="checkbox"/>
East Wing Control	<input type="checkbox"/>
Front Desk	<input type="checkbox"/>
West Wing Control	<input type="checkbox"/>

# Project Settings

- **OPC**

- Set global OPC data server communication parameters
- Individual integrated systems can override these settings
- Multiple prioritized servers allow for failover



IPFUSION

OPC Data Server Configuration

Server Address	Port	Priority
127.0.0.1	8081	1

Add Remove

Reconnect to primary server when available:

Primary server retry interval (s): 60

Advanced Settings

Connection retries before failover: 3

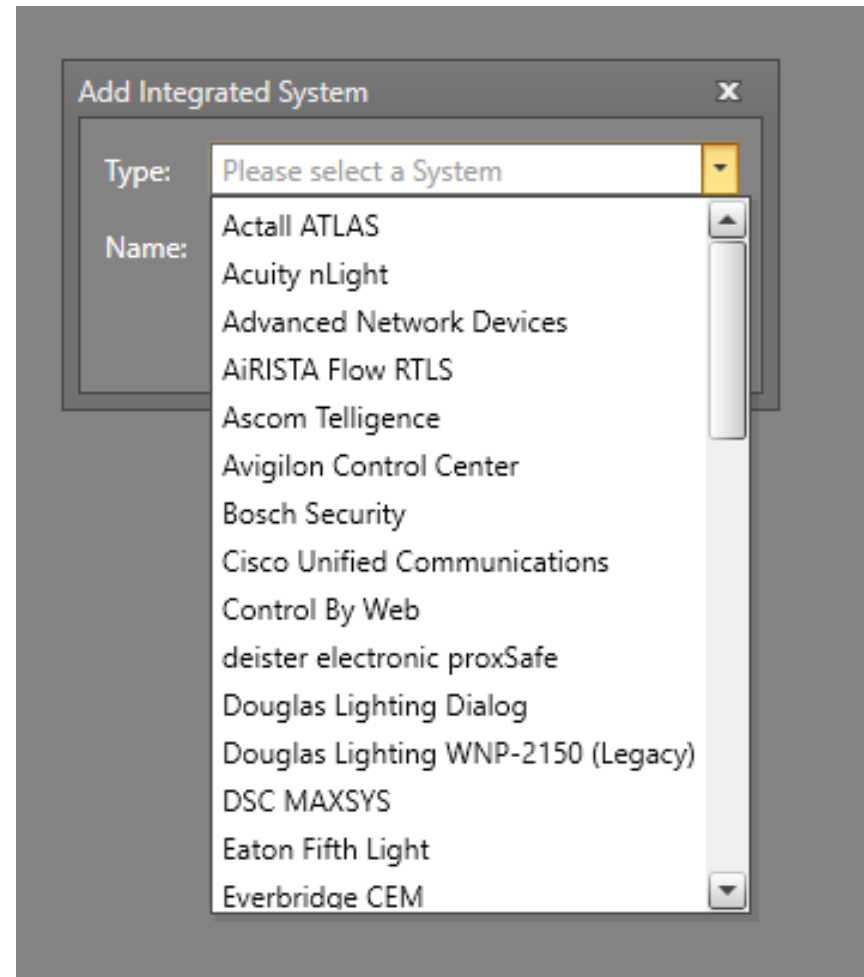
Connection retry delay (ms): 5000

Heartbeat interval (s): 2



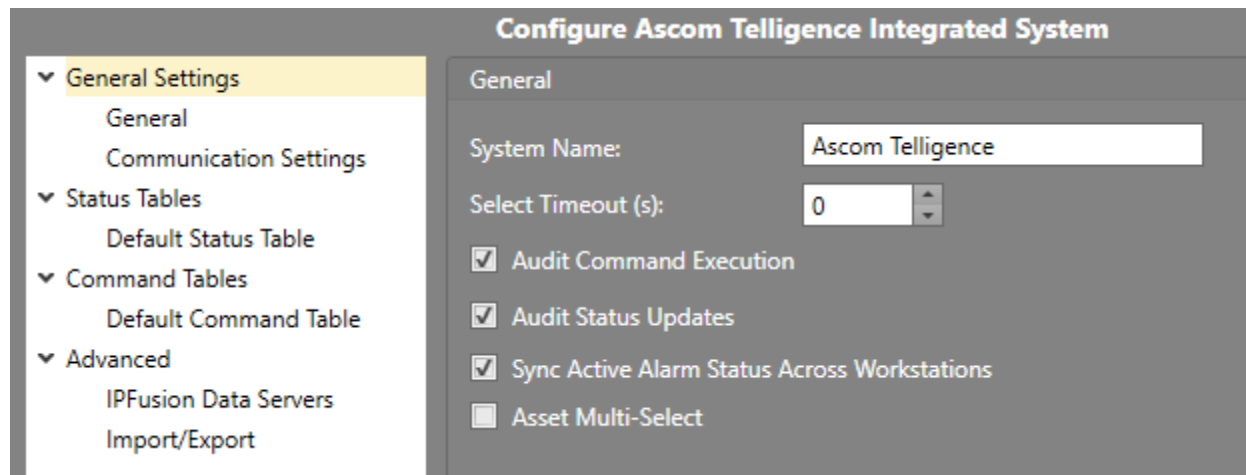
# Add Integrated System

- Used to add new integrated systems to the project



# Integrated System – General

- **System Name** — Unique name for system
- **Select Timeout** — Number of seconds the system will keep assets selected (set to 0 to disable timeout)
- **Audit Command Execution** — Log executed commands
- **Audit Status Updates** — Log when an asset's status is updated
- **Sync Active Alarm Status Across Workstations**— Communicate asset alarm states between Workstations
- **Asset Multi-Select**— Multiple assets from this system may be selected at once



**Configure Ascom Telligence Integrated System**

General

System Name:

Select Timeout (s):

Audit Command Execution

Audit Status Updates

Sync Active Alarm Status Across Workstations

Asset Multi-Select

General Settings

- General
- Communication Settings

Status Tables

- Default Status Table

Command Tables

- Default Command Table

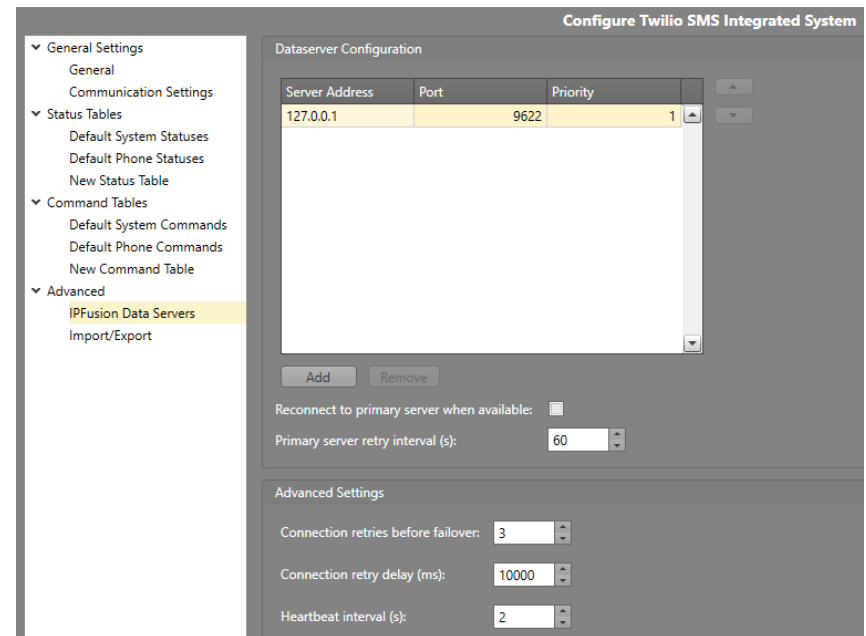
Advanced

- IPFusion Data Servers
- Import/Export



# Integrated System – IPFusion Data Servers

- Choose network location where the system driver will be running
  - Driver facilitates connection between Runtime and the third-party integrated system
  - Can be located on local machine, separate data server, or on the third-party system server
- Leave as 127.0.0.1 if the driver will run on the local computer
- Configure connection parameters



The screenshot displays the 'Configure Twilio SMS Integrated System' interface. On the left, a navigation tree shows 'General Settings' expanded, with 'IPFusion Data Servers' selected. The main panel, titled 'Dataserver Configuration', contains a table with the following data:

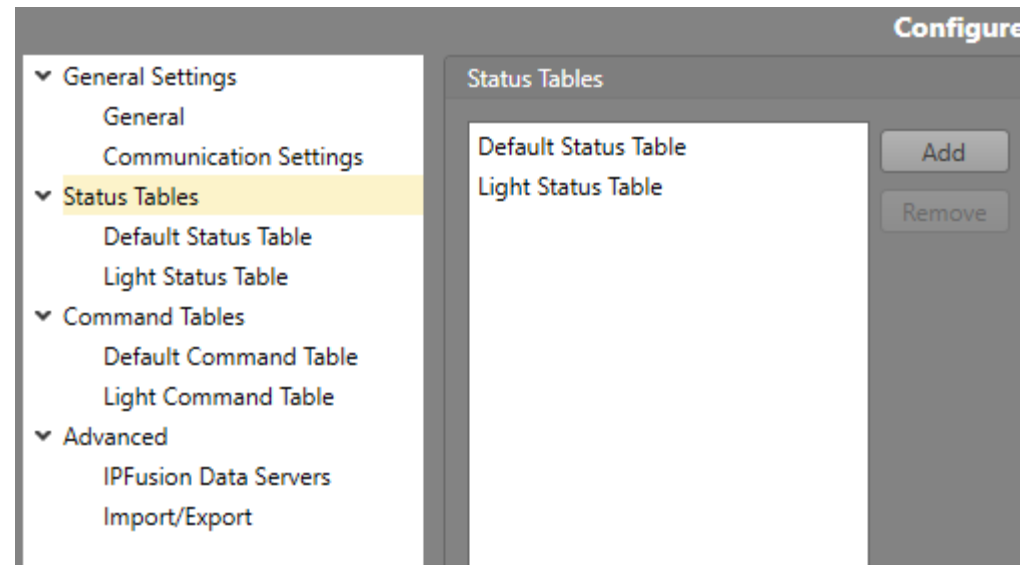
Server Address	Port	Priority
127.0.0.1	9622	1

Below the table are 'Add' and 'Remove' buttons. Further down, there are checkboxes and input fields for 'Reconnect to primary server when available' (unchecked), 'Primary server retry interval (s):' (60), and an 'Advanced Settings' section with 'Connection retries before failover:' (3), 'Connection retry delay (ms):' (10000), and 'Heartbeat interval (s):' (2).



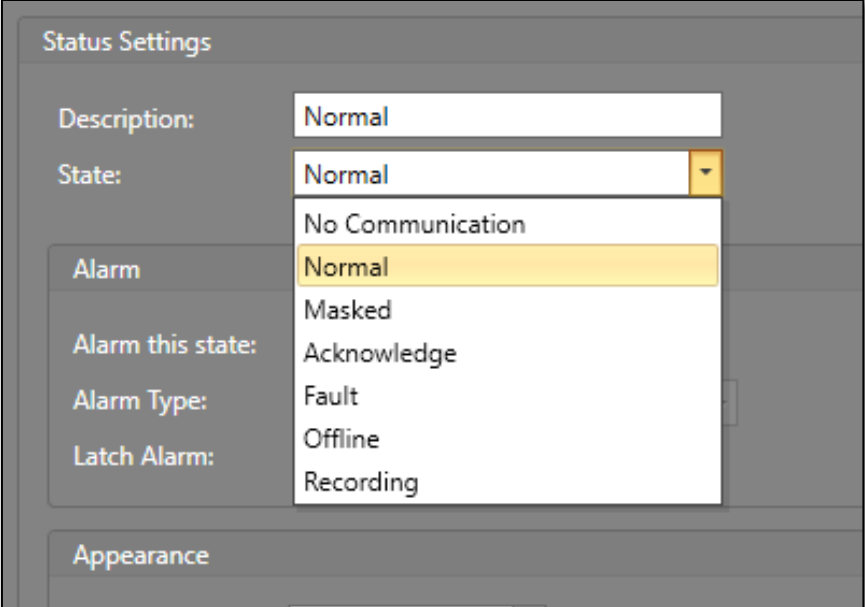
# Integrated System – Status Tables

- Add and configure status tables
- Status tables translate real device states into visual icon representations



# Integrated System – Status: States

- Common States
  - **Acknowledge** — an active alarm has been acknowledged
  - **Fault** — an error reported by the driver
  - **No Communication** — there is no communication with the driver
  - **Normal** — asset is online and in its default state
  - **Masked** — the asset has been masked over its true state
- System Specific States
  - Dependent on the system type
  - Real device states reported by the driver (door unlocked, intercom connected, etc.)



The screenshot displays the 'Status Settings' configuration window. It features a 'Description' field set to 'Normal' and a 'State' dropdown menu. The dropdown menu is open, showing a list of options: 'Normal' (highlighted in yellow), 'No Communication', 'Masked', 'Acknowledge', 'Fault', 'Offline', and 'Recording'. Below the dropdown, there are fields for 'Alarm', 'Alarm this state:', 'Alarm Type:', and 'Latch Alarm:'. At the bottom of the window, there is an 'Appearance' section.

# Integrated System – Status: Alarm

- **Bind to Alarm**

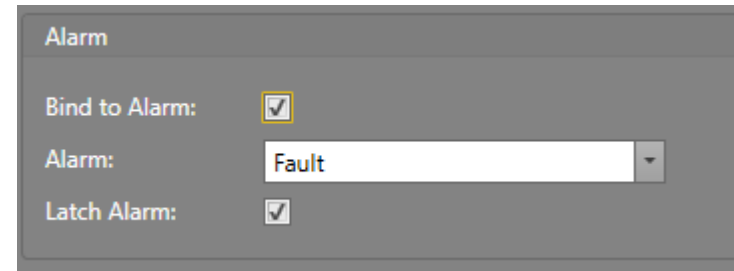
- Configure this state to trigger an alarm in the alarm grid

- **Alarm Type**

- Set the alarm type to display in the alarm banner when this alarm is triggered

- **Latch Alarm**

- When checked, the alarm will only be cleared when an Acknowledge command and then a Reset command have been sent to it.

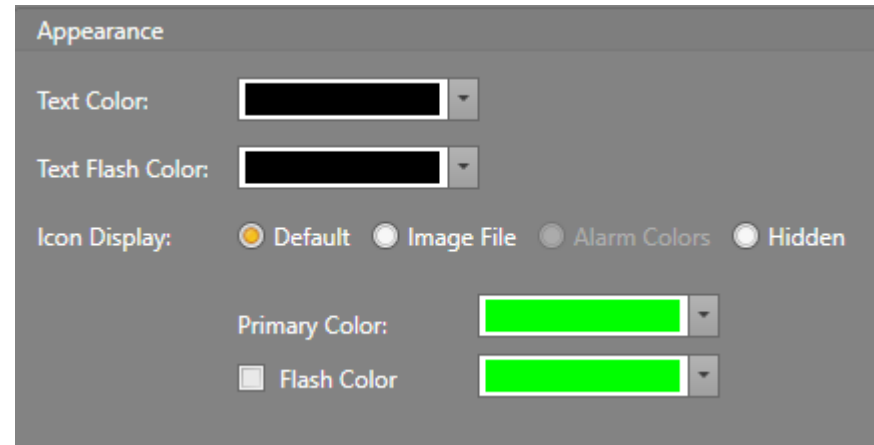


The screenshot shows a configuration panel titled "Alarm" with three settings:

- Bind to Alarm:** A checkbox that is checked.
- Alarm:** A dropdown menu with "Fault" selected.
- Latch Alarm:** A checkbox that is checked.

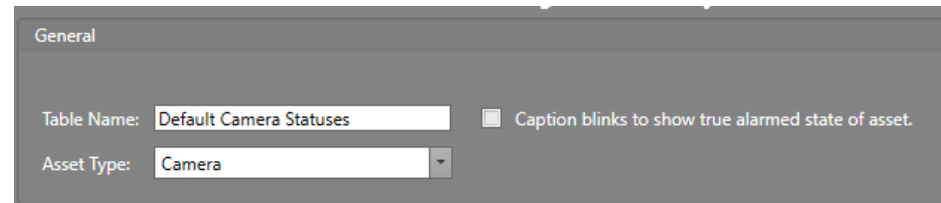
# Integrated System – Status: Appearance

- **Text Color/Flash Color**
  - Configure caption color and flash color
- **Icon Display – Default**
  - Configure primary and flash color
- **Icon Display – Image File**
  - Display an image (and optional flash image) instead of the default icon
- **Icon Display – Alarm Colors**
  - Use the configured alarm colors for the icon
- **Icon Display – Hidden**
  - Do not display the icon or caption for this state
- **Caption blinks to show true alarmed state of asset**
  - Caption text will blink to show true alarmed state



The screenshot shows the 'Appearance' configuration panel. It includes the following settings:

- Text Color:** A color selection dropdown menu.
- Text Flash Color:** A color selection dropdown menu.
- Icon Display:** Radio buttons for 'Default' (selected), 'Image File', 'Alarm Colors', and 'Hidden'.
- Primary Color:** A color selection dropdown menu showing a bright green color.
- Flash Color:** A color selection dropdown menu showing a bright green color.



The screenshot shows the 'General' configuration panel. It includes the following settings:

- Table Name:** A text input field containing 'Default Camera Statuses'.
- Asset Type:** A dropdown menu showing 'Camera'.
- Caption blinks to show true alarmed state of asset:** A checkbox that is currently unchecked.



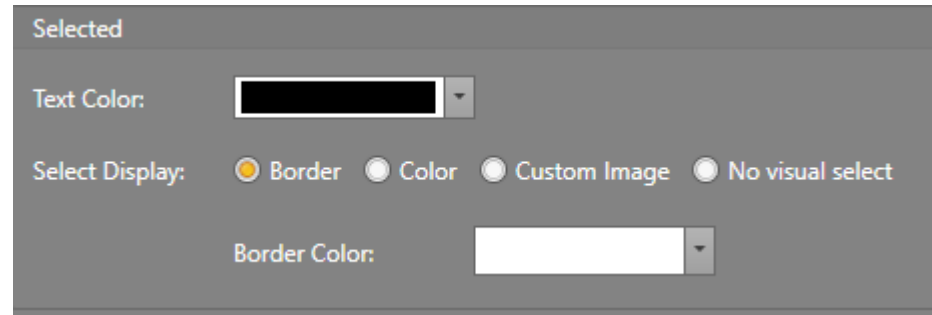
# Integrated System – Status: Selected

- **Text Color**

- Caption color to display when the asset is selected

- **Select Display**

- **Border** – Display a border around the icon when the asset is selected
- **Color** – Change the color of the icon when the asset is selected
- **Custom Image** – Display a custom image instead of the icon when the asset is selected
- **No visual select** – Do not change the display of the icon when the asset is selected



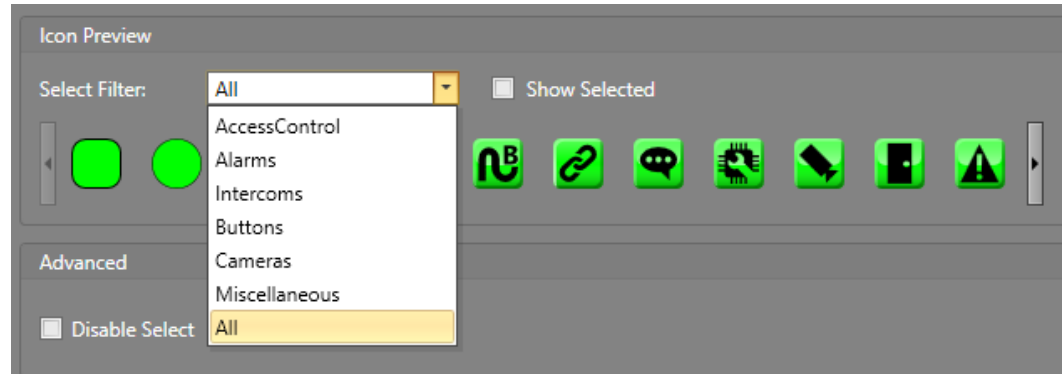
The screenshot shows a configuration panel titled "Selected" with a dark gray background. It contains the following controls:

- Text Color:** A color selection dropdown menu currently set to black.
- Select Display:** A group of four radio buttons: "Border" (selected), "Color", "Custom Image", and "No visual select".
- Border Color:** A color selection dropdown menu currently set to white.



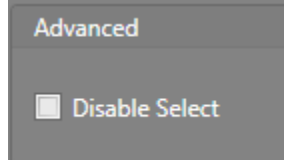
# Integrated System – Status: Icon Preview

- Shows icons with the current state's settings applied
- Allows user to preview visual settings without the need to launch Runtime
- **Select Filter**
  - Filters icon types displayed in the icon preview area



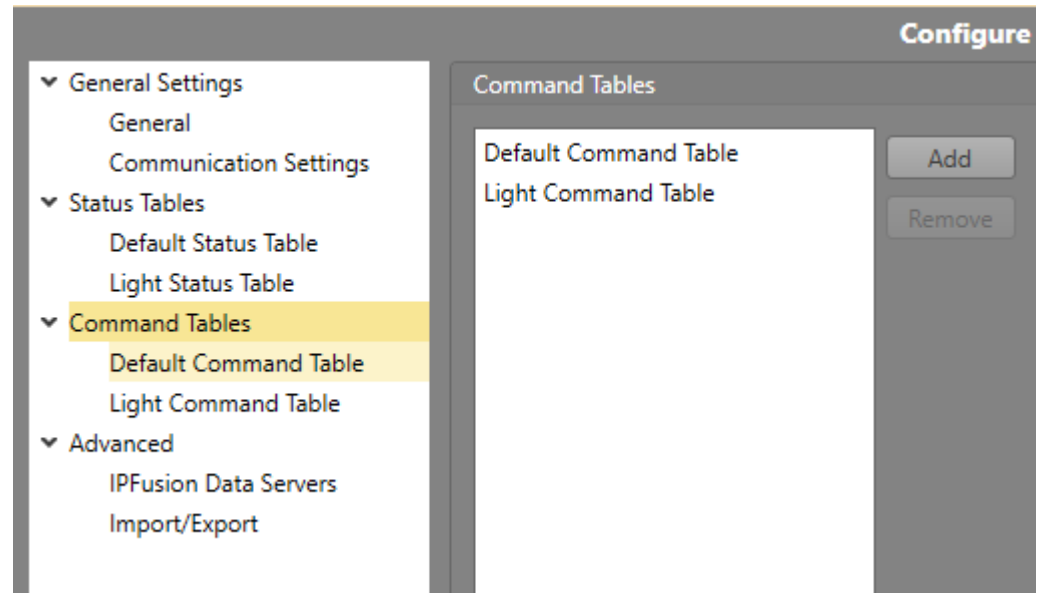
# Integrated System – Status: Advanced

- **Disable Select**
  - Disable asset selection for this state



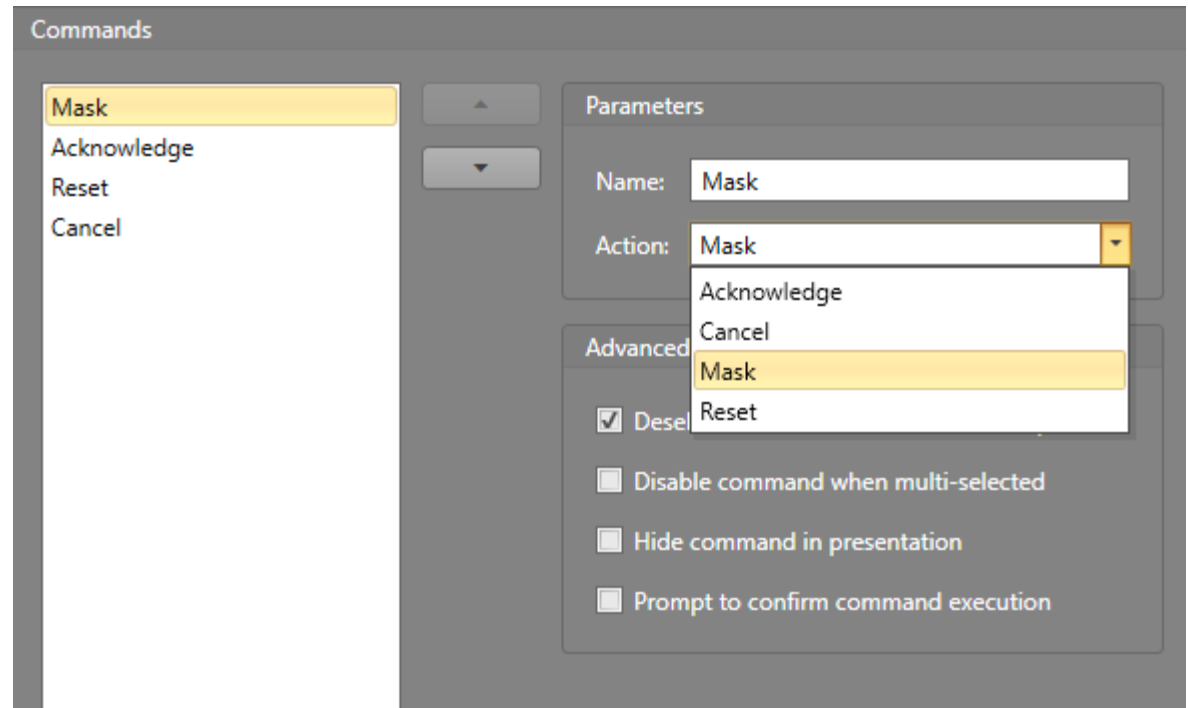
# Integrated System – Command Tables

- Add and configure command tables
- Command tables translate command names into driver commands used to control real devices



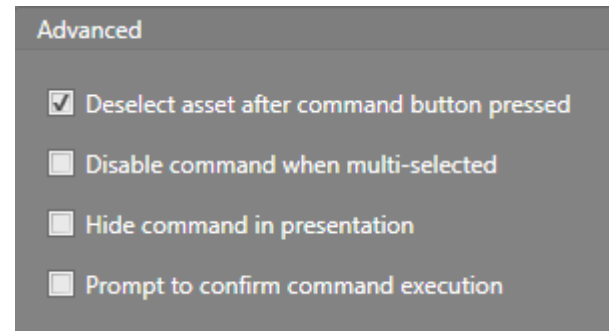
# Integrated System – Commands: Actions

- Chooses the action that will be sent to the driver when each command button is pressed
- Defaults contain all available commands and can be customized to project needs



# Integrated System – Commands: Advanced

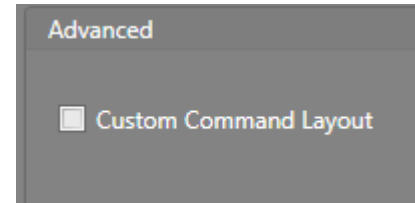
- **Deselect asset after command**
  - Deselect the currently selected asset when the command button is pressed.
- **Disable command when multi-selected**
  - This command will not be available if more than one asset is selected at the same time.
- **Hide command in presentation**
  - Do not show this command in the command popup or function panel
  - Allows workflow integration of commands between systems without exposing these commands to the user.
- **Prompt to confirm command execution**
  - Prompts the user in Runtime to confirm they want to execute the command.



# Integrated System – Commands: Advanced

- **Custom Command Layout**

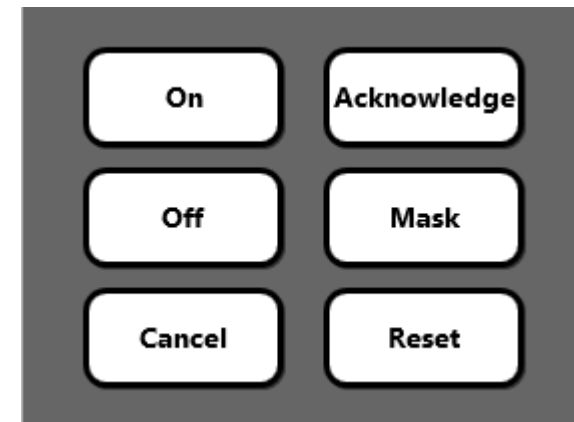
- Customize the display of command buttons in the popup or function panel
- If left unchecked, the commands will simply be displayed as a list of buttons
- If checked, the entire popup or function panel can be customized similar to designing a display layout (position, size, look of buttons as well as adding custom drawing objects)



Default

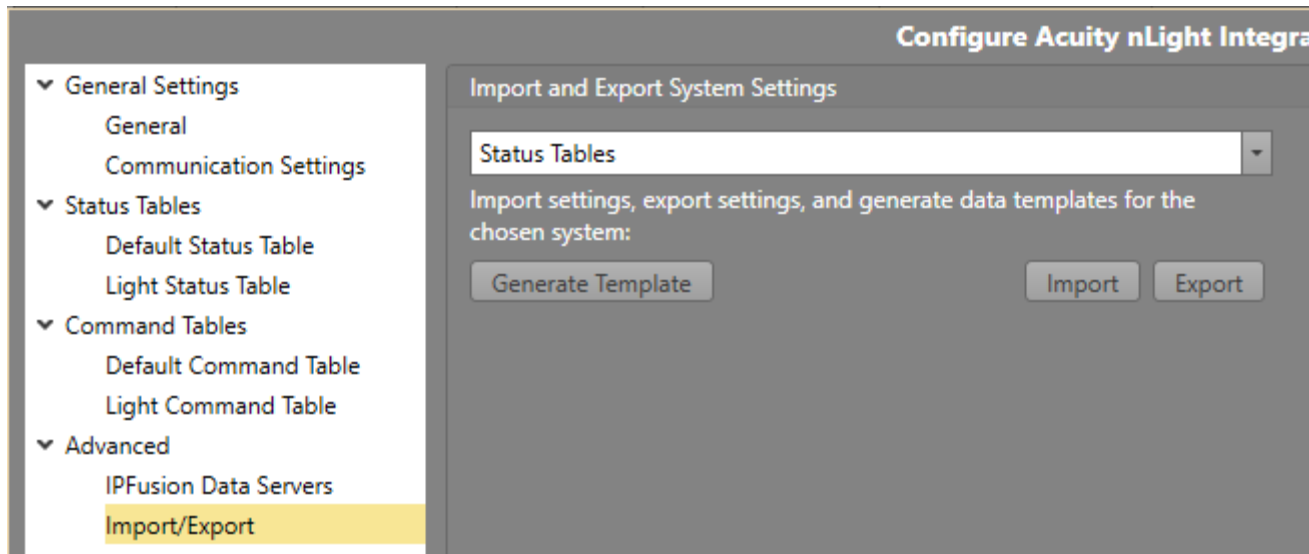


Customized



# Integrated System – Import/Export

- Import or export a .csv file that contains various data settings of the integrated system: Status/Command tables, and the configured assets and their properties.
- Generate Template



# Alarms

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# Home Tab – System Configuration

- Alarm Management
  - Configure alarm types
  - Configure alarm postings

Alarm Types

Search

Priority	Alarm Type
28	Fault
30	No Communication
2	Fire Zone Alarm
1	Staff Duress
10	RTLS Zone Alarm
13	Intercom Call Waiting
15	Hardware Fault Alarm

Configuration

Alarm Type: Fire Zone Alarm

Sound File: Alarm\_3.wav

Priority: 2

Background Color: █ Text Color: █ [Sample](#)

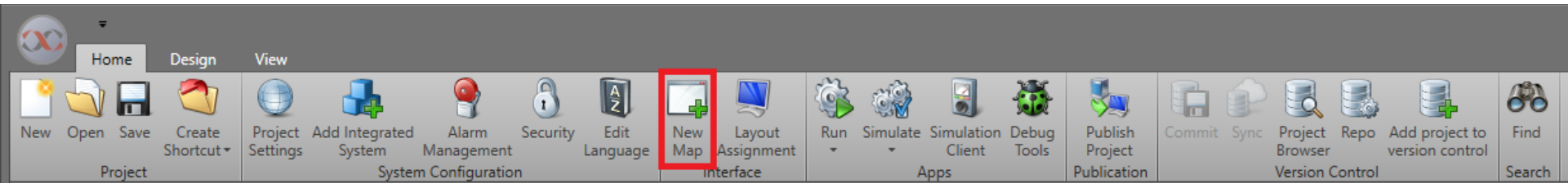
Flash Color: █ █ [Sample](#)

# Maps

---

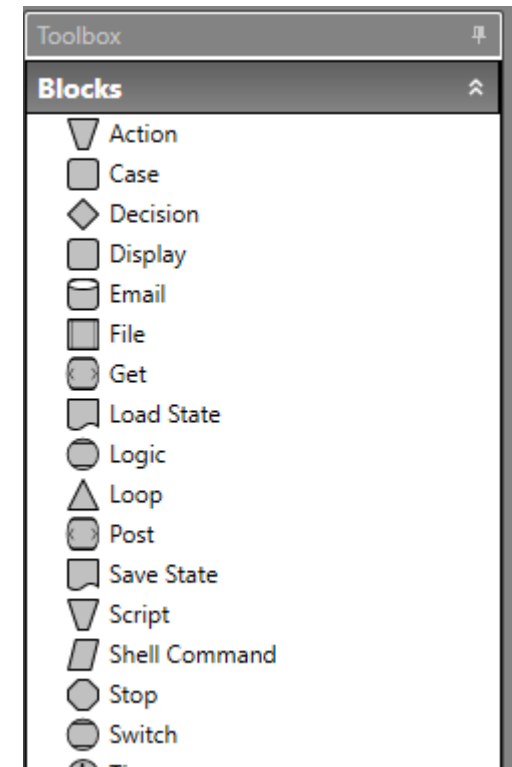
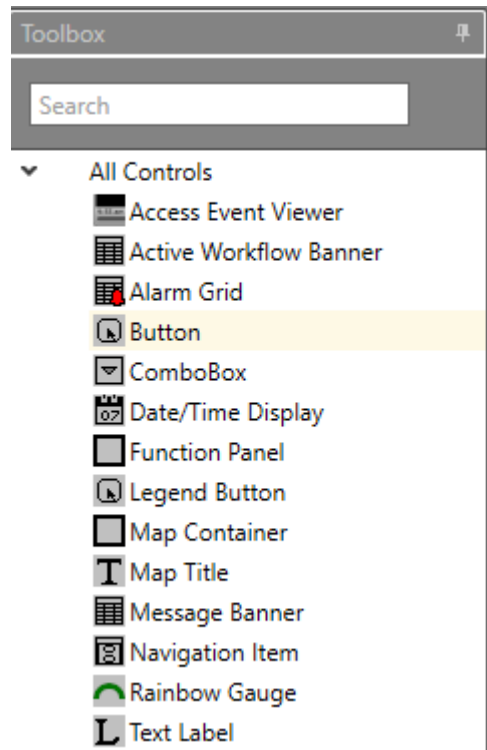
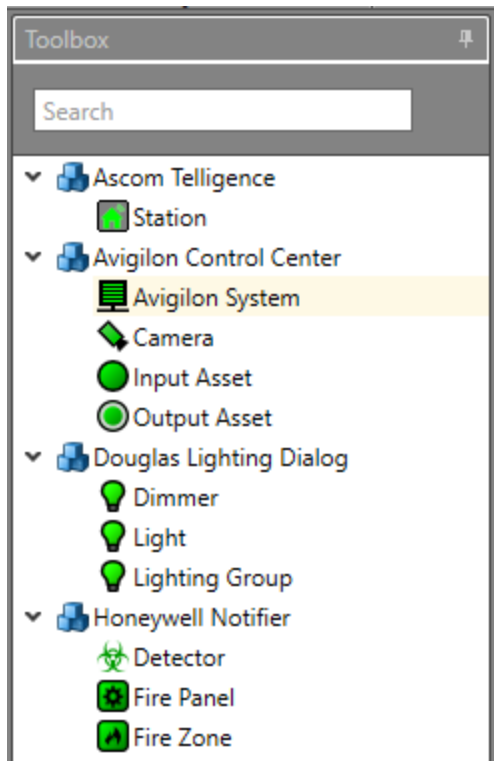
# New Map

- Add new **Maps** to the project



# Toolbox

- Add new assets to **Maps**
- Add new control items to **Display Layouts**
- Add new blocks to **Workflows**



# Project Assets

- Central management of all assets
- Provides search, sort and filter
- Can update properties

The screenshot shows the 'Project Assets' window with a search bar containing 'door'. Below the search bar, a table lists the search results. The table has columns for ID, Caption, Type, and System. The results are as follows:

ID	Caption	Type	System
61		Lenel Door	Doors
60		Lenel Door	Doors
59		Lenel Door	Doors
58		Lenel Door	Doors
57		Lenel Door	Doors
56		Lenel Door	Doors
55		Lenel Door	Doors
54		Lenel Door	Doors
53		Lenel Door	Doors
52		Lenel Door	Doors
51		Lenel Door	Doors
50		Lenel Door	Doors

The IPFUSION logo is visible in the bottom left corner of the interface.

The screenshot shows the 'Project Assets' window with a list of assets. The asset with ID 13 is selected. Below the list, the 'Properties' window is open, showing details for asset ID 13.

**Project Assets List:**

ID	Caption	Type	System
33		System Asset	Intercom
62		Station	Ascom Te...
30		Master Station	Intercom
37		Light	Lights
32		Light	Lights
31		Light	Lights
18		Light	Lights
17		Light	Lights
14		Light	Lights
13		Light	Lights
61		Lenel Door	Doors
60		Lenel Door	Doors
59		Lenel Door	Doors
58		Lenel Door	Doors
57		Lenel Door	Doors
56		Lenel Door	Doors

**Properties Window (Asset ID 13):**

- Asset ID: 13
- Asset Type: Light
- Custom Properties: (empty)
- Logging Description: (empty)
- BACnet Settings**
  - BACnet Object Id: 0
- Camera Callups**
  - Camera Callups: Camera Callups
  - Show Cameras On Alarm:
  - Show Cameras On Select:
- Caption**
  - Caption: (empty)
- Core Asset Settings**
  - Command Table: Light Command Table
  - Status Table: Light Status Table
- Integrated System**
  - Integrated System: Lights
  - Integrated System Type: Acuity nLight

# Properties Grid

- Configure properties for the selected object including assets, screens, Workflow blocks and drawing objects.

Properties

Search

▼ <b>Asset</b>	
Asset ID	53
Asset Type	Lenel Door
▶ Custom Properties	
Logging Description	
▼ <b>Camera Callups</b>	
Camera Callups	Camera Callups +
Show Cameras On Alarm	<input type="checkbox"/>
Show Cameras On Select	<input type="checkbox"/>
▼ <b>Caption</b>	
Caption	
▼ <b>Core Asset Settings</b>	
Command Table	Default Door Commands
Status Table	Default Door States
▼ <b>Integrated System</b>	
Integrated System	Doors
Integrated System Type	Lenel OnGuard
▼ <b>Lenel Door Settings</b>	

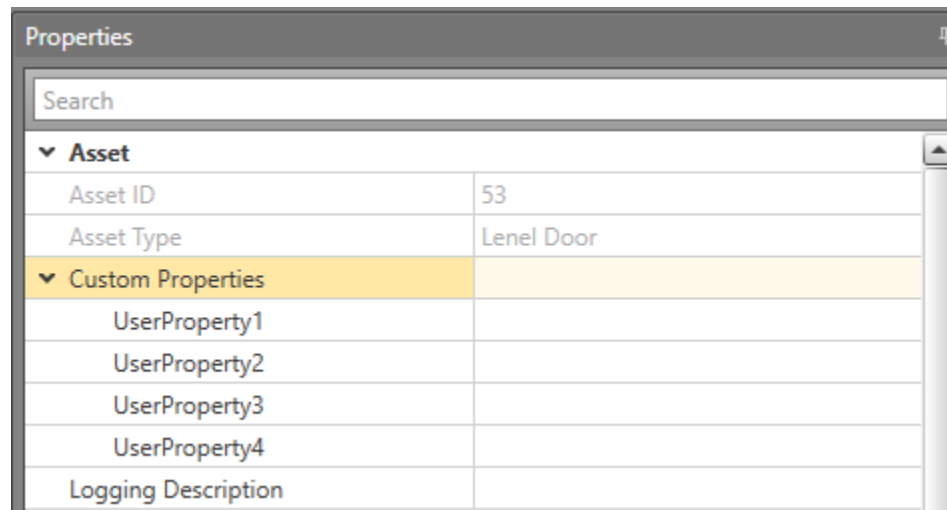
# Properties – Asset

- **Custom Properties**

- Add a number of user defined custom value properties for the asset.

- **Logging Description**

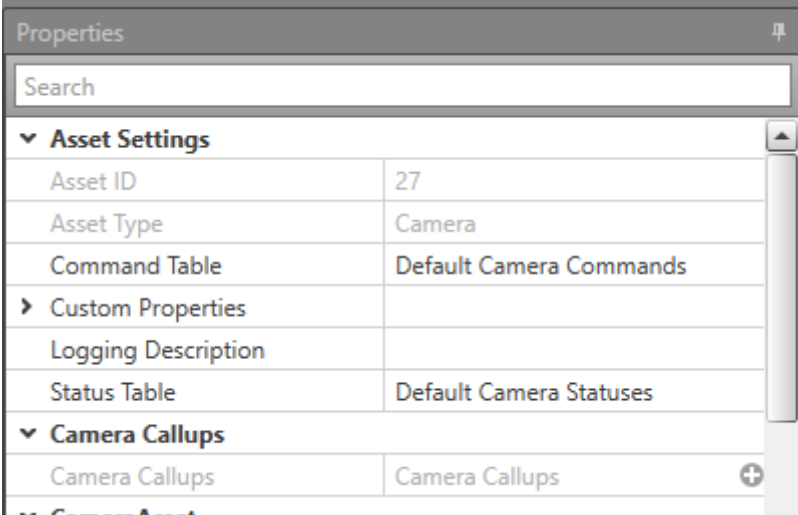
- If this string is present it will be used as the logging location for commands and statuses associated with this asset. If it is empty, the asset's caption will be used for logging.



Properties	
Search	
▼ Asset	
Asset ID	53
Asset Type	Lenel Door
▼ Custom Properties	
UserProperty1	
UserProperty2	
UserProperty3	
UserProperty4	
Logging Description	

# Properties – Camera Callups

- **Camera Callups**
  - Add cameras to the list of cameras associated with the asset

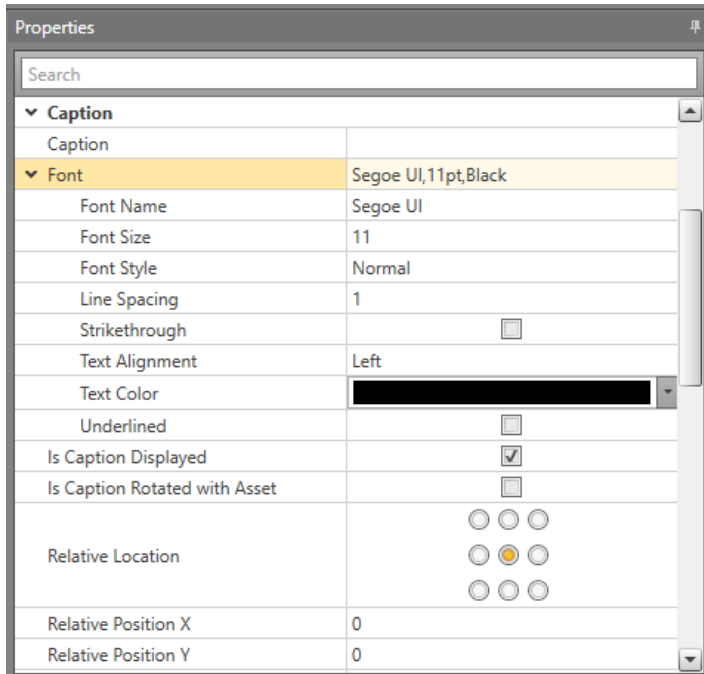


The screenshot shows a 'Properties' window with a search bar and a table of settings. The 'Camera Callups' section is expanded, showing a list of callups.

Properties	
Search	
▼ <b>Asset Settings</b>	
Asset ID	27
Asset Type	Camera
Command Table	Default Camera Commands
▶ Custom Properties	
Logging Description	
Status Table	Default Camera Statuses
▼ <b>Camera Callups</b>	
Camera Callups	Camera Callups +



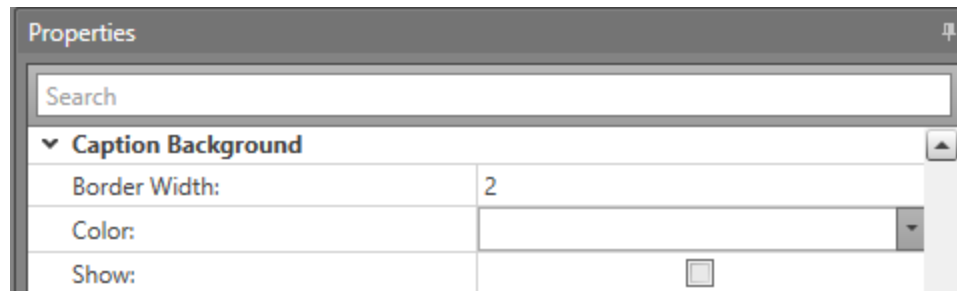
# Properties – Caption



- **Caption**
  - Text displayed on screen with icon
  - Used for logging if Logging Description is empty
- **Font**
  - Customize caption font
- **Is Caption Displayed**
  - Show caption on screen with icon
- **Is Caption Rotated**
  - Rotate caption when icon is rotated
- **Relative Location**
  - Position of caption relative to icon
- **Relative Position X/Y**
  - Manually adjust caption position relative to icon center

# Properties – Caption Background

- Enables placement of a background color behind the caption to enhance readability
- **Border Width**
  - Number of pixels to extend background beyond caption
- **Color**
  - Color of caption background
- **Show**
  - Show caption background



The screenshot shows a 'Properties' window with a search bar at the top. Below it, the 'Caption Background' section is expanded, showing three settings: 'Border Width' set to 2, 'Color' with a color selection dropdown, and 'Show' with an unchecked checkbox.

Caption Background	
Border Width:	2
Color:	[Color Selection]
Show:	<input type="checkbox"/>

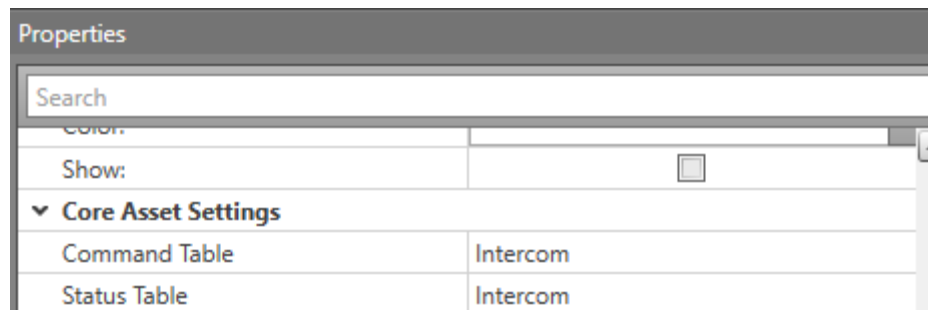
# Properties – Core Asset Settings

- **Command Table**

- Choose command table to show when the asset is selected
- Command table consists of a list of commands, configured by integrated system

- **Status Table**

- Choose status table the asset will use to determine icon display and alarms
- Status table consists of a lookup table that translates system states into icon displays, configured by integrated system



The screenshot shows a 'Properties' window with a search bar and a table of settings. The table has two columns and three rows. The first row is partially visible with 'Color:' in the first column. The second row has 'Show:' in the first column and a checkbox in the second column. The third row is a section header 'Core Asset Settings' with a dropdown arrow. The fourth row has 'Command Table' in the first column and 'Intercom' in the second column. The fifth row has 'Status Table' in the first column and 'Intercom' in the second column.

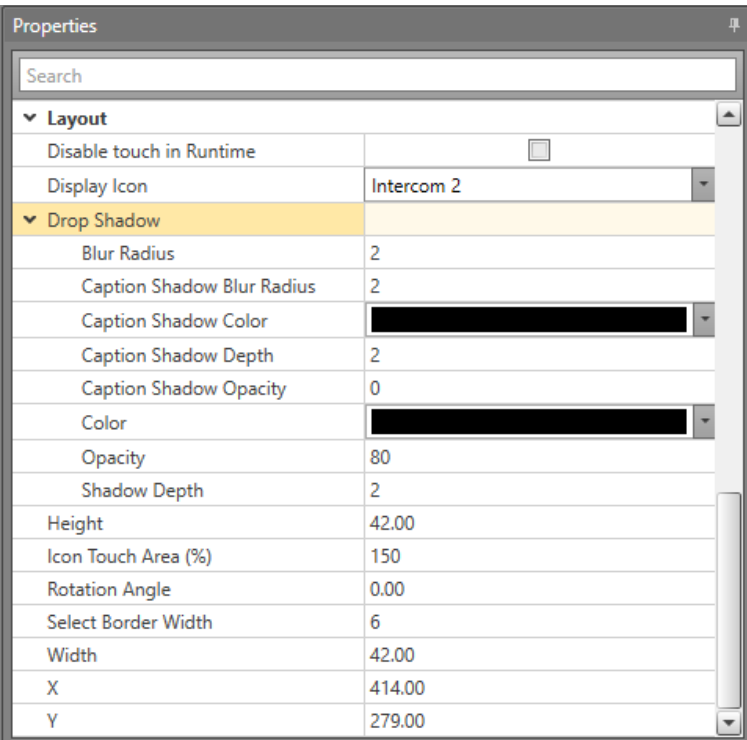
Properties	
Search	
Color:	
Show:	<input type="checkbox"/>
▼ Core Asset Settings	
Command Table	Intercom
Status Table	Intercom

# Properties – Integrated System

- **Integrated System**
  - Choose integrated system
  - Can only choose between systems of the same type
- **Integrated System Type**
  - Displays system type (read only)

▼ <b>Integrated System</b>	
Integrated System	Intercom
Integrated System Type	Harding DXL

# Properties – Layout



- **Disable touch in Runtime**

- Check to disable asset touch

## Display Icon

- Choose icon to display for asset

## Configure drop shadow settings for asset and caption separately

- Blur Radius – “fuzziness” of drop shadow
- Color – drop shadow color
- Opacity – drop shadow opacity (transparency)
- Shadow Depth – distance between asset/caption and drop shadow

## X/Y/Width/Height/Rotation Angle

- Set size, location and rotation of asset

## Icon Touch Area (%)

- Used to extend icon touch area beyond the visible portion of the icon

- **Select Border Width**

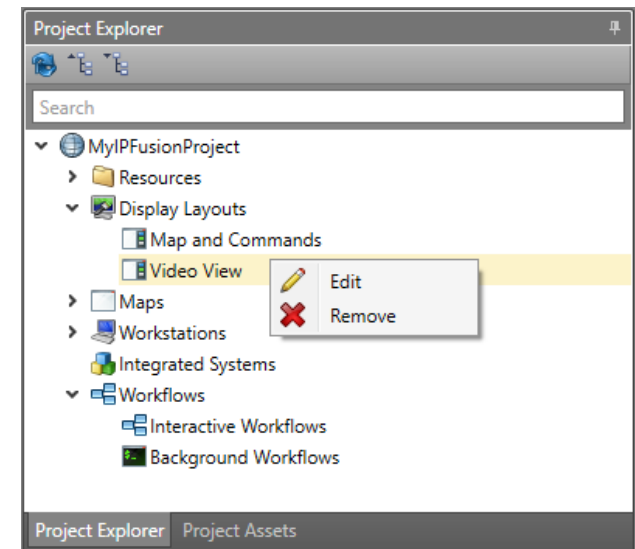
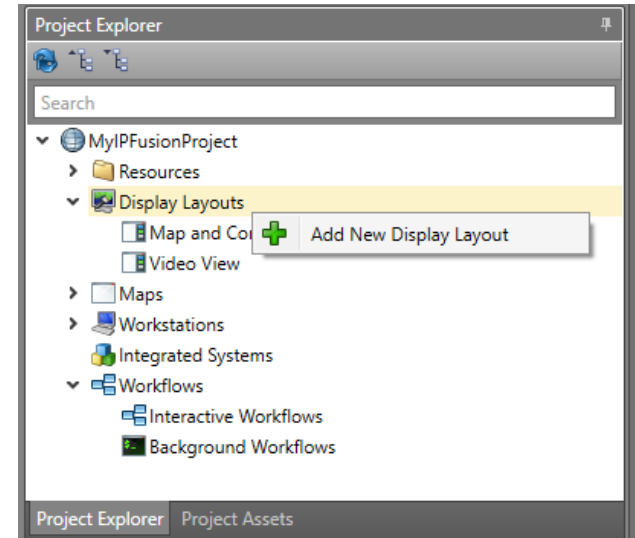
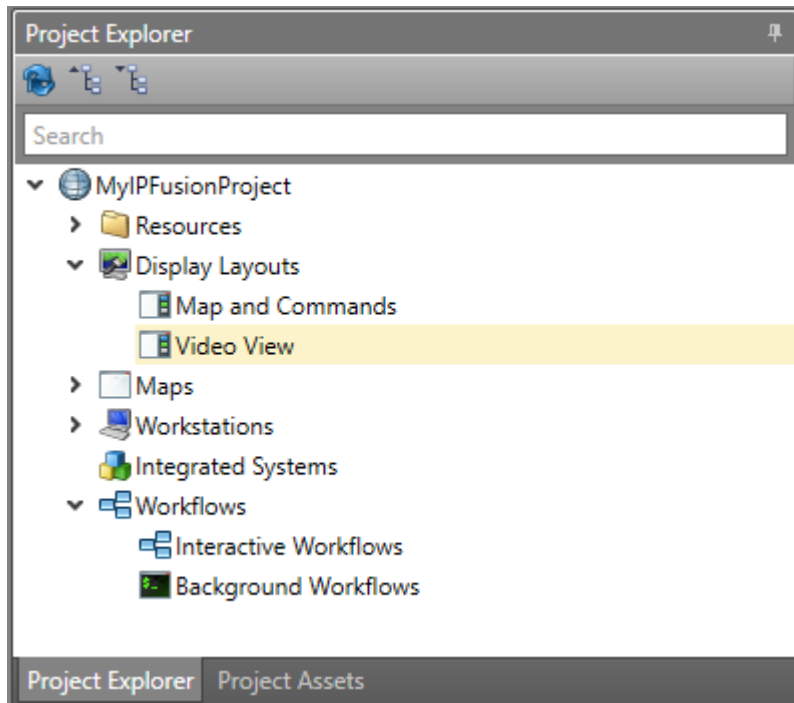
- Set the width of the visual border used to indicate a selected asset icon

# Display Layouts

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# Project Explorer – Display Layouts

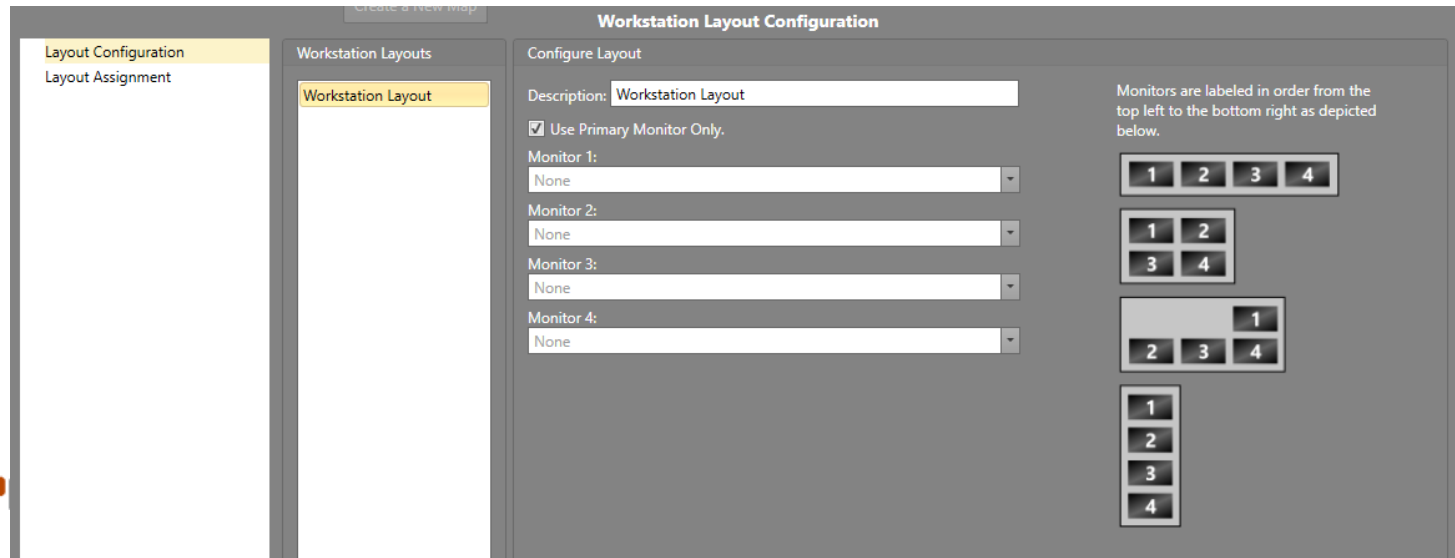
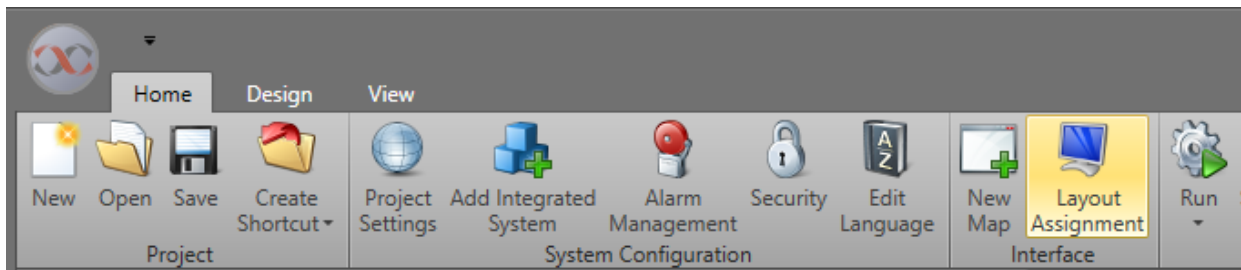
- Add or Edit Display Layouts



# Home Tab – Layout Assignment

- **Layout Assignment**

- Assign the display layouts
- Set which display layout appears on each monitor for every Workstation
- If multiple Workstations have the same configuration, the same layout can be used for them, otherwise they will require their own dedicated Workstation Layout



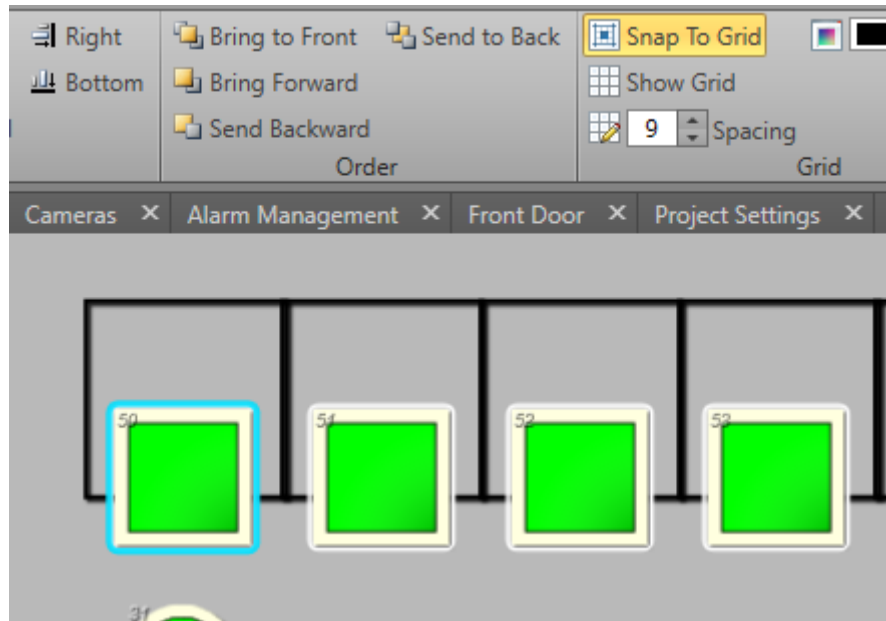


# Design Tools

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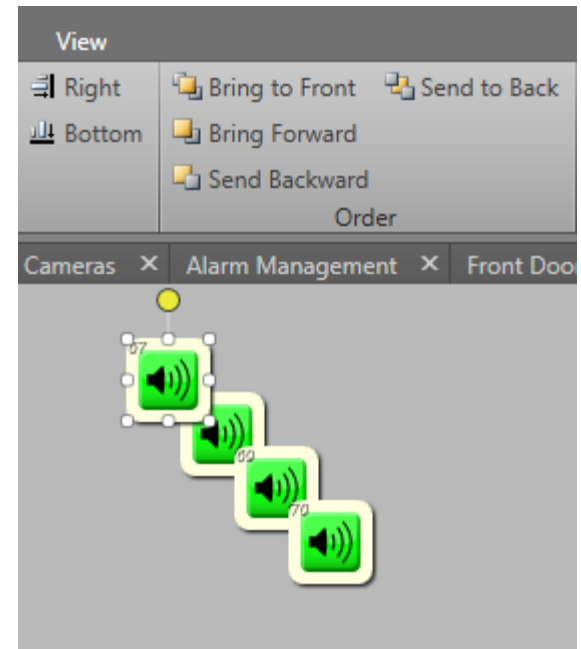
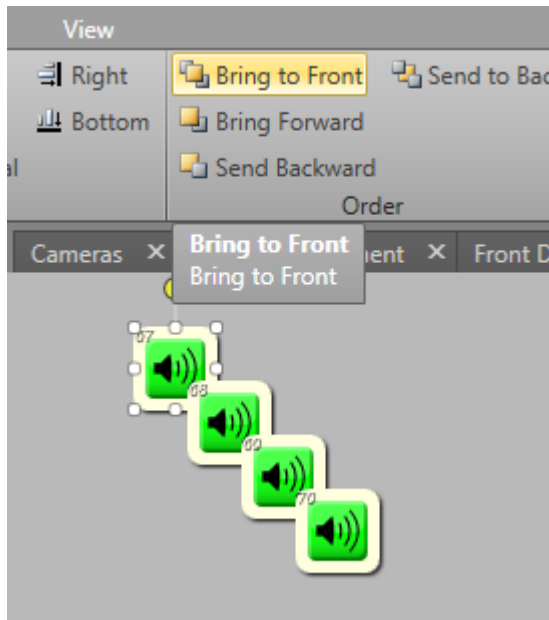
# Design Tab – Alignment

- Aligns and distributes multiple objects
- Selected objects will be aligned relative to the object with the blue border



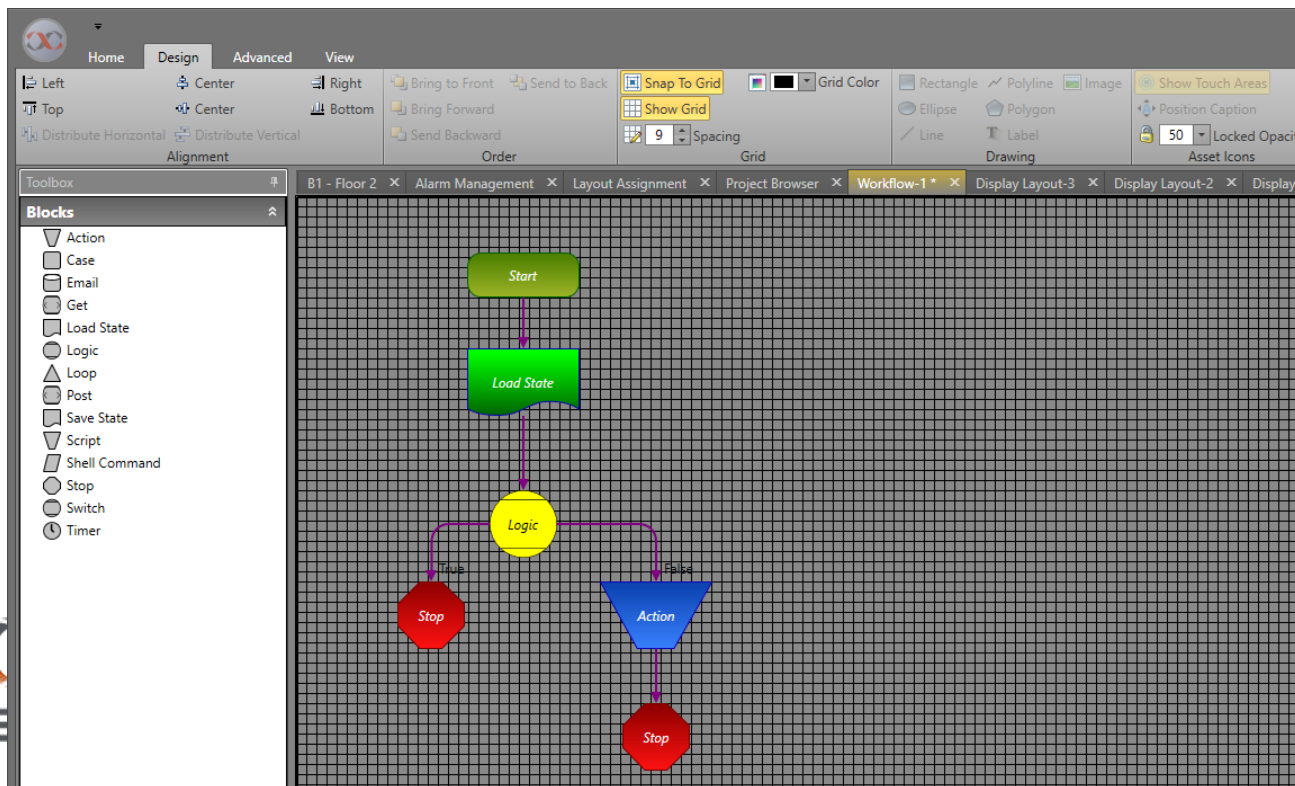
# Design Tab – Order

- Change z-order of selected assets (moves selected objects in front of or behind other objects)



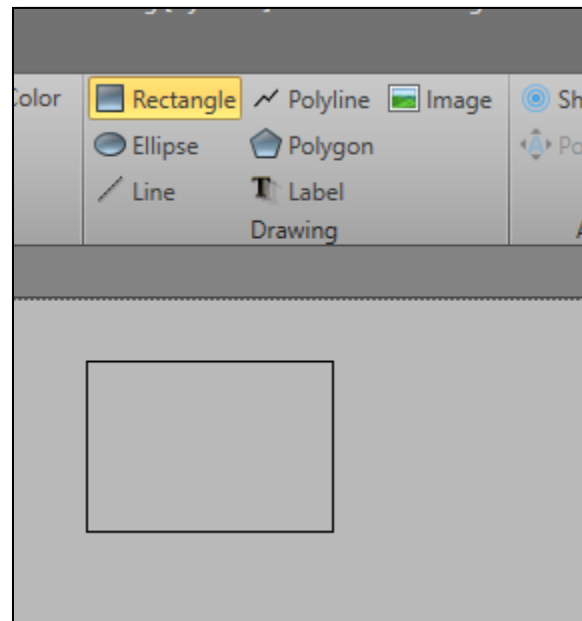
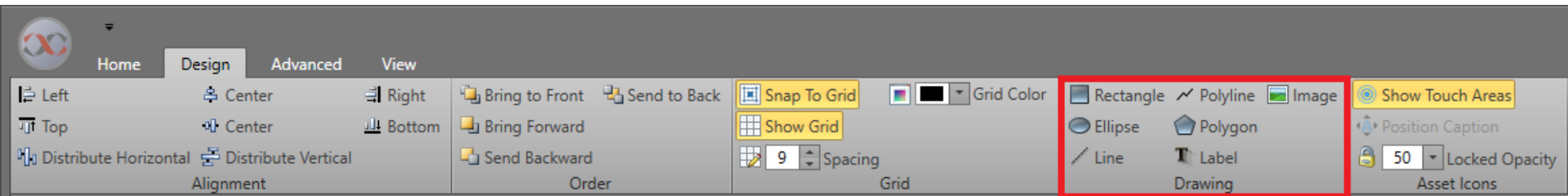
# Design Tab – Grid

- **Snap to Grid** – force objects to align with grid lines
- **Show Grid** – show the grid lines
- **Grid Spacing** – set the number of pixels between grid lines
- **Grid Color** – set the color of the grid lines



# Design Tab – Drawing

- Add drawing shapes, labels and images to a screen, template panel or custom popup



# Design Tab – Drawing

- **Rectangle** – basic rectangular shape
- **Ellipse** – basic elliptical shape
- **Line** – basic line (point to point)
- **Polyline** – line with multiple segments, drawn by clicking on the nodes (segment end points)
- **Polygon** – basic polygonal shape. The number of sides can be set within the properties grid
- **Label** – text box with fully customizable text properties
- **Image** – image container, can select file to display as well as stretch mode



# Design Tab – Asset Icons

- **Show Touch Areas**
  - Displays asset touch areas when configured to be larger than the icon size (>100%)

Properties

Search

Show:

▼ **Core Asset Settings**

Command Table	Intercom
Status Table	Intercom

▼ **Integrated System**

Integrated System	Intercom
Integrated System Type	Harding DXL

▼ **Layout**

Disable touch in Runtime	<input type="checkbox"/>
Display Icon	Intercom 2
Drop Shadow	
Height	42.00
<b>Icon Touch Area (%)</b>	<b>150</b>
Rotation Angle	0.00
Select Border Width	6
Width	42.00
X	414.00
Y	279.00

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Show Touch Areas

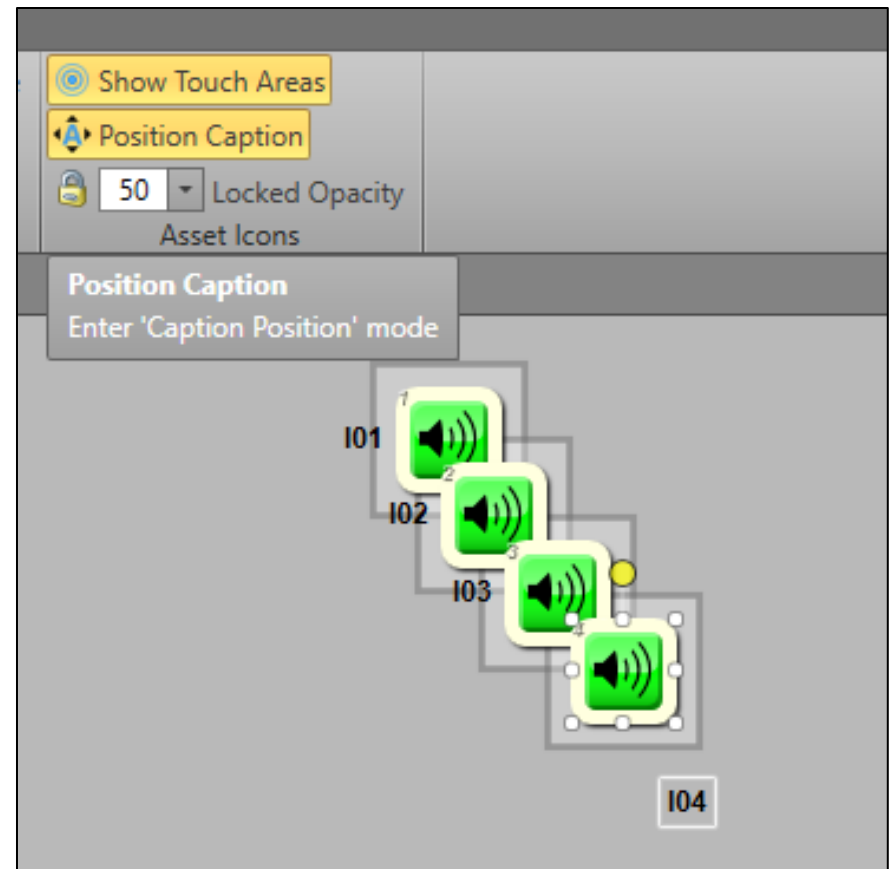
Position Caption

50 Locked Opacity  
Asset Icons

**Show Touch Areas**  
Displays a 'halo' around asset icons that have expanded touch areas configured

# Design Tab – Asset Icons

- **Position Caption**
  - Configure custom caption position
  - Useful when icon spacing is limited

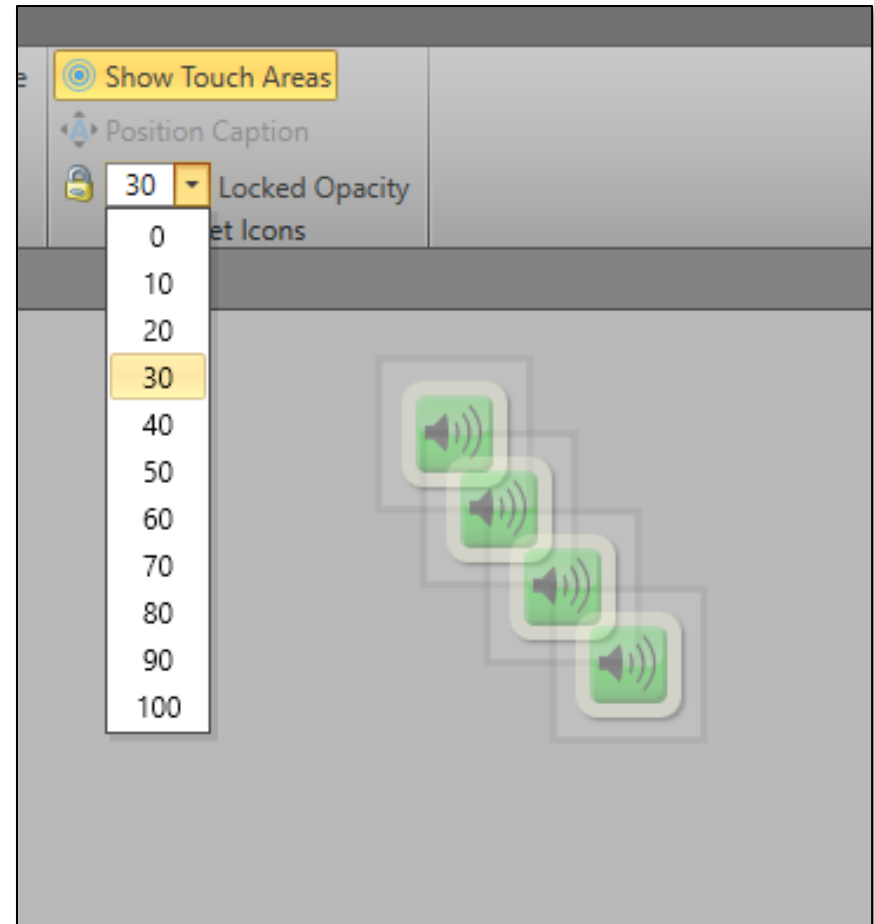




# Design Tab – Asset Icons

- **Locked Opacity**

- Configure the opacity of locked item groups.
- Assets and Drawing items can be locked in order to prevent any selection and changes to them.
- Reducing the opacity of these locked items can lessen visual clutter on maps when editing.

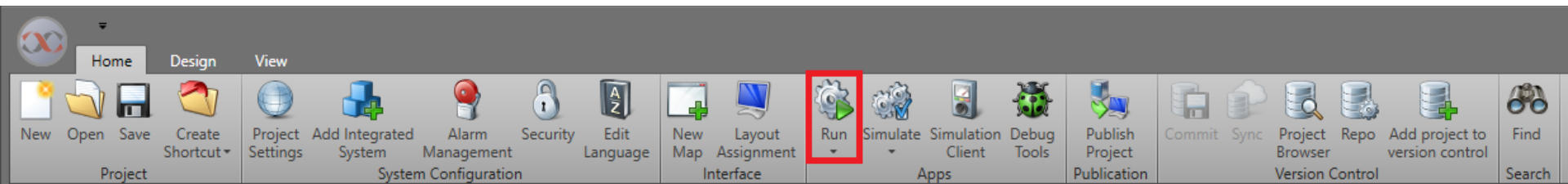


# Runtime

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# Home Tab – Runtime

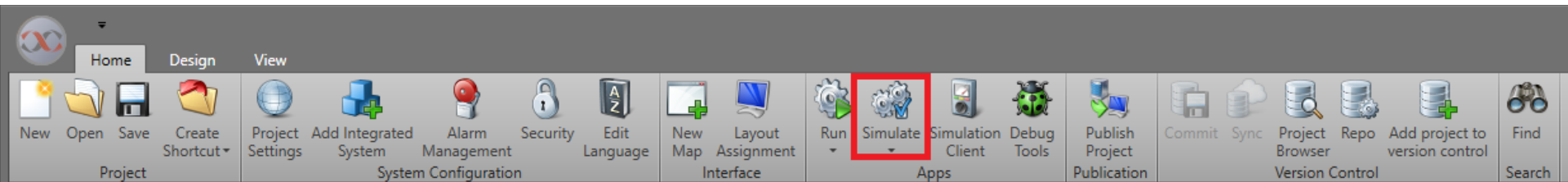
- Run
  - Launch the current project in the Runtime application



# Home Tab – Runtime

- **Simulate**

- Launch the current project in the Runtime application in simulation mode

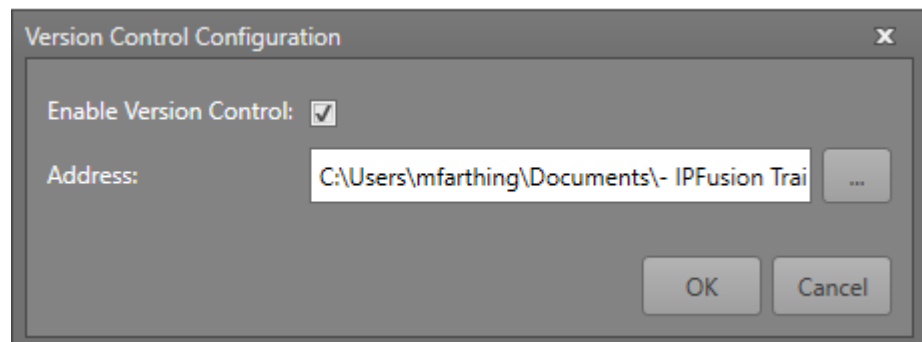
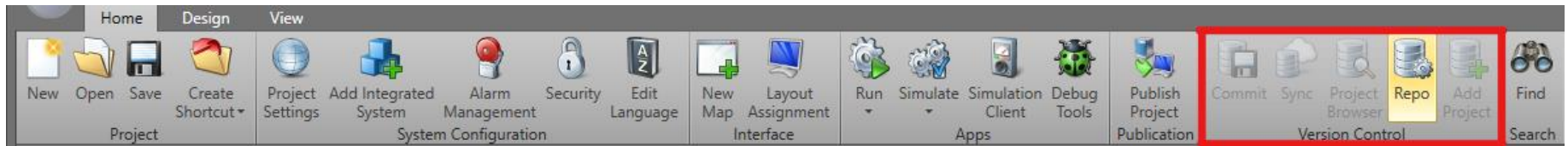


# Version Control

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# Overview – Version Control

- Allows you to create a repository to track project changes
  - Commit new changes
  - Sync changes made to repository
  - Revert to previous versions
- Repository can be located on local machine or on remote server



# Home Tab – Version Control

- Project Browser

The screenshot displays the 'Project Browser' window for a project named 'NewProject'. The interface is divided into several sections:

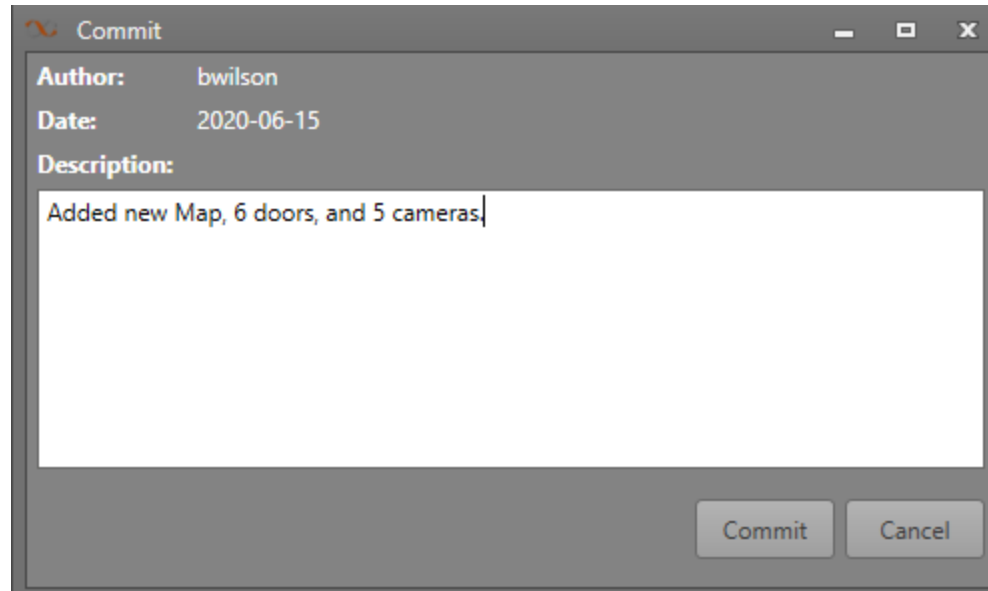
- Project List:** A sidebar on the left shows a tree view with 'Example' (In Progress), 'NewProject' (Available), and 'VersionControl' (In Progress).
- Project Details:** The main area shows 'NewProject' with metadata: Created by: bwilson, Created: 11/20/2019 10:22:03 AM, Description: No Description, and Local Path: C:\Users\bwilson\Documents\IPFusion Projects\NewProject(1). Buttons for 'Open Project' and 'Undo Changes' are present.
- Version History:** A list of versions is shown, with 'Version # 2' selected. It indicates 'Synced' status and the content 'something'. 'Version # 1' is also listed as 'Synced' with 'No Description'.
- Version # 2 Details:** A detailed view of the selected version shows: Author: bwilson, Date: 1/3/2020 9:40:32 AM, and Description: something. Buttons for 'Revert' and 'Changes' are at the bottom.

A 'Refresh' button is located at the bottom left of the main content area.



# Home Tab – Version Control

- Commit
- Commits will be sent to remote once they are synched





# Home Tab – Version Control

- Version History

MilestoneTest

Created by:  
Created: May 20, 2020 3:30:10 PM  
Description: Milestone test project

Open Project

### Version History

<b>Version #3</b> (2020-06-09) Synced updated IPs	<b>Version #2</b> Author: Date: May 22, 2020 10:01:44 AM Description: Updated GUIDs, latched alarm to inactive output state
<b>Version #2</b> (2020-05-22) Synced Updated GUIDs, latched alarm to inactive output st...	
<b>Version #1</b> (2020-05-20) Synced	

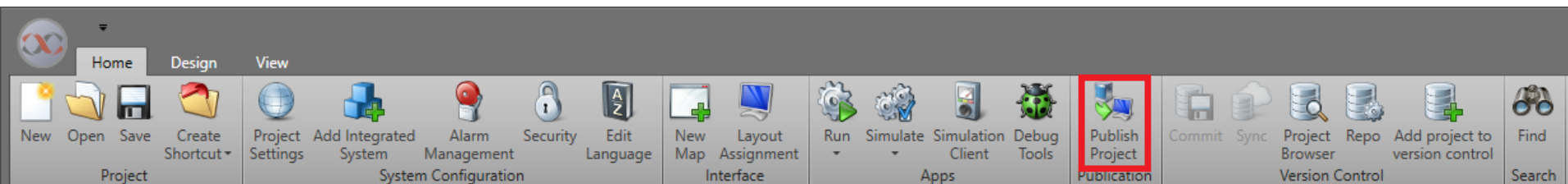
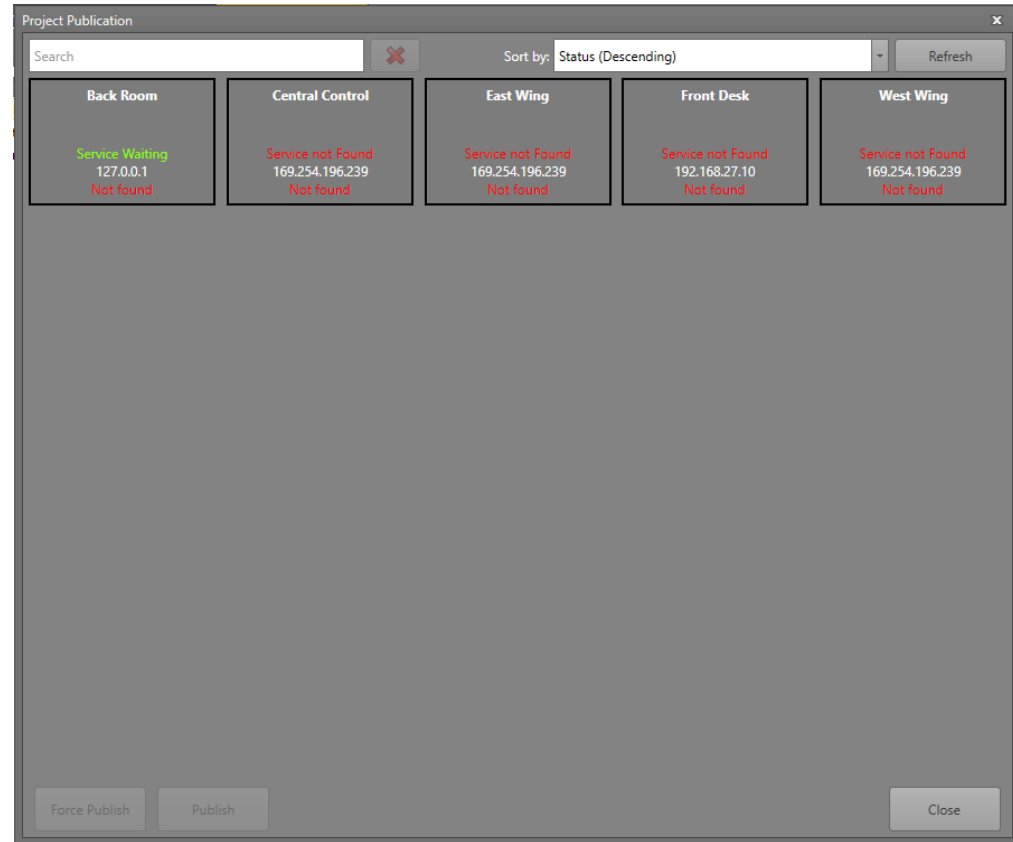
# Publication

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# Home Tab – Publication

- **Publish Project**

- Copies the current project to Workstation
- Shows current status of each Workstation's published project (white = current, red = outdated/fault)
- If required, Runtime will restart
- When Runtime.exe is launched, Runtime will load the most recently published project



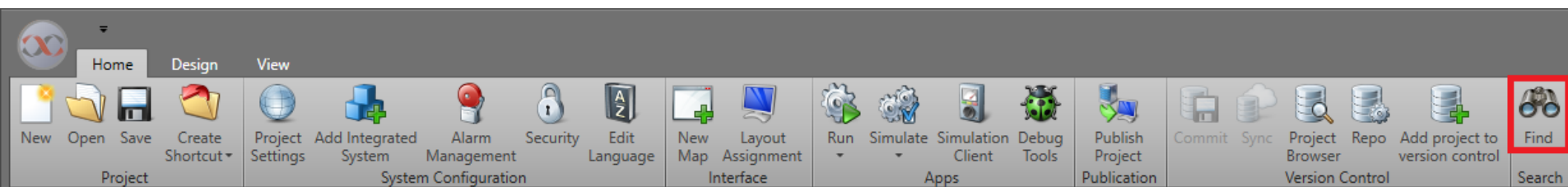
# Find

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# Home Tab – Search

- **Find**

- Find and specific strings found throughout the project
- Advanced searching with regular expressions

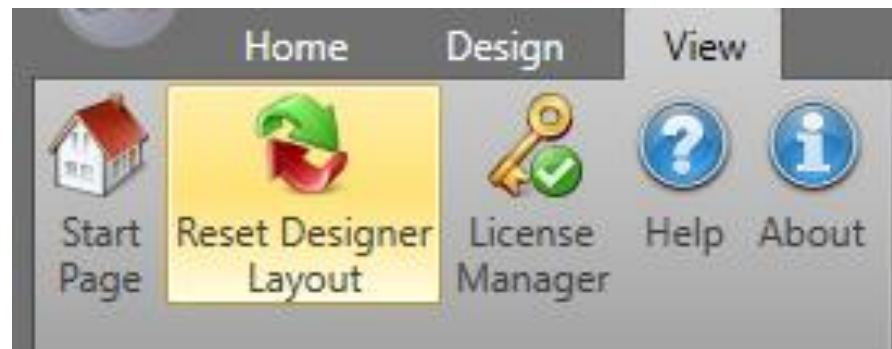


# Layout

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# View Tab – Layout

- **Reset Designer Layout** — Sets layout back to default settings

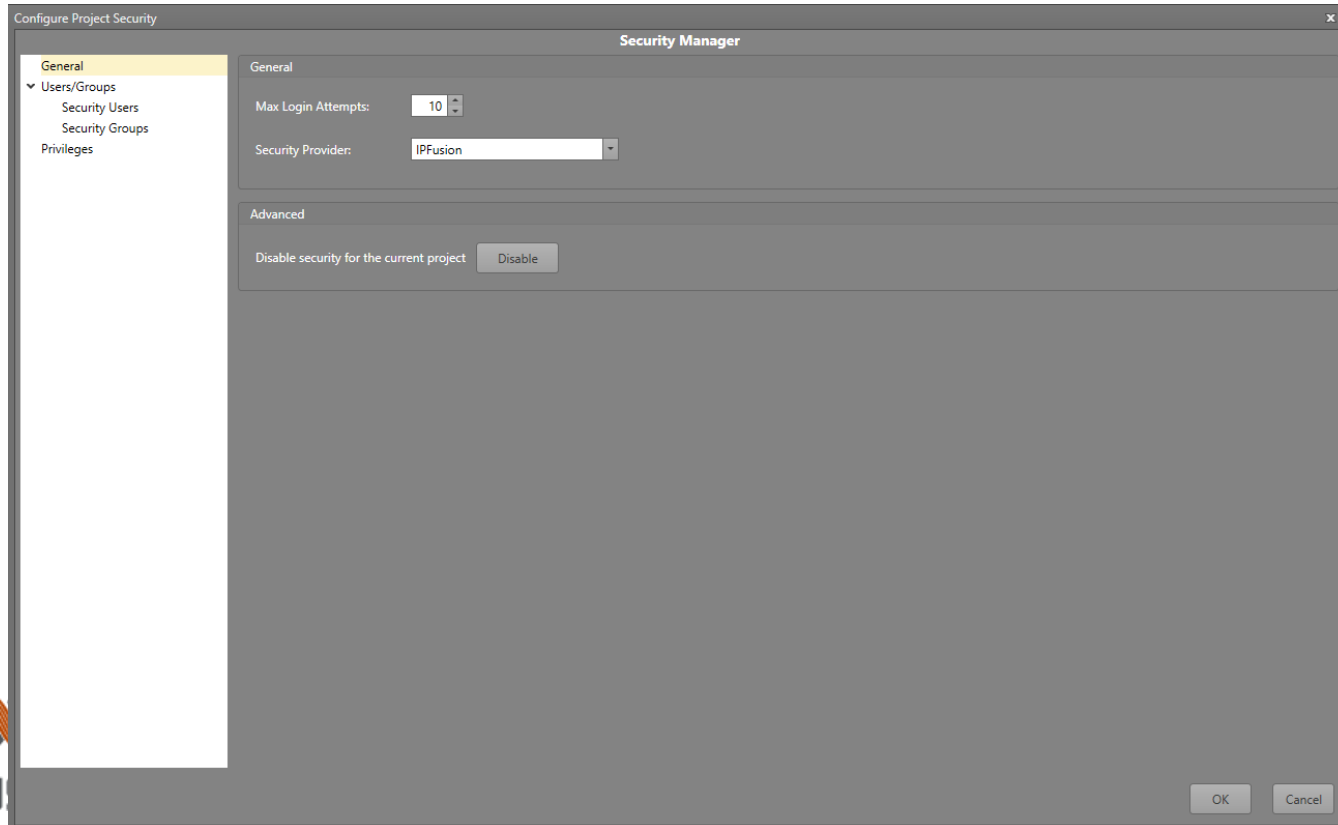
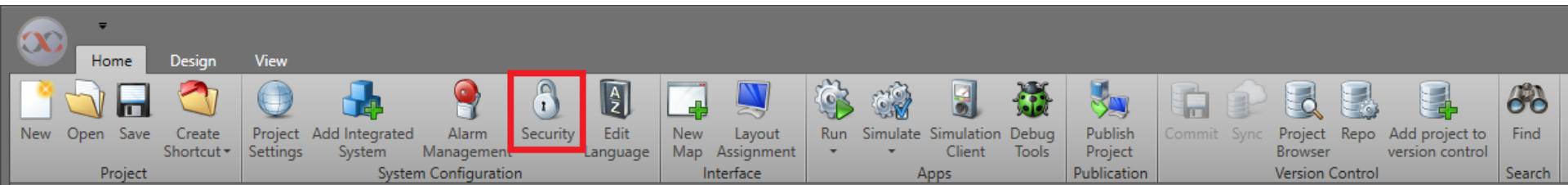


# Security

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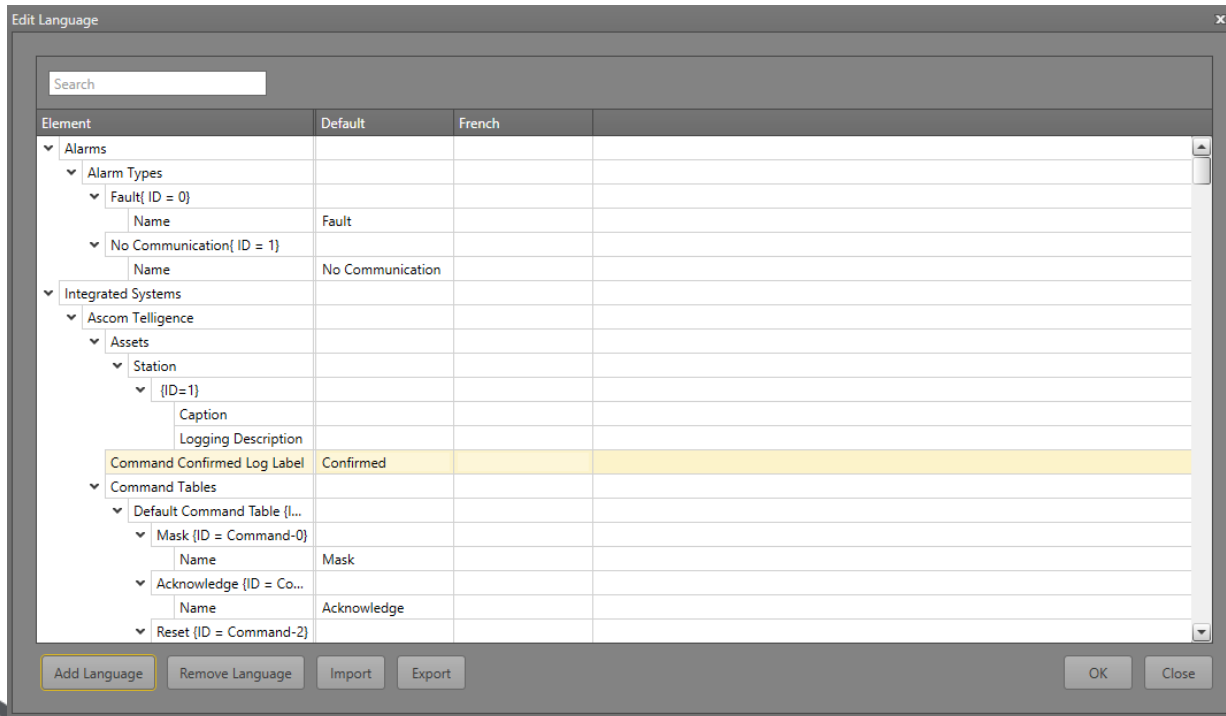
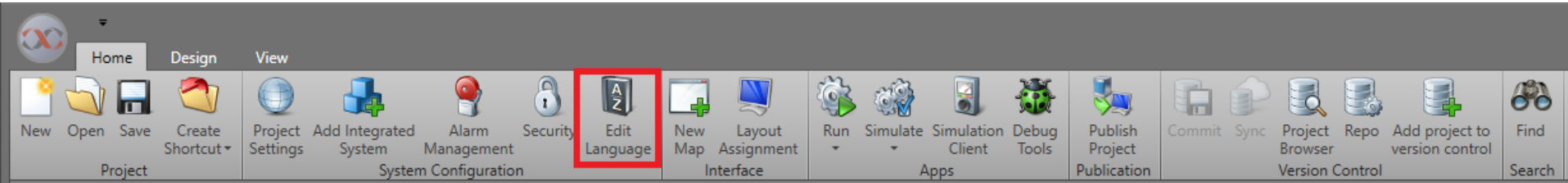
# Home Tab – Security



# Language Manager

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# Home Tab – Edit Language



# Module 2 Complete

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