≡BROSIS≡

Engineering GmbH · Software und Industriesteuerungen

Commander

BROSIS – Commander Client

BROSIS Commander

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Chapter

1

Introduction

About BROSIS-Commander Client.

T he Client of BROSIS-Commander is used to display and operate industrial plants and control systems. The PLC variables are accessed via Brosis-Commander Server. The use of Client-Server technology enables several user interfaces on different computers to access one server and thus, one PLC. Below is an overview of the tasks assumed by the User Interface.

Task	Description
Window Administration	The user interface administrates the windows (dialogues) and sends (registers) the requested variables to the server.

Installation

An installation routine is not provided for Brosis-Commander. All you have to do is copy the delivered files into an empty directory and start the programmes, BROSISCommander_Srv.exe, and BrosisCommander.exe.
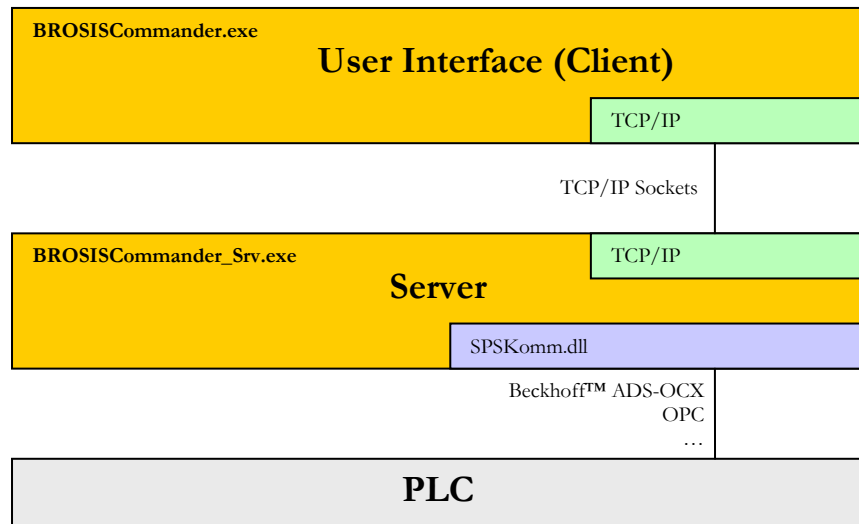
Due to the structure of the programme we recommend using the directory structure described below:

Directory	Contents
Main directory	Main directory created by you.
\Client	The directory includes all the files and programmes required by the Client. These are:
\Client\Bilder	Includes the images to be accessed by the User Interface, which are not firmly embedded in the project.
\Server	The directory includes all the files and programmes required by the Server.
\Server\TypeInfo	Includes the article data and project file of the Server (Server.cfg)
\Server\Protocols	Includes the protocol files.

Client Structure

Below is an illustration of the internal Server structure, as well as of its connections to the User Interfaces (Clients) and PLC. In addition, a brief description of the individual components is given.

BROSISCommander.exe	
User Interface (Client)	TCP/IP

TCP/IP Sockets

BROSISCommander_Srv.exe	TCP/IP
Server	
	SPSKomm.dll

Beckhoff™ ADS-OCX
OPC
…

PLC

- **BROSISCommander.exe** is the actual User Interface.

- **BrosisCommander_Srv.exe** is the Server.

- **SPSKomm.dll** establishes the connection to the PLC. Several versions are available, e.g. for Beckhoff™ ADS-OCX, OPC, …

Chapter

2

Files and Parameterisation

Description of the required Files and Server Parameterisation

B elow please find a list and explanation of all the files required by the server:

File	Contents
\Client	
BROSISCommander.exe	Executable programme file of the Client.
BROSISCommander.ini	INI-file for Client parameterisation. The possible entries are described below in this Chapter.
BorlndMM.dll	Memory Administration Library.
Fenster.ini	Includes the window settings of the server (Position, size, …). This file is generated automatically; after deleting the file, the standard settings are used again.
Sprachen.dat	Includes a list of languages and the associated language code, e.g. : 1;German 2;English 3;French **Note**: This file is also used within the project administration and allows changing languages.
Tastatur.txt	Includes the keyboard definition.
*.bsk	Includes the Skin to be used. The exact file name has to be entered in the INI-file.
*.bbp	Includes the project file to be used. The exact file name has to be entered in the INI-file.
Logo.jpg	If you do not wish the BROSIS logo to appear after the start, you may also embed your own logo. Please note that the pixel size is 430 x 101. **Note:** If the User Interface is not registered, the BROSIS logo will appear again.

Ini-File – Standard Input

Server parameterisation is effected via an INI file (BrosisCommander_Srv.ini). Besides permanently existing entries there are special entries, which are dependent on the DLLs used (i.e. access to the PLC (OPC, ADS-OCX, …).

BROSISCommander.ini

Input	Description
[Client]	
Host	IP-address of the server. This entry may be omitted, if the server runs on the same computer as the user interface. In addition to the IP addresses the computer name can be entered as well. However, this should only be done if the name resolution takes place at the right time (Name Server or entry in file „\Windows\ System32\ Drivers\ Etc\ hosts'). If a Windows Peer-To-Peer network is used, it is possible that no name resolution is available at the programme start. This makes it impossible to establish the connection!
Port	Number of server port. This entry has to be identical with [Server] Port = xxx of the server.
[Einstellungen]	
SkinDateiName	File name of the Skin file to be used (*.bsk).
ProjektDatei	File name of the project file to be used (*.bbp).
ShowFensterTitel	Possible values are 0 (Default) or 1. The entry shows if the title of the window has to be displayed (1) or not (0). If the window title is shown, the window can be dragged!
Titel	Indicates the window title, which is also displayed in the task bar (Default = BROSIS-Commander)
SprachCode	Indicates the Language Code to be used at the start of the programme (Default=1).
AutoTastatur	Enables opening the virtual keyboard automatically during entries (=1) (Default=0).
PutzDauer	Duration (in seconds) over which the CleanUp dialog is opened (Default=30).

[User]	
AnmeldungResetMin	Indicates after how many minutes the login is reset to the value used at programme start. If this function is not required, 0 (Default) may be entered here.
AnmeldungResetMin_1 … AnmeldungResetMin_5	Indicates (for user right classes 1 to 5) after how many minutes the login has to be reset to the value used at the programme start. If this function is not desired, 0 (Default) may be entered here. The default is the content of „AnmeldungResetMin".

[Position]	
Links	Indicates the X position of the client at programme start. If the [Position] section does not exist, the window will appear centred.
Oben	Indicates the Y-position of the Client at programme start. If the [Position] section does not exist, the window will appear centred.

[Information]	
Zeile_1 Zeile_2 Zeile_...	Allows you to enter the information shown at the start. If nothing is entered here, the following information will be given: BROSIS Engineering GmbH Am Kirchbühl 9 D-88099 Neukirch Phone: (+49) 07528/9516-10 Email: info@brosis-engineering.de

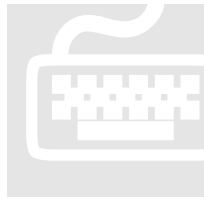## Configuration of the virtual Keyboard

Pending

Chapter

3

Programme Operation

Access and Operation of BROSISCommander.

T he BrosisCommander will first attempt to establish a Server connection after the start. This attempt is cyclic and will be repeated until the Server entered in the INI-file sends a reply. The programme cannot be operated until the server connection is established. In addition to the parameterisable operation via dialogues, the main menu can be opened by clicking on the logo. This menu allows the user to login, change languages or terminate the programme.

Access Parameters

The following parameters can be entered on starting the Client:

Parameter	Description
/debug	Allows displaying the LOG dialogue.
/User=\<name\> /Password=\<Passwort\>	Allows automatic login at the start of the programme. Determines whether or not User Administration will be used. If User Administration is used, the User Name and Password must be entered; in all other cases the password is sufficient for one of these entries. Automatic login as developer can be effected by entering: /user=superuser /password=9876
/Panel=\<Panelnumber\>	Indicates the number of the panel. This number can be used in the parameterisation via the wildcard {PANEL}, e.g. for names of variables.
/LowColor	Adjusts the display for graphic cards with only 16 colours.
/NoClose	If this parameter is entered, the user interface can only be closed after the operator has logged in as developer. The project settings will be ignored in this case.

The Menu

The menu can be accessed by clicking the logo. Which logo has to be used can be defined in the Skin definition.

Menu item	Description
Language	This menu item allows changing languages. The languages listed here are also found in Sprachen.dat.
Login	Enables user login.
Logoff	This menu item will only be available if a User Administration is provided.
Information	Indicates information on the version used.
Terminate	Terminates the programme.
Shutdown	Shuts Windows down. The actual procedure can be defined in the Project Administration.

Note:

The menu texts shown here can be freely defined in the project administration!