SIEMENS

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LOGO! Web Editor Online Help

Operating Instructions

10/2020

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⚠ WARNING
indicates that death or severe personal injury **may** result if proper precautions are not taken.

⚠ CAUTION
indicates that minor personal injury can result if proper precautions are not taken.

NOTICE
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Introduction 1

1.1 General introduction

LOGO! Web Editor is used together with LOGO! Base Module (BM) and LOGO! Soft Comfort. This tool helps you create user-defined web pages in the Editor pane, and visually view the whole project through Web Server of LOGO! Base Module.

With LOGO! Web Editor, you can:

- integrate different components including some variables conveniently;
- customize individual web pages.

Document History

The following edition of LOGO! Web Editor has been published:

Edition	Version	Comment
11/2017	V1.0	First edition
03/2019	V1.0.1	Second edition
10/2020	V1.1	Third edition

1.1.1 What's new in LOGO! Web Editor 1.1?

The features described below are only used for LOGO! Web Editor V1.1.

New functions

LOGO! Web Editor V1.1 provides the following new features:

- Cloud Web Application: You can deploy a LWE V1.1 project to AWS (Page 50)(Amazon Web Services) Elastic Beanstalk and view the deployed project through browsers (Page 73).

Changed functions

Pages: add new function to create a Login Page (Page 15).

Global configuration:

- new IoT thing table to add IoT things.

Component: the name of component "Digital Value" is changed to "Switch button".

- Rainbow (Page 36)
- Trend View (Page 41)

- Push Button (Page 29)
- Webcam (Page 43)
- Login (Page 45)
- PDF (Page 26)

New menu commands

- File -> Export as BM Https Project (Page 54)
- File -> Export as AWS Web App (Page 54)
- File -> Deploy to AWS (Page 50)
- Window -> Reset Windows (Page 61)

1.1.2 Basic concept

Having a general idea of LOGO! Web Editor is the prerequisite for using it. The basic concept about the whole project is as follows:

Project

In LOGO! Web Editor, project contains Pages and a Navigator. Each page contains pre-defined components, such as Text, Image, Digital Value and so on. Global Tag is defined for facilitating end user to bind components and variables.

Pages

Pages contains a Login page, a Home page and some user-defined pages. Home page is a default page, while you can determine whether to create Login page or user-defined pages according to your requirements. You can create your own Login page for logging on LWE project deployed on LOGO! BM or Cloud. Either Login page, Home Page or other page is a web page, and you can visit it in web browser after deploying a project to LOGO! BM or Cloud.

Navigator

Navigator is a floating page of the web site and it intended to aid users to switch between different web pages or log off during the runtime operation.

Navigator is a floating page for accessing different pages or log off in the deployed LWE project.

Component

LOGO! Web editor contains a couple of pre-defined components for web page. Each component has different render effect in web page. Each component contains some properties.

Variable

Variable is read/write data element of LOGO! BM, such as I, Q, AI, AQ and etc. Variable can be bound with component. You can read/write variable via components.

Private Tag

A private tag that is used for the component it bound with only.

Global Tag

A global tag that is declared outside any component and is accessible to all component throughout the project.

Tag Table

Tag Table is a place to define Global Tags, and you can add, modify, and delete Global Tags here.

IoT Thing Table

IoT Thing Table is used to create, update and delete IoT things registered in Amazon Web Services (AWS). After an IoT thing is created in IoT thing table, this IoT thing can be referenced in tag table or component property.

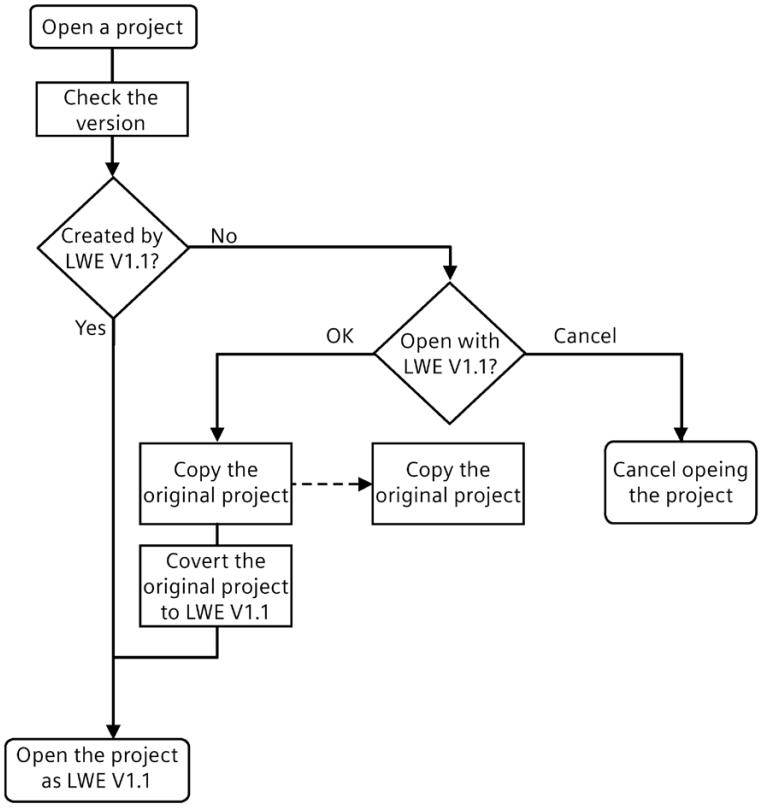
IoT Thing name

IoT thing name is the name you fill in IoT Thing table for IoT thing. It must be the same as the name you registered in AWS.

1.1.3 Compatibility

Project compatibility

If the project is created with a version earlier than LWE V1.1 LOGO!, the project cannot be opened with LWE V1.1. If you open the project with the LWE V1.1, LWE V1.1 saves the original project and upgrades the original project to V1.1.



LOGO! Base module

LOGO! Web Editor is available for:

- LOGO! 8 6ED1052-xxx08-0BA0
- LOGO! 8 6ED1052-xxx08-0BA1

Java runtime environment

LOGO! Web Editor V1.1 is compatible with the following Java Runtime Environment:

- 1.8.0_191

Browser

LOGO! Web Editor V1.1 is compatible with the web browsers which support HTML5:

- **Microsoft Internet Explorer** with minimum version 11.0
- **Mozilla Firefox** with minimum version 30.0
- **Google Chrome** with minimum version 45.0
- **Apple Safari** with minimum version 10.0

Note

Siemens recommends you use the latest version of Google Chrome when visiting the deployed LWE projects.

Operating systems

LOGO! Web Editor V1.1 supports the following systems:

- **Windows**: Windows 7, Windows 8 or Window 10;
- **Mac OSx:** Mac OS X 10.9 Mavericks; Mac OS X 10.10 Yosemite; Mac OS X 10.11 X El Capitan; Mac OS X 10.12 Sierra; Mac OS X 10.13 High Sierra; Mac OS X 10.14 Mojave
- **Linux**: SUSE Linux 12 sp1, kernel 3.12.74. Compatible with all Linux distributions which are aligned with Java 2. You can find the necessary hardware requirements from the corresponding Linux distribution.

1.2 Security information

Siemens provides products and solutions with industrial security functions that support the secure operation of plants, systems, machines and networks.

In order to protect plants, systems, machines and networks against cyber threats, it is necessary to implement – and continuously maintain – a holistic, state-of-the-art industrial security concept. Siemens' products and solutions constitute one element of such a concept.

Customers are responsible for preventing unauthorized access to their plants, systems, machines and networks. Such systems, machines and components should only be connected to an enterprise network or the internet if and to the extent such a connection is necessary and only when appropriate security measures (e.g. firewalls and/or network segmentation) are in place.

For additional information on industrial security measures that may be implemented, please visit (https://www.siemens.com/industrialsecurity).

Siemens' products and solutions undergo continuous development to make them more secure. Siemens strongly recommends that product updates are applied as soon as they are available and that the latest product versions are used. Use of product versions that are no longer supported, and failure to apply the latest updates may increase customers' exposure to cyber threats.

To stay informed about product updates, subscribe to the Siemens Industrial Security RSS Feed visit (https://www.siemens.com/industrialsecurity).

User interface

2

2.1 User interface - Overview

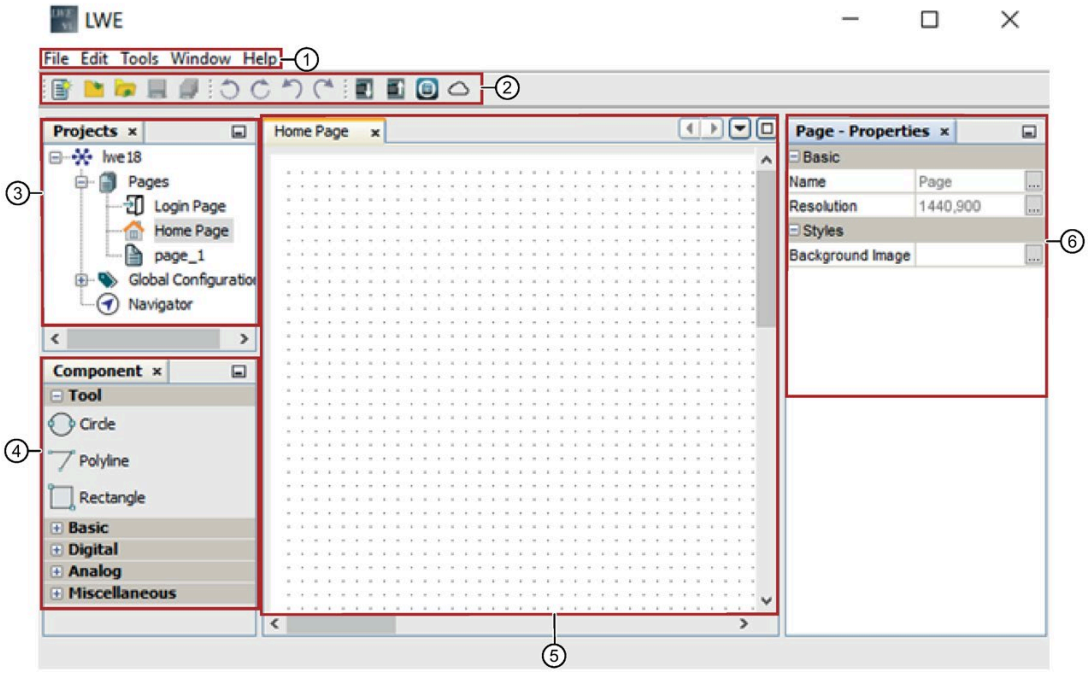
User interface

LOGO! Web Editor starts with an empty pane for the project.

When you create a new project, the user interface appears as follow:

- A new project appears in Project tree.
- Component pane contains all the component information.
- An empty window for Home Page in the Editor pane.
- Property pane contains the properties information for the Home Page.

To help you maintain an overview of a complete project, the right side and the bottom of the Editor pane contain scroll bars, which you can use for vertical and horizontal scrolling of the project editing.



① Menu bar
② Standard toolbar
③ Project tree pane
④ Component pane
⑤ Editor pane
⑥ Property pane

Menu bar

The top of the LOGO! Web Editor window contains the menu bar (Page 46). Here, you can find various commands for editing and managing your projects, as well as functions for defining your default settings and for transferring of the project to and from LOGO!.

Standard toolbar

The standard toolbar (Page 13) appears above the Project tree and Editor pane's interface. Initially, LOGO! Web Editor shows you a reduced standard toolbar that provides only the essential functions.

The standard toolbar provides direct access to the essential functions of LOGO! Web Editor.

After you open a project for editing, you can see the complete standard toolbar.

You can use these icons to create a new project or download, save an existing project, undo/redo the last action, or initiate data transferred to and from LOGO! devices.

2.2 Function keys and shortcuts

LOGO! Web Editor provides the following function key and shortcuts for frequently called functions:

Function key in LOGO! Web Editor:

[F1]	Help -> Help Contents (Page 61)

Shortcuts in LOGO! Web Editor:

	In the File menu (Page 47):
[Ctrl+Shift+N]	File -> Open Project (Page 48)
[Ctrl+F4]	File -> Close Project (Page 49)
[Ctrl+S]	File -> Save (Page 49)
[Ctrl+Shift+S]	File -> Save All (Page 49)
[Alt+F4]	File -> Exit (Page 54)
	In the Edit menu (Page 54):
[Ctrl+Y]	Edit -> Redo (Page 55)
[Ctrl+Z]	Edit -> Undo (Page 55)
[Ctrl+A]	Edit -> Select All (Page 55)
[Ctrl+C]	Edit -> Copy (Page 56)
[Ctrl+V]	Edit -> Paste (Page 56)
[Delete]	Edit -> Delete (Page 56)
	In the Tools menu (Page 56):
[Ctrl+D]	Tools -> Download (Page 56)

[Ctrl+U]	Tools -> Upload (Page 58)
	In the Window menu (Page 59):
[Ctrl+1]	Window -> Project (Page 60)
[Ctrl+2]	Window -> Properties (Page 60)
[Ctrl+3]	Window -> Component (Page 60)
[Ctrl+4]	Windows -> Reset Windows (Page 61)

2.3 Standard toolbar overview

The icons of the standard toolbar provide quick access to commands that are also available on the menu.

In LOGO! Web Editor, you can use the mouse-over-button function to display the icon name, which represents the tooltip. This helps you quickly recall the function of the icon, without calling the menu or the help.

The following commands are found in the standard toolbar:

	File:	New Project (Page 47)
		Open Project (Page 48)
		Close Project (Page 49)
		Save (Page 49)
		Save all (Page 49)
		Deploy To SD Card (Page 50)
		Deploy To AWS (Page 50)
	Edit:	Left Rotate (Page 55)
		Right Rotate (Page 55)
		Redo (Page 55)
		Undo (Page 55)
	Tools:	Download (Page 56)
		Upload (Page 58)

2.4 Projects tree pane

In the Project tree pane, you can configure and manage your projects. When you create a new project from the menu bar of File -> New Project (Page 47), LOGO! Web Editor creates a new project with a **Pages**, a **Global Tags** and a **Navigator** automatically.

- Pages (Page 14)
- Global Tags (Page 16)
- Navigator (Page 18)

2.4.1 Pages

Pages is the container of your pages. Page is the main editing area of LOGO! Web Editor. You can edit pages with the provided components (Page 20), and save the pages as html file in project. After deploying the project in LOGO! Base module or Cloud, you can view them in web browser. You can navigate among different pages with Navigator (Page 18).

The **Pages** can contain one default **Home Page**, a Login page and other pages. You can open a page by double-clicking the **page** icon, or right-clicking the **page** icon and select **Open** button.

Home page (Page 14)

Login page (Page 15)

Other pages (Page 15)

Page Properties

- **Basic**
  - Name: Page
  - Resolution: you can modify the width and height of the page in the **Size** window.
- **Styles**
  - Background Image: you can select a appropriate picture for the current page from **Graph Library**.

Note

Graph Library is the LOGO! Web Editor build-in graphics library. It contains three parts: Build-In Graph, Color and My Graph. You can choose any of the graphic for the image by selecting the picture, and confirm the selection by clicking **OK** button. For detailed information, refer to the chapter Graph Library (Page 62).

2.4.1.1 Home page

This is the home page for your project, and the **Home page** cannot be deleted.

When you create a new project (Page 47), the **Home Page** is created under the **Pages** in the Project tree.

2.4.1.2 Login page

You can add a Login page for your project. When the Login page is enabled, you need to input a password to login.

- When the project is deployed on LOGO! BM, you need to enter the password of Web User or Web Guest.
- When the project is deployed on the Cloud, you need to enter the password you set when you deploy (Page 50) the project.

Create a Login page

- Right-click the Pages icon and select **Create Login Page**.

Then the Login page is created above the **Home Page** and the **Login Page** is opened in Editor pane.

Open or delete the Login page

- Right-click the Login page icon and select the **Open or Delete** from the shortcut menu.

Create the Login panel

1. Drag and drop the Login component (Page 45)to the login page and set the properties as you need.
2. Save (Page 49) the change.

Enable or disable the Login page

- Right-click the Login page icon and select the **Enable or Disable** from the shortcut menu.

2.4.1.3 Other pages

You can add more pages according to your need. The pages you add can be deleted.

To create a new page

- Right-click the Pages icon and select **New Page**.

Then a page (page_number) is created below the **Home Page** and the new page is opened in Editor pane.

To open, delete or rename a page

- Right-click the **page_x** icon and select the corresponding options (**Open**, **Delete** or **Rename**) from the shortcut menu depending on your need.

2.4.2 Global Tags

Global Configuration is the set of LOGO! BM variable. The **Global Configuration** contains **Tag Table** and **IoT Thing table**, and the they cannot be deleted. **Tag Table** is a place to define Global Variables. **IoT Thing Table** is place to create, update and delete Cloud devices. The IoT thing can be added in **Tag Table** after they are created in IoT thing table.

When you create a new project (Page 47), **Global Configuration** is created in the project tree.

2.4.2.1 Tag Table

Tag table is used to define the global variables for your project. These variables can be from the local device or Cloud. After you saved the Tag table, you can use the variable and its binding data in the component property. The component filters the variables in Tag table, and only variables which match the component property are showed in the **Variable Name** drop down list.

Block number varies according to the corresponding block type. For the detailed information, refer to the following table.

Block Type	Block Number
I	I1-I24
Q	Q1-Q20
M	M1-M64
AI	AI1-AI8
AQ	AQ1-AQ8
AM	AM1-AM64
V	V: 0-850 Bits: 0-7
VD	VD: 0-847
VW	VW: 0-849
Cursor Key	C1-C4
Function Key	F1-F4
Shift Register	S1.1-S1.8,S2.1-S2.8, S3.1-S3.8,S4.1-S4.8

Open the Tag Table

Open the Tag Table with either of the following ways:

- Right-click the Tag Table icon and select **Open** button;
- Or double-click the Tag Table icon .

Add a variable in Tag Table

1. Click **Add** to add a new row.
2. Define the alias name for the variable by double-clicking the **Name** column;
3. Select Block type from the drop-down menu, and select corresponding value for each Block type in Block Number.
4. Save the table by click **Apply** or Save (Page 49).

Delete a variable in Tag Table

1. Select the row which contains the variable you want to delete.
2. Click **Delete**.
3. Save the table by click **Apply** or Save (Page 49).

See also

Creating a new Project (Page 72)

Standard toolbar overview (Page 13)

2.4.2.2 IoT Thing Table

IoT Thing Table is used to create, update and delete IoT things registered in Amazon Web Services (AWS). After an IoT thing is created in IoT thing table, this IoT thing can be referenced in tag table or component property.

Open the IoT thing Table

Open the Tag Table with either of the following ways:

- Right-click the IoT Thing Table icon and select **Open** button;
- Double-click the IoT Thing Table icon.

Add an IoT Thing

1. Click **Add** to add a new row.
2. Enter the IoT Thing name and description.

   Note

   The IoT Thing name must be the same as you resisted in AWS.

3. Save the table by clicking **Apply** or Save (Page 49).

Note

When you set the IoT thing name in the property pane of a component,

- if you set the IoT thing name the as a real IoT thing name but you deploy the LWE project to local BM, the IoT things is identified as local device.
- if you set the IoT thing name as local device and deploy the LWE project to Cloud, the data for IoT thing will not be transferred to Cloud.

Delete an IoT Thing

1. Select the row which the IoT Thing you want to delete is in.
2. Click **Delete**.
3. Save the table by clicking **Apply** or Save (Page 49).

2.4.3 Navigator

Navigator is a floating page of the web site and it is intended to aid users to switch among different web pages or log off during the runtime operation.

When you create a new project (Page 72), a **Navigator** is created in the Project tree.

Open a Navigator

Follow either of the way to open a Navigator in Editor pane:

- Right-click the Navigator icon and select **Open** button.
- Or double-click the Navigator icon.

Add a link in the Navigator

1. Drag **Navigator Item** component under the Navigation bar.
2. Set the Link values in Navigator Item Property pane:
   - Set the name by modifying the **Text**.
   - Set the link by selecting the page from the drop-down menu of **Link**.

   Note

   The added navigator item can be link to an LWE page or LOGO! System page (Web server).

3. Save (Page 49) the navigator.

Properties for Navigator Item

- **Basic**
  - Name: Navigator Item
  - Location: you can only check the location coordinate from the Location pane.
  - Size: you can only check the width and height information from the Size pane.
- **Styles**
  - Font: select **Font**, **Font Style** and **Size** depending on your need. Click the **OK** button for save the correction or click the **Reset to Default** button to reset to the default setting.
- **Values**
  - Text: Type the Navigator Item name for each page.
  - Link: select Home Page or another page name which you have created in the drop-down menu.

2.5 Editor pane

The Editor pane is the working space for the project, and it is shown in the middle of the window. It displays the opened pages, global configuration and navigator for the editing project. You can switch the editor pane for different panes, configuration tables and navigator by clicking the tabs above the editor pane.

With the scroll bars on the right side and the bottom of the editor pane, you can view the complete project.

When you edit components in the Editor pane, you can refer to How to edit component through the shortcut menu (Page 98).

2.6 Components pane

The components can be classified to five segments: Tool, Basic, Digital, Analog and Miscellaneous in the component pane.

You can configure the component based on your requirements.

Tool									
	Polyline (Page 21)		Rectangle (Page 22)		Circle (Page 20)				
Basic									
	Text (Page 27)		Image (Page 24)		Link (Page 25)		PDF (Page 26)		Navigator (Page 18)
Digital									
	Switch Button (Page 30)						Push Button (Page 29)		
Analog									
	Analog Value (Page 35)		Analog Bar (Page 32)		Analog Slider (Page 33)		Rainbow (Page 36)		
Miscellaneous									
	Scale Time (Page 39)		LOGO! Clock (Page 38)		Trend View (Page 41)		Webcam (Page 43)		Login (Page 45)

2.6.1 Tool

Tool is generally used for editing basic graphics.

Tool contains the following selections:

- Polyline (Page 21)
- Rectangle (Page 22)
- Circle (Page 20)

2.6.1.1 Circle

Use the Circle component when you want to draw a circle or an ellipse.

In the Circle Properties, you customize the position and size of the component. You can do the following operations in particular:

- Changing size and position of an object (Page 67)
- Setting the background color (Page 70)
- Setting the border and transparency (Page 71)

Draw circles and ellipses

1. Select the **Circle** component .
2. Draw a circle by dragging the **Circle** component directly where you want it to be in the Editor pane.
3. Do one of the following:
   - To draw an ellipse, drag the circle component into the editor pane, and then drag the blue square on the borderline until the ellipse is the desired size, or specify the value for **Location** and **Size** in the Property pane.
   - To select the circle or ellipse, specify the **Border Width** and **Border Style** in the Property pane. If you want to fill border and background with the color, select color swatches separately.

The Properties for Circle

- **Basic**
  - Name: Circle
  - Location: you can modify the location coordinate for the circle.
  - Size: you can modify the width and height information for the circle.
- **Styles**
  - Border Width: adjust the value depending on your need.
  - Border Style: select `dotted`, `dashed`, `solid` or `double` depending on your need.
  - Border Color: click **Border Color** swatches, select a swatch, and click **OK** button.
  - Background Color: click **Background Color** swatches, select a swatch, and click **OK** button.
  - Transparency: value ranges from 1 to 100, adjust the value depending on your need.
  - Fill: click the check box depending on whether to fill the circle with background color.

2.6.1.2 Polyline

Use the **Polyline** component when you want to draw one polyline.

Draw a polyline

1. Select the **Polyline** component .
2. Position the pointer where you want the line to begin in the Editor pane, and click to define the first anchor point.
3. Click again where you want the segment to end.
4. Continue clicking to set anchor points for additional straight segments.

   The anchor point you add always appears as a blue solid square.

5. Complete the polyline by doing one of the following:
   - Select a different tool.
   - Press the **ESC button** on your keyboard.
6. Set the properties for the polyline as you need.

Modify the polyline

1. Select the polyline you want to change.

   The anchor points of the path appear.
2. Select and drag the anchor point you want to change where you want.

Move the polyline

- Select a line segment (but not the anchor points) and drag it where you want.

Properties

- **Basic**
  - Name: Polyline
- **Styles**
  - Weight: enter the width of the polyline.
  - Color: click color swatches, select a color swatch, and click **OK** button.
  - Dashed: select different polyline types `Solid`, `Round Dot`, `Square Dot`, `Dash`, `Dash Dot`, `Long Dash`, `Long Dash Dot` or `Long Dash Dot Dot` depending on your need.
  - Transparency: value ranges from 1 to 100, adjust the value depending on your need.

2.6.1.3 Rectangle

Use the **Rectangle** component when you want to draw a rectangle or a square.

In the Rectangle Properties, you customize the position and size of the component. You can do the following operations in particular:

- Changing size and position of an object (Page 67)
- Setting the border and transparency (Page 71)
- Setting the background color (Page 70)

Draw rectangles and squares

1. Select the **Rectangle** component .
2. Draw a rectangle or a square by dragging the **Rectangle** component directly where you want it to be in the Editor pane.
3. To select the rectangle or square, specify the **Border Width** and **Border Style** in the Property pane.

Properties for Rectangle

- **Basic**
  - Name: Rectangle
  - Location: you can modify the location coordinate for the rectangle.
  - Size: you can modify the width and height information for the rectangle.
- **Styles**
  - Border Width: adjust the value depending on your need.
  - Border Style: select `dotted`, `dashed`, `solid` or `double` depending on your need.
  - Border Color: click **Border Color** swatches, select a swatch, and click **OK** button.
  - Background Color: click **Background Color** swatches, select a swatch, and click **OK** button.
  - Transparency: value ranges from 1 to 100, adjust the value depending on your need.
  - Fill: click the check box depending on whether to fill the rectangle with background color.

2.6.2 Basic

Basic is generally used for adding texts, images and links in your project.

Basic contains the following selections:

- Text (Page 27)
- Image (Page 24)
- Link (Page 25)
- PDF (Page 26)

2.6.2.1 Image

Use the Image component when you want to add an image.

In the Image Properties, you customize the position and size of the component. You can do the following operations in particular:

- Changing size and position of an object (Page 67)
- Setting the background image (Page 70)

Add an Image

1. Select the **Image** component .
2. Drag the **Image** component directly where you want the image to be in the Editor pane.

Note

Consider the image size when you add it. The image size larger than the size limit cannot be uploaded.

- gif < 256 KB
- PNG/JPG/JPEG < 2 MB

3. Edit the image in the Property pane by selecting the appropriate pictures for image in **Graph Library**.

Properties for Image

- **Basic**
  - Name: Image
  - Location: you can modify the location coordinate for the image.
  - Size: you can modify the width and height information for the image.
- **Values**
  - Image: select the appropriate pictures from **Graph Library**.

2.6.2.2 Link

Use the Link component when you want to add a Uniform Resource Locator (URL) link.

In the **Link** Properties, you customize the position and size of the component. You can do the following operations in particular:

- Changing size and position of an object (Page 67)
- Setting the background color (Page 70)
- Setting the style of text (Page 70)

Add a link

1. Select the **Link** component .
2. Drag the **Link** component directly where you want the line of link to be in the Editor pane.
3. To set the text value of link, click "..." at the end of the row "Text Value" and enter the value as you need.
4. To set the link target, enter the Url in the row "Link Target".

   Note

   If you enter more text than can fit within link area, the apostrophe (...) appears in the end of the link area. You should adjust the link area by dragging the blue square on the border or modifying the value for **Size** in the Property pane.

   Each link is independent.

5. Click the down arrow at the end of the row "Link Response Mode" and select the mode you need.

Properties for Link

- **Basic**
  - Name: PDF
  - Location: you can modify the location coordinate for the link.
  - Size: you can modify the width and height information for the link.
- **Styles**
  - Font: select **Font**, **Font Style** and **Size** information separately in the Font pane. Click the **OK** button for save the correction or click the **Reset to Default** button to reset to the default setting.
  - Text Color: click **Text Color** Swatches, select a swatch, and click **OK** button.
  - Background Color: click **Background Color** swatches, select a swatch, and click **OK** button.
  - Fill: click the check box depending on whether to fill the link area with background color.
  - Text Align: align the text on left, center or right.
- **Values**
  - Text Value: Type the content for the link.
  - Url: URL of the link target.
- **Animation**
  - Link Response Mode: select the link response mode.

2.6.2.3 PDF

Use the **PDF** component to upload a pdf file in the LWE project. The PDF file should be no more than 15 MB.

In the **PDF** Properties, you can customize the position, size, and style of the object. You can do the following operations in particular:

- Change the size or position (Page 67)
- Setting the style of text (Page 70)
- Setting the background image (Page 70)

Add a PDF component

1. Select the **PDF** component in the component pane.
2. Drag it to the Editor pane and release the mouse button.

3. Set the name for PDF component.
   - Click "..." at the right end of the row **Value** in the PDF properties pane.
   - Change the Text value as you want.
   - Save the change by clicking **OK** or quit the change by clicking **Cancel**.

     The text value will change to the default value when you select **Reset to Default**.
4. Upload the PDF file to LWE project.
   - Click "..." at the right of the row **PDF File** in the PDF properties pane.
   - Select a pdf file and click **Open**.

The Properties for PDF component

- **Basic**
  - Name: PDF
  - Location: you can modify the location coordinate for the PDF component.
  - Size: you can modify the width and height information for the PDF component.
- **Values**
  - Text Value: Type the content for the PDF component.
  - PDF file: select the pdf file you want to add.
- **Styles**
  - Font: select **Font**, **Font Style** and **Size** information separately in the Font pane. Click the **OK** button for save the correction or click the **Reset to Default** button to reset to the default setting.
  - Text Color: click **Text Color** Swatches, select a swatch, and click **OK** button.
  - Text Align: align the text on left, center or right.
  - Background Image: select the appropriate pictures from Graph Library.

2.6.2.4 Text

Use the Text component when you want to add word description.

In the **Text** Properties, you customize the position and size of the component. You can do the following operations in particular:

- Changing size and position of an object (Page 67)
- Setting the style of text (Page 70)
- Setting the background color (Page 70)

Add a text component

1. Select the **Text** component .
2. Drag the **Text** component directly where you want the line of text to be in the Editor pane.
3. Enter the text by double-clicking the text component to edit inline or changing the **Text Value** in the Property pane.

   When the text reaches a boundary, it automatically wraps to fit inside the defined area
4. Press **esc** key or click other area to exit edit mode.

Properties for Text

- **Basic**
  - Name: Text
  - Location: you can modify the location coordinate for the text.
  - Size: you can modify the width and height information for the text.
- **Values**
  - Text Value: type the content.
- **Styles**
  - Font: select **Font**, **Font Style** and **Size** information separately in the Font pane. Click the **OK** button for save the correction or click the **Reset to Default** button to reset to the default setting.
  - Text Color: click **Text Color** Swatches, select a swatch, and click **OK** button.
  - Background Color: click **Background Color** swatches, select a swatch, and click **OK** button.
  - Fill: click the check box depending on whether to fill the text area with background color.
  - Text Align: align the text on left, center or right.

2.6.3 Digital

Digital Value is used for presenting the digital value "0" and "1" visually.

Digital Value contains:

- Switch Button (Page 30)
- Push Button (Page 29)

2.6.3.1 Push Button

The **Push Button** component is a special digital value component.

In the **Push Button** Properties, you customize the position, size, and style of the object. You can do the following operations in particular:

- Changing size and position of an object (Page 67)
- Setting the style of text (Page 70)

Add a Push Button component

1. Select the **Push Button** component in the component pane.
2. Drag it to the Editor pane and release the mouse button.
3. To define the **Push Button** runtime behavior, click "..." at the right end of the row **Mouse Mode** in the push button properties pane.
   - **Click**: in web page, the status of push button changes by mouse click. Click mode supports the following block types: Q, M, V.
   - **Hold**: in web page, the status of push button changes by holding mouse press. Hold mode supports the following block types: Q, M, V, Cursor Key and Function Key.

   Note

   Push Button in Hold mode can only be used in project deployed to local BM

   If you defined the **Push Button** runtime behavior as **Hold**, the IoT thing name can only be set as "local device".

   If you defined the **Push Button** runtime behavior as **Click**, the IoT thing name can be set either as "local device" or supported IoT thing name bonded in IoT thing table.

4. Set the **On Image** or **Off image** for the push button component.
   - Click "..." at the right end of the row **On Image** or **Off Image** in the push button properties pane.
   - Select an image from the Graph Library and click **OK**.
5. Set the name for **Push Button** component.
   - Click "..." at the right end of the row **Off Text** or **On Text** in the push button properties pane.
   - Change the text as you want.
   - Save the change by clicking **OK** or quit the change by clicking **Cancel**.

     The text value will change to the default value when you select **Reset to Default**.
6. Setting the variable (Page 69)

The Properties for Push Button

- **Basic**
  - Name: Push Button
  - Location: you can modify the location coordinate for the push button.
  - Size: you can modify the width and height information for the push button.
- **Animation**
  - Mouse Mode: select the mouse mode.
  - On Image: select the appropriate pictures for on-state in **Graph Library**.
  - Off Image: select the appropriate pictures for off-state in **Graph Library**.
  - On Text: enter the display content for on-state.
  - Off Text: enter the display content for off-state.
- **Variable**
  - Variable Name: select the **Private Tag** or variables from tag table depending on your need.
  - IoT Thing Name: select **Local Device** or IoT thing names you bounded in tag table
  - Block Type: select the type of variable.
  - Block Number: select the block number.
- **Styles**
  - Font: select **Font**, **Font Style** and **Size** information separately in the Font pane. Click the **OK** button for save the correction or click the **Reset to Default** button to reset to the default setting.
  - Text Color: click **Text Color** Swatches, select a swatch, and click **OK** button.
  - Text Align: align the text on left, center, or right.

2.6.3.2 Switch Button

Use **Switch Button** when you want to present the digital value "0" and "1" visually. "0" is for "off-state", and "1" is for "on-state".

In the **Switch Button** Properties, you customize the position and size of the component. You can do the following operations in particular:

- Changing size and position of an object (Page 67)
- Setting the style of text (Page 70)

Add a Switch Button

1. Select the **Switch Button** component .
2. Drag the **Switch Button** component directly where you want it to be in the Editor pane.

3. Setting the variable (Page 69)
4. Set the **On Image** or **Off image** for the switch button component.
   - Click "..." at the right end of the row **On Image** or **Off Image** in the push button properties pane.
   - Select an image from the Graph Library and click **OK**.
5. Set the **On Text** and **Off Text** for **Switch Button** component.
   - Click "..." at the right end of the row **Off Text** or **On Text** in the switch button properties pane.
   - Change the text as you want.
   - Save the change by clicking **OK** or quit the change by clicking **Cancel**.

     The text value will change to the default value when you select **Reset to Default**.

Properties for Switch Button

- **Basic**
  - Name: Switch Button
  - Location: you can modify the location coordinate for the Switch Button.
  - Size: you can modify the width and height information for the Switch Button.
- **Variable**
  - Variable Name: select the **Private Tag** or **Global Tag** depending on your need.
  - IoT Thing Name: select **Local Device** or IoT thing names you bounded in tag table
  - Block Type: select the type of variable.
  - Block Number: follow the below table to select each value.
  - Writable: for the writable block types, you can enable the write function by clicking the check box next to **Writable**.
- **Animation**
  - On Image: select the appropriate pictures for on-state in **Graph Library**.
  - Off Image: select the appropriate pictures for off-state in **Graph Library**.
  - On Text: enter the display content for on-state.
  - Off Text: enter the display content for off-state.
- **Styles**
  - Font: select **Font**, **Font Style** and **Size** information separately in the Font pane. Click the **OK** button for save the correction or click the **Reset to Default** button to reset to the default setting.
  - Text Color: click **Text Color** Swatches, select a swatch, and click **OK** button.
  - Text Align: align the text on left, center, or right.

2.6.4 Analog

Analog Value is used for editing analog variable visually.

Analog Value contains the following selections:

- Analog Value (Page 35)
- Analog Bar (Page 32)
- Analog Slider (Page 33)

2.6.4.1 Analog Bar

Use the **Analog Bar** component when you want to create an analog bar to show the dynamic variable.

In the **Analog Bar** Properties, you customize the position, size, and style of the object. You can adapt the following properties in particular:

- Changing size and position of an object (Page 67)
- Setting the style of text (Page 70)

Add an analog bar

1. Select the **Analog Bar** component .
2. Drag the **Analog Bar** component directly where you want it to be in the Editor pane.
3. Setting the variable (Page 69)
4. Set the range for **Analog Bar** component in the properties pane.
   - Click "..." at the right end of the row **Max. value** and **Min. value**.
   - Change the value as you want.
   - Save the change by clicking **OK** or quit the change by clicking **Cancel**.

     The value will change to the default value when you select **Reset to Default**.

Properties for Analog Bar

- **Basic**
  - Name: Analog Bar
  - Location: you can modify the location coordinate for the analog bar.
  - Size: you can modify the width and height information for the analog bar.
- **Variable**
  - Variable Name: select the **Private Tag** or variables from tag table depending on your need.
  - IoT Thing Name: select **Local Device** or IoT thing names you bounded in tag table
  - Block Type: select the type of variable.
  - Block Number: select the block number.
  - Block Format: select Signed or Unsigned for the Block value.
  - Decimal Places: select the number of decimal places for the variable value.
- **Animation**
  - Max. Value: set the maximum value for the analog bar depending on your need.
  - Min. Value: set the minimum value for the analog bar depending on your need.
  - Color: click **Color Setting** swatches, according to different ranges, select a corresponding color swatch, and click **OK** button.
- **Styles**
  - Font: select **Font**, **Font Style** and **Size** information separately in the Font pane. Click the **OK** button for save the correction or click the **Reset to Default** button to reset to the default setting.
  - Text Color: click **Text Color** Swatches, select a swatch, and click **OK** button.
  - Border Color: click **Border Color** swatches, select a swatch, and click **OK** button.

2.6.4.2 Analog Slider

Use the **Analog Slider** component when you want to create an analog slider to show the slider variable.

In the **Analog Slider** Properties, you customize the position, size, and style of the object. You can adapt the following properties in particular:

- Changing size and position of an object (Page 67)

Add an analog slider

1. Select the **Analog Slider** component .
2. Drag the **Analog Slider** component directly where you want it to be in the Editor pane.

3. Setting the variable (Page 69)
4. Set the range for **Analog Slider** component in the properties pane.
   - Click "..." at the right end of the row **Max. value** and **Min. value**.
   - Change the value as you want.
   - Save the change by clicking **OK** or quit the change by clicking **Cancel**.

     The value will change to the default value when you select **Reset to Default**.

Properties for Analog Slider

- **Basic**
  - Name: Analog Slider
  - Location: you can modify the location coordinate for the analog slider.
  - Size: you can modify the width and height information for the analog slider.
- **Variable**
  - Variable Name: select the **Private Tag** or variables from tag table depending on your need.
  - IoT Thing Name: select **Local Device** or IoT thing names you bounded in tag table
  - Block Type: select the type of variable.
  - Block Number: select the block number.
  - Block Format: select Signed or Unsigned for the Block value.
  - Decimal Places: select the number of decimal places for the variable value.
  - Writable: for the writable block types, you can enable the write function by clicking the check box next to **Writable**.
- **Animation**
  - Max. Value: set the maximum value for the Analog Slider depending on your need.
  - Min. Value: set the minimum value for the Analog Slider depending on your need.
  - Background Image: select the appropriate picture from **Graph Library**.
  - Thumb Image: select the appropriate picture from **Graph Library**.

2.6.4.3 Analog Value

Use the **Analog Value** component when you want to show the analog value.

In the **Analog Value** Properties, you customize the position, size, and style of the object. You can adapt the following properties in particular:

- Changing size and position of an object (Page 67)
- Setting the style of text (Page 70)

Add an analog value component

1. Select the **Analog Value** component .
2. Drag the **Analog Value** component directly where you want it to be in the Editor pane.
3. Setting the variable (Page 69)

Properties for Analog Value

- **Basic**
  - Name: Analog Value
  - Location: you can modify the location coordinate for the analog value.
  - Size: you can modify the width and height information for the analog value.
- **Variable**
  - Variable Name: select the **Private Tag** or variables from tag table depending on your need.
  - IoT Thing Name: select **Local Device** or IoT thing names you bounded in tag table
  - Block Type: select the type of variable.
  - Block Number: select the block number.
  - Block Format: select Signed or Unsigned for the Block value.
  - Decimal Places: select the number of decimal places for the variable value.
  - Writable: for the writable block types, you can enable the write function by clicking the check box next to **Writable**.
  - Unit: set the unit for the variable.
- **Styles**
  - Font: select **Font**, **Font Style** and **Size** information separately in the Font pane. Click the **OK** button for save the correction or click the **Reset to Default** button to reset to the default setting.
  - Text Color: click **Text Color** Swatches, select a swatch, and click **OK** button.
  - Text Align: align the text on left, center, or right.

2.6.4.4 Rainbow

The **Rainbow** component shows numeric values in the form of an analog gauge. The **Rainbow** is for display only and cannot be controlled by the operator.

In the Rainbow Properties, you customize the position, size, and style of the object. You can adapt the following properties in particular:

- Changing size and position of an object (Page 67)
- Setting the background color (Page 70)
- Set the text font (Page 70)

Add a Rainbow component

1. Select the **Rainbow** component in the component pane.
2. Drag it to the Editor pane and release the mouse button.
3. Setting the variable (Page 69)
4. Set the range for **Rainbow** component in the properties pane.
   - Click "..." at the right end of the row **Max. value** and **Min. value**.
   - Change the value as you want.
   - Save the change by clicking **OK** or quit the change by clicking **Cancel**.

     The range value will change to the default value when you select **Reset to Default**.
5. Set the color for each range.
   - Click "..." at the right end of the row **Color**.
   - In the Color Setting window, customize the range and its color. You can add a range by clicking "+" button.

     Note

     You can add five ranges for a Rainbow component at most.

   - Save the color setting.

The Properties for Rainbow

- **Basic**
  - Name: Rainbow
  - Location: you can modify the location coordinate for the Rainbow.
  - Size: you can modify the width and height information for the Rainbow.
- **Variable**
  - Variable Name: select the **Private Tag** or variables from tag table depending on your need.
  - IoT Thing Name: select **Local Device** or IoT thing names you bounded in tag table
  - Block Type: select the type of variable.
  - Block Number: select the block number.
  - Block Format: select Signed or Unsigned for the Block value.
  - Decimal Places: select the number of decimal places for the variable value.
- **Animation**
  - Max. Value: set the maximum value for the analog bar depending on your need.
  - Min. Value: set the minimum value for the analog bar depending on your need.
  - Color: click **Color Setting** swatches, according to different ranges, select a corresponding color swatch, and click **OK** button.
- **Styles**
  - Background color: select the background color.
  - Fill: select the check box if you want to fill the Rainbow area with background color.
  - Font: select **Font**, **Font Style** and **Size** information separately in the Font pane. Click the **OK** button for save the correction or click the **Reset to Default** button to reset to the default setting.

2.6.5 Miscellaneous

Miscellaneous contains:

- Scale Time (Page 39)
- LOGO! Clock (Page 38)
- Trend View (Page 41)
- Webcam (Page 43)
- Login (Page 45)

2.6.5.1 LOGO! Clock

Use the **LOGO! Clock** component to show the date and time information from LOGO! Base modular.

In the **LOGO! Clock** Properties, you customize the position, size, and style of the object. You can adapt the following properties in particular:

- Changing size and position of an object (Page 67)
- Setting the background color (Page 70)
- Setting the style of text (Page 70)

Note

LOGO! Clock can only be used in projects deployed to LOGO! BM.

Add a LOGO! Clock component

You can only read the date and time information from LOGO! Base modular.

1. Select the **LOGO! Clock** component .
2. Drag the **LOGO! Clock** component directly where you want it to be in the Editor pane.
3. Setting the variable (Page 69)

Properties for LOGO! Clock

- **Basic**
  - Name: LOGO! Clock
  - Location: you can modify the location coordinate for the text.
  - Size: you can modify the width and height information for the text.
- **Styles**
  - Font: select **Font**, **Font Style** and **Size** information separately in the Font pane. Click the **OK** button for save the correction or click the **Reset to Default** button to reset to the default setting.
  - Text Color: click **Text Color** Swatches, select a swatch, and click **OK** button.
  - Background Color: click **Background Color** swatches, select a color, and click the **OK** button.
  - Fill: select the check box if you want to fill the text area with background color.
  - Text Align: align the text on left, center, or right.
  - Time format: select the time format.
- **Variable**
  - IoT Thing Name: select **Local Device** or IoT thing names you bounded in tag table

2.6.5.2 Scale Time

Use the **Scale Time** component when you want to display a time value.

In the **Scale time** Properties, you customize the position and size of the component. You can do the following operations in particular:

- Changing size and position of an object (Page 67)
- Setting the style of text (Page 70)

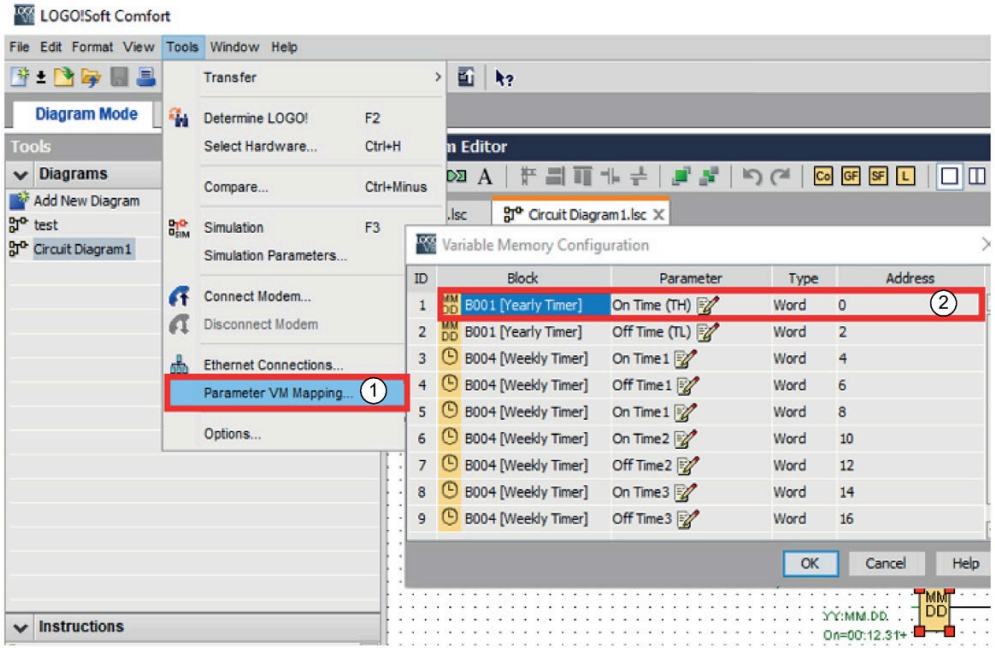
Scale time is the actual value of a referenced function block which displayed as a time value. Possible time display formats show as below:

- hours(h), minutes(m), seconds(s), 10 milliseconds(ms), Yearly (Month day), Weekly (Time)

Add a scale time component

1. Select the **Scale Time** component .
2. Drag the **Scale Time** component directly where you want it to be in the Editor pane.
3. Set the variable for Scale time under Properties > Variable:
   - Set the time as hours/minutes/seconds/10 Milliseconds (Page 69)
   - When you set the on-time and off-time as yearly/weekly, you must set the block type and block number as you use in the LOGO!Soft Comfort circuit diagram.

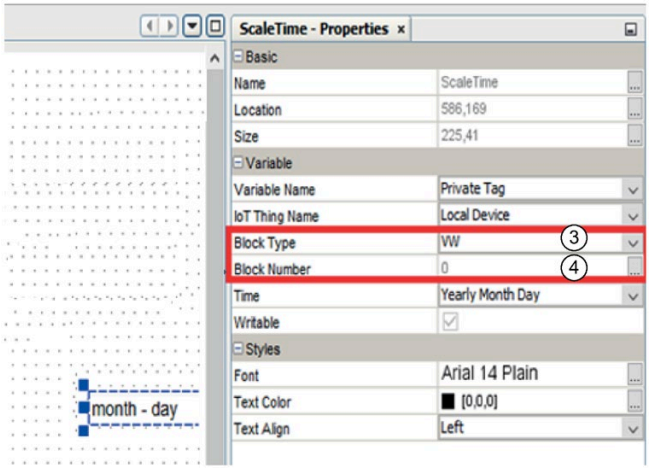
     a. Check the type ① and address ② of the function block in LOGO!Soft Comfort.



     b. Set the variables for in LOGO! Web Editor as below:

     Set Block type as the value of type ①;

     Set Block number as the value of address ②.



Properties for Scale Time

- **Basic**
  - Name: Scale Time
  - Location: you can modify the location coordinate for the scale time.
  - Size: you can modify the width and height information for the scale time.
- **Variable**
  - Variable Name: select the **Private Tag** or variables from tag table depending on your need.
  - IoT Thing Name: select **Local Device** or IoT thing names you bounded in tag table
  - Block Type: select the type of variable.
  - Block Number: select the block number.
  - Times: Set the unit for the Scale time.
  - Writable: for the writable block types, you can enable the write function by clicking the check box next to **Writable**.
- **Styles**
  - Font: select **Font**, **Font Style** and **Size** information separately in the Font pane. Click the **OK** button for save the correction or click the **Reset to Default** button to reset to the default setting.
  - Text Color: click **Text Color** Swatches, select a swatch, and click **OK** button.
  - Text Align: align the text on left, center, or right.

2.6.5.3 Trend View

Use the **Trend View** component to display tag values from the current process in the form of trends as a function of the time. The scope of the chart is determined by the maximum tag value. One Trend view component can display 10 tags at most.

In the **Trend View** Properties, you customize the position, size, title, and title style of the component. You can do the following operations in particular:

- Changing size and position of an object (Page 67)
- Setting the style of text (Page 70)

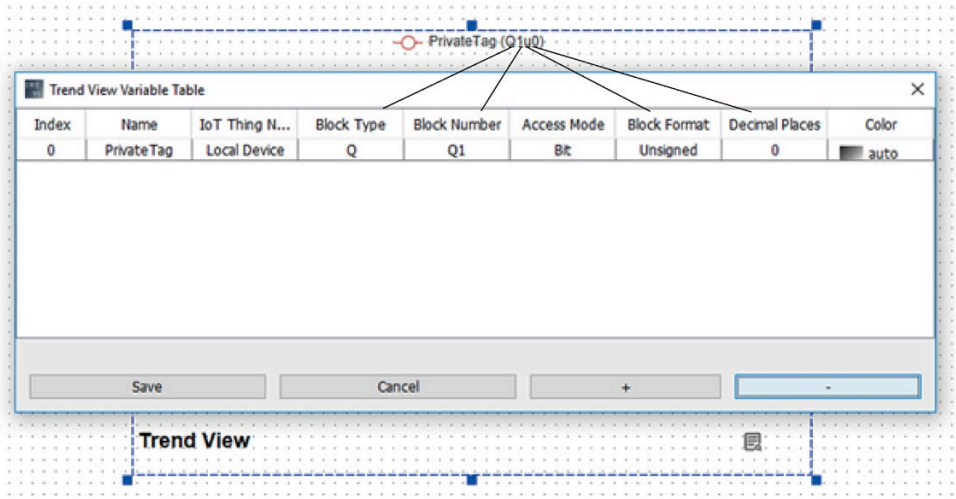
Add a Trend View component

Set the animation properties of trends under **Properties** > **Animation**:

1. Select the **Trend View** component in the component pane.
2. Drag it to the Editor pane and release the mouse button.

3. Set the animation properties of trends under **Properties** > **Variable**:
   - Click "..." at the right end of the row **Trend View** Variables.
   - In the Trend View Variable table, click "+" to add a new variable.

     You can delete a variable by clicking "-" while it is selected.
   - Specify the properties of the variable and the color it shows in the trend view.
   - Save the table by clicking **Save**.



4. Set the interval time in the **Interval Time** drop-down list.
5. Set the count of interval time in time axes in the **Time Scale Count** drop-down list.

The Properties for Trend View

- **Basic**
  - Name: Trend View
  - Location: you can modify the location coordinate for the Trend View.
  - Size: you can modify the width and height information for the Trend View.
- **Values**
  - Trend View Title: Set the title for the Trend View.
- **Styles**
  - Title Font: select **Font**, **Font Style** and **Size** information separately in the Font pane. Click the **OK** button for save the correction or click the **Reset to Default** button to reset to the default setting.
  - Title Text Color: click **Text Color** Swatches, select a swatch, and click **OK** button.
  - Title Text Align: align the text on left, center, or right.

- **Animation**
  - Interval Time (seconds): set the interval time of the Trend View.
  - Time Scale Count: set the time scale count of the Trend View.
- **Variable**
  - Trend View Variable: Add or delete the Trend View variables.

2.6.5.4 Webcam

Use **Webcam** component to add a real-time monitoring screen in web pages. Before adding the Webcam component to LWE project, you need to install your IP web camera and transcode the RTSP address of your camera into HLS. See Example for adding image for IP camera (Page 83) or Example for adding image from USB camera (Page 80)for an example.

LWE web page supports five stream video types through the Http protocol. The supported video types vary from browsers. Refer to HTML5 Video (https://en.wikipedia.org/wiki/HTML5_video) for more information on the supported video formats by a given browser.

In the Webcam properties, you customize the position, size, title, and title style of the component. You can set the following properties in particular:

- Changing size and position of an object (Page 67)
- Set the title and tooltip
- Set the animation properties

Note

Siemens recommends you use the latest version of Google Chrome when visiting the deployed LWE projects.

Set the animation properties

You need to provide a stream source for Webcam component under **Properties > Http Live Stream Address**.

1. Click "..." at the right end of the row **Http live stream address**.
2. In the Webcam-Http Live Stream Address window, enter the address.

Note

According to the security policy of browsers, if the LOGO! web server is in HTTPSs mode, then address you fill in the Webcam-Http Live Stream Address field must be HTTPS address. Otherwise the browser will reject the connection.

3. Save the change by clicking **OK** or quit the change by clicking **Cancel**.

   The text value will change to the default value when you select **Reset to Default**.
4. Click the down arrow at the right of the row **Live Stream Video Type** and select the video type.

Set the title and tooltip

Set the title and tooltip under **Properties** > **Value**:

1. Click "..." at the right end of the row Title/Tooltip.
2. In the Webcam-Title/Webcam-Tooltip window, set the value as you need.
3. Save the change by clicking **OK** or quit the change by clicking **Cancel**.

   The text value will change to the default value when you select **Reset to Default**.

The Properties for Webcam

- **Basic**
  - Name: Webcam
  - Location: you can modify the location coordinate for the Webcam.
  - Size: you can modify the width and height information for the Webcam.
- **Styles**
  - Font: select **Font**, **Font Style** and **Size** information separately in the Font pane. Click the **OK** button for save the correction or click the **Reset to Default** button to reset to the default setting.
  - Text Color: click **Text Color** Swatches, select a swatch, and click **OK** button.
  - Text Align: align the text on left, center, or right.
- **Values**
  - Title: Set the title for the Webcam
  - Tooltip: Set the tooltip for the Webcam
- **Animation**
  - Http Live Stream Address: enter the address of http live stream.
  - Live Stream Video Type: select the video types of the live stream.

2.6.5.5 Login

Login component is only available when you editing the Login page (Page 15). You can add only one Login component in one project.

In the Login Properties, you customize the position, size, title, and title style of the object. You can adapt the following properties in particular:

- Changing size and position of an object (Page 67)
- Setting the style of text (Page 70)
- Setting the background color (Page 70)
- Set the login animation

Set the Login animation

There are two options for the login panel:

- **To customized site**: when it is selected, you navigate the Home page of your LWE project after logon.
- **Keep me logged on:** when it is selected, you only need to enter the corresponding password for you first logon.

Note

For the projects deployed to AWS,

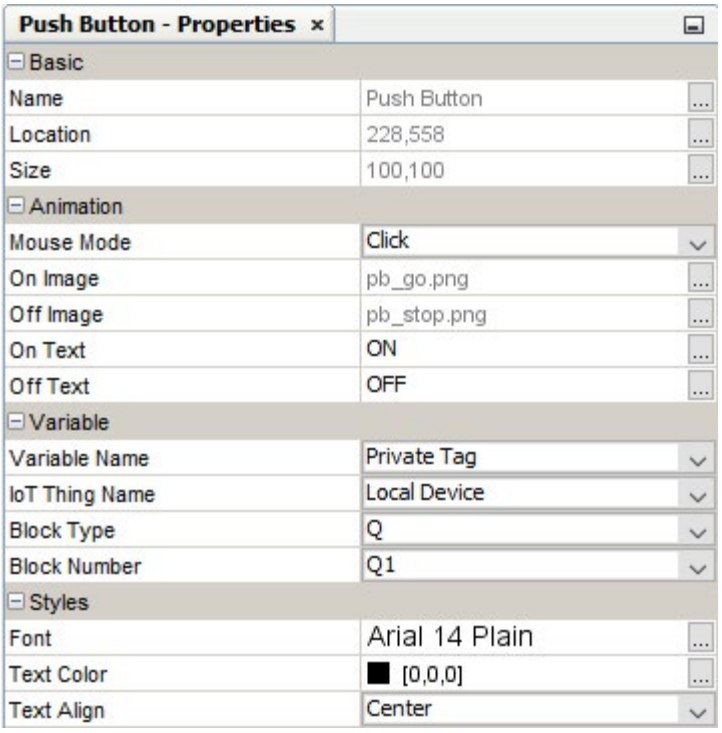
- **To customized site** is selected by default and cannot be deselected.
- **Keep me logged on** is invisible.

Set the animation properties of Login under **Properties** > **Animation**:

- Hide or show the option in the **To customized site** and **Keep me logged on** drop-down list by selecting **Invisible** or **Visible**.

2.7 Properties pane

The "Properties" pane provides information about the properties of a component or navigator as a table. Using the example of a push button, you can see the basic and further properties in the "Properties" pane.



LOGO! Web Editor displays properties that you can change in black and those that you cannot change in gray.

There are various input mechanisms for changing properties:

- Direct input in the table cell
- Selection list: if a down arrow shows at the right end of the row.
- Special editors: if '...' shows at the right end of the row.

2.8 Menu bar

The menu bar contains some editing functions for the project and provides access to the context-sensitive help.

- File menu (Page 47)
- Edit menu (Page 54)
- Tools menu (Page 56)
- Window menu (Page 59)
- Help menu (Page 61)

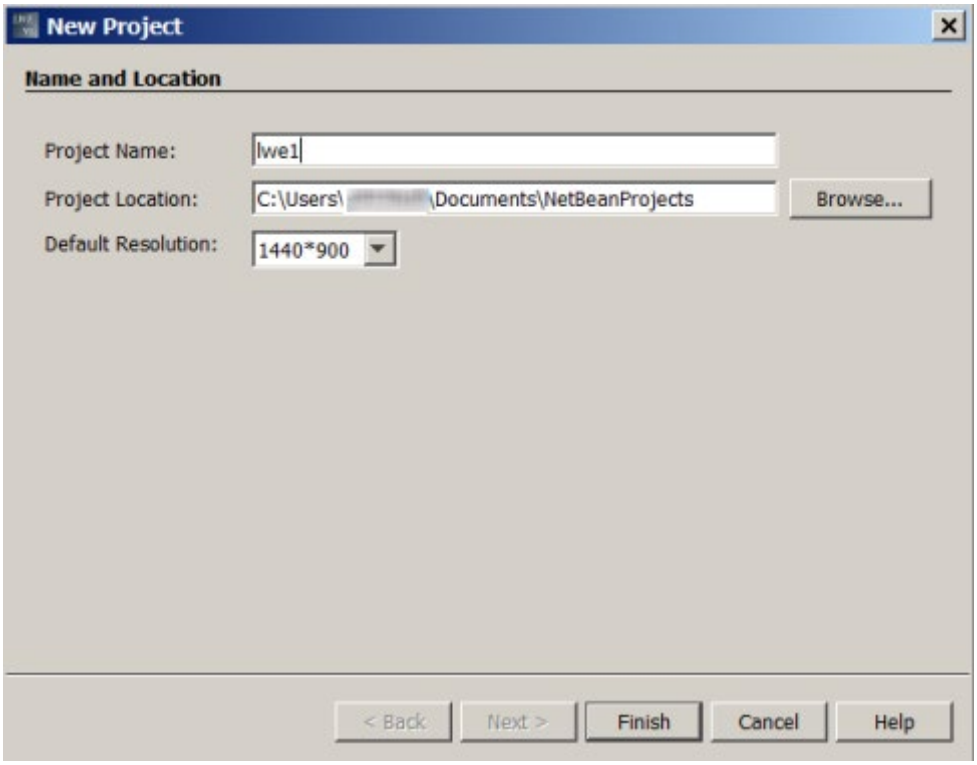
2.8.1 File menu

The File menu command contains commands for file management. Included are also commands for creating, saving or exit:

- New Project (Page 47)
- Open Project (Page 48)
- Close Project (Page 49)
- Save (Page 49)
- Save All (Page 49)
- Save As... (Page 49)
- Exit (Page 54)

2.8.1.1 File -> New Project

Click this command to open a **New Project** dialog box which contains name, location and resolution information.



Name and Location dialog box

- Project Name: give a valid name to the project.

Note

Naming Conventions for the Project Name

- The maximum length of a name is 8.
- The maximum length of filename extension is 3.
- Do not use space in the file name.
- Do not assume case sensitivity.
- Do not use the following characters:
  - < (less than)
  - > (greater than)
  - : (colon)
  - " (double quote)
  - / (forward slash)
  - \ (backslash)
  - | (vertical bar or pipe)
  - ? (question mark)
  - * (asterisk)
  - + (plus sign)
  - . (dot)

- Project Location: click **Browse** button and select a proper location in your computer to save the project.
- Default Resolution: click the drop-down menu and select a resolution for the project.

After modifying this dialog box, click **Finish** button to accomplish the new project creation. Then a new project appears in Project tree.

You can also click **Cancel** button to cancel the creation or click **Help** button to get more information from online help.

The standard toolbar (Page 13) also contains an icon for this menu command.

2.8.1.2 File -> Open Project

Click this command to open a dialog box from which you can select and open a previously created project for further editing.

The type of file that you can open is only for Project Folder.

The icon for the Project Folder is .

The standard toolbar (Page 13) also contains an icon for this menu command.

2.8.1.3 File -> Close Project

Click this command to close the active project window. If you have not yet saved the current project, LOGO! Web Editor prompts you to save it.

The standard toolbar (Page 13) also contains an icon for this menu command.

2.8.1.4 File -> Save

Click this command to save the current editor pane.

For other opened windows, you can save them with **Save all**. You can find additional information under File -> Save All (Page 49).

If you are saving a modified version of an existing project, LOGO! Web Editor performs a quick save. The revised version overwrites the old version at the same path and name as the source file.

The standard toolbar (Page 13) also contains an icon for this menu command.

2.8.1.5 File -> Save All

Click this command to save all the corrections for project in editor pane.

The revised version overwrites the old version at the same path and name as the source file.

The standard toolbar (Page 13) also contains an icon for this menu command. A click on this menu command closes all open windows.

2.8.1.6 File -> Save As...

After clicking this command, a dialog box opens for you to specify the path and project name under which the current project is to be saved. This allows you to save modified projects under a different name or folder, and thus keep previous versions for retrieval.

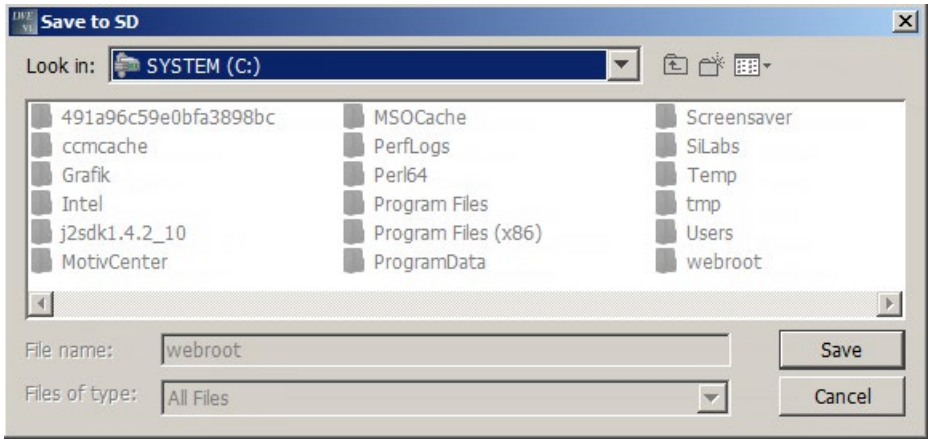
The only type of files that you can save is project folder. Each project is saved in its own project folder.

2.8.1.7 File -> Deploy to AWS

You can deploy the LWE project to SD card or AWS (Elastic BeanStalk).

Deploy to SD card

1. Select **File -> Deploy -> Deploy to SD card**.
2. Specify the driver under which you want to save your project in the opened window.



You can also deploy the project to SD card by clicking on the standard toolbar (Page 13).

When you download project to BM, LWE builds and compiles a new file folder in project to support https mode.

Deploy to AWS

Prerequisites

- The Cloud access must be enabled.

  On how to enable Cloud access, refer to the chapter 2.8.5.19 *Tools -> Transfer -> Cloud Connection Settings* of *LOGO!Soft Comfort Online help*.

- An AWS account is created (https://docs.aws.amazon.com/organizations/latest/userguide/orgs_manage_accounts_create.html).

Note

If you cannot visit the LWE project you deployed on AWS China EC2, contact AWS customer service to open these ports for your account: 80, 8080, and 443.

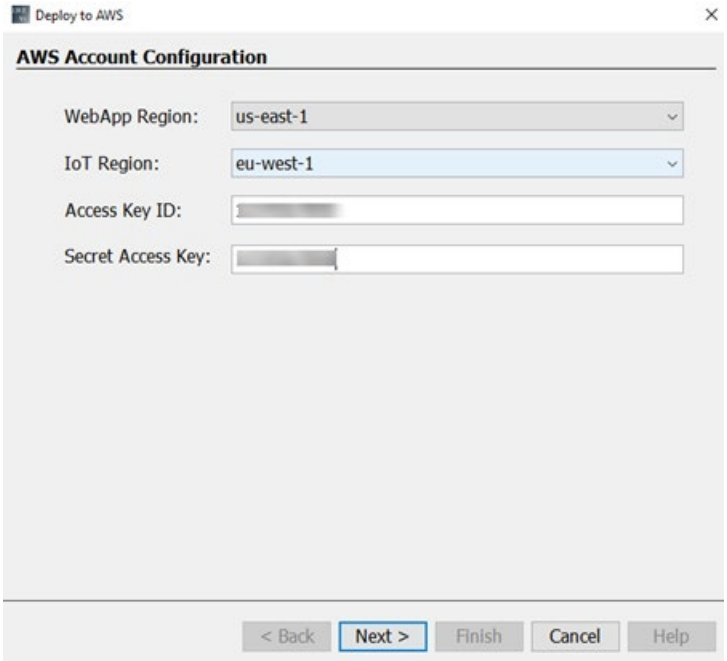
- IoT things are created.

  On how to create a thing, refer to Create a thing (https://docs.aws.amazon.com/iot/latest/developerguide/create-aws-thing.html) or chapter 2.8.5.19 *Tools -> Transfer -> Cloud Connection Settings* of *LOGO!Soft Comfort Online help*.

- IoT thing names are added in IoT thing table (Page 17)and the LWE project has used the IoT things.

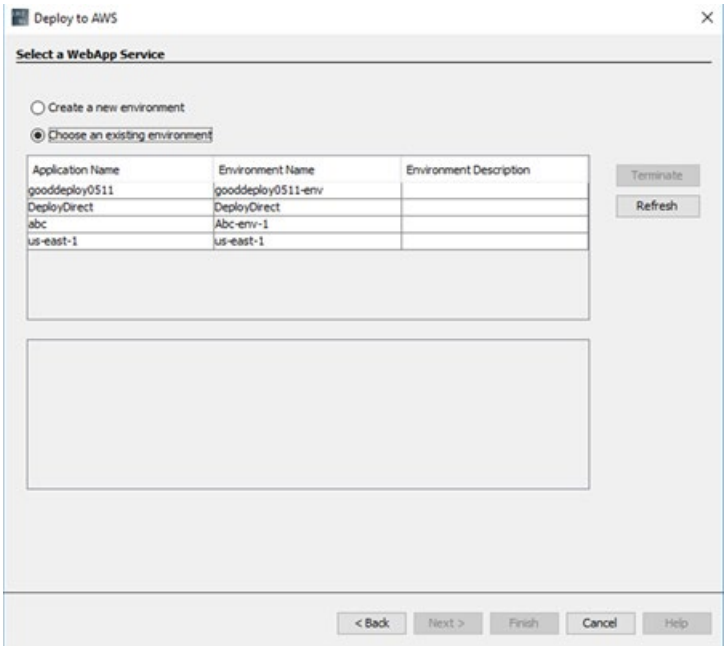
Procedures

1. Select **File -> Deploy -> Deploy to AWS**.
2. Select the WebApp Region, IoT Region, enter the "Access Key ID" and "Secret Access Key". Then click the **Next** button.
   - IoT region: the LOGO! BM registered region on AWS.
   - WebApp region: the region LWE project deployed on AWS.

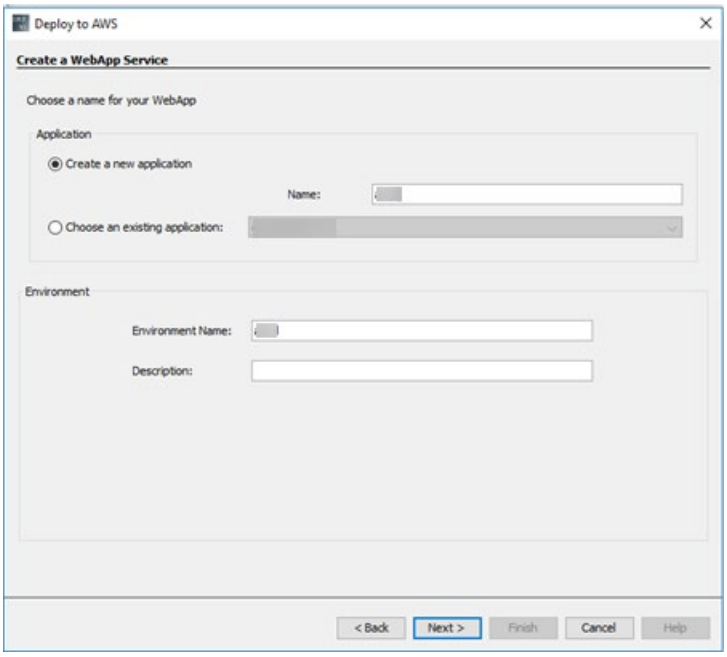


3. Select the checkbox "Create a new environment" or "Choose an existing environment".

   If you select "Create a new environment", proceed with step 5. If you select "Choose an existing environment", proceed with step 6.



4. Enter a name for the new application and environment.



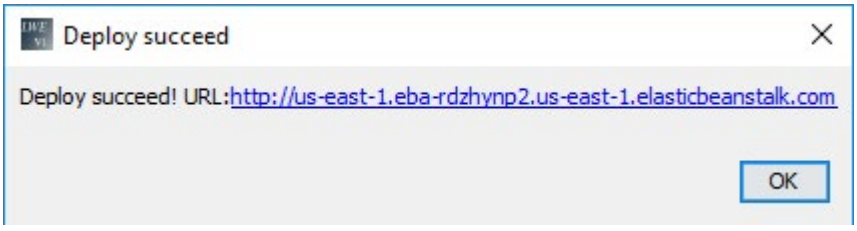
5. Set the Web user password for access the Cloud Web App.

Note

Siemens highly recommend you set a strong Web user password to protect the Web App.

This password is used to log in the Cloud web app your deploy on AWS. It is independent from the web user password used to log in the BM Web server.

Result: After the deployment, you will get the URL of the Web App. You can also check the Web App in web browser or AWS Elastic BeanStalk console.



Note

You can access the Cloud Web App which is deployed on AWS Service through the administrator password. If you forget the password, you must re-deploy the Web App again to reset the password.

2.8.1.8 File -> Export as BM Https Project

You can copy the LWE project into SD-card manually. Before that you need to compile the project by this command first. Otherwise the project cab only support Http mode.

Click this command to export the editing project as BM Https project.

2.8.1.9 File -> Export as AWS WebAPP

Click this command to export the editing project as AWS Web App. The exported AWS Web App can be deployed to tomcat web server directly.

2.8.1.10 File -> Exit

Click this command to close LOGO! Web Editor tool.

If you are editing a project and have not yet saved it, LOGO! Web Editor prompts you about your project.

Below is an example for the pop-up window:

In this pop-up window, you can decide which windows are needed to be saved. You can click **Save** to save the current window or click **Save All** to save project.

Alternatively, you can exit LOGO! Web Editor without saving windows by clicking **Discard All**.

You can also click **Cancel** button to cancel the creation or click **Help** button to get more information from online help.

2.8.2 Edit menu

The Edit menu provides commands for editing your project. The toolbar contains some of the basic commands for creating and editing projects.

- Right Rotate (Page 55)
- Left Rotate (Page 55)
- Redo (Page 55)
- Undo (Page 55)

- Select All (Page 55)
- Bring to front (Page 56)
- Send to back (Page 56)
- Copy (Page 56)
- Paste (Page 56)
- Delete (Page 56)

2.8.2.1 Edit -> Right Rotate

Click this command to rotate the component clockwise. Once you select the component, and then click the **Right Rotate** button, you can rotate the component 90 degrees clockwise.

The standard toolbar (Page 13) also contains an icon for this menu command.

2.8.2.2 Edit -> Left Rotate

Click this command to rotate the component anticlockwise. Once you select the component, and then click the **Left Rotate** button, you can rotate the component 90 degrees anticlockwise.

The standard toolbar (Page 13) also contains an icon for this menu command.

2.8.2.3 Edit -> Redo

Click this command to revert the last undo action.

The standard toolbar (Page 13) also contains an icon for this menu command.

2.8.2.4 Edit -> Undo

Click this command to undo the previous actions.

The standard toolbar (Page 13) also contain an icon for this menu command.

2.8.2.5 Edit -> Select All

Click this command to select all components in current Pages or Navigator under the project, for example, Polyline, Rectangle, Image or Navigator Item can be selected on the Editor pane. You cannot use this command to select the component in Global Tags.

2.8.2.6 Edit -> Bring to front

Click this command to move a component to the top position in its group or layer.

2.8.2.7 Edit -> Send to back

Click this command to move a component to the bottom position in its group or layer.

2.8.2.8 Edit -> Copy

Click this command to copy one or more selected components to the clipboard, for example, you can copy the selected Polyline, Rectangle, Image and Navigator Item from the Editor pane to the clipboard.

2.8.2.9 Edit -> Paste

Click this command to copy the clipboard content to the Editor pane.

2.8.2.10 Edit -> Delete

Click this command to delete the selected components, without copying them to the clipboard. You can retrieve deleted components with the **Undo** function.

When you delete the selected components, a pop-up window of **Confirm Object Deletion** appears. You can confirm the deletion with **Yes** button or cancel the deletion with **No** button in the pop-up window.

2.8.3 Tools menu

The tools menu provides the following menu commands:

- Download (Page 56)
- Upload (Page 58)
- Deploy To SD Card (Page 50)
- Options (Page 58)

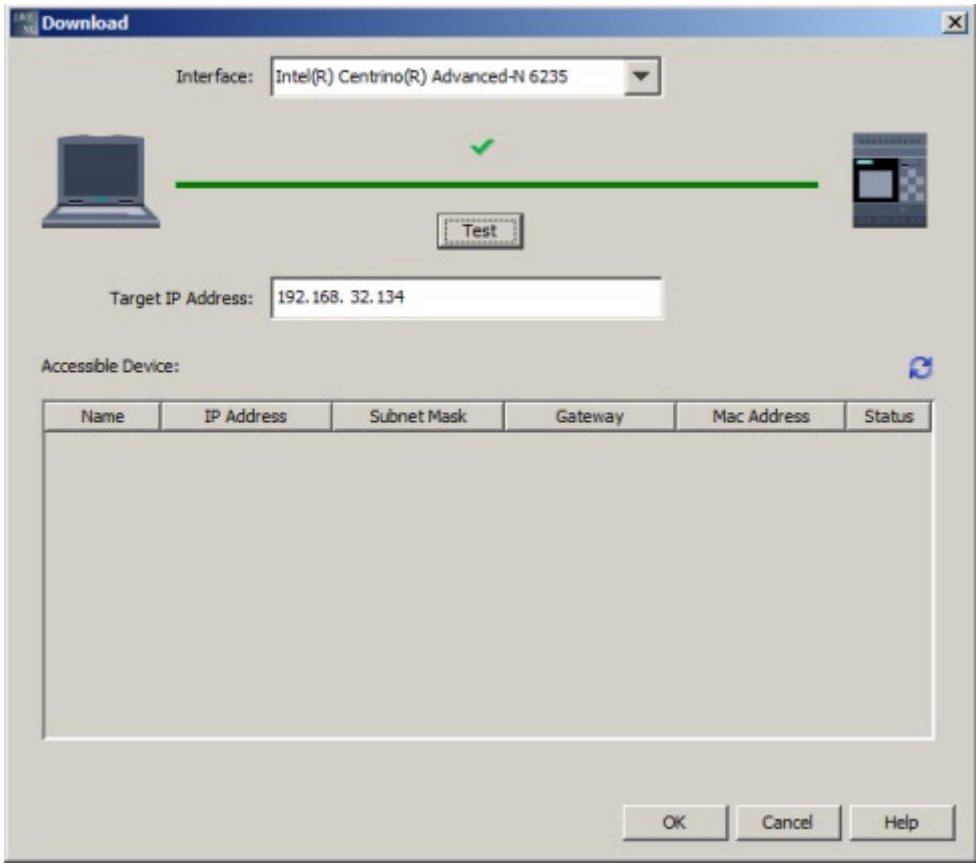
2.8.3.1 Tools -> Download

Click this command to download a LOGO! Web Editor project from PC to the Micro SD card of LOGO! Base Module. You can also use this button in the standard toolbar (Page 13) for such purpose.

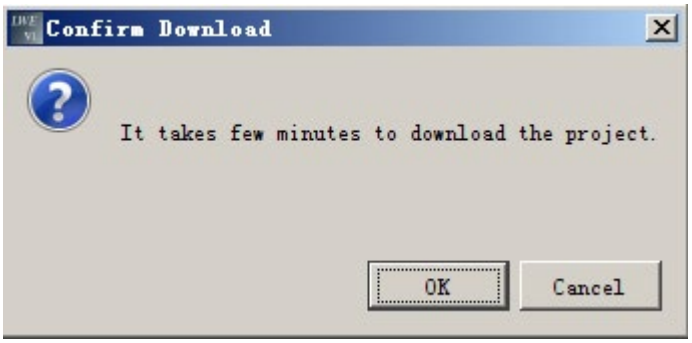
Example for Download

To download a new project to LOGO! Base Module, do the following steps:

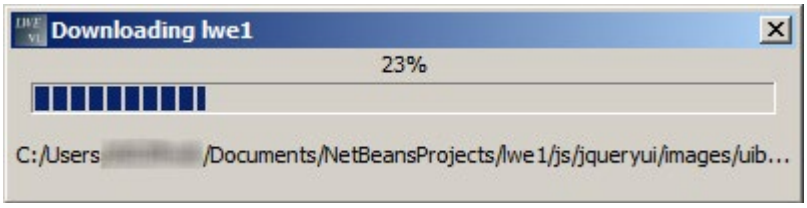
1. Click the icon in the standard toolbar or select **Download** from **Tools** bar.
2. In the pop-up **Download** window,
   - select correct **Interface** from the drop-down menu;
   - enter the valid **Target IP Address** or click scan icon to find the accessible device to connect the BM.
   - click **Test** button, and then a **Connecting** pane pops up.
   - after the connection line turns green, click **OK** button. You can also click **Cancel** button to cancel the configuration or click **Help** button to get more information from online help.



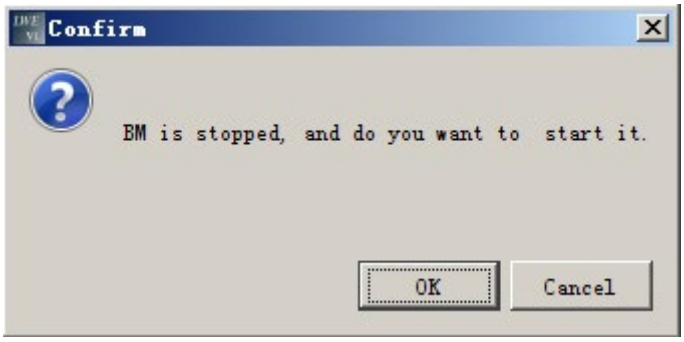
3. In the **Confirm Download** pane, click **OK** button to confirm to download the project.



Then the project is downloaded to LOGO! BM.



4. In the **Confirm** pane, click **OK** button to start the BM.



2.8.3.2 Tools -> Upload

Click this command to upload a LOGO! Web Editor project from the Micro SD card of LOGO! Base Module to PC. You can also use this button in the standard toolbar (Page 13) for such purpose.

2.8.3.3 Tools -> Options

Here you can select **Language** and **Size of the text & icons** options for LOGO! Web Editor, click the radio button before each options and press **OK** button to save the selection.

You can also click **Cancel** button to cancel the selection or click **Help** button to get more information from online help.

Language

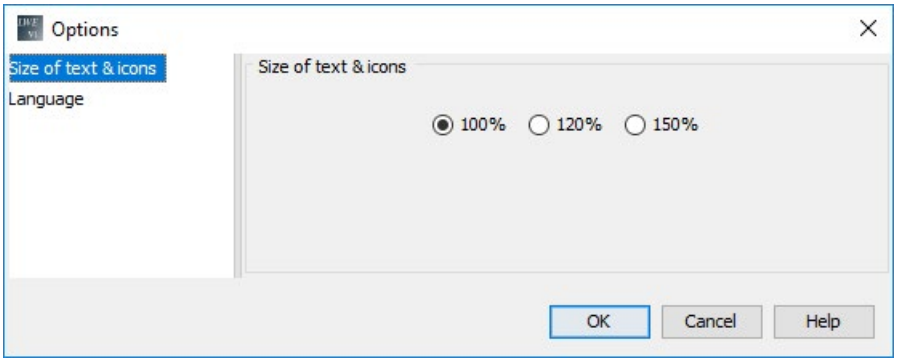
Here you can define the user interface language.

- Deutsch
- English

Size of the text & icons

Here you can select the size of the text and icons in the user interface.

- 100%
- 120%
- 150%



Note

The changes for options will not take effect until you restart LOGO! Web Editor.

2.8.4 Window menu

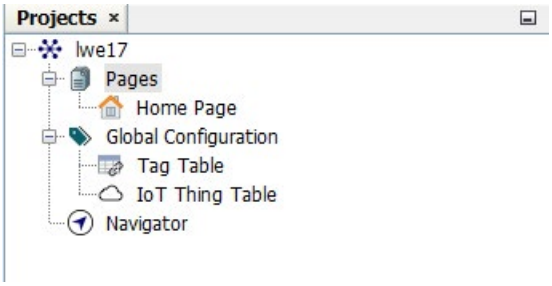
From the Window menu, you can arrange your project windows on the desktop. You can show the Project tree pane, Component pane, Editor pane and Property pane on the desktop.

The following window options are available:

- Project (Page 60)
- Properties (Page 60)
- Component (Page 60)

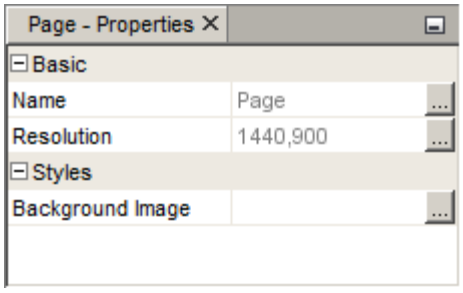
2.8.4.1 Window -> Project

You can use this menu command to show the **Project tree pane** on the desktop. If you want to close the Project tree pane, click the cross button ✕



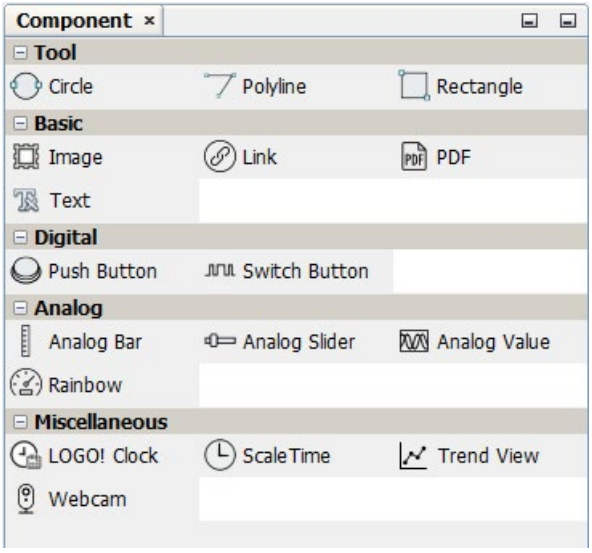
2.8.4.2 Window -> Properties

You can use this menu command to show the **Property pane** on the desktop. If you want to close the Property pane, click the cross button ✕



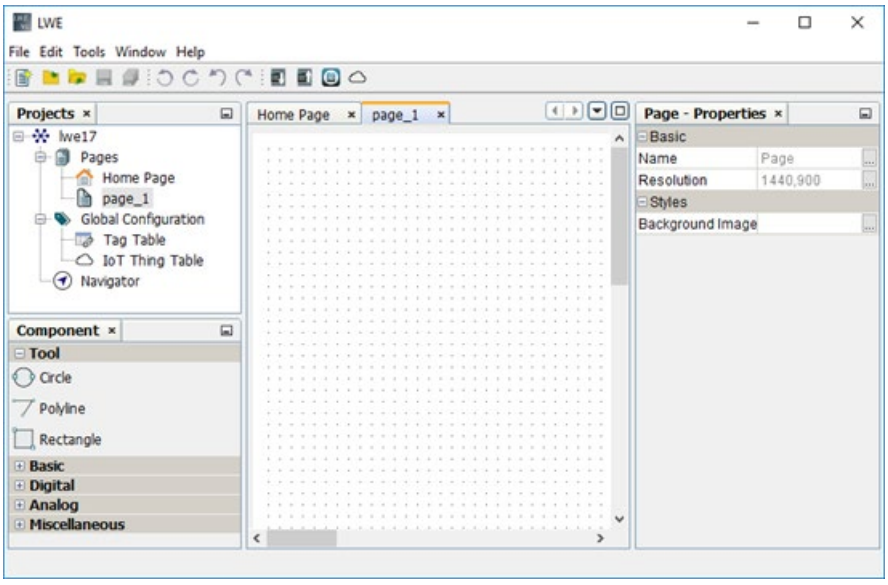
2.8.4.3 Window -> Component

You can use this menu command to show the **Component pane** on the desktop. If you want to close the Component pane, click the cross button ✕



2.8.4.4 Windows -> Reset Windows

You can use this menu command to reset the windows to the default layout.



2.8.5 Help menu

This menu provides you with help and information on LOGO! Web Editor.

- Start Page (Page 61)
- Help Contents (Page 61)
- About (Page 62)

2.8.5.1 Help -> Start Page

Close the whole project or close all the windows in Editor pane, and then exit the LOGO! Web Editor, when you restart the LWE again, you can see the **Start Page** shows in the Editor pane.

If you exit the LOGO! Web Editor without closing the edited project, when you restart the LWE again, the last edited pages can be shown in the Editor pane.

2.8.5.2 Help -> Help Contents

The Online Help

The online help quickly and reliably provides you with information about projects, tools and the creation of projects with LOGO! Web Editor.

Topics of the Online Help

The User interface (Page 11) section describes the user interface with its toolbars and the LOGO! Web Editor menus in detail.

Refer to the Tutorial (Page 67) for a quick and easy introduction to the basics of operating LOGO! Web Editor.

The section of Getting started with project creation (Page 72) that takes you a general description for creating a new project, and towards the end of this section you will find an extensive Practical example (Page 74) that takes you through all the steps of project creation.

The Tips and Tricks (Page 97) section includes information about operating tips with LOGO! Web Editor.

The online help includes an **index** as well as a **full text search** feature for keyword and terminology based searches.

2.8.5.3 Help -> About

The **General** tab displays the version number and the release version of your LOGO! Web Editor tool.

The **System** tab provides you with information on the version of the Java Runtime environment used, the program paths, the installed operating system and on the memory used.

The **Notice** tab provides you with information on the Commercial Features in Java SE Product Editions.

2.9 Graph Library

Graph Library is the LOGO! Web Editor build-in graphics library. You can select graphics for the following three components in Property pane.

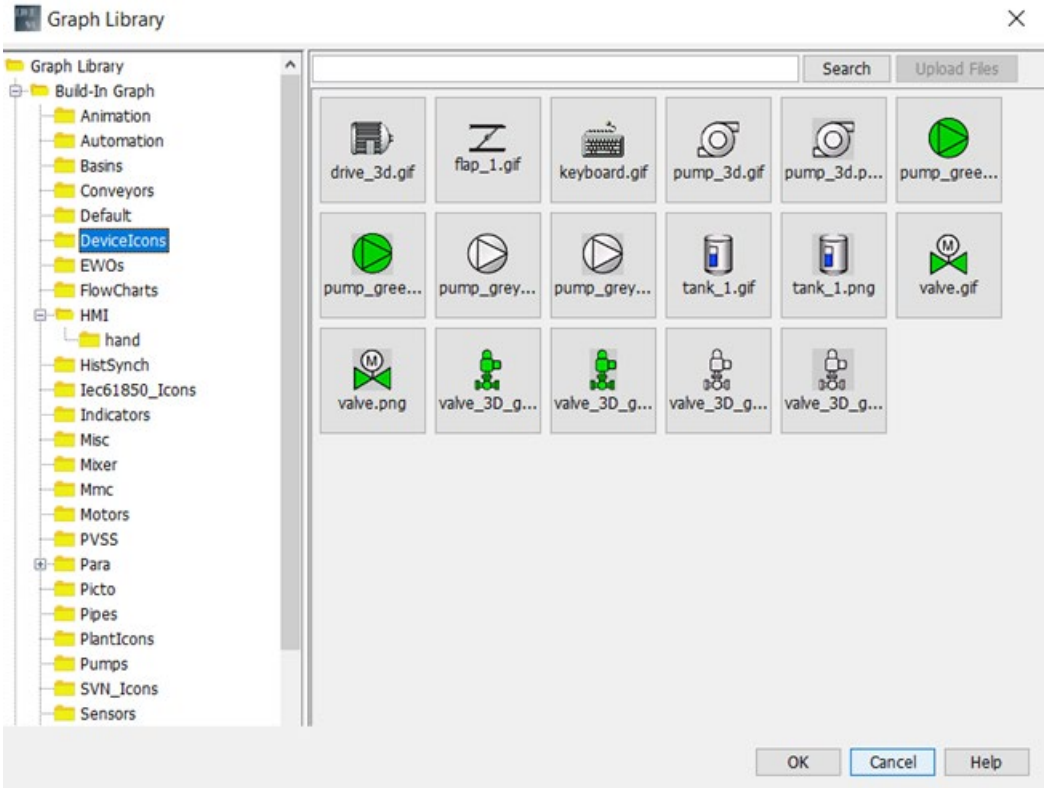
- Page: the selection for **Background Image**;
- Image: the selection for **Image**;
- Digital Value: the selections for **On Image** and **Off Image**;
- Analog Slider: the selections for **Background Image** and **Thumb Image**.

Graph Library contains three parts:

- Build-In Graph (Page 63)
- Colors (Page 64)
- My Graph (Page 65)

2.9.1 Build-In Graph

In the Build-In Graph folder, each subfolder contains different kinds of graphics. For example, Animation, Automation, Basins and so on. Once you click the subfolder, graphics in this subfolder show on the right side of the dialog box.



In the Build-In Graph folder, you can do the following:

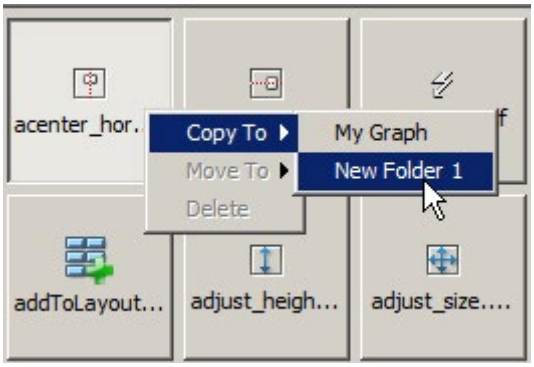
- To select the appropriate image, click the image and confirm the selection by clicking **OK** button.
- To search for any kinds of image, enter keywords in the entry field and click **Search** button or press the **enter** key, and then the result shows on the right side of the dialog box.

Note

For using the search function,

- the search scope is only available for current selected folder.
- only list the images whose name contains the keywords.

- To copy the selected image to My Graph folder or customized folder, right-click the image and select **Copy To**, then the color image appears in My Graph folder or customized folder.



2.9.2 Colors

There are different kinds of colors in the Color folder.

In the Color folder, you can do the following:

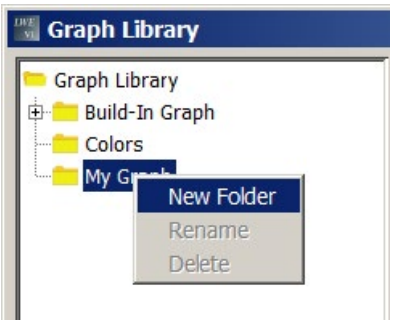
- To select the appropriate color image, click the image and confirm the selection by clicking **OK** button.
- To search for any kinds of the colors, enter keywords in the entry field and click **Search** button or press the **enter** key, and then the result shows on the right side of the dialog box.
- To copy the selected image to My Graph folder or customized folder, right-click the image and select **Copy To**, and then the color image appears in My Graph folder or customized folder.

2.9.3 My Graph

My Graph folder is used for creating customized folder. You can import images from local disk to both My Graph folder and customized folder.

In My Graph folder, you can do the following:

- To create customized folder, right-click My Graph folder and select **New Folder**, and then a New Folder appears under the My Graph folder.



Note

The maximum number of supported customized folder is 20.

- To rename the customized folder,
  - right-click the customized folder and select **Rename**;
  - then the name of the customized folder change to editable state, enter the new name;
  - save the change by pressing the **enter** key.
- To delete the customized folder, right-click the customized folder and select **Delete**, and then the customized folder is removed from the My Graph folder.

In My Graph folder or customized folder, you can do the following:

- To Import image from local disk,
  - point to My Graph folder or the customized folder;
  - click **Upload Files** button to find the directory of the image in your local disk;
  - click **Open** button to upload the image;
  - then the image appears on the right side of the dialog box.

Note

Pay attention to the following issues when you import a image:

- Supported image formats: PNG, JPG/JPEG, GIF.
- Acceptable image size:
  - GIF ≤256 KB
  - PNG/JPG/JPEG ≤ 2 MB
- To improve the LWE and web server performance, LWE might compress some of the images you upload. LWE ensures the accuracy of the image when compress it.
- It takes few minutes to upload high resolution images.

- To copy the selected image, right-click the image and select **Copy To** in shortcut menu, and then the image appears in My Graph folder or customized folder**.**
- To move the selected image, right-click the image and select **Move To** in shortcut menu, and then the image move to My Graph folder or customized folder
- To delete the selected image, right-click the image and select **Delete** in shortcut menu, and then the image is removed from My Graph folder or customized folder**.**

Tutorial

3

3.1 Prerequisites for working with the tutorial

To use this tutorial, you must be familiar with PC operation and you must know how to create a project. To download your project, you also need a PC cable, SD card or Ethernet cable for connecting the PC interface to your LOGO! device.

3.2 Basics

3.2.1 Changing size and position of an object

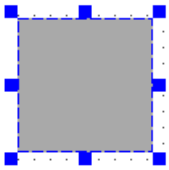
Introduction

When you select a component, it is enclosed by a rectangle with handles. You have the following options for changing the size and position of an object:

- Drag the handles using the mouse.
- Configure properties in the Inspector window.

Change object size

1. Select the object you want to resize. The selection rectangle appears. The following figure shows a selected object:



2. Drag a resizing contact of the rectangle to a new position. The size of the object changes.

   Alternatively, click the **size** row in the property pane and enter the "Height" and the "Width" of the object.

3. Click the **Save** button.

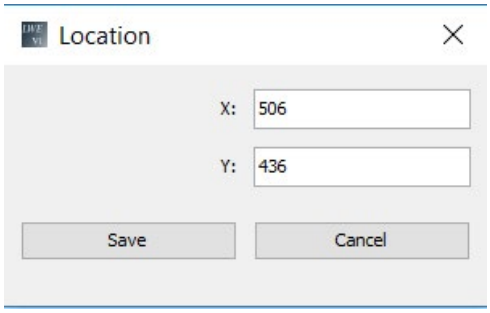
Change object position

1. Select the object whose position you want to change.

   The selection rectangle appears.

2. Click on the object and drag it to the desired position.

   Alternatively, click the location row in the property pane and enter the coordinates "Position X" and "Position Y" for the position. The zero position is located at the top left-hand corner of the screen.



3. Click the **Save** button.

3.2.2 Setting the variable

For the digital, analog and some miscellaneous component, you need to set the variable. The component filters the variables in Tag table, and only the variables which match the component property are displayed in the Variable Name drop down list.

Set the variables under **Properties** > **Animation**:

1. Click the down arrow at the right of the Variable Name row.
   - If you select **Private Tag**, the variable you select is local and is only used for the component you selected.
   - If you select variables from tag table, the variable you select is global.
2. Click the down arrow at the right of the IoT Thing Name row.

   You can select **Local Device** or IoT thing names you bounded in tag table.
   - If you only added local variables in your project, the project can only be downloaded to local BM.
   - If you also added variables of IoT things, the project can be deployed to AWS Cloud.
3. Select block type, block number, block format, decimal places in the corresponding drop-down list.

Block Type	Block Number	Writable
I	`I1-I24`	Read Only
Q	`Q1-Q20`	Read and Write
M	`M1-M64`	Read and Write
AI	`AI1-AI8`	Read Only
AQ	`AQ1-AQ8`	Read and Write
AM	`AM1-AM64`	Read and Write
V	VB: `0-850`	Read and Write
	Bits: `0-7`	Read and Write
VB	`0-850`	Read and Write
VW	`0-849`	Read and Write
VD	`0-847`	Read and Write
Cursor Key	`C1-C4`	Read Only
Function Key	`F1-F4`	Read Only
Shift Register	`S1.1-S1.8,S2.1-S2.8,` `S3.1-S3.8,S4.1-S4.8,`	Read Only

4. For the writable block types, you can enable the write function by clicking the check box next to **Writable**.

3.2.3 Setting the background color

LOGO! Web Editor lets you set the background color for some component.

Requirement

The object is created and selected.

Set the background color of an object

1. Click "..." at the right end of the row background color of the properties pane.
   The color will change to the default value when you select Reset to Default.
2. Select a color for the background of the object.
3. Select the check box in the **Fill** row.

3.2.4 Setting the background image

LOGO! Web Editor lets you set the background image for some component.

Requirement

The object is created and selected.

Quintessence

- Click "..." at the right end of the row background image in the properties pane.
- Select an image from the Graph Library and click **OK**.

3.2.5 Setting the style of text

Introduction

LOGO! Web Editor lets you design the text of some component.

- Font
- Text color
- Text Alignment

Requirement

The object is created and selected.

Set the Text style

1. Click "..." at the right end of the row "Font" in the properties pane.
2. Select a font for the selected text.

   The font will change to the default value when you select Reset to Default.
3. Click "..." at the right end of the "Text Color" of the properties pane.
4. Select a color for the text.

   The color will change to the default value when you select Reset to Default.
5. Click the down arrow at the right end of the text align of the properties pane.
6. Select the text alignment as you need.

3.2.6 Setting the border and transparency

LOGO! Web Editor lets you design the border and transparency of some component.

Requirement

The object is created and selected.

Set the border width and style

1. To set the border width, enter the width value in the row "Border Width" in the properties pane. The unit is pixel.
2. Click the down arrow at the right end of the row "Border style" in the properties pane.
3. Select the border style as you need.
4. Click "..." at the right end of the "Border Color" of the properties pane.
5. Select a color for the border.

   The color will change to the default value when you select Reset to Default.

Set the transparency

To set the transparency, enter the value between 0 (non-transparent) to 100 (completely transparent) in the row "transparency" in the properties pane.

3.3 Getting started with project creation

3.3.1 Creating a new Project

After you have installed LOGO! Web Editor tool, you can start to create a new project.

To create a new project, click the **File → New Project** or click the **New Project** button in the standard toolbar.

→ File -> New Project (Page 47)

Then a new project contains **Pages**, **Global Tags** and **Navigator** appears in the Project tree (Page 13) automatically.

You can work with LOGO! BM to upload (Page 58) or download (Page 56) the project, customize the web pages in the Editor pane, combine the different components from the Component pane (Page 20), modify the component properties from Properties pane, and visit the whole project through Web Server of the LOGO! Base Module.

Note

When you create another new project, after you click the **Finish** button to save the setting for **Name and Location**, the current project will be closed. If you haven't saved the current project, LOGO! Web Editor prompts you to save it.

3.3.2 Visiting the project through web page

After deploying the whole project, you can visit it through the web page.

1. Open the web browser and enter the valid IP address of LOGO! Base Module or URL of Web app on AWS. Then the Log on page appears.

Note

If you selected "Allow HTTPS access only" for Web server access in LOGO!Soft Comfort, you need to install the LOGO! Root Certificate in your operation system or browsers for visiting the LWE project on LOGO! BM. On how to install the certificate, refer to the chapter "Security-->Installing LOGO! Root Certification" in "LOGO! system manual".

2. Enter the corresponding password.

Note

The password for logging in BM Web server: Web user or Web guest user password.

The password for logging in Web app on AWS: the password you set when you deploy the project on AWS (Page 50).

3. Select the check box before "**to customized site**" and click **Log on** button. Then you can navigate to the customized site after logging on.

Note

If you download the modified project to LOGO! BM, you'd better log in to the corresponding web page again to ensure the correction works.

3.4 Practical example

3.4.1 Introduction for practical example

This practical sample is applicable to swimming pool level control and light control systems, and offer new users a step-by-step introduction. You learn here how to create a whole project and the project contains creation procedures for Pages (Page 74), Global Tags (Page 76)and Navigator (Page 77).

For the detailed configuration information of special components, refer to The example for configuring special components (Page 78) chapter.

3.4.2 The example for Pages

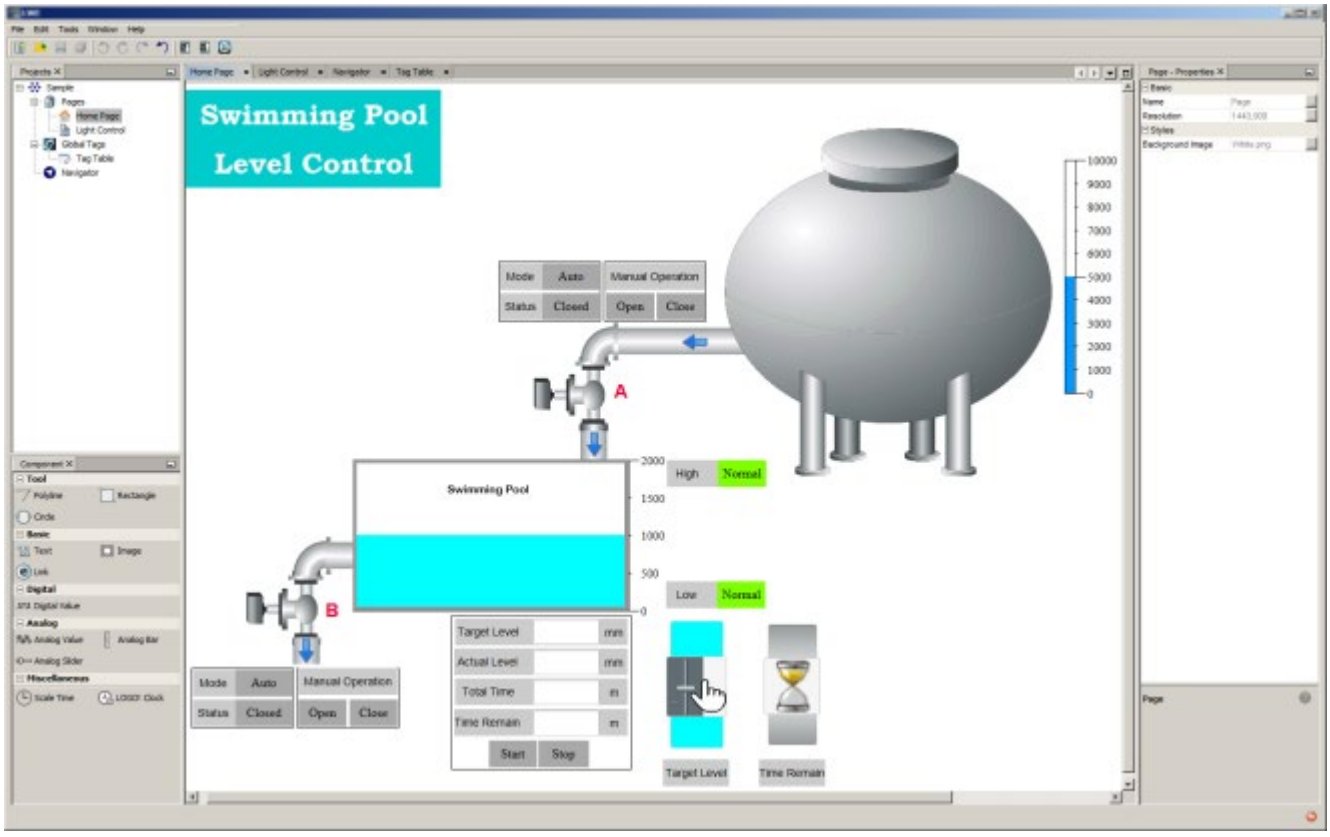
In this swimming pool project, there are two pages:

- Home page is the swimming pool level control system and the page name cannot be changed;
- Light control page is the swimming pool light control system and the page name can be renamed.

Home Page for Swimming Pool Level Control

The swimming pool level control system contains four parts:

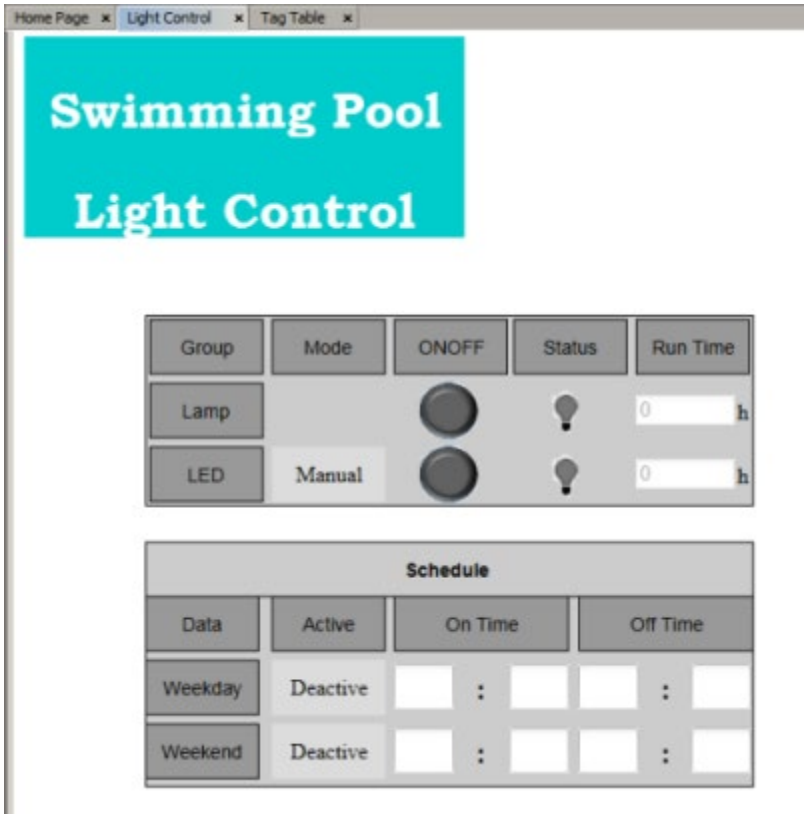
- Tank
  - It is used for water storage.
  - The block contains Image and Analog Bar components.
- Water valve A
  - It is used for connecting tank and swimming pool to control the swimming pool level.
  - It has two modes: Auto and Manual operation. And both of the two modes have two corresponding status: Open or Close.
  - The block contains Text, Rectangle and Digital Value components.
- Swimming pool
  - It is used for swimming and it use the water-level sensor to monitor the actual water level.
  - The block contains Rectangle and Analog Bar components.
- Water valve B
  - It is used for connecting swimming pool and other pipelines.
  - It has two modes: Auto and Manual operation. And both of the two modes have two corresponding status: Open or Close.
  - The block contains Text, Rectangle and Digital Value components.



Page for Swimming Pool Light Control

The swimming pool light control system contains two parts:

- The lamp and LED control
  - It is used for controlling the lights and recording the running time.
  - The block contains Text, Rectangle, Scale Time and Digital Value components.
- Schedule for weekday and weekend
  - It is used for controlling the lighting time.
  - The block contains Text, Rectangle, Scale Time and Analog Value components.



3.4.3 The example for Tag Table

In this swimming pool level control and light control system, you can define both digital value and analog value in the Tag Table. Here is an example for eight kinds of variables:

- The Inlet for Water valve A under the manual mode
- The Outlet for Water valve A under the manual mode
- Level Control for Swimming pool
- Level control for Tank
- Light control for Lamp
- Light control for LED
- Schedule control for Weekday
- Schedule control for Weekend

The variable in Tag table can customize the alias name and it can be bound with some components. Below is just an example screenshot.

Home Page × Light Control × Tag Table ×

Apply Add Delete

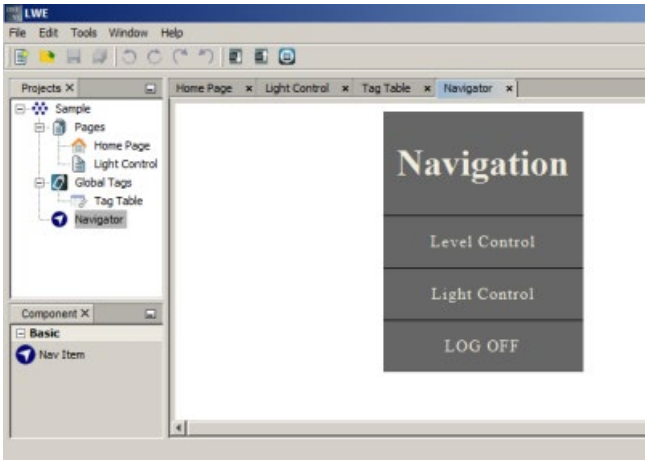
ID	Name	Block Type	Block Number	Access Mode
0	InletVlv_Manual	M	M1	Bit
1	InletVlv_Manual_Opn	M	M16	Bit
2	InletVlv_Manual_Cls	M	M17	Bit
3	InletVlv_Status	Q	Q1	Bit
4	OutLetVlv_Manual	M	M2	Bit
5	OutletVlv_Manual_Opn	M	M3	Bit
6	OutLetVlv_Manual_Cls	M	M4	Bit
7	OutletVlv_Status	Q	Q2	Bit
8	Pool_Level_Target	VW	0	Word
9	Pool_Level_Current	AM	AM1	Word
10	Pool_Level_High	Q	Q3	Bit
11	Pool_Level_Low	Q	Q4	Bit
12	Pool_Level_Time_Plan	VW	2	Word
13	Pool_Level_Time_Remain	VW	4	Word
14	LevelCtrl_Start	M	M5	Bit
15	LevelCtrl_Stop	M	M6	Bit
16	Tank_Level_Current	AM	AM2	Word
17	Lamp_OnOff	M	M13	Bit
18	Lamp_Status	Q	Q7	Bit
19	Lamp_RunTime	VW	6	Word
20	LED_MA	M	M9	Bit
21	LED_OnOff	M	M10	Bit
22	LED_Status	Q	Q8	Bit
23	LED_RunTime	VW	8	Word
24	Schedule_Weekday_Active	M	M11	Bit
25	Schedule_Weekday_OnTH	VW	10	Word
26	Schedule_Weekday_OnTM	VW	12	Word
27	Schedule_Weekend_Active	M	M12	Bit
28	Schedule_Weekday_OffTH	VW	14	Word
29	Schedule_Weekday_OffTM	VW	16	Word
30	Schedule_Weekend_OnTH	VW	18	Word
31	Schedule_Weekend_OnTM	VW	20	Word
32	Schedule_Weekend_OffTH	VW	22	Word
33	Schedule_Weekend_OffTM	VW	24	Word

3.4.4 The example for Navigator

In this swimming pool level control and light control system, the Navigation bar contains three options: link to Home Page (renamed to Level Control), link to Light Control page and link for **LOG OFF** button.

After editing the Navigator (Page 18), the navigation bar allows you to switch between different web pages or log off the project.

Below is just an example screenshot.



3.4.5 The example for configuring special components

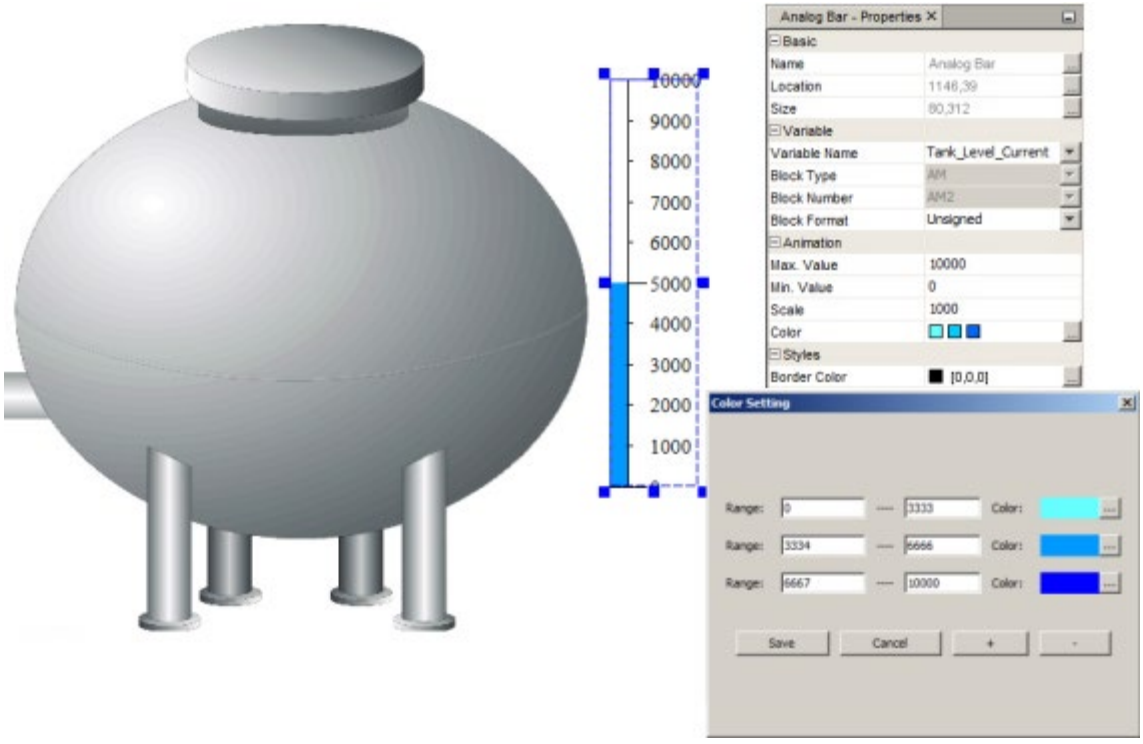
There are more than eleven components in the Component pane. In this swimming pool level control and light control system, each block combines with several components.

For detailed configuration for each component, refer to the section Components pane (Page 20).

Configuration for Analog Bar

In this example, the tank is used for water storage. When the swimming pool water level under the target waterline, the system will give an alarm to the user. The user needs to open the Water valve A manually to inject water from the tank. For the tank block, it contains **Image** and **Analog Bar** components.

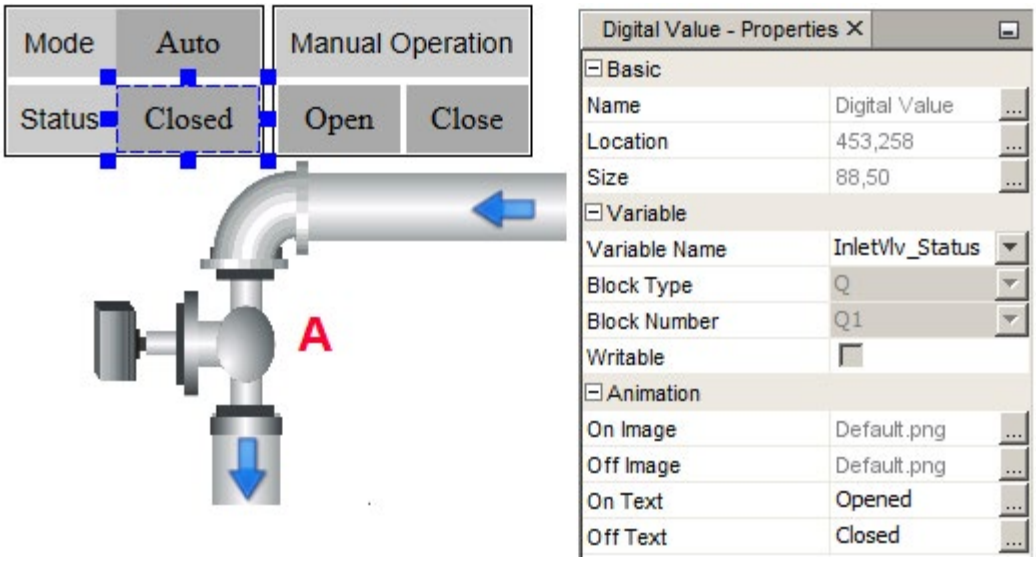
Below is just an example screenshot for configuring **Analog Bar**.



Configuration for Digital Value

In this example, Water valve A is used for connecting tank and swimming pool to control the swimming pool level. When the swimming pool water level under the target waterline, the system will give an alarm to the user. The user needs to open the Water valve A to inject water from the tank manually. For the Water valve A block, it contains **Text**, **Rectangle** and **Digital Value** components.

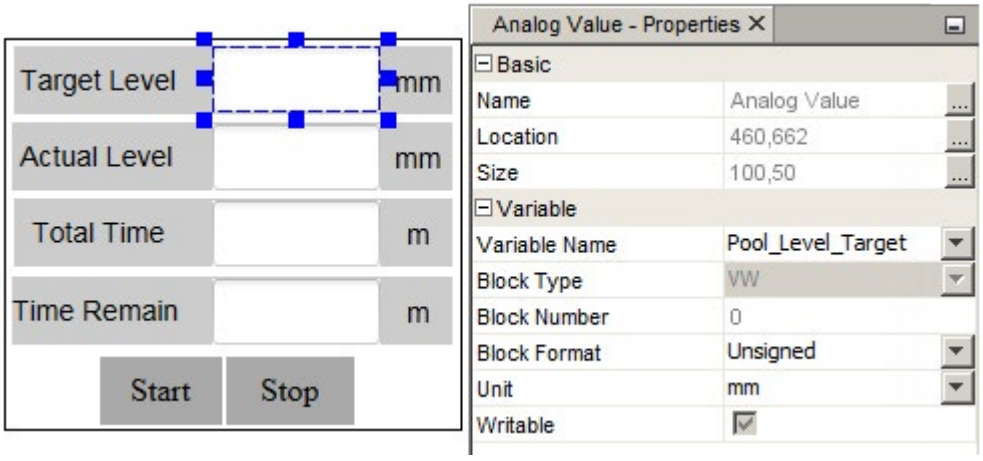
Below is just an example screenshot for configuring **Digital Value**.



Configuration for Analog Value

In this example, swimming pool use the water-level sensor to monitor the actual water level. When the swimming pool water level under the target waterline, the system will give an alarm to the user. This water lever monitor panel also can show the total time and time remain for injecting water. For this panel, it contains **Text**, **Rectangle** and **Analog Value** components.

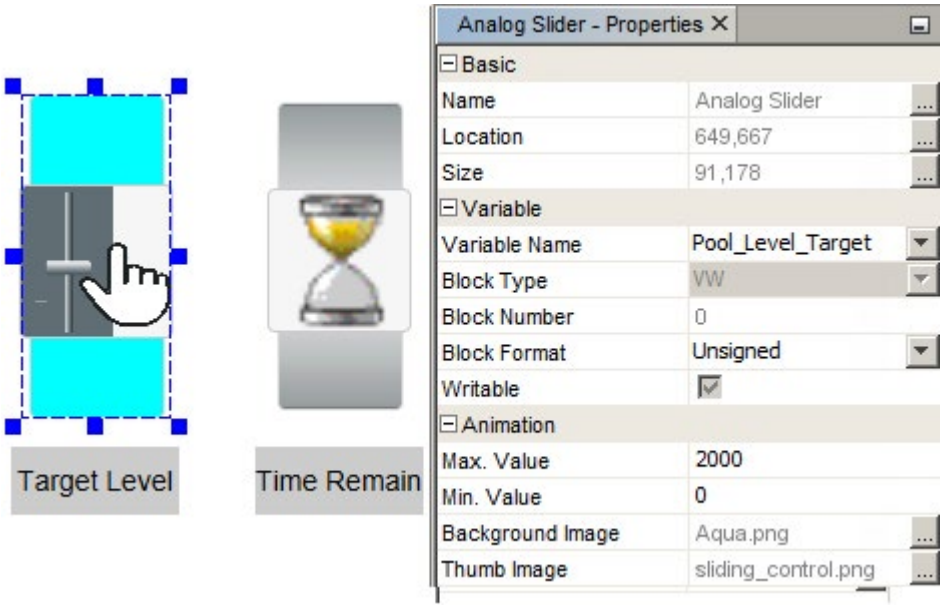
Below is just an example screenshot for configuring **Analog Value**.



Configuration for Analog Slider

In this example, these two sliders are representing target waterline and time remain for injecting water. For these sliders, they contain **Text**, **Rectangle** and **Analog Slider** components.

Below is just an example screenshot for configuring **Analog Slider**.



3.4.6 Example for adding image from USB camera

This chapter takes Cam2web as an example to show how Webcam component works.

Prerequisite

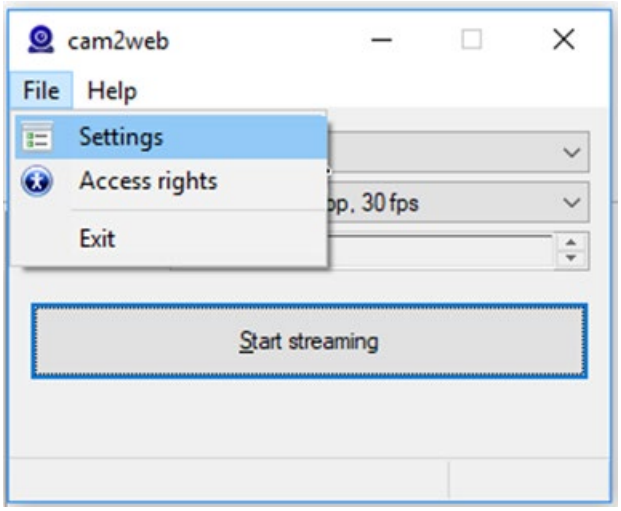
- Connect and start your IP web camera.
- Download Cam2web (http://www.cvsandbox.com/projects/cam2web/) and install it on your PC.

Note

Follow the license terms when using cam2web.

Get the image address

1. Open **cam2web.exe**.
2. Set the port under **File** -> **Setting**.

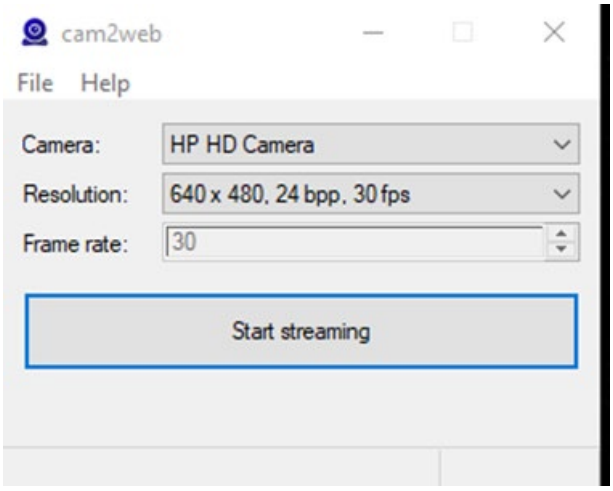


Note

The port you entered must not be occupied by other application.

3. Select the USB camera from the Camera drop-down list and click the **Start streaming** button.

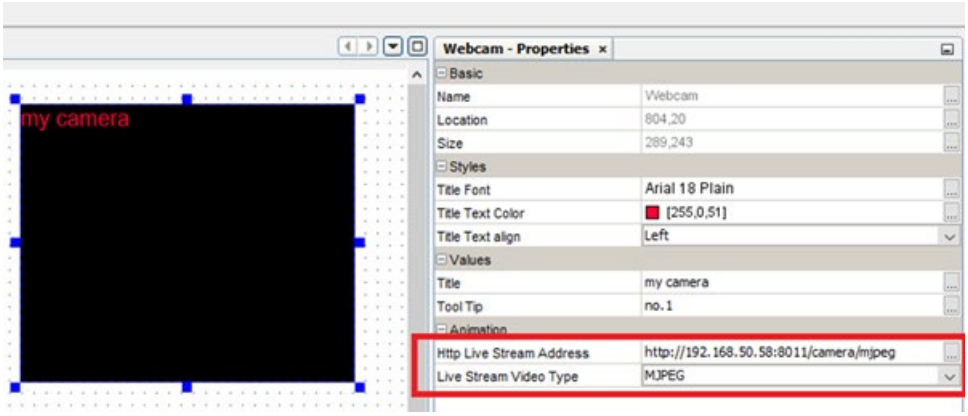
   In this example, "HP HD Camera" is the camera USB camera connected to the laptop.



4. Click **Streaming on port ...** to view the live page.
5. Right-click the image and select **Copy image address**.

Set the Webcam Animation and view the video in LWE project

1. Create a **Webcam** component in your LWE project.
2. Click "..." at the right end of the row **Http live stream address**.
3. In the Webcam-Http Live Stream Address window, paste the image address.
4. Click the down arrow at the right end of the row **Live Stream Video Type** and select **MJPEG**.



3.4.7 Example for adding image for IP camera

This chapter takes IP webcam and VLC media player as an example to show how Webcam component works.

Prerequisite

- Install your IP web camera.
- Log in to the page of the IP camera and make sure it can work.
- Get the RTSP address of the camera from the camera information page or instruction manual.

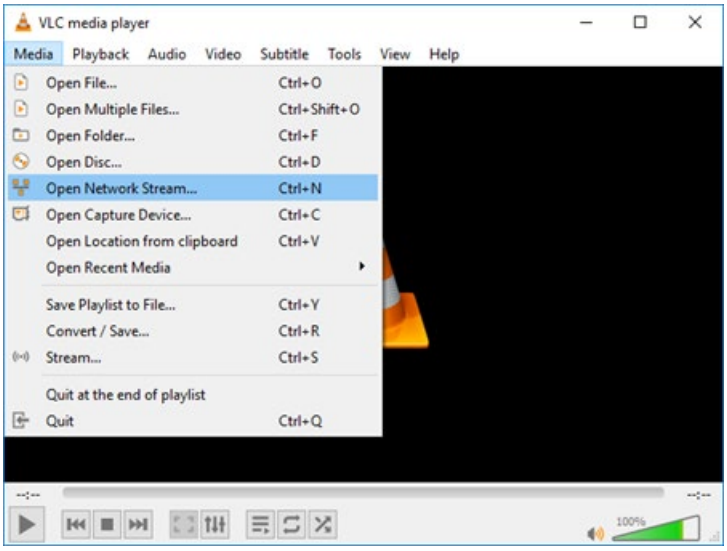
  Example: `rtsp://admin:logo.1234@192.168.0.103/MPEG-4/ch1/main/av_stream`
- Download VLC media player (https://www.videolan.org/) and install it.

Note

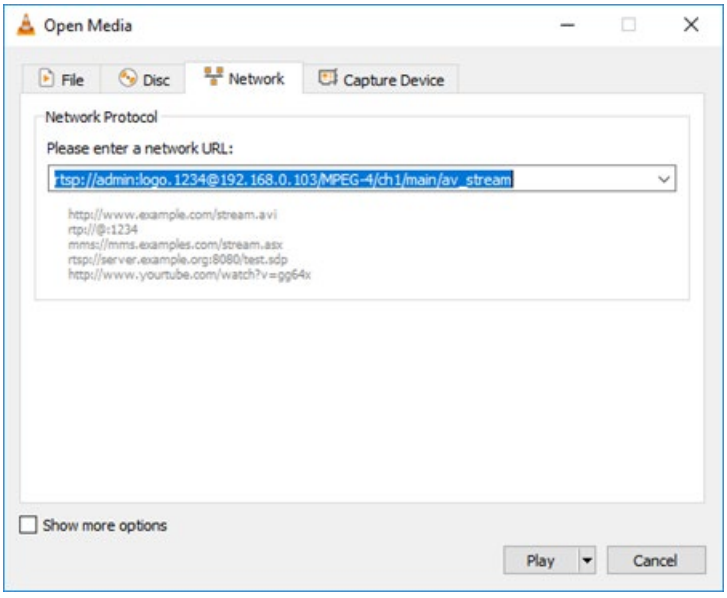
Follow the license terms when using VLC media player.

Transcode RTSP into HLS by VLC media player

1. Go to the Open Media window from **Media** -> **Open Network Stream....**

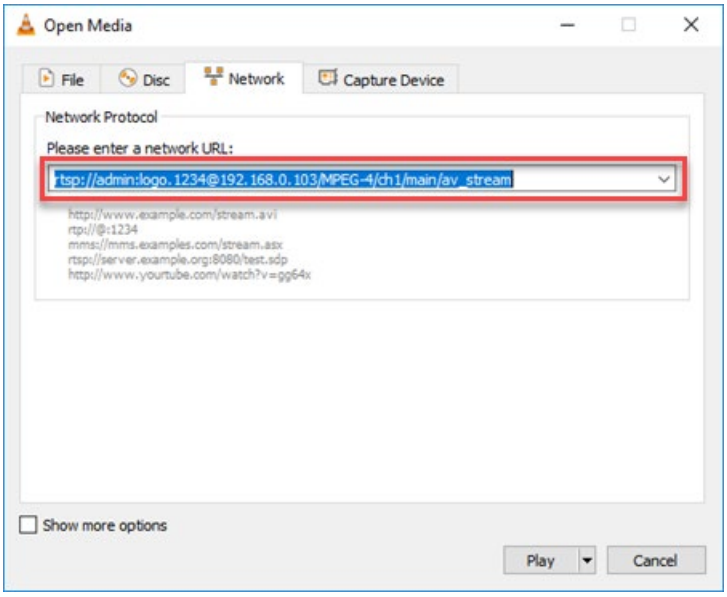


2. Enter the RTSP address in the marked input field and Click Play.



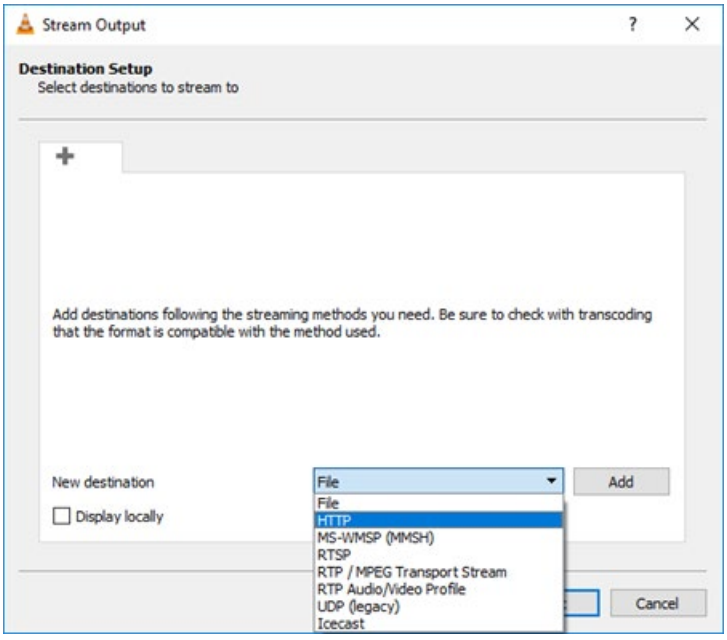
You should see the monitoring video shows in VLC.

3. Restart the VLC.
4. Go to the Open Media window and enter the RTSP address in the marked input field.

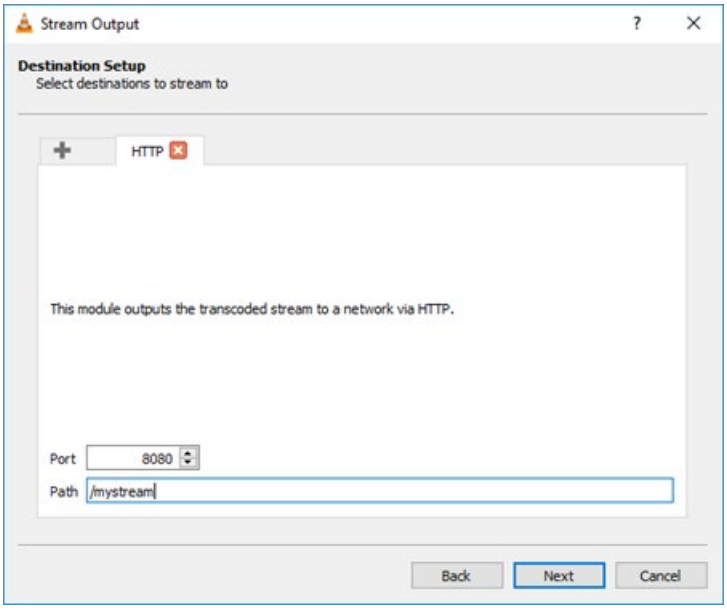


5. Click the down arrow next to **Play**, select **Stream**, and click **Stream**.
6. Click **Next**.

7. Click the down arrow next to **File**, select **HTTP**, and click **Add**.



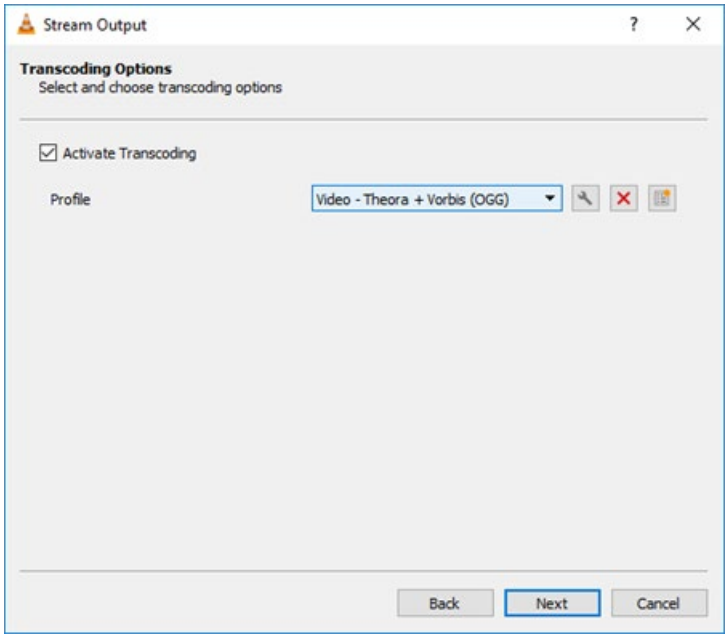
8. Enter the port and path. Click Next.



Note

The port you entered must not be occupied by other application.

9. Check the check box next to Activate Transcoding. Select the Output video type as "Video-Theora + Vorbis (OGG)" and Click **Next**.



10. Click **Stream**.

    Your HTTP Live Stream service works after the transcoding.

    Note

    Don't close the VLC until the transcoding is finished.

    The address is: `http://192.168.0.102:8080/myStream`

    192.168.0.102 is the IP address of your computer.

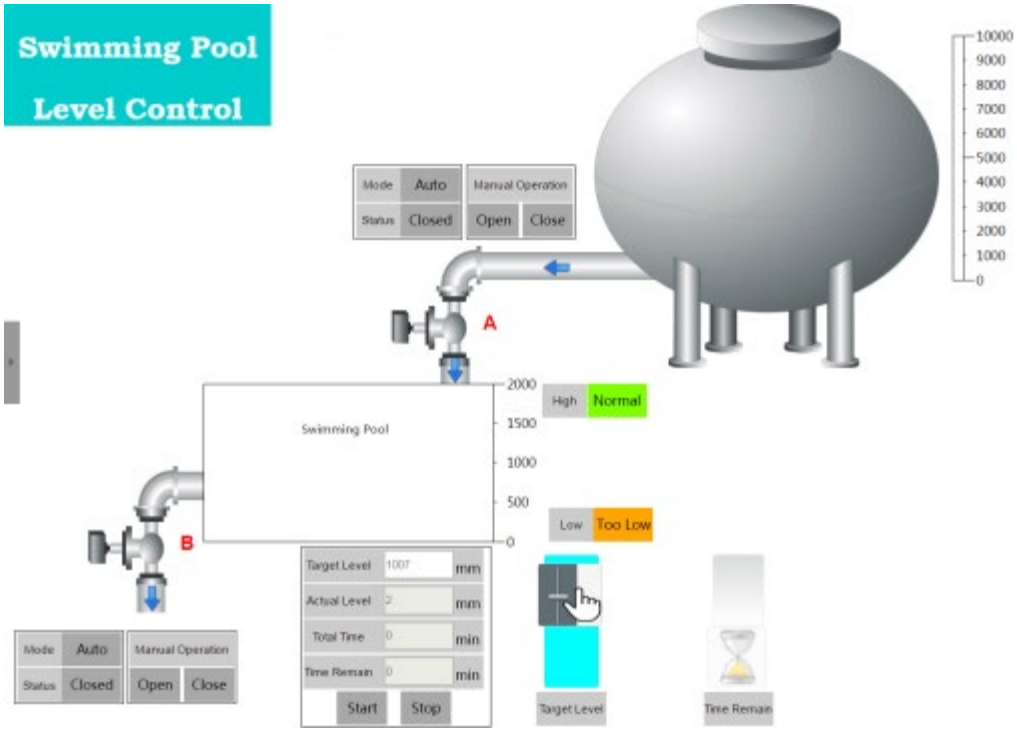
Set the Webcam Animation and view the video in LWE project

1. Create a **Webcam** component in your LWE project.
2. Click "..." at the right of the row **Http live stream address**.
3. In the Webcam-Http Live Stream Address window, enter `http://192.168.0.102:8080/myStream`.
4. Click the down arrow at the right of the row **Live Stream Video Type** and select **OGG**.

3.4.8 Visiting the example project through web page

After you finish the creating a whole project, you can visit this example project through the web page.

Follow the chapter AUTOHOTSPOT to open the project, the below is just an example screenshot for visiting the example project through web page.



For more information, refer to ...*Tools\LOGO! Web Editor Tool\Sample* folder in the DVD ROM.

HTML development interface

4

Professional clients can modify the project created by LWE to meet their specific requirements on webpage.

After you bind the HTML element to a BM data, you can monitor the BM data through webpage.

Working principle

In **DBinit()**, LOGO! JavaScript scans all HTML elements and transfer data with those having **server_binding** class.

In the **server_binding** element, we use **range**, **address**, **type**, **length** to define and bind a data from BM.

Through **show_function** and **show_param**, you can implement a callback method to meet their requirements based on the data refresh.

Follow the below rules when you update the project by the interface. Otherwise, it cannot work with BM correctly.

- Except for htm files, do not delete, move or modify other files.
- You can add, modify or delete the htm files in LOGO! Web Editor project folder:
  - Do not delete main. htm.
  - You can only modify the part of a htm file between and .
  - Keep the name of a htm file within 11 characters (a maximum of 8 characters for base file name and 3 characters for the extension)
- Save the modified projects to webroot of SD card.

4.1 LOGO! data access protocol

For the use of this interface, your pages should include all the following JavaScript:

```
<script type="text/javascript" src="/js/utility.js">
</script>
<script type="text/javascript" src="/js/storage.js">
</script>
<script type="text/javascript" src="/js/bigint.js">
</script>
<script type="text/javascript" src="/js/encrypt.js">
</script> <script type="text/javascript" src="/js/ajax.js">
```

```
</script>
<script type="text/javascript" src="/js/binding.js">
</script>
```

Note

You should call the function **DBInit()** in the page initializing routine, which initializes the data binding environments. Otherwise, the refresh framework cannot work.

4.1.1 Operation

Define a server_binding element

Define a **server_binding** class as below.

```
<div comp_type="myDigitalComponent" class="server_binding"
id="mydiv" show_param="mydiv" show_function="myCallback"
range="132" address="0" type="1" length="1"
text
</div>
```

- **id**: the unique identifier of an element
- **class=server_binding**: scan identifier for JavaScript framework
- **range**: the first part of the address
- **address**: as the third part of the actual address, **address** means the data offset from the **range** start.
- **type**: data type
- **length**: data counts with its type.
- **show_function**: define the function that is used to show the data. This function is a "callback" function. Framework call the callback function when the binding data is refreshed.
- **show_param**: parameter for the callback function.

For more information on the parameters, see Data format (Page 93).

Note

Ensure all the parameters are included when you define the **sever_binding** element. Otherwise, the data cannot be bound.

4.1.1.1 Command

This chapter introduces some commands related to LOGO! data access protocol.

Get

To get the data in your webpage, you need to do the following two steps. LOGO!'s JavaScript framework call the callback function When BM data updates.

1. Create a **server_binding** element according to the instruction in Operation (Page 90) .
2. Implement the declared callback function.

See an example as below:

```
var myCallback = function myCallback() {
             //get new value
             var newValue = parseInt(this.m_sValue, 16);
             //do your actions...
            $("#xxx").html(newValue);
 }};
```

When the callback_function is called, the JavaScript framework receives a parameter DBRequest. By this parameter, you can get the **server_binding** emelent related information and the updated data as follow.

Property	Parameter
DBRequest.m_nAddress	address
DBRequest.m_nLength	length
DBRequest.m_nRange	range
DBRequest.m_nType	type
DBRequest.m_oSrcElement	server_binding element
DBRequest.m_sShowParam	show_param
DBRequest.m_sValue	value

Set

You need to write your own JavaScript code to implement a set query for a **server_binding** element,

1. Create a DBRequest object for the **server_binding** element.
2. Assign a value to **DBRequest** by SetValue method.
3. Release a set query by **SetQuery** method.
4. Check the **m_iSetPendingFlag** member to make sure the **SetQuery** is complete. The ture value means **SetQuery** is pending while the false value means **SetQuery** is completed.

You can refer to the example below.

```
function DBRequestTest () {

          var oRequest = new
DBRequest(document.getElementById("test1"));

          oRequest.SetValue("00012345");
```

```
            if(oRequest.SetQuery())
            {
             while(oRequest.m_iSetPendingFlag)
             {
              //wait for a while or give customer some hint.
             }
             //done:
             return true;
            }
            //fail:
            return false;
          }
```

You can also set value for a set of **sever_binding** elements group. **DBGroup** object is used for collecting the **DBRequest** objects in this scenario:

1. Prepare a set of DBRequest objects by the upper description.
2. Create a DBGroup object. Collect the DBRequest objects by Add method.
3. Release the set query by the SetQuery method of DBGroup.
4. Check the **m_iSetPendingFlag** member to make sure the **SetQuery** is complete. The ture value means **SetQuery** is pending while the false value means SetQuery is completed.

You can refer to the example below.

```
function DBGroupTest() {
          var oRequest1 = new
DBRequest(document.getElementById("test1"));
          oRequest1.SetValue("00012345");
          var oRequest2 = new
DBRequest(document.getElementById("test2"));
          oRequest2.SetValue("0x01");
          var oGroup = new DBGroup();
          oGroup.Add(oRequest1);
          oGroup.Add(oRequest2);
          if(oGroup.SetQuery())
          {
           while(oGroup.m_iSetPendingFlag)
           {
            //wait for a while or give customer some hint.
           }
```

```
    //done:
    return true;
  }
  //fail:
  return false;
}
```

Note

You should call the function **DBInit()** in the page initializing routine, which initializes the data binding environments. Otherwise, the refresh framework cannot work.

4.1.1.2 Data format

We use **range**, **sub_range**, **address**, **type**, **length** to describe a data.

The **range**, **sub_range**, **address** indicate the address of the data. The **length** of a date indicates its type. For detailed information, refer to the following table.

Address Space Name	range	sub_range	address	length	Recom-mended Access Mode	Reada-ble/Writable
Digital Input	129	0	0-63	64	Bits	R
Digital out-put	130	0	0-63	64	Bits	R/W
Digital Marker	131	0	0-111	112	Bits	R/W
Variable	132	0	0-6799	6800	Bits, Bytes, Words, Dwords	R/W
Cursor Key	12	0	0-31	32	Bits	R/W
TDE Func-tion Key	13	0	0-31	32	Bits	R/W
Shift Regis-ter	14	0	0-127	128	Bits	R
NetI	16	0	0-127	128	Bits	R
NetQ	17	0	0-127	128	Bits	R/W
Analog Input	18	0	0-239	240	Words	R
Analog Out-put	19	0	0-239	240	Words	R/W
Analog Marker	20	0	0-1023	1024	Words	R/W
NetAI	21	0	0-1023	1024	Words	R
NetAQ	22	0	0-511	512	Words	R/W

range

It is the first part of the address.

sub-range

It is the second part of the address and reserved for future function extension. The default value is 0.

address

As the third part of the address, it means the data offset from the range start.

Note

Ensure that you provide the offset-address by bits no matter what data type you are accessing.

All the address will be validated before access. LOGO! reports an error for an invalid address and truncate the address which is out of range

type

It means data type. LOGO! has four kinds of data.

Id	type	length
1	BOOL	1 bit
2	BYTE	8 bits
4	WORD	16 bits
6	DWORD	32 bits

length

It means the data count with its type.

value

All data value is presented by a HEX string. You can convert it into other type for your customer, but you must convert it back to HEX array mode before you set it to server.
For example, as for data with type DWORD, its value is 0x12345, you will get the string “00012345” from server, and if you want to change it to 0x12346, you also should use string “00012346”.

4.2 Example

Below is an example of digital component.

```
<BODY onload="loadPage()">
        <DIV  id="wrap">
          <div id="main" onclick="hideMenu()" style="width: 1420px;
height: 880px;">
          <div comp_type="myDigitalComponent" class="server_binding"
id="mydiv" show_param="mydiv" show_function="myCallback"
             range="132" address="0" type="1" length="1"
             onclick="sendDigitalRequest(this)" value="0"
             style="position:absolute; left:389px; top:242px;
width:84px; height:84px; border:1px solid red;line-height: 84px;">
               OFF
             </div>
            <script type="text/javascript">
                var myCallback = function myCallback() {
                var id = this.m_sShowParam; //get id
                var newValue = parseInt(this.m_sValue, 16); // get
newValue
                document.getElementById(id).value = newValue;//
recode the newValue
                   //response
                if (newValue == 0) {
                   $("#"+id).html("ON"); //do your
actions
                     } else {
                   $("#"+id).html("OFF"); //do your
actions
                       }};
                 function sendDigitalRequest(obj) {
                 var id = obj.id;
                 var oRequest = new DBRequest(obj);
                   //set value
                if (obj.value) {
                     oRequest.SetValue("00");
                                 } else {
                     oRequest.SetValue("01");
```

```
                                        }
                                       //send request
                if (oRequest.SetQuery()) {
                        setInterval(checkResult, 1000, oRequest);
                                    }
                                       }
                                     </script>
                                  </div>
        </DIV>
    </BODY>
```

Specification

1. All you custom codes have to be added between <div id="main"> and </div>.
2. The following four parameters define the LOGO! data access and callback JavaScript function:
   - `class="server_binding"`: LOGO! JavaScript will scan all the DIVs and transfer data with those DIV having **server_binding** class**.**
   - `id="mydiv"` : You should assign **id** and **show_param** with the same DIV.
   - `show_param="mydiv"`: You should assign **id** and **show_param** with the same DIV.
   - `show_function="myCallback"`:You need to implement a callback JavaScript function and assign its name to "show_function".
3. The following four parameters describes the data:
   - `range="132"`: V
   - `address="0"`:0.0
   - `type="1"`:BOOL
   - `length="1"`: 1

   For detailed information, see Data format (Page 93)
4. The following two parameters are used to submit requests to server.
   - `"setDigitalData(obj)"` : it's a customized method, used to submit requests to server.
   - `"value"`: used to recode the current data value and could be submitted by `"setDigitalData(obj)"`.

Tips and tricks

5

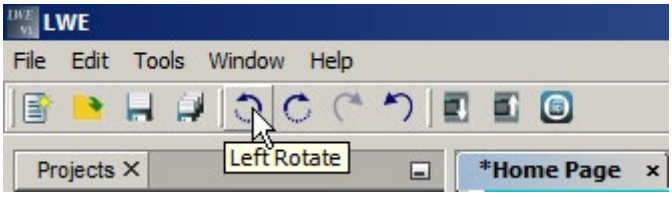
5.1 How to display a corresponding tooltip for a function key

In LOGO! Web Editor, you can display a corresponding tooltips both in Standard toolbar and Graphic Library.

Tooltips for Standard toolbar

In the Standard toolbar, you can use the mouse-over-button function to display the icon name, which represents the tooltip. This helps you quickly recall the function of the icon, without having to call the menu or the help.

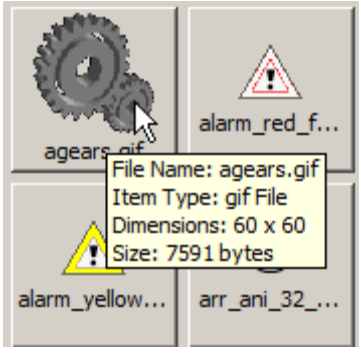
Below is an example screenshot.



Tooltips for images in Graphic Library

In Graphic Library, you can also use the mouse-over-button function on each image to display the File Name, Item Type, Dimensions and Size information which represents the tooltip.

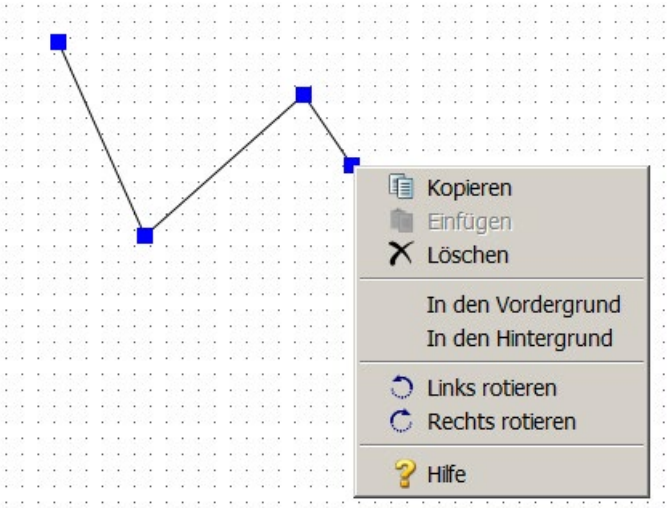
Below is an example screenshot.



5.2 How to draw a polyline well

When you active the Polyline component, you can draw the polyline start from left-clicking mouse button and end with right-clicking mouse button.

Every point you click appears a blue square, and a blue arrow goes with your mouse. When you finish drawing for the polyline, you'd better move your mouse away from the blue square and do the right-click, or else the shortcut menu for right-click function will be popped up.



5.3 How to edit component through the shortcut menu

Right-click the component to open a shortcut menu that offers you the following functions for editing the component:

- Copy (Page 56)
- Paste (Page 56)
- Delete (Page 56)
- Bring To Front (Page 56)
- Send To Back (Page 56)
- Left Rotate (Page 55)
- Right Rotate (Page 55)

5.4 How to import multiple images

Import multiple images in Graphic Library

1. Point to My Graph folder or the customized folder where you want to attach the images.
2. Click **Upload Files** button to find the directory of the image in your local disk;
3. Choose the images you want to upload. You can upload multiple images in two ways:
   - To choose a list of sequential images, click the first file you want to upload, hold the **Shift** key on the keyboard and click the last file you want.
   - To choose non-sequential images, click the first file you want to upload, hold the **Ctrl** key on the keyboard and click any further files you want to upload.
   - To choose all the images, hold the **[Ctrl+A]** key on the keyboard.
4. Click **Open** button to upload the images;
5. Once uploaded you will see the uploaded images appear on the right side of the dialog box.

5.5 How to add a link connecting to another page

To add a link connecting to another page in your project, you need to add these parameters after your URL:

```
 ?!App-Language=" +
LocalStorage.Instance().Get("logo_current_language") + "&Security-Hint=" +
LocalStorage.Instance().Get("logo_current_login_ref");
```

Example:

```
window.location.replace(link + "?!App-Language=" +
LocalStorage.Instance().Get("logo_current_language") + "&Security-Hint=" +
LocalStorage.Instance().Get("logo_current_login_ref"));
```

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