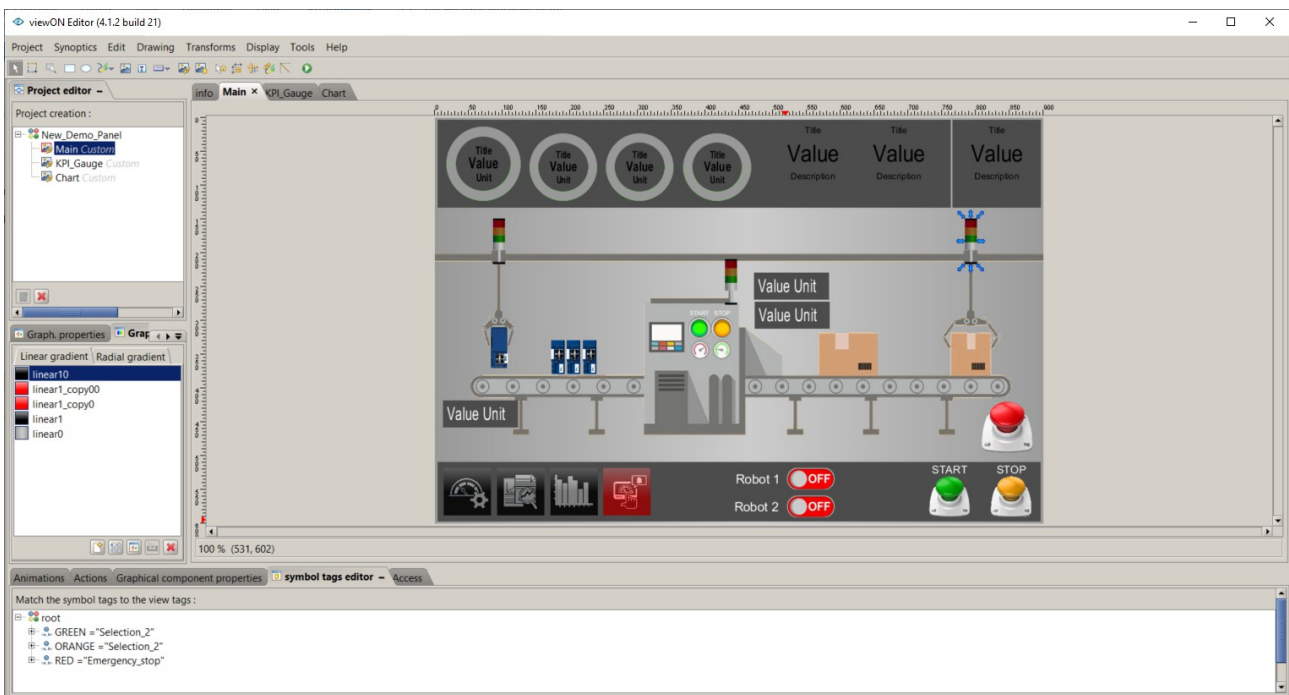


viewON - Graphical Components

Application User Guide



AUG-007-01 4.0 en-US

Important User Information

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1. Hardware and software requirements

1.1. Hardware requirements

In order to follow this guide you need:

- 1 Ewon device with viewON capabilities (for example: Ewon Flexy)
- 1 PC with an Internet access and an up-to-date web browser

1.2. Software requirements

Ewon configuration software:

The Ewon device is configured through its embedded web server. So all you need is a standard web browser software like Firefox or Chrome.

Additionally we suggest to download the eBuddy utility on our support website:

<https://resources.ewon.biz/download/ebuddy>

The eBuddy utility lists all the Ewon devices available on your network and changes the default IP address of an Ewon to match your LAN IP address range.

With eBuddy you can also easily backup/restore your configuration or upgrade the firmware of your Ewon.

viewON software:

To create a viewON project, the viewON Editor is needed on your PC.

To visualize the exported viewON application on the Ewon you simply need an up-to-date web browser (Mozilla FireFox, Google Chrome,...).

This makes the viewON project visualization compatible with any kind of platform (computer, tablet, smartphome) and any kind of OS (Windows, Linux, MacOS, iOS, Android).

The viewON editor software can be downloaded on the Ewon web site:

<https://resources.ewon.biz/download/viewon>

1.3. Ewon firmware version

To be able to follow this guide, your Ewon device needs a firmware version 11.0 or higher.

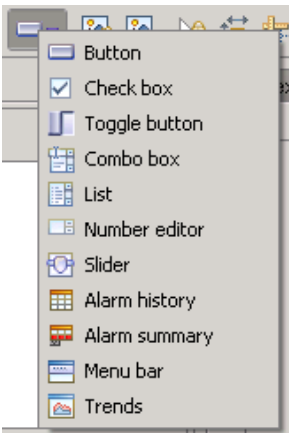
A simple way to upgrade the Ewon firmware is to use eBuddy, the Ewon software companion. We recommend upgrading your Ewon to the latest available firmware version before starting a new viewON project.

2. Graphical Component

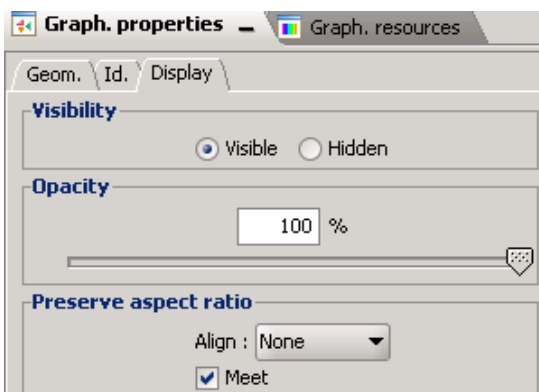
In the viewON interface, you can create a **Graphical Component** instead of drawing an object yourself.



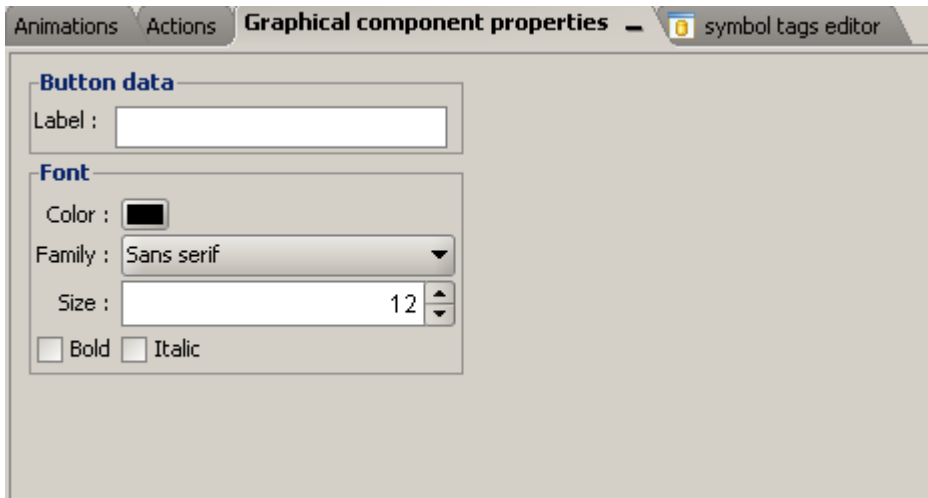
There are 11 graphical components :



Unlike the objects that you create yourself, the **Graphical Components** cannot be completely customized. As a result, the **Graph properties** are used to modify only a few aspects of your object. As you can see in the following picture only the *Geometry* (the position of the object) and the *Display* (the opacity of the object) tabs are available for a graphical component. **The Graph resources** are useless as no gradient can be added to a graphical component.

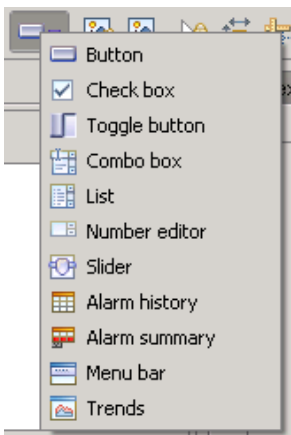


We will see later that some aspects are configurable in the **Graphical Component properties** section.



2.1. Button

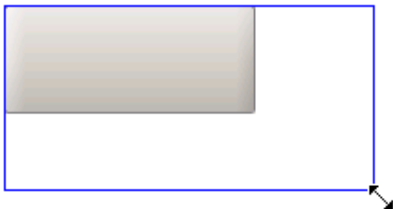
The Button allows you to send a value to your Tag. Select **Button**, the context box will close.



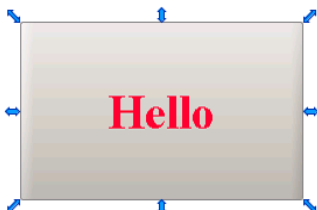
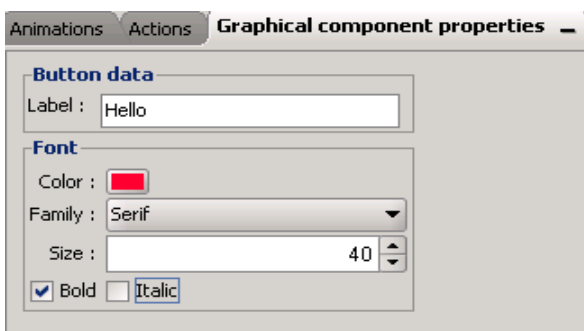
With the mouse, click on your View and do a click and drag movement to make the **Button** appear.



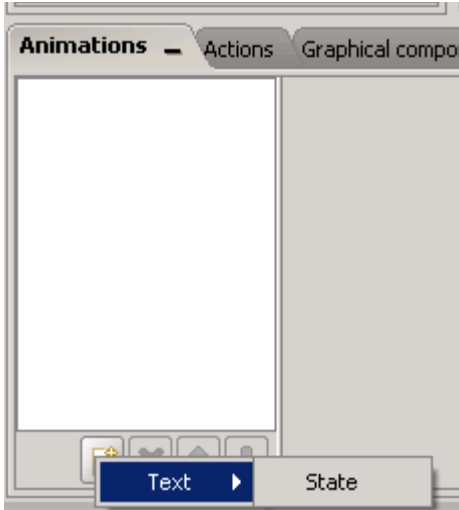
Of course you can magnify the **Button** or decrease it in size either with the mouse or in the **Graph properties**.



In the **Graphical Component properties** section (in the third part of the screen), in **Button data/Label** field you will be able to add a text on your object. For example “Hello”. It is possible to change the font color, the font size, etc.

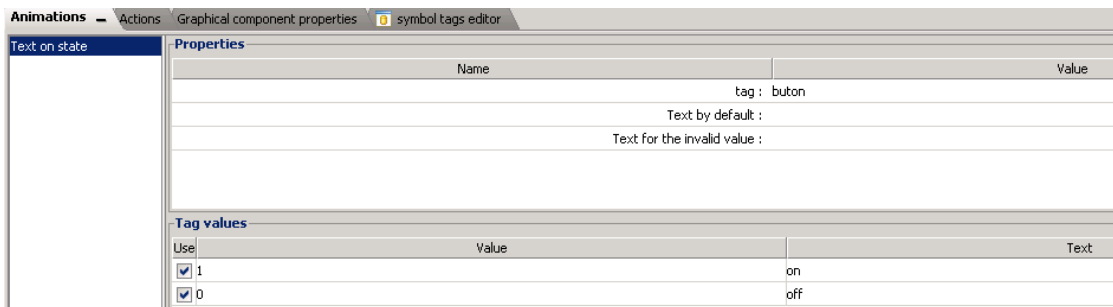


Instead of a fixed text, you can use a **Text on State**. In the **Animations** context, select **Text on State**.



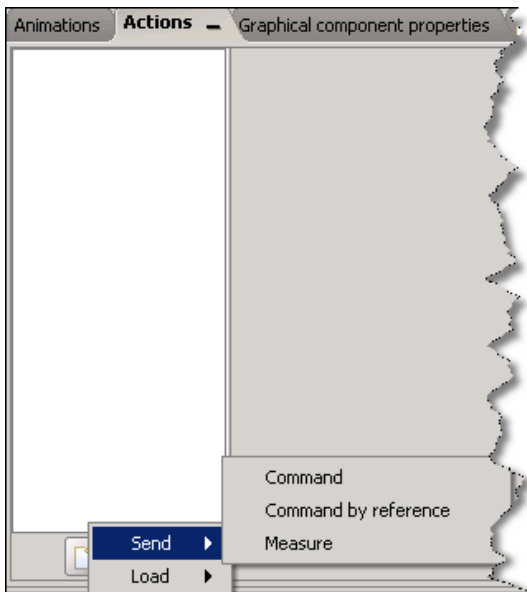
In the **Properties** section, choose the Tag that you want to link to the object (Boolean Tags). In the **Tag values** field, choose a text that you want to see each time the value of the Tag is 1 and a text you want to see when the value of the Tag is 0.

ex: value 1 → text : on
 value 0 → text : off

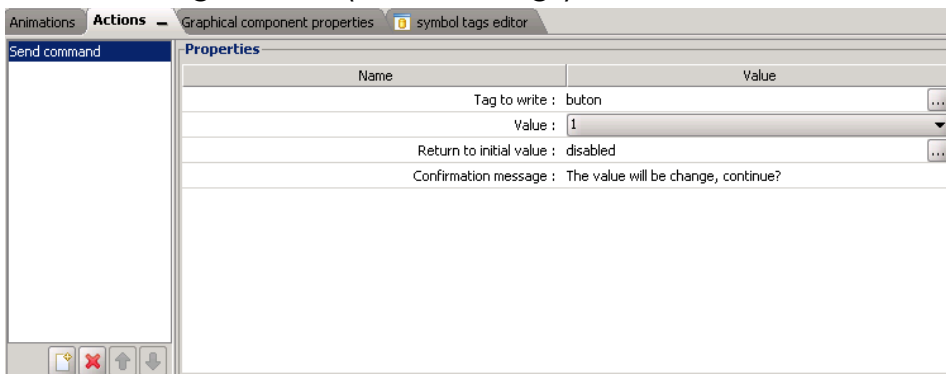


In this case each time the value of the tag is 1, "on" will appear on your object and when the value is 0, then "off" replaces the other text.

If you want to be able to click on your **Button**, you will have to add an action on your graphical component. Let us choose a **Send Command** action.



Choose a Tag to write (Boolean Tags), then a value when the **Button** is selected.



Finally type a confirmation message, if needed (this message will appear each time you click on the **Button**, asking a confirmation). When you click on your **Button**, the value 1 will be sent to the Tag linked to the **Send Command** action.

Hereunder an example of a confirmation message:

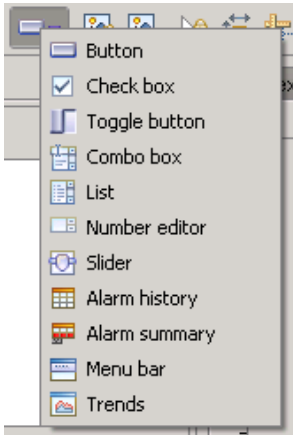


If you do not want a confirmation message to pop up, do not write anything in the **Confirmation Message** field.

For further information on how to use an **Animation** or an **Action**, please refer to the [AUG-006-01 \(Viewon-objects,animations and actions\)](#).

2.2. Check Box

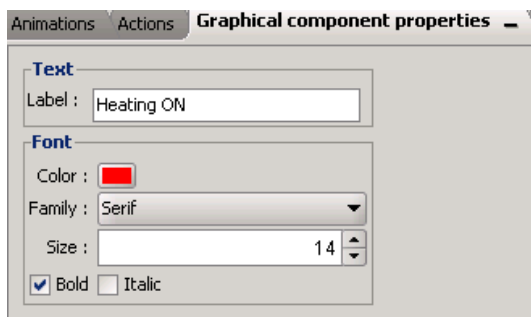
With the **Check box**, you will be able to draw a check box in the easiest way. The process is the same as the **Button** one. Select **Check Box**, the context box will close.



With the mouse, click on your View to make the **Check Box** appear.



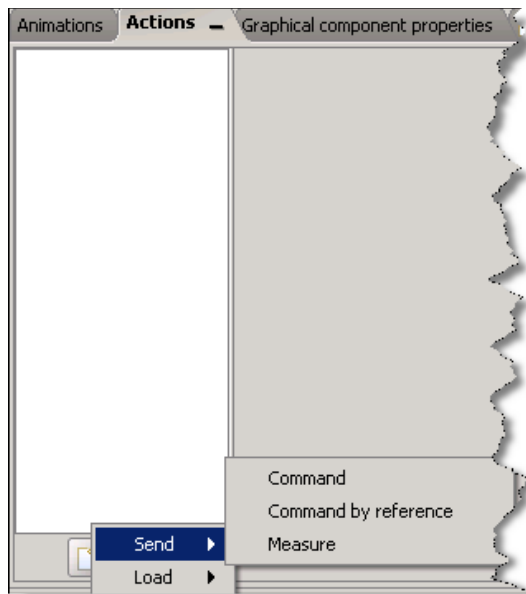
In the **Graphical Component properties** section (in the third part of the screen), in the **Text/Label** field, you will be able to add a text next to your object.



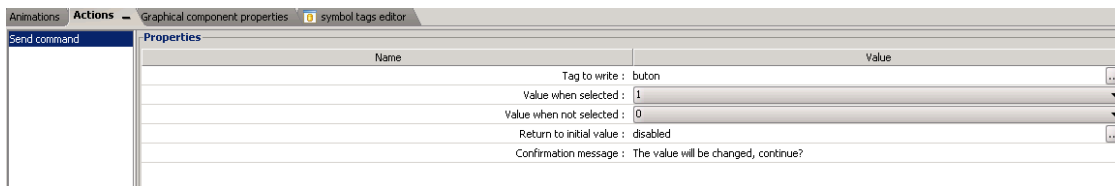
For example "Heating ON". It is possible to change the font color, the size, etc.



For the **Check Box** to work, you will have to add an action to your object: an **Action command** (only the **Send Command** action is possible).



Let us see how to add an action on your **Check box**. Be aware that only the **Send Command** action is available.



Choose a Tag to write, then a value when the **Check box** is selected and a value when it is not selected. In our example, when selected, the value 1 is sent to the Tag. On the other hand, when the Check box is not selected, the value 0 is sent to the same Tag. Finally type a confirmation message, if needed (this message will appear each time you click on the **Check Box**, asking a confirmation).

Hereunder an example of a confirmation message:

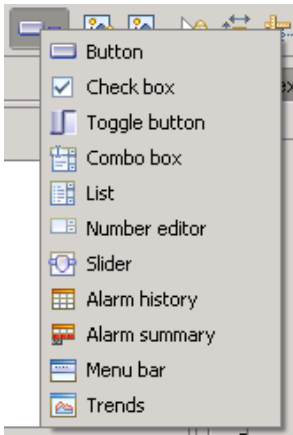


If you do not want a confirmation message to pop up, do not write anything in the **Confirmation Message** field.

For further information on how to use an **Animation** or an **Action**, please refer to the [AUG-006-01 \(Viewon-objects.animations and actions\)](#).

2.3.Toggle Button

The Toggle button allows you to send a value to your Tag. Select **Toggle button**, the context box will close.



With the mouse, click on your View to make the **Toggle Button** appear. Just like the **Button**, you will be able to add a text on this object. Be aware that for the graphical components, the **Graph resources** do not work as you cannot change the color of the object. In the **Graphical Component properties** section (in the third part of the screen), in the **Text/Label** field, you can add text to your object.



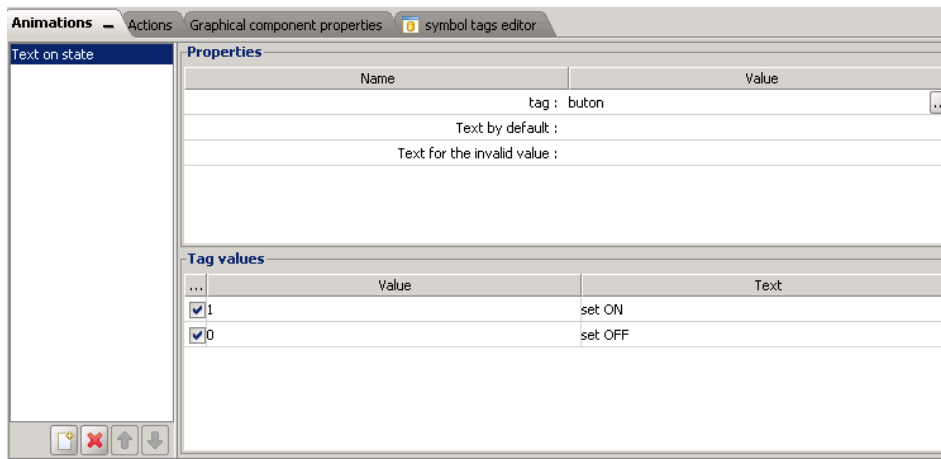
For example "Heating". It is possible to change the font color, the size, etc.



As for most of the graphical components, you can only apply a **Send Command**

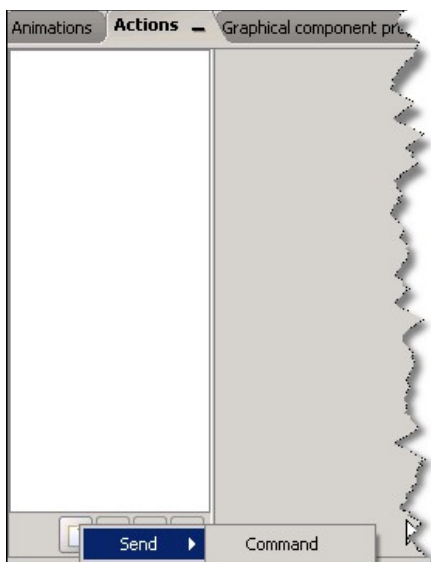
action and a **Text on State** animation.

In the **Animations** context, select **Text on State** and choose the Tag (only a Boolean one) you want to link to the object in the **Properties** section.

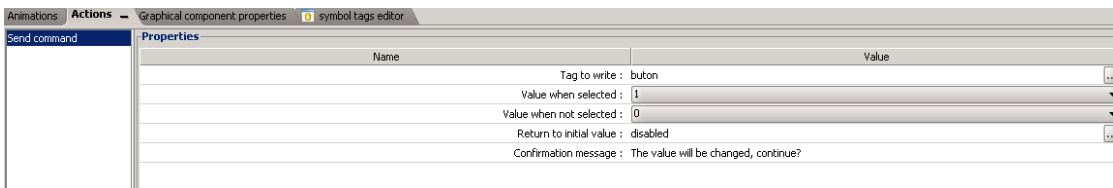


In this case, you click on the **Toggle Button**, “set on” will appear instead of “Heating” and “set off” will appear when you click again.

Let us see how to add an action on your **Toggle Button**. Be aware that only the **Send Command** action is available.



As you can see in the following picture, the procedure is the same as for a **Check Box**.



Choose a Tag to write, then a value when the **Toggle button** is selected and a value when it is not selected. Finally type a confirmation message, if needed (this message will appear each time you click on the **Toggle button**, asking a confirmation).

Hereunder an example of a confirmation message:

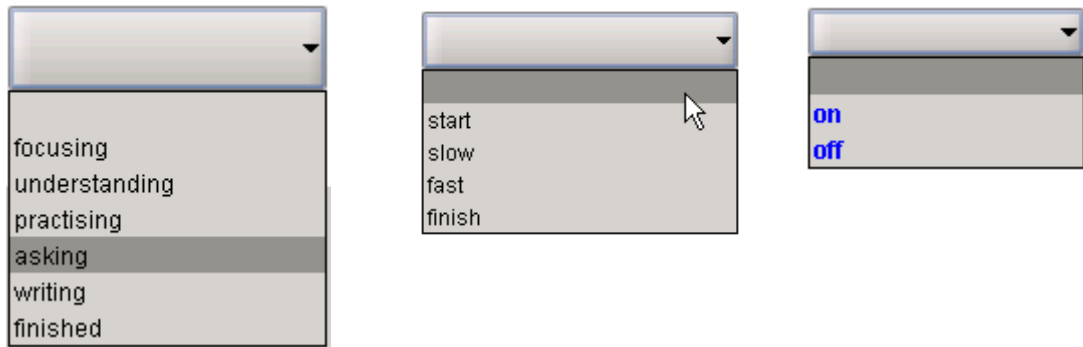


If you do not want a confirmation message to pop up, do not write anything in the **Confirmation Message** field.

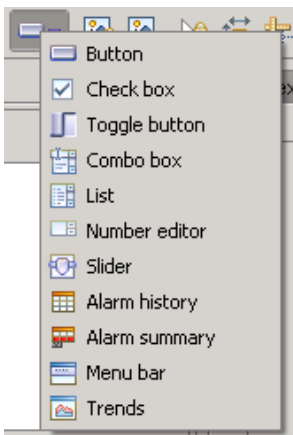
For further information on how to use an **Animation** or an **Action**, please refer to the [AUG-006-01 \(Viewon-objects,animations and actions\)](#).

2.4. Combo Box

The **Combo box** gives you the opportunity to create a kind of menu. By using this Combo box, you will be able to see the different Views that you have created or send a predefined values to a Tag.

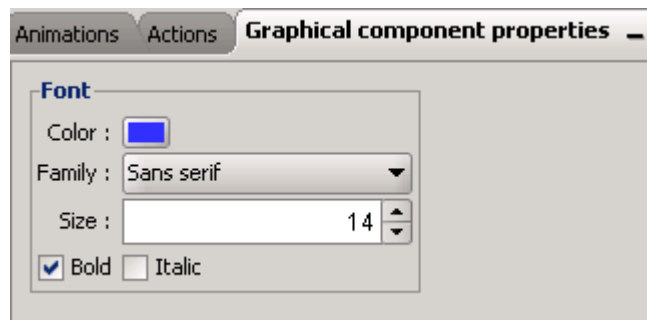


Select **Combo box**, the context box will close.

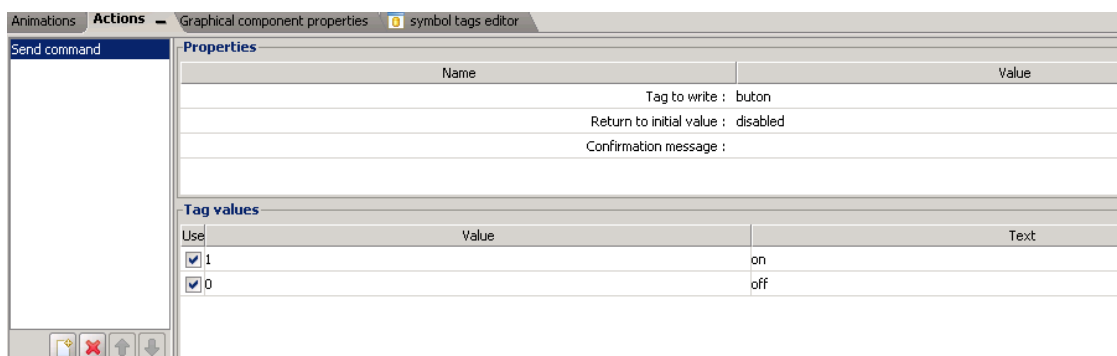
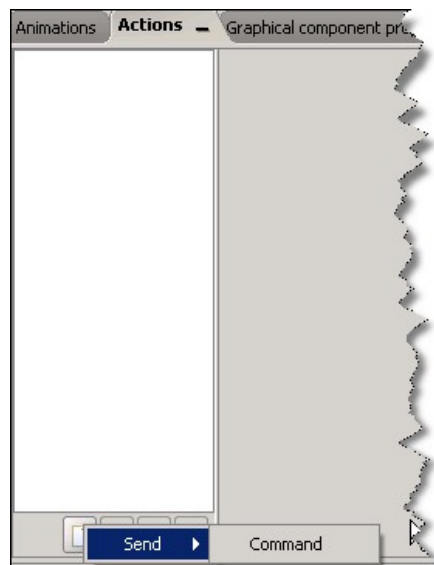


With the mouse, click on your View to make the **Combo box** appear. For this graphical component, you do not have the possibility to add any animation. Only actions are available (**Load view**, **Send Command** and **Send Measure**). Unlike the other graphical components, you will not be able to write a text directly on your **Combo box**. The text will be added through the action that you will link to the object.

You can change the font color, the size etc. of the default text “Items” in the **Graphical Component properties** section.



a) Combo box using the Send Command action

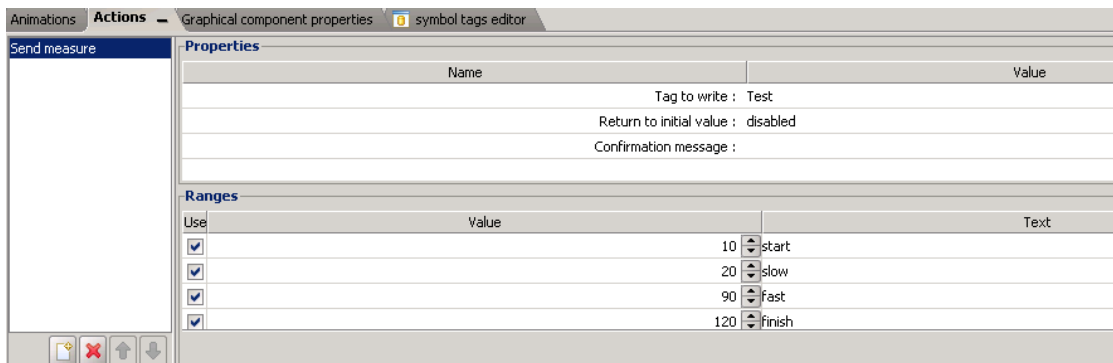


In this case, the **Combo box** will look like this:



This action allows to set a state of a Tag. So if you select “on”, the value 1 will be sent to the Tag linked to the **Combo box**. If you click on “off”, the value 0 will be sent to the Tag. If you write a **Confirmation message** in the provided field, then, a pop-up window will open to ask a confirmation before changing the status. Be aware that the **Return to initial value** field must remain disabled.

b) Combo box using the Send Measure action



This action will allow to set a value of a Tag. Only analog Tags are taken into account for the **Send Measure** action. As for the other actions for graphical components, you can insert a **Confirmation message**. Finally, define the values to send to the linked Tag. To do so, click on the button on the right bottom corner of the screen.



Your **Combo box** will look like this:

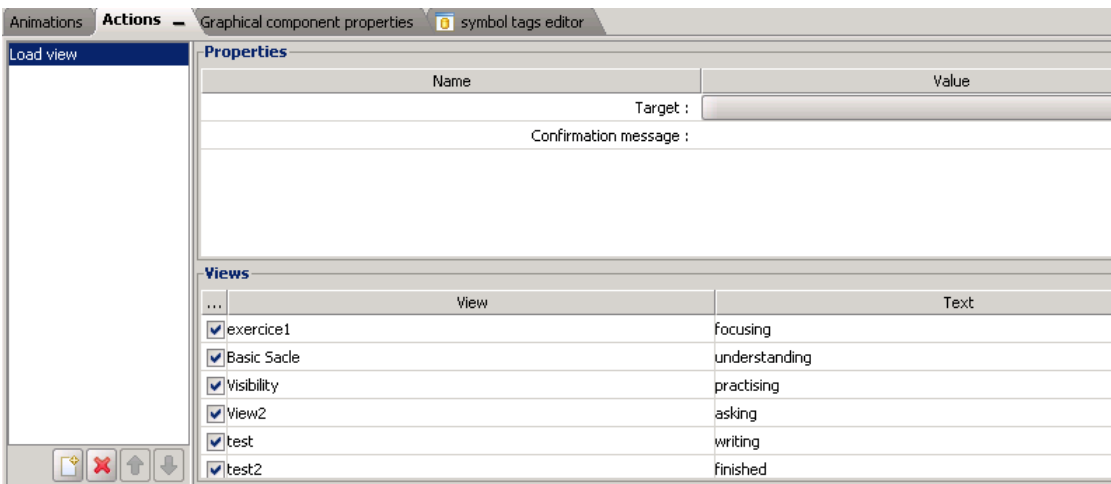


So if you click on “start”, the value 10 will be sent to the linked Tag, when you click

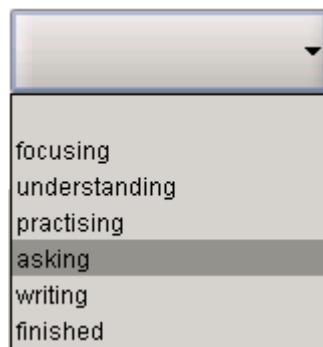
on “slow”, the value 20 will be sent to the Tag and so on.

c) Combo box using the Load View action

Thanks to this action, you will be able to link your Views to your **Combo box**. Under the **Properties** section (in **Actions/Load View**) you will see all the **Views** of your project. All you have to do is check the Views you would like to add to the combo box. In the **Text** section, you can name your Views.



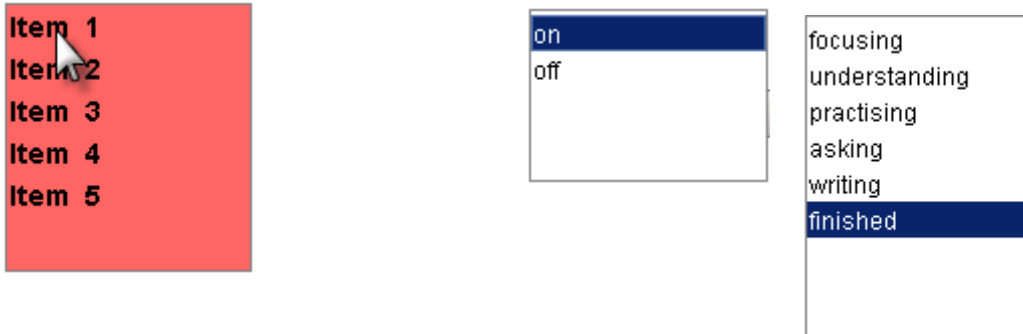
Thanks to the **Load View** action, you will be able to see your Views by clicking on each of them:



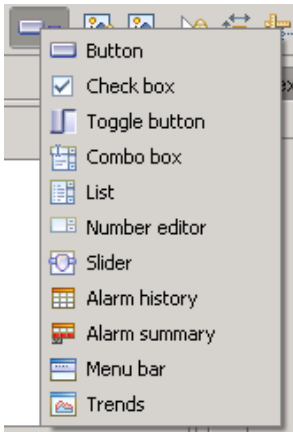
So, if you click on “focusing” for example, the View (exercice1) linked to it will open. Be aware that when you choose a View, your current view will be replaced by the new one.

2.5. List

The **List** is very similar to the **Combo box**. It gives you the opportunity to create a kind of menu that will allow you to see by a click the different views you have created or send predefined values to the Tag.



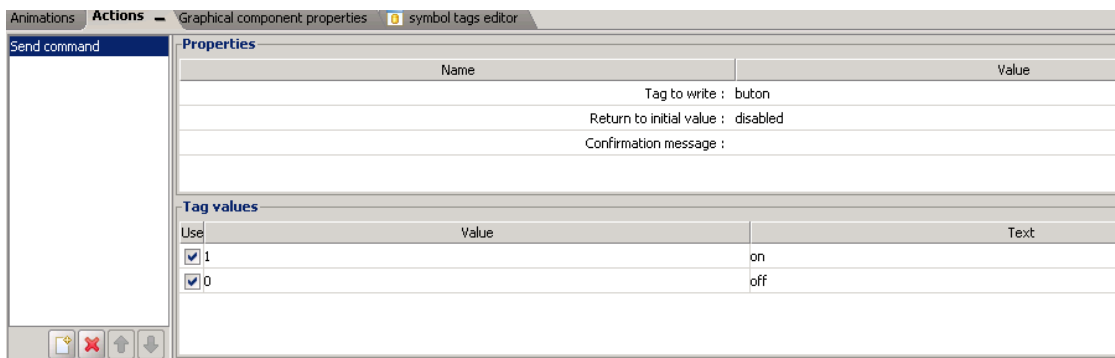
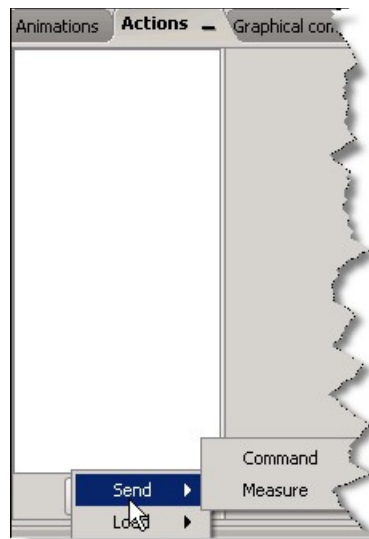
Select **List**, the context box will close.



With the mouse, click on your View to make the **List** appear. For this graphical component, you do not have the possibility to add any animation. Only actions are available (**Load view**, **Send Command** and **Send Measure**). In the **Graphical Component properties** section, you will be able to customize your **List** : choose the background color, the opacity, the font, the color of the text, etc.

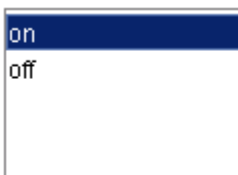


a) List using the Send Command action



In the above example, if you select "on", the value 1 will be sent to the Tag linked to the **List**. If you click on "off", the value 0 will be sent to the Tag. If you write a **Confirmation message** in the provided field, then a pop-up window will open to ask a confirmation before changing the status.

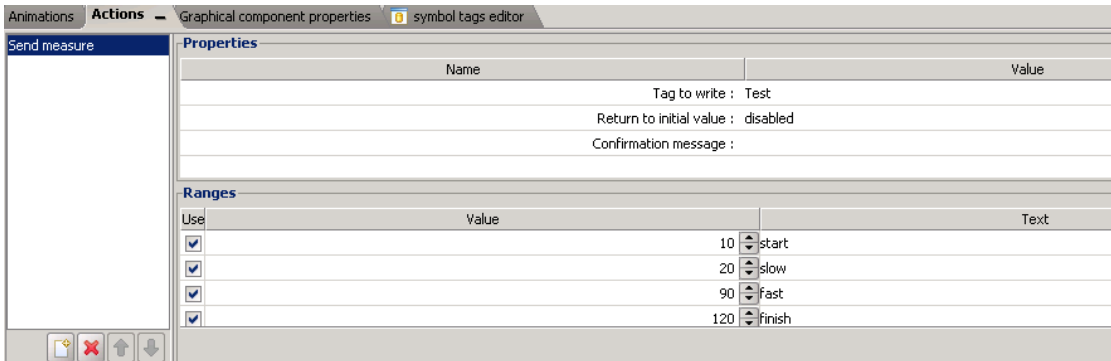
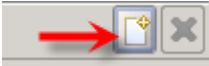
Your **List** will look like this:



So, when "on" is selected the value 1 is sent to the Tag and when "off" is selected, the value 0 is sent to the Tag.

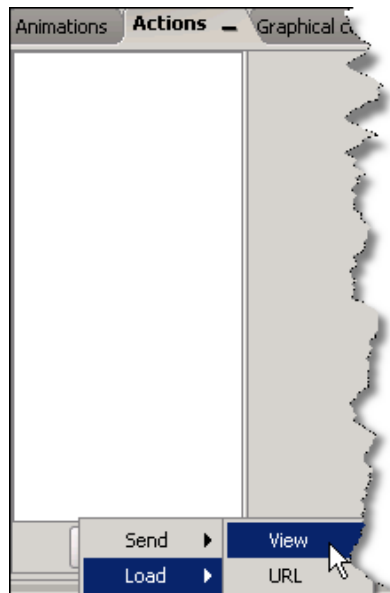
b) List using the Send Measure action

Only analog Tags are taken into account for the **Send Measure** action. As for the other actions for graphical components, you can insert a confirmation message. Finally, define the values to send to the Tag. To do so, click on the button on the right bottom corner of the screen.



So if you click on “start”, the value 10 will be sent to the linked Tag, when you click on “slow”, the value 20 will be sent to the Tag and so on.

c) List using the Load View action



Thanks to this action, you will be able to link your Views to your **List**. Under the **Properties** section (in **Actions/Load View**) you will see all the **Views** of your project. All you have to do is check the Views you would like to add to the combo box. In the **Text** section, you can name your Views.

Views		
Use	View	Text
<input checked="" type="checkbox"/>	exercice1	focusing
<input checked="" type="checkbox"/>	Basic Sacle	understanding
<input checked="" type="checkbox"/>	Visibility	practising
<input checked="" type="checkbox"/>	View2	asking
<input checked="" type="checkbox"/>	test	writing
<input checked="" type="checkbox"/>	test2	finished

Thanks to the **Load View** action, you will be able to see your **Views** by clicking on them.

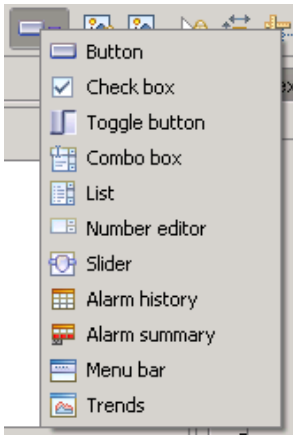
Your **List** will look like this:

- focusing
- understanding
- practising
- asking
- writing
- finished**

So, if you click on “focusing”, the View (exercice1) linked to it will open and so on. Be aware that when you choose a View, your current view will be replaced by the new one.

2.6. Number Editor

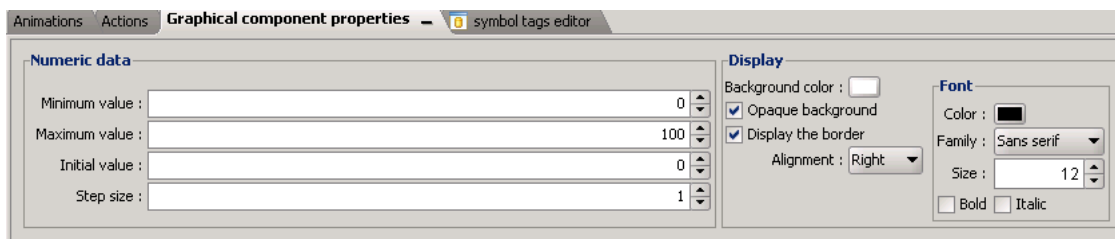
The **Number editor** allows you to send a value to a Tag, only by clicking on the little darts. Select **Number editor**, the context box will close.



With the mouse, click on your View to make the **Number editor** appear. For this graphical component, you do not have the possibility to add any animation.



In the **Graphical Component properties** section, you will have to choose a minimum value, a maximum value, an initial value and a step size (you will be able to choose the maths table you want to use (1,2,3,4,5,6,... / 2,4,6,8,10,.../3,6,9,12,18,...))



Once again, you can choose the background color, the text color, etc.

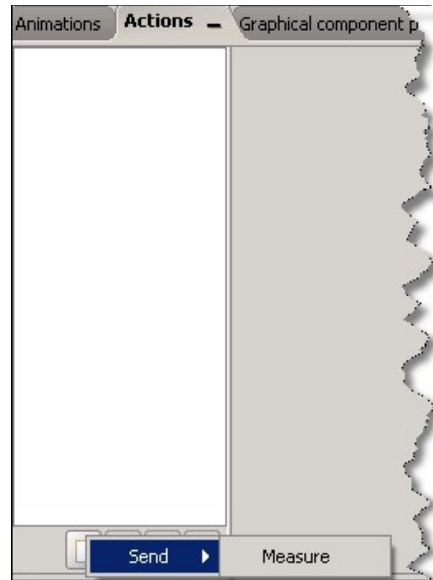
Here is an example of a customized **Number editor** :



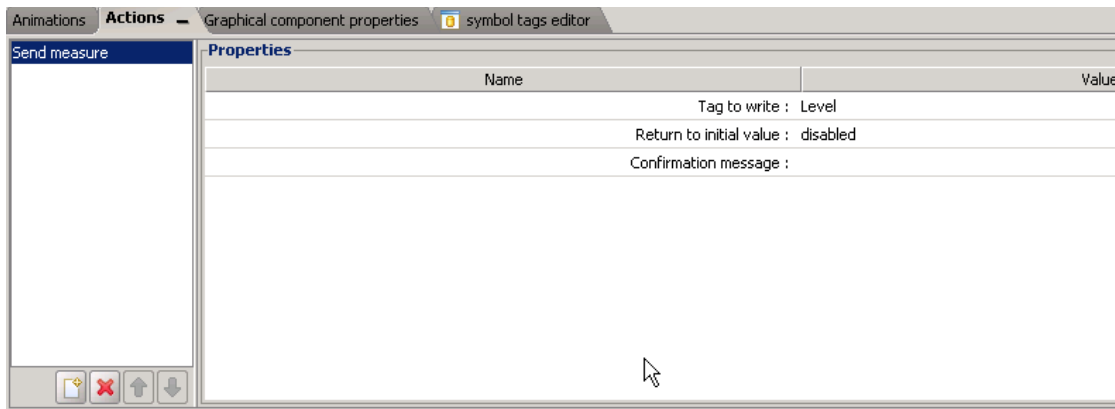
When you click on the upper dart, the value will increase by 1 if the **Step size** is 1 (55,56,57,58,...); by 2 if the Step size is 2 (2,4,6,8,10, etc.).



For the **Number editor** to work, do not forget to add the **Send measure** action. If not, you will not be able to click on the darts to send the value to the Tag.



Choose the Tag (only analog ones are taken into account) you want to link to your **Number editor** and insert a confirmation message if needed.



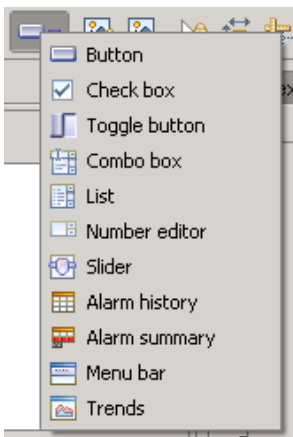
Below is an example of a confirmation message:



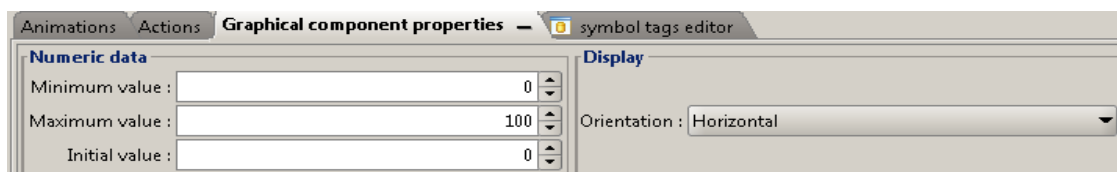
If you do not want a confirmation message to pop up, do not write anything in the **Confirmation Message** field.

2.7. Slider

The **Slider** allows you to send a value to a Tag only by moving the cursor. Select the **Slider**, the combo box will close. With the mouse, click on your View to make the **Slider** appear. For this graphical component, you do not have the possibility to add any animation.



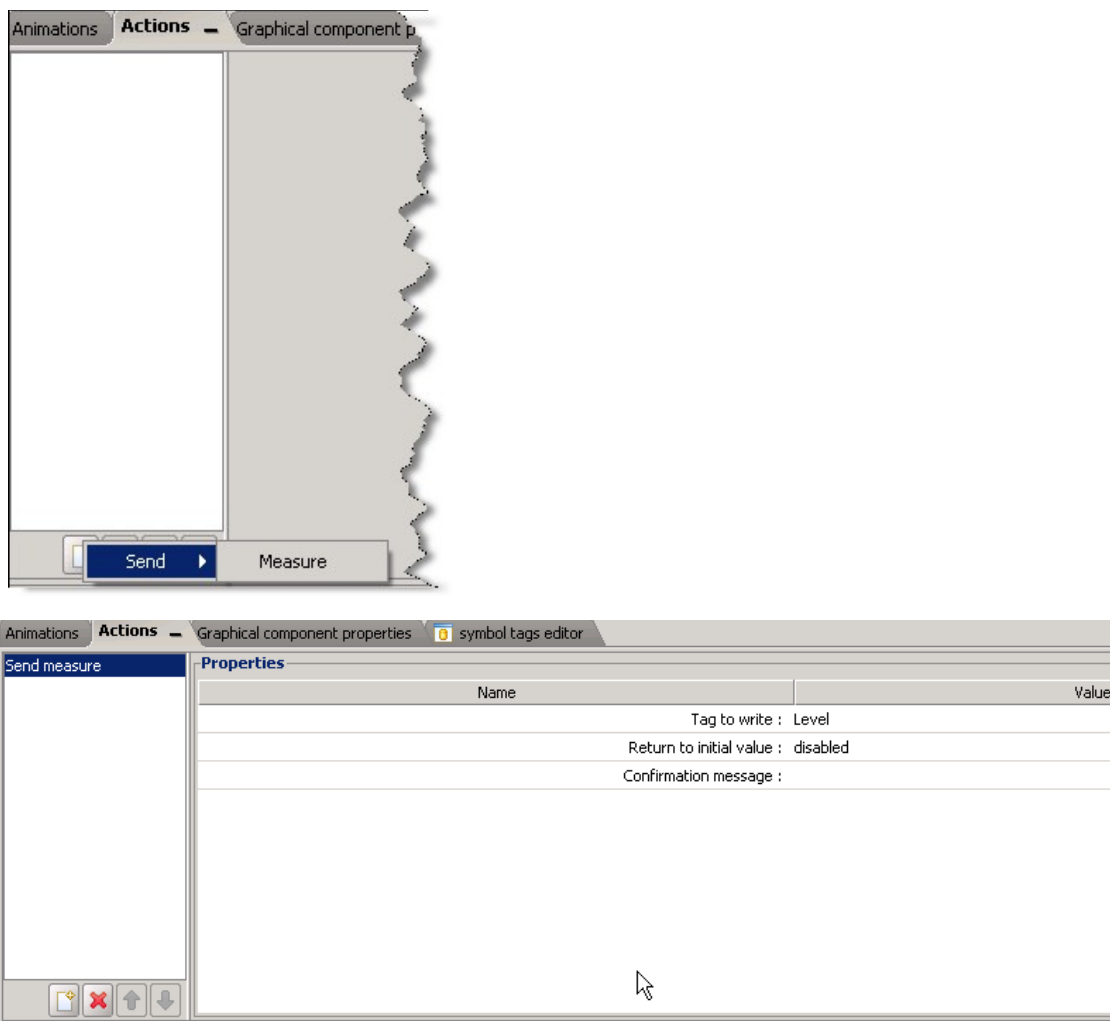
In the **Graphical Component properties** tab, **Numeric data Section**, you will have to choose a minimum value, a maximum value and an initial value. Then choose a direction (horizontal or vertical) in the **Display** section.



The only available action is the **Send measure** one. In this case, just link a Tag (only analog one are taken into account) to your **Slider**. The **Slider** will move according to the value of the Tag. Besides, you can send a value to the linked Tag by moving the slider.

Here is how it looks like in the browser :





The **Return to initial value** is not used by the eWON, so it must remain disabled. Finally, insert a confirmation message if needed.

Hereunder an example of a confirmation message:

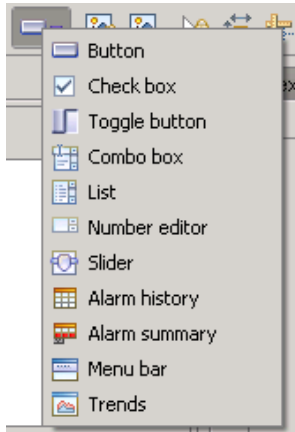


If you do not want a confirmation message to pop up, do not write anything in the **Confirmation Message** field.

2.8. Alarm Summary

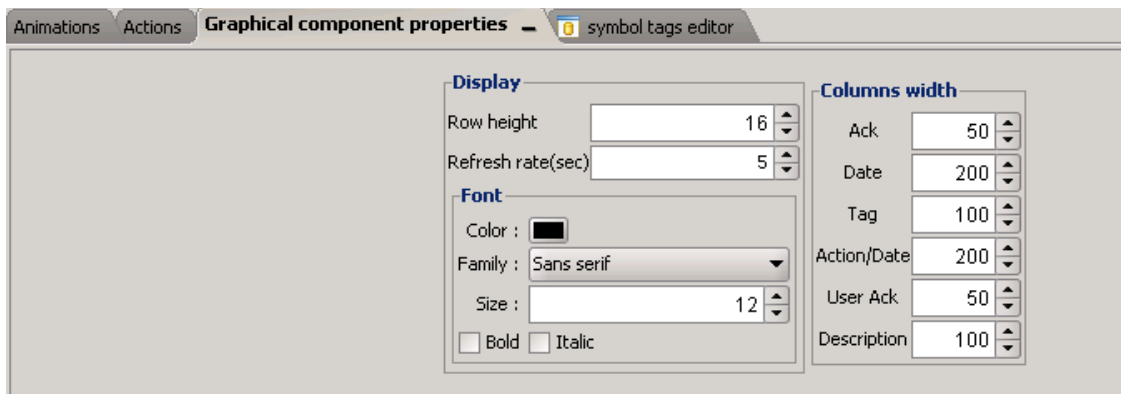
The **Alarm Summary** will give you the opportunity to have an overview of the alarm states of your Tags in *real time*.

Select the **Alarm Summary** and the combo box will close. With the mouse, click on your View to make the **Alarm Summary** appear.



Ack	Date	Tag	Action/De

In the **Graphical Component properties** section, you can configure your **Alarm Summary** table. Just like the other graphical components, you can choose the font color, the font size etc. You will be also able to choose the size of the columns.



Be aware that for the **Alarm Summary**, there is no animation and no action. This graphical component is autonomous; no need to link Tags to it. Once the project has been exported in the eWON, the **Alarm Summary** is displayed on the eWON web page.

This object is refreshed automatically according its own refresh rate.

Here is the kind of table you will see:

Ack	Date	Tag	Action/Message
<input type="checkbox"/>	01/01/2014 12:30:00	Tag1	ALM (HI) 01/01/2014
<input type="checkbox"/>	31/12/2013 23:59:59	Tag2	ALM (LOW) 31/12/2013
<input type="checkbox"/>	01/01/2013 12:00:00	Tag3	ALM (HIHI) 01/01/2013
<input type="checkbox"/>	01/01/2013 11:00:00	Tag4	ALM (LOLO) 01/01/2013
<input checked="" type="checkbox"/>	01/01/2013 10:00:00	Tag5	RTN (HI) 01/01/2013
<input type="checkbox"/>	01/01/2013 09:00:00	Tag6	ACK (LOW) 01/01/2013

The first column (ACK) of the table can be used to acknowledge an alarm simply by checking the check box and clicking ACK button.

NOTE To display the **Alarm Summary** list, the user must have at least the access right "eWON Files access". Be also aware that the **Alarm Summary** cannot be tested through the **Animation Test** as it works in real time, link



<input type="checkbox"/>	FTP server access	S.
<input checked="" type="checkbox"/>	eWON Files access [EBD]	
<input type="checkbox"/>	Java Forms access	

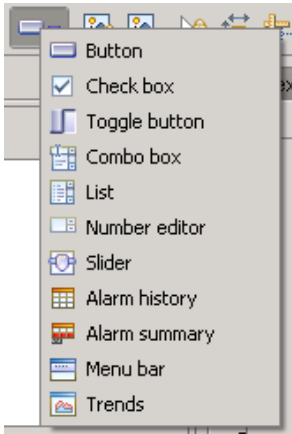
NOTE In the Application Simulator, it is not possible to create alarms. There is just an hardcoded list of alarms for giving an idea of what it will look like.



2.9. Alarm History

The **Alarm History** will give you the opportunity to have an overview of the alarm states of your Tags for a certain period of time that you can define.

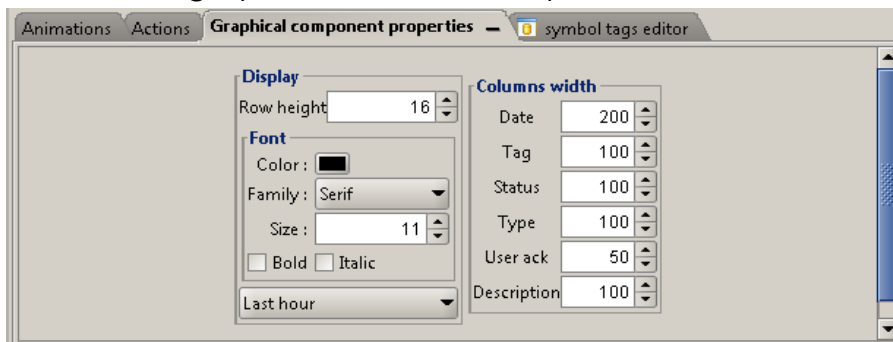
Select the **Alarm History** and the combo box will close. With the mouse, click on your View to make the **Alarm History** appear.



Date	Tag	Status	Type	User a...	Description

In the **Graphical Component properties** section, you can configure your **Alarm History** table.

Just like the other graphical components, you can choose the font color, its size etc. You will be able to choose the size of the columns as well. Do not forget to select the time range you want to see on your table.



Be aware that for the **Alarm History**, there is no animation and no action. This graphical component is autonomous; no need to link Tags to it. Once the project has been exported to the eWON, the **Alarm History** is displayed on the eWON web page. This object is not refreshed automatically. It is only refreshed when you load the page or when you click the "Refresh" button.

Here is the kind of table you will see:

Date	Tag	Status	Type
01/01/2014 12:30:00	Tag4	ALM	HI
31/12/2013 23:59:59	Tag4	RTN	
01/12/2013 00:00:00	Tag3	ALM	LOW
31/01/2013 00:00:00	Tag2	ALM	LOL
01/01/2013 00:00:10	Tag1	ACK	HIHI
01/01/2013 00:00:00	Tag1	ALM	HIHI

IMPORTANT



Be aware that if you select a long range of time (7 days, for instance), the page may take a lot of time to download (depending on the frequency of alarm changes).

NOTE



1. If, while configuring your Alarm History, you asked to display the last 24 hours and later you would like to see the last hour only, then this last hour will be simply added to the 24 hours already displayed. The already displayed alarms will not be deleted from the screen.

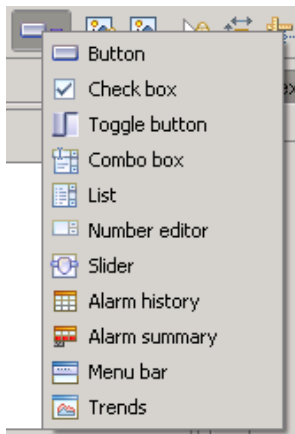
2. To display the **Alarm History** list, the user must have special access rights in your eWON (FTP server access and eWON Files access). Be also aware that the **Alarm History** cannot be tested through the **Animation Test** as it works in real time, linked to the alarm states of the Tags.

3. In the Application Simulator, it is not possible to create alarms. There is just an hardcoded list of alarms for giving an idea of what it will look like.

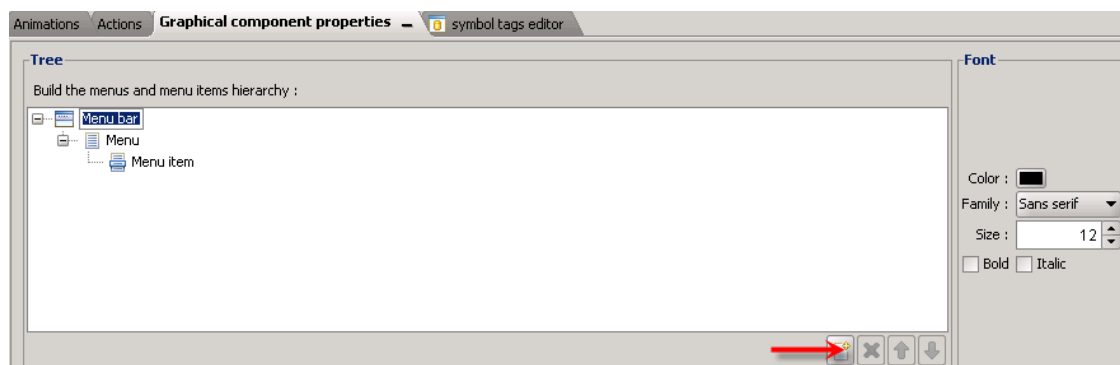
2.10. Menu Bar



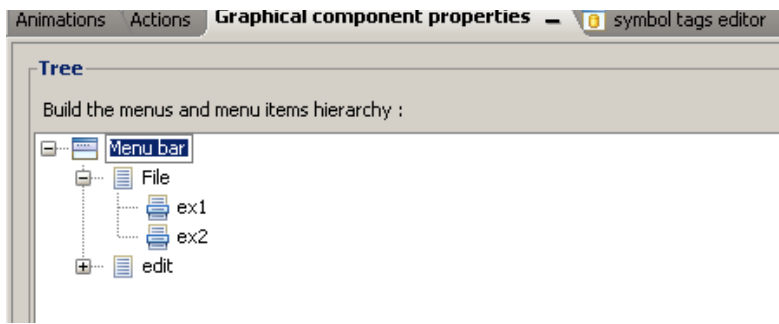
With this graphical component, you will be able to create a menu bar by yourself. Select the **Menu Bar** and the combo box will close. With the mouse, click on your View to make the **Menu Bar** appear.



In the **Graphical Component properties** section, you can add menus and item menus only by clicking on the **+** on the right bottom of the screen. It works like a tree. Select the main menu called "Menu Bar" by default and then, click on **+**, you are able to add a menu.



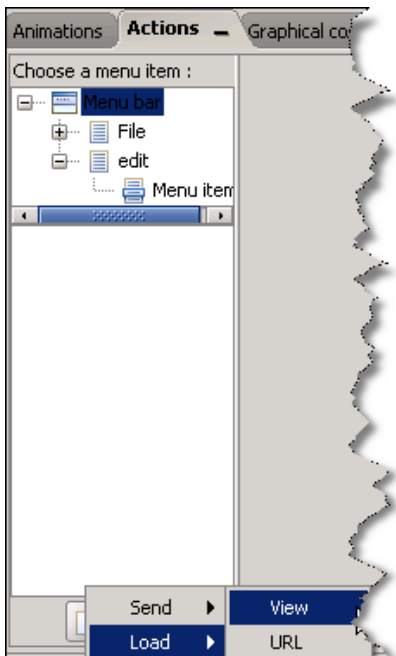
Then, if you click on this menu, you will be able to add an item menu. Of course, you can name all the menus and item menus as you please. All you have to do is select a menu and double-click, now you can write in the small field and press the ENTER key.



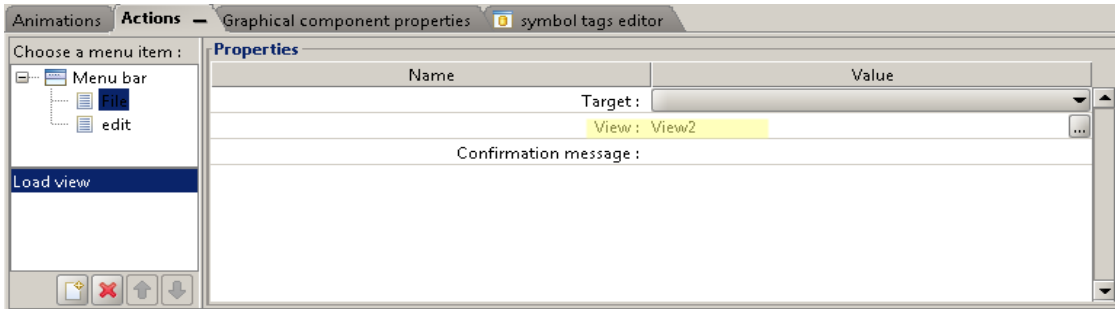
Here is an example of the result:



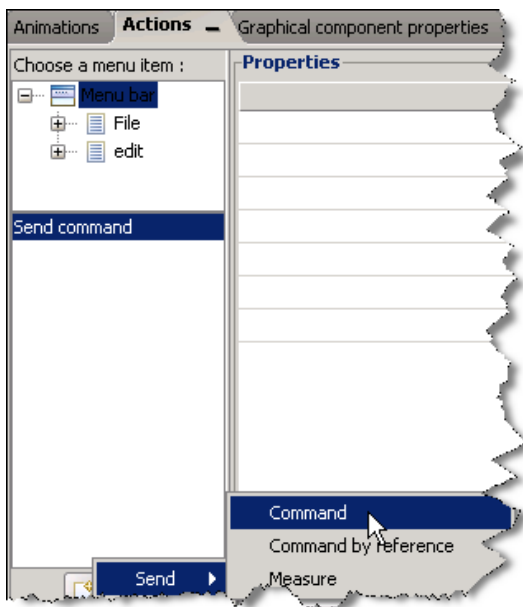
For this graphical component, only actions are available. Actions can be applied to the item menus (not to the main Menu). Choose an item and ask to **Load view**, for instance. You can choose a pop-up dialog. In the **View** section, click on ... to select which View you want to display. Finally, insert a confirmation message if needed.



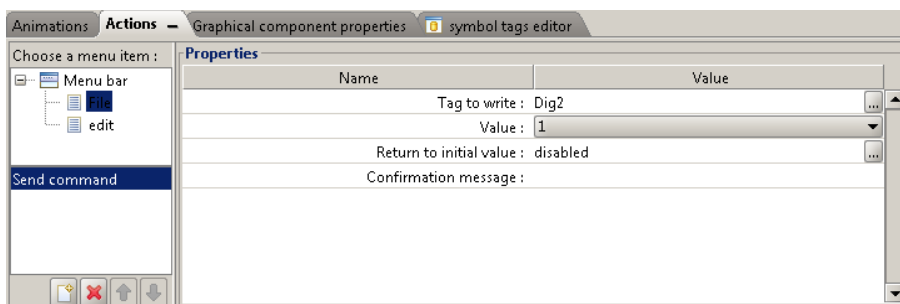
Do the same with the other Views you want to add in the menu bar.



The other action you can use is the **Send Command** action.

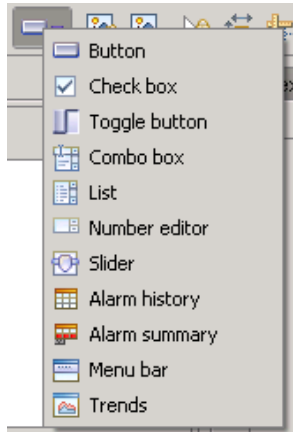


Here, choose a Tag and a value (0/1) to send to the Tag. This action is available for Boolean Tags only. In the following example, the value 0 will be sent to the Tag "Dig2" when you click on a menu item.



2.11. Trends

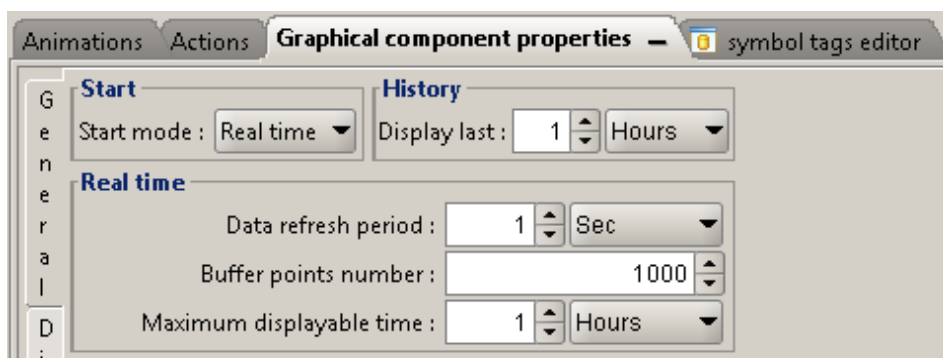
The **Trends** give you the opportunity to see the evolution of your Tags in the form of a graph.



a) Real time trend

The **Real time trend** the values of the linked Tags in real time. Those values will not be recorded. They only stay in your Browser memory. So, if you close your web page, the real time graph will start from the beginning again.

To configure the **Real time trend**, you will need to fill the **General** and the **Display** settings. In the **Start** section of the **General** part, choose **Real time**. Check the **Interpolation** if you want each points to be linked to. Then insert a **Data Refresh** period (the period when a new point is taken), a **Buffer points number** (the number of the displayed points) and a **Maximum displayable time**.



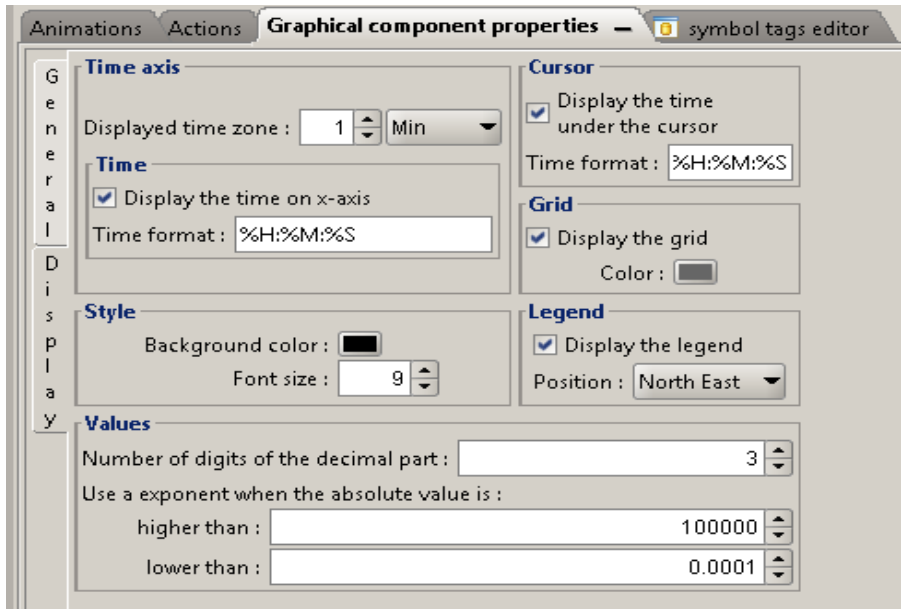
IMPORTANT



Type a Data Refresh Period \geq Global Refresh rate otherwise some values could be missed.

In the **Display** section, you can choose a time axis, the cursors, etc.

Choose a **Displayed time zone** (the duration of visible part of the graph), the **Display time graduation** needs to be checked.

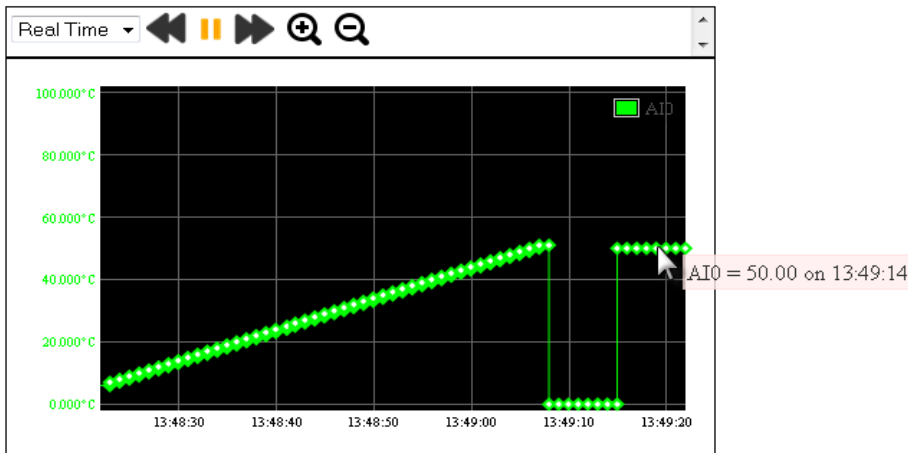


The **Time** section defines the timestamp display format (ex: 12:30:45 or 12:30).

Here are the available keywords for formatting your timestamp :

- %a : weekday name
- %b : month name
- %d : day of the month (01-31)
- %e : day of the month (1-31)
- %H : hours (00-23)
- %l : hours (01-12)
- %m : month (01-12)
- %M : minutes (00-59)
- %q : quarter (1-4)
- %S : secnds (00-59)
- %y : year (two digits)
- %Y : year (4 digits)
- %p : am/pm
- %P : AM/PM
- %w : weekday as number (0-6, 0 = Sunday)

By positioning your cursor on the point you can display the tool-tip that shows the value and timestamp of the point (See Cursor section)

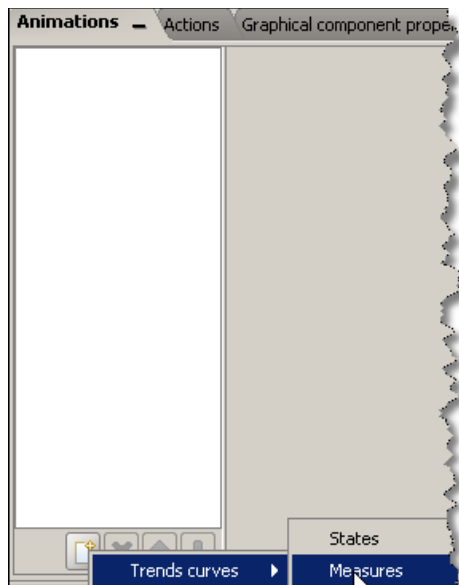


The tooltip can be disabled by unchecking the **Curves** option.

In the **Grid** section, you can configure the aspect of your grid.

The **Values** section gives you the possibility to format the value when displayed in the tooltip.

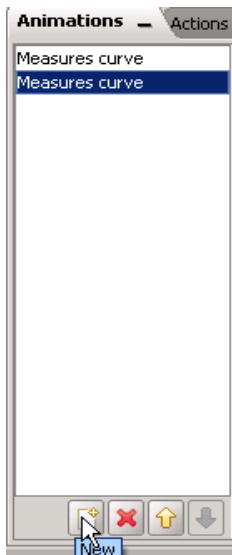
To define the Tags that you want to display on the trend must use the **Animations**.



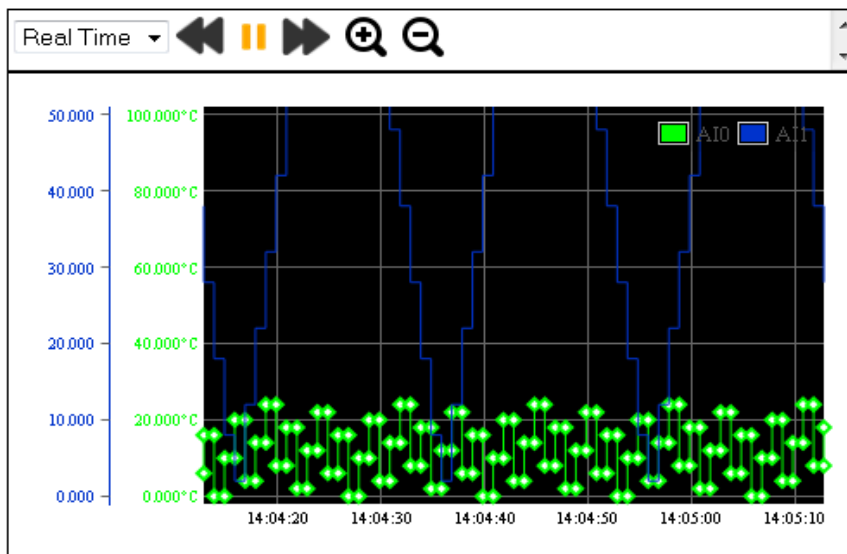
In the **Animations** section (**Trend curves/ Measures**), select a Tag that you want to link to the **Trends**, choose a **Label** (for instance, °C, this label will not appear on the graph, but in the properties of the graph), choose a **Minimum** and a **Maximum**, the color, the dashes, the interpolation, the color for the invalid state, etc. Pay attention, if you do not choose an interpolation, you may not see your graph.

tag : Test	...
Label : °C	
Minimum : 0	...
Maximum : 100	...
Display the scale : <input checked="" type="checkbox"/>	
Color : <input checked="" type="checkbox"/> █	
Thickness : 1	↑ ↓
Dashes :	▼
Points :	▼
Interpolation :	▼
Color if in invalid state : <input checked="" type="checkbox"/> █	
Thickness if in invalid state : 1	↑ ↓
Dashes if in invalid state :	▼

If needed, you can display another curve in your **Trend** graph. Just click on add animations and proceed as explained above.

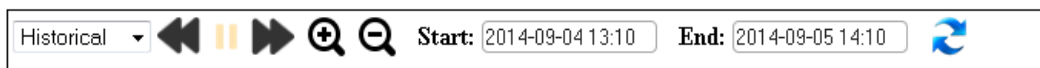


Once you have done this, export the project to the eWON and your **Trends** will be displayed in your web page.



Once you are on this page, you will see the curves corresponding to the tags you choose before.

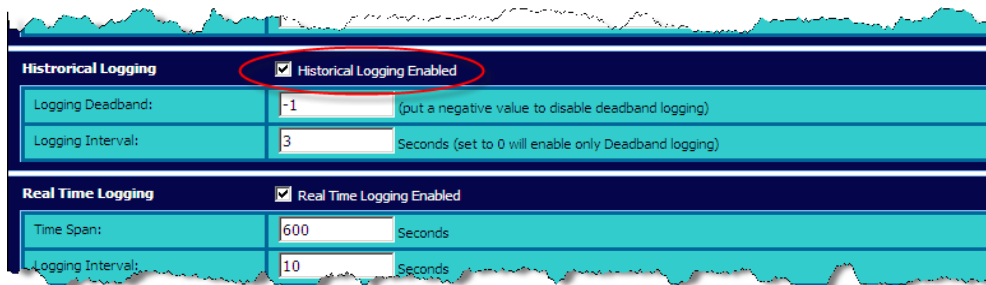
Thanks to the tool bar, you will be able (from the left to the right) to shift from the **Real time log** to the **Historical log**, play, pause, select a new time zone, zoom in, zoom out.



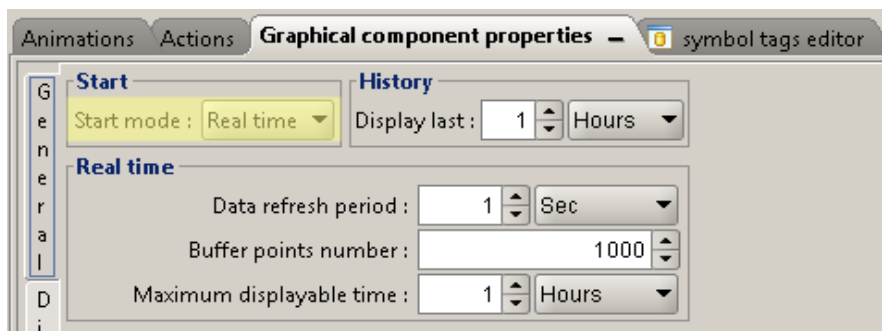
NOTE To make the trend work, Historical Logging must be configured for the selected Tag. So, make sure Historical logging is checked in the Tag setup of the eWON (See below)

b) Historical trend

The **Historical trend** displays the curves of the Tag linked to the **Trends**. It will display for a period of time defined by the user the values of the linked Tags in the form of a graph. The historical data are retrieved from the eWON. So, it is very important to activate the **Historical Logging** in the eWON for those Tags.



The configuration of the **Historical trend** is similar to the **Real Time trend**. The only difference is that you will have to choose History (Start mode = History) in the **Graphical component properties**:



Be aware that the **Display last** parameter is also taken into account for the maximum duration of the **Historical trend**. If during project visualization you select a bigger time interval than the values defined here, you will have the following message:

Invalid Interval!
Selected interval is bigger than max allowed time interval. Please choose a smaller interval.

NOTE For the **Historical trend** to work, you have to activate the **Historical Logging** (in the eWON) BEFORE importing the Tags in viewON.

NOTE It is not possible to simulate Historical Logging in the application simulator. Only Real-time Logging is supported.

3. Document History and Trademark Information

3.1. Document History

Version	Date	Description
1.1	2014-09-05	First release
1.1	2014-10-15	Historical trend behavior updated
4.0	2020-06-30	Global update for viewON version 4

3.2. Trademark Information

Ewon® is a registered trademark of HMS Industrial Networks SA. All other trademarks mentioned in this document are the property of their respective holders.