AVEVA Edge™ (EDGE)

Import Tool for

FactoryTalk™ ME/SE

Users Guide

Introduction

The Import Tool for FactoryTalk™ allows you to convert a FactoryTalk application into an AVEVA Edge (EDGE) project, and then deploy it on any platform supported by EDGE. This tool was designed to import tags, screens, alarm configuration, and communication settings. After converting applications, you can also edit and enhance them, leveraging any native feature of AVEVA Edge.

This document describes all interfaces supported by the Import Tool for FactoryTalk™, as well as its limitations. Interfaces that are not explicitly described in this manual may not be supported. When necessary, you can use the standard Integrated Development Environment (IDE) from AVEVA Edge to manually configure any interface that is not automatically converted by this tool.

This import wizard is sold as an add-on for AVEVA Edge, and it requires a license to be enabled. For more information, consult your software vendor.

Also, if you are running AVEVA Edge on a Windows operating system that has User Account Control (UAC) enabled, then you may have problems using this import wizard. Close the application, and then run it again as an administrator (i.e., right-click the AVEVA Edge program icon, and then click **Run as administrator** on the shortcut menu).

How to convert projects from FactoryTalk™ ME/SE to AVEVA Edge

Export tags from FactoryTalk project

1. Open FactoryTalk project;

2. In FactoryTalk View Studio, from the Tools menu, select **Tag Import and Export Wizard**;

3. Select **Export FactoryTalk View tag database to CSV file**;

4. Follow the instructions in the wizard;

Export graphic displays from FactoryTalk project

1. Open FactoryTalk project;

2. In the Explorer windows, right-click the **Displays** editor or the Global Objects editor;

3. Select **Import and Export**;

4. Follow the instructions in the wizard;

Export alarm files from FactoryTalk ME project

1. Open FactoryTalk project;

2. In the **Explorer** windows, right-click the **Alarm Setup** editor and select **Import and Export**;

3. Follow the instructions in the wizard;

Export alarm files from FactoryTalk SE project

1. Open FactoryTalk project;

2. In FactoryTalk View Studio, from the Tools menu, select **Tag Import and Export Wizard**;

3. Select **Export FactoryTalk View tag database to CSV file**;

4. Select Site Edition on Project Type;

5. Follow the instructions in the wizard;

Importing files from FactoryTalk project on AVEVA Edge

- Open Import Wizard**:**

    Home > Import Wizard > Import Tool for FactoryTalk™
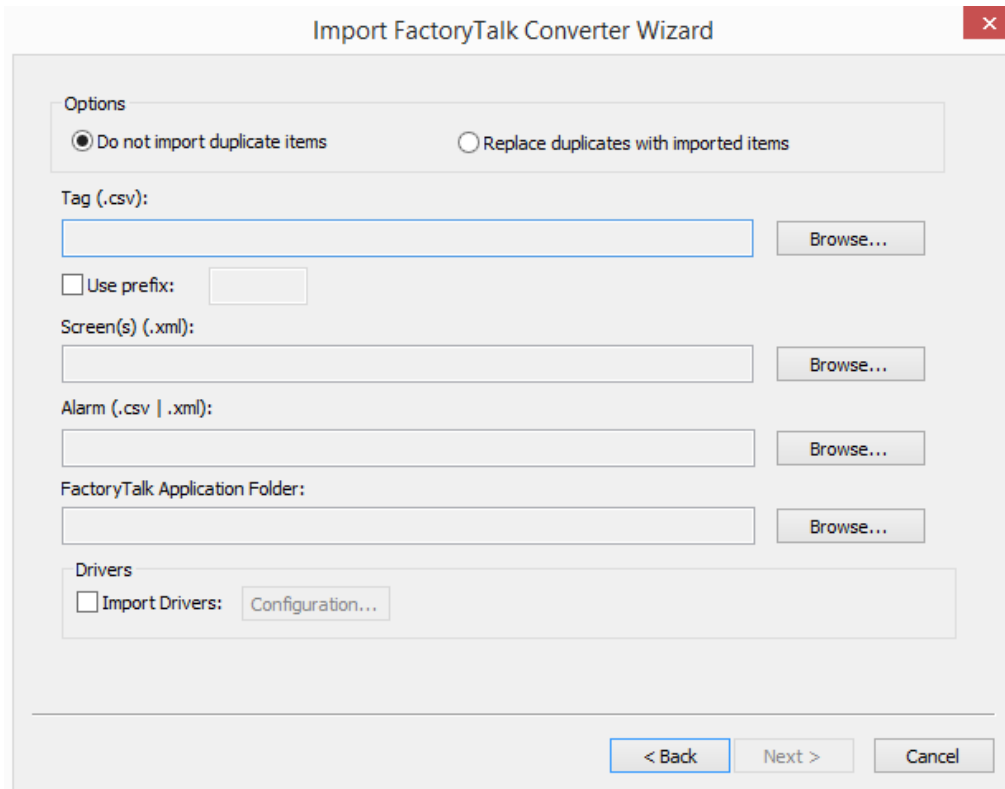
Options

Do not import duplicate items: When this option is selected, the following items are not imported in case there is already an equivalent in the current project:

- o Tags Database (tags with the same name will not be imported)

- o Screens (screens with the same name will not be imported)

Importing Tag

Click **Browse** to select the .csv file exported from FactoryTalk application that you intend to import are stored.

Use prefix

Select this option to specify a prefix that will be prepended to the names of the imported tags. It is useful to differentiate the imported tags from the tags created manually.

Importing Screens

Click **Browse** to select the .xml file(s) exported from FactoryTalk application that you intend to import are stored. This option import the graphical screens (including their objects and animations) to AVEVA Edge.
Note: Check the User Manual to know which objects are supported.

Importing Alarm configuration

Click **Browse** to select the .xml (ME Projects) or .csv (SE Projects) file exported from FactoryTalk application that you intend to import are stored.

FactoryTalk Application Folder

Click **Browse** to select the directory where the FactoryTalk application are stored.
Note: If don't specify the application folder, images and parameters files will not be imported.

Importing Drivers

Check this option to import the driver configuration to AVEVA Edge.
Note: Tags will be automatically replaced.

Configuration…

Figure 2. Devices configuration list
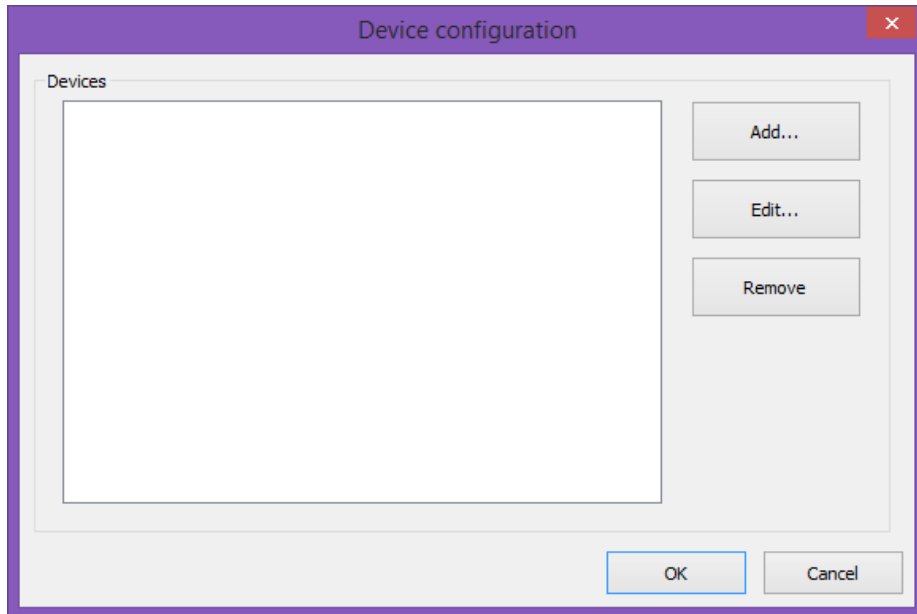
Devices

Shows the list of configured devices.

Add…

Figure 3. Device configuration
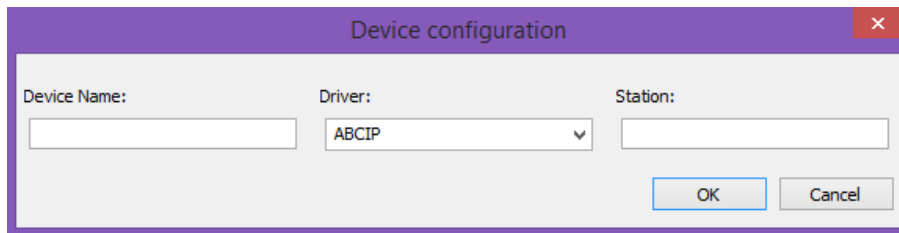
- **Device Name:** Specify device name exactly as it is in the FactoryTalk application.

- **Driver:** Select communication driver.

- **Station:** Type the device station of the PLC. The station syntax depends on the option selected on the Driver combo-box. Please consult the respective driver manual for more details.

Edit…

Edit device from the list of configured devices.

Remove

Remove device from the List of configured devices.

Importing Tag
After configuring the settings in this dialog, click Next.
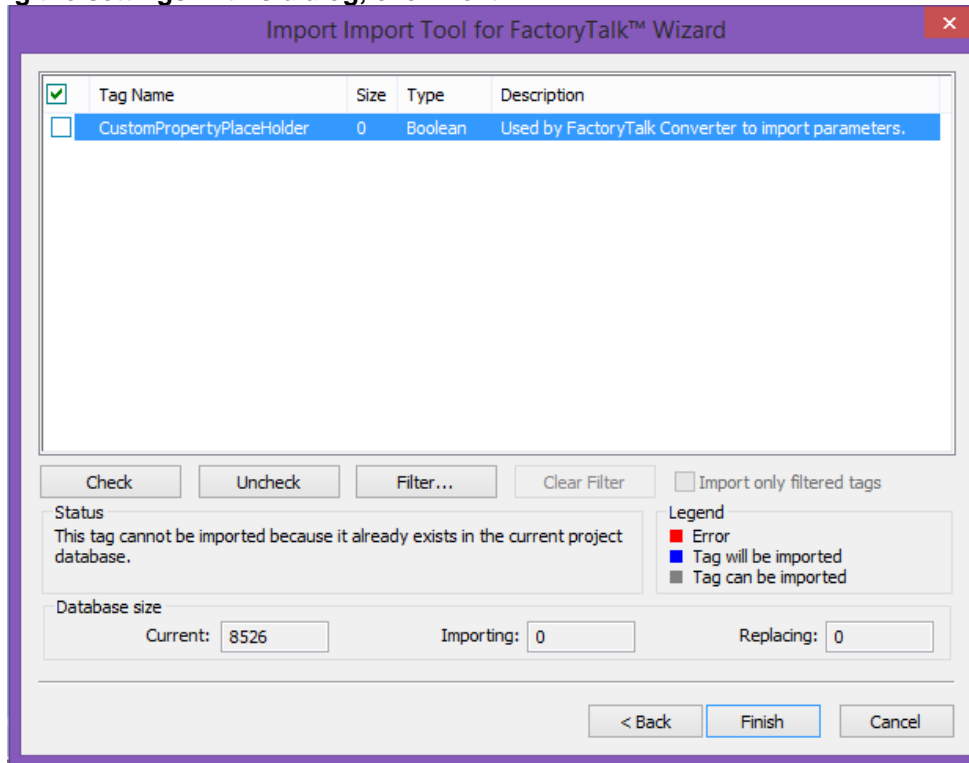
The fields and settings that are common for all data Source Types include the following:

- Grid: Displays the list of tags found on the data source.

  - checkbox: Check to import the tag from the data source to the Tags Database of the current project.

  - TagName: Name of the tag

  - Size: Array size of the tag

  - Type: Data type of the tag (Boolean, Integer, Real, String or Class:<ClassName>)

  - Description: Description of the tag

- Check button: Click to select/import all tags in the grid

- Uncheck button: Click to uncheck all tags in the grid

- Filter button: Click to filter the tags. The Filter dialog will display, allowing you to specify a mask for each column in the grid. Wild cards (* and ?) can be used to filter data.

- Clear Filter button: Click to reset the filter.

- Import Filtered Tags Only checkbox: Check this option to import only the tags that are visible in the grid (filtered).

- Status box: Displays a message describing the status of the tag currently selected in the grid. This information is especially useful to indicate why a tag cannot be imported.

- Legend box: Describes the meaning of the colors that represent tag status:

- o (Red) Error:Tag cannot be imported because it is not supported by EDGE. See the Status box for a detailed description of the error.

- o (Blue) Tag will be imported:Tag will be imported after you click the Finish button.

- o (Gray) Tag can be imported:Tag can be imported but it has not been checked.

- Database size box: Displays summary information regarding the current Import Wizard:

  - o Current: Indicates the number of tags configured in the Project Tags database of the current project

  - o Importing: Indicates the number of tags selected to be imported

  - o Replacing: Indicates the number of tags configured in the Project Tags database of the current project that will be replaced by an imported tag with the same name.

After selecting the tags to import, click the Finish button, or click Cancel to abort the operation.

Graphical Interface – Displays and Objects

This chapter describes the features supported when converting screens from FactoryTalk™ ME/SE to AVEVA Edge, as well as the limitations.

Object	Property		Status	Remarks
Display Settings (ME)	Display Type	Replace	S	
		On Top	S	
		Cannot Be Replaced	N	
	Display Number		N	
	Security Code		N	
	Title Bar		S	
	Disable Initial Input Focus		N	
	Maximum Tag Update Rate		N	
	Size	Use Current Size	S	
		Specify Size in Pixels	S	
	Position	X	S	
		Y	S	
	Background Color > Color		S	
	Background Color		S	
Display Settings (SE)	Display Type	Replace	S	
		Overlay	N	
		On Top	S	
	Allow Multiple Running Copies		N	
	Cache After Displaying		N	
	Title Bar		S	
	System Menu		S	
	Minimize Button		S	
	Maximize Button		S	
	Size to Main Windows at Runtime		N	
	Show Last Acquired Value		N	

Object	Property			Status	Remarks
	Maximum Tag Update Rate			N	
	Size	Use Current Size		S	
		Specify Size in Pixels		S	
	Resize	Allow Display to be Resized		N	
		When Resized		N	
	Position	Use Current Position		S	
		X		S	
		Y		S	
	Security Code			N	
	Background Color > Color			S	
	Background Color			S	
	Track Screen for Navigation			N	
	Navigation History Screen Name			N	
Text (ME/SE)	General	Text		S	
		Back Color		S	
		Fore Color		S	
		Size to fit		L	Always checked.
		Word wrap		N	
		Size		S	
		Alignment		L	MiddleLeft, Center and MiddleRight only.
		Insert Variable > Numeric > Tag		S	
		Insert Variable > Numeric > Literal number		S	
		Insert Variable > Numeric > Number of digits		S	
		Insert Variable > Numeric > Decimal		S	

Object		Property	Status	Remarks
		places		
		Insert Variable > Numeric > Fill left with	**N**	
		Insert Variable > String > Tag	**S**	
		Insert Variable > String > Literal string	**S**	
		Insert Variable > String > Fixed number of characters	**S**	
		Insert Variable > String > Right-most characters in string are displayed	**N**	
		Insert Variable > String > Show * character if string is longer than field width	**N**	
		Insert Variable > Time/Date	**S**	
		Back style	**S**	
	Common	**Size > Height**	**S**	
		Size > Width	**S**	
		Position > Top	**S**	
		Position > Left	**S**	
		Other	**N**	
Image (ME/SE)	**General**	**Image**	**S**	**Image file only be imported if specified FactoryTalk application path on import wizard.**
		Image color	**N**	
		Image back color	**N**	
		Image blink	**N**	
		Image back style	**S**	
	Common	**Size > Height**	**S**	

Object	Property		Status	Remarks
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
Panel (ME/SE)	General	Border style	L	**Inset will be imported as Sunken on EDGE.** **RaisedInset will be imported as Etched on EDGE.**
		Border width	S	
		Back style	S	
		Pattern style	N	
		Border uses back color	S	
		Pattern color	N	
		Back color	S	
		Border color	L	**Only exports with line border.**
		Blink	N	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
Arc (ME/SE)	General	Line style	L	**None, Solid and Dash only.**
		Back style	S	
		Pattern style	N	
		Fore color	S	
		Back color	S	
		Pattern color	N	
		Line width	S	
	Common	Size > Height	S	
		Size > Width	S	

Object	Property		Status	Remarks
		Position > Top	S	
		Position > Left	S	
		Other	N	
Ellipse (ME/SE)	General	Line style	L	**None, Solid and Dash only.**
		Back style	S	
		Pattern style	N	
		Fore color	S	
		Back color	S	
		Pattern color	N	
		Line width	S	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
Freehand (ME/SE)	General	Line style	L	**None, Solid and Dash only.**
		Back style	S	
		Pattern style	N	
		Fore color	S	
		Back color	S	
		Pattern color	N	
		Line width	S	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
Line (ME/SE)	General	Line style	L	**None, Solid and Dash only.**
		Back style	S	

Object	Property		Status	Remarks
		Fore color	S	
		Back color	S	
		Line width	S	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
Polygon (ME/SE)	General	Line style	L	None, Solid and Dash only.
		Back style	S	
		Pattern style	N	
		Fore color	S	
		Back color	S	
		Pattern color	N	
		Line width	S	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
Polyline (ME/SE)	General	Line style	L	None, Solid and Dash only.
		Back style	S	
		Pattern style	N	
		Fore color	S	
		Back color	S	
		Pattern color	N	
		Line width	S	
	Common	Size > Height	S	
		Size > Width	S	

Object	Property		Status	Remarks
		Position > Top	S	
		Position > Left	S	
		Other	N	
Rectangle (ME/SE)	General	Line style	L	**None, Solid and Dash only.**
		Back style	S	
		Pattern style	N	
		Fore color	S	
		Back color	S	
		Pattern color	N	
		Line width	S	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
Rounded Rectangle (ME/SE)	General	Line style	L	**None, Solid and Dash only.**
		Back style	S	
		Pattern style	N	
		Fore color	S	
		Back color	S	
		Pattern color	N	
		Line width	S	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
Wedge (ME/SE)	General	Line style	L	**None, Solid and Dash only.**
		Back style	S	

Object	Property		Status	Remarks
		Pattern style	N	
		Fore color	S	
		Back color	S	
		Pattern color	N	
		Line width	S	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
Button (SE)	General > Style		N	
	Other	Capture cursor	N	
		Highlight when object has focus	N	
		Tab Index	N	
	Action	Action > Set tag to 1	L	Confirm Action not supported.
		Action > Set tag to 0	L	Confirm Action not supported.
		Action > Toggle tag value	S	
		Action > Set tag to 1 on press and to 0 on release	S	
		Action > Set tag to 0 on press and to 1 on release	S	
	Run Command		L	Confirm Action and Repeat rate (secs) not supported. (Check the list of commands supported)
	Up Appearance	General > Back style	S	
		General > Pattern style	N	
		General > Fore	S	

Object		Property	Status	Remarks
		color		
		General > Back color	**S**	
		General > Pattern color	**N**	
		Caption > Font	**S**	
		Caption > Size	**S**	
		Caption > B	**S**	
		Caption > _I_	**S**	
		Caption > <u>U</u>	**S**	
		Caption > Insert Variable > Numeric > Tag	**S**	
		Caption > Insert Variable > Numeric > Literal number	**S**	
		Caption > Insert Variable > Numeric > Number of digits	**S**	
		Caption > Insert Variable > Numeric > Decimal places	**S**	
		Caption > Insert Variable > Numeric > Fill left with	**N**	
		Caption > Insert Variable > String > Tag	**S**	
		Caption > Insert Variable > String > Literal string	**S**	
		Caption > Insert Variable > String > Fixed number of characters	**S**	
		Caption > Insert Variable > String > Right-most characters in string are displayed	**N**	

Object	Property		Status	Remarks
		Caption > Insert Variable > String > Show * character if string is longer than field width	N	
		Caption > Insert Variable > Time/Date	S	
		Image settings > No image	S	
		Image settings > Use image reference	S	
		Image settings > Import file	N	
		Image settings > Scale image	S	
	Down Appearance		N	
	Disabled Appearance		N	
	Common	**Size > Height**	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
Momentary Push Button (ME/SE)	**General**	**Appearance > Border style**	L	**Inset will be imported as Sunken on EDGE.** **RaisedInset will be imported as Etched on EDGE.**
		Appearance > Back style	S	
		Appearance > Shape	L	**Rectangle only.**
		Appearance > Border width	S	
		Appearance > Border Uses Back Color	S	
		Appearance >	N	

Object		Property	Status	Remarks
		Highlight color		
		Button settings > Button action	**S**	
		Button settings > Hold time	**S**	
		Touch margins > Horizontal margin	**N**	
		Touch margins > Vertical margin	**N**	
		Other > audio	**S**	
	States	**Select state**	**S**	
		General > Value	**S**	
		General > Back color	**S**	
		General > Border color	**L**	**Only exports with line border.**
		General > Blink	**N**	
		General > Pattern Style	**N**	
		General > Pattern color	**N**	
		Caption > Font	**S**	
		Caption > Caption color	**S**	
		Caption > Caption back color	**N**	
		Caption > Caption blink	**N**	
		Caption > Word wrap	**S**	
		Caption > Size	**S**	
		Caption > Alignment	**S**	
		Caption > Insert Variable > Numeric > Tag	**S**	
		Caption > Insert	**S**	

Object		Property	Status	Remarks
		Variable > Numeric > Literal number		
		Caption > Insert Variable > Numeric > Number of digits	S	
		Caption > Insert Variable > Numeric > Decimal places	S	
		Caption > Insert Variable > Numeric > Fill left with	N	
		Caption > Insert Variable > String > Tag	S	
		Caption > Insert Variable > String > Literal string	S	
		Caption > Insert Variable > String > Fixed number of characters	S	
		Caption > Insert Variable > String > Right-most characters in string are displayed	N	
		Caption > Insert Variable > String > Show * character if string is longer than field width	N	
		Caption > Insert Variable > Time/Date	S	
		Caption > B	S	
		Caption > *I*	S	
		Caption > U	S	
		Caption > Caption backstyle	N	
		Image settings	N	
	Common	**Size > Height**	S	

Object	Property		Status	Remarks
		Size > Width	**S**	
		Position > Top	**S**	
		Position > Left	**S**	
		Other	**N**	
	Connections	**Value**	**S**	
		Indicator	**S**	
Maintained Push Button (ME/SE)	**General**	**Appearance > Border style**	**L**	**Inset will be imported as Sunken on EDGE.** **RaisedInset will be imported as Etched on EDGE.**
		Appearance > Back style	**S**	
		Appearance > Shape	**L**	**Rectangle only.**
		Appearance > Border width	**S**	
		Appearance > Border Uses Back Color	**S**	
		Appearance > Highlight color	**N**	
		State settings > Next state based on	**L**	**Current State only.**
		Touch margins > Horizontal margin	**N**	
		Touch margins > Vertical margin	**N**	
		Other > audio	**S**	
	States	**Select state**	**S**	
		General > Value	**S**	
		General > Back color	**S**	
		General > Border color	**L**	**Only exports with line border.**
		General > Blink	**N**	

Object		Property	Status	Remarks
		General > Pattern Style	**N**	
		General > Pattern color	**N**	
		Caption > Font	**S**	
		Caption > Caption color	**S**	
		Caption > Caption back color	**N**	
		Caption > Caption blink	**N**	
		Caption > Word wrap	**S**	
		Caption > Size	**S**	
		Caption > Alignment	**S**	
		Caption > Insert Variable > Numeric > Tag	**S**	
		Caption > Insert Variable > Numeric > Literal number	**S**	
		Caption > Insert Variable > Numeric > Number of digits	**S**	
		Caption > Insert Variable > Numeric > Decimal places	**S**	
		Caption > Insert Variable > Numeric > Fill left with	**N**	
		Caption > Insert Variable > String > Tag	**S**	
		Caption > Insert Variable > String > Literal string	**S**	
		Caption > Insert Variable > String > Fixed number of characters	**S**	

Object	Property		Status	Remarks
		Caption > Insert Variable > String > Right-most characters in string are displayed	N	
		Caption > Insert Variable > String > Show * character if string is longer than field width	N	
		Caption > Insert Variable > Time/Date	S	
		Caption > B	S	
		Caption > *I*	S	
		Caption > U	S	
		Caption > Caption backstyle	N	
		Image settings	N	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
	Connections	Value	S	
		Indicator	S	
Latched Push Button (ME/SE)	General	Appearance > Border style	L	**Inset will be imported as Sunken on EDGE.** **RaisedInset will be imported as Etched on EDGE.**
		Appearance > Back style	S	
		Appearance > Shape	L	**Rectangle only.**
		Appearance > Border width	S	
		Appearance > Border Uses Back	S	

Object		Property	Status	Remarks
		Color		
		Appearance > Highlight color	N	
		Button settings > Latch reset type	S	
		Touch margins > Horizontal margin	N	
		Touch margins > Vertical margin	N	
		Other > audio	S	
	States	Select state	S	
		General > Value	S	
		General > Back color	S	
		General > Border color	L	**Only exports with line border.**
		General > Blink	N	
		General > Pattern Style	N	
		General > Pattern color	N	
		Caption > Font	S	
		Caption > Caption color	S	
		Caption > Caption back color	N	
		Caption > Caption blink	N	
		Caption > Word wrap	S	
		Caption > Size	S	
		Caption > Alignment	S	
		Caption > Insert Variable > Numeric > Tag	S	
		Caption > Insert	S	

Object		Property	Status	Remarks
		Variable > Numeric > Literal number		
		Caption > Insert Variable > Numeric > Number of digits	S	
		Caption > Insert Variable > Numeric > Decimal places	S	
		Caption > Insert Variable > Numeric > Fill left with	N	
		Caption > Insert Variable > String > Tag	S	
		Caption > Insert Variable > String > Literal string	S	
		Caption > Insert Variable > String > Fixed number of characters	S	
		Caption > Insert Variable > String > Right-most characters in string are displayed	N	
		Caption > Insert Variable > String > Show * character if string is longer than field width	N	
		Caption > Insert Variable > Time/Date	S	
		Caption > B	S	
		Caption > I	S	
		Caption > U	S	
		Caption > Caption backstyle	N	
		Image settings	N	
	Common	**Size > Height**	S	

Object	Property		Status	Remarks
		Size > Width	**S**	
		Position > Top	**S**	
		Position > Left	**S**	
		Other	**N**	
	Connections	**Value**	**S**	
		Indicator	**S**	
		Handshake	**S**	
Multistate Push Button (ME/SE)	**General**	**Appearance > Border style**	**L**	**Inset will be imported as Sunken on EDGE.** **RaisedInset will be imported as Etched on EDGE.**
		Appearance > Back style	**S**	
		Appearance > Shape	**L**	**Rectangle only.**
		Appearance > Border width	**S**	
		Appearance > Border Uses Back Color	**S**	
		Appearance > Highlight color	**N**	
		State settings > Number of states	**S**	
		State settings > Next state based on	**L**	**Current State only.**
		Touch margins > Horizontal margin	**N**	
		Touch margins > Vertical margin	**N**	
		Other > audio	**S**	
	States	**Select state**	**S**	
		General > Value	**S**	
		General > Back color	**S**	

Object		Property	Status	Remarks
		General > Border color	**L**	**Only exports with line border.**
		General > Blink	**N**	
		General > Pattern Style	**N**	
		General > Pattern color	**N**	
		Caption > Font	**S**	
		Caption > Caption color	**S**	
		Caption > Caption back color	**N**	
		Caption > Caption blink	**N**	
		Caption > Word wrap	**S**	
		Caption > Size	**S**	
		Caption > Alignment	**S**	
		Caption > Insert Variable > Numeric > Tag	**S**	
		Caption > Insert Variable > Numeric > Literal number	**S**	
		Caption > Insert Variable > Numeric > Number of digits	**S**	
		Caption > Insert Variable > Numeric > Decimal places	**S**	
		Caption > Insert Variable > Numeric > Fill left with	**N**	
		Caption > Insert Variable > String > Tag	**S**	
		Caption > Insert Variable > String > Literal string	**S**	

Object	Property		Status	Remarks
		Caption > Insert Variable > String > Fixed number of characters	S	
		Caption > Insert Variable > String > Right-most characters in string are displayed	N	
		Caption > Insert Variable > String > Show * character if string is longer than field width	N	
		Caption > Insert Variable > Time/Date	S	
		Caption > B	S	
		Caption > *I*	S	
		Caption > <u>U</u>	S	
		Caption > Caption backstyle	N	
		Image settings	N	
	Timing	Auto Repeat setting	N	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
	Connections	Value	S	
		Indicator	S	
Interlocked Push Button (ME/SE)	General	Appearance > Border style	L	Inset will be imported as Sunken on EDGE. RaisedInset will be imported as Etched on EDGE.
		Appearance > Back style	S	

Object		Property	Status	Remarks
		Appearance > Shape	L	Rectangle only.
		Appearance > Border width	S	
		Appearance > Border Uses Back Color	S	
		Appearance > Highlight color	N	
		Button Value	S	
		Touch margins > Horizontal margin	N	
		Touch margins > Vertical margin	N	
		Other > audio	S	
	States	Select state	L	It is imported first state only, EDGE works with only one state.
		General > Value	S	
		General > Back color	S	
		General > Border color	L	Only exports with line border.
		General > Blink	N	
		General > Pattern Style	N	
		General > Pattern color	N	
		Caption > Font	S	
		Caption > Caption color	S	
		Caption > Caption back color	N	
		Caption > Caption blink	N	
		Caption > Word wrap	S	
		Caption > Size	S	

Object		Property	Status	Remarks
		Caption > Alignment	S	
		Caption > Insert Variable > Numeric > Tag	S	
		Caption > Insert Variable > Numeric > Literal number	S	
		Caption > Insert Variable > Numeric > Number of digits	S	
		Caption > Insert Variable > Numeric > Decimal places	S	
		Caption > Insert Variable > Numeric > Fill left with	N	
		Caption > Insert Variable > String > Tag	S	
		Caption > Insert Variable > String > Literal string	S	
		Caption > Insert Variable > String > Fixed number of characters	S	
		Caption > Insert Variable > String > Right-most characters in string are displayed	N	
		Caption > Insert Variable > String > Show * character if string is longer than field width	N	
		Caption > Insert Variable > Time/Date	S	
		Caption > B	S	
		Caption > I	S	
		Caption > U	S	

Object		Property	Status	Remarks
		Caption > Caption backstyle	N	
		Image settings	N	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
	Connections	Value	S	
Ramp Button (ME/SE)	General	Appearance > Border style	L	**Inset will be imported as Sunken on EDGE.** **RaisedInset will be imported as Etched on EDGE.**
		Appearance > Back style	S	
		Appearance > Shape	L	**Rectangle only.**
		Appearance > Border width	S	
		Appearance > Pattern style	N	
		Appearance > Border Uses Back Color	S	
		Appearance > Back color	S	
		Appearance > Border color	S	
		Appearance > Pattern color	N	
		Appearance > Highlight color	N	
		Appearance > Blink	N	
		Button settings > Use variable lower/upper Limit	S	

Object		Property	Status	Remarks
		Button settings > Use variable ramp value	S	
		Button settings > Ramp up	S	
		Button settings > Ramp down	S	
		Button settings > Upper Limit	S	
		Button settings > Ramp value	S	
		Touch margins > Horizontal margin	N	
		Touch margins > Vertical margin	N	
		Other > audio	S	
	States	Select state	L	**It is imported first state only, EDGE works with only one state.**
		General > Value	S	
		General > Back color	S	
		General > Border color	L	**Only exports with line border.**
		General > Blink	N	
		General > Pattern Style	N	
		General > Pattern color	N	
		Caption > Font	S	
		Caption > Caption color	S	
		Caption > Caption back color	N	
		Caption > Caption blink	N	
		Caption > Word wrap	S	

Object		Property	Status	Remarks
		Caption > Size	**S**	
		Caption > Alignment	**S**	
		Caption > Insert Variable > Numeric > Tag	**S**	
		Caption > Insert Variable > Numeric > Literal number	**S**	
		Caption > Insert Variable > Numeric > Number of digits	**S**	
		Caption > Insert Variable > Numeric > Decimal places	**S**	
		Caption > Insert Variable > Numeric > Fill left with	**N**	
		Caption > Insert Variable > String > Tag	**S**	
		Caption > Insert Variable > String > Literal string	**S**	
		Caption > Insert Variable > String > Fixed number of characters	**S**	
		Caption > Insert Variable > String > Right-most characters in string are displayed	**N**	
		Caption > Insert Variable > String > Show * character if string is longer than field width	**N**	
		Caption > Insert Variable > Time/Date	**S**	
		Caption > B	**S**	
		Caption > *I*	**S**	

Object	Property		Status	Remarks
		Caption > U	S	
		Caption > Caption backstyle	N	
		Image settings	N	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
	Connections	Value	S	
		Ramp	S	
		Limit	S	
Numeric Display (ME)	General	Appearance > Border Style	L	**Inset will be imported as Sunken on EDGE.** **RaisedInset will be imported as Etched on EDGE.**
		Appearance > Back style	S	
		Appearance > Border width	S	
		Appearance > Pattern style	N	
		Appearance > Border Uses Back Color	S	
		Appearance > Back color	S	
		Appearance > Border color	L	**Only exports with line border.**
		Appearance > Pattern color	N	
		Appearance > Fore color	N	
		Appearance > Blink	N	
		Text > Font	S	

Object	Property		Status	Remarks
		Text > Size	S	
		Text > B	S	
		Text > I	S	
		Text > U	S	
		Text > Alignment	S	
		Value settings > Number of digits	N	
		Value settings > Fill left with	N	
		Value settings > Decimal places	S	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
	Connections	Value	S	
		Polarity	S	
Numeric Display (SE)	General	Expression	S	
		Show Digit Grouping	N	
		Field Length	S	
		Decimal Places	N	
		Format > Decimal	S	
		Format > Hexadecimal	S	
		Format > Octal	N	
		Format > Binary	S	
		Format > Floating Point	N	
		Overflow	N	
		Leading Character	N	

Object	Property		Status	Remarks
		Justification	**S**	
	Common	**Size > Height**	**S**	
		Size > Width	**S**	
		Position > Top	**S**	
		Position > Left	**S**	
		Other	**N**	
Numeric Input Enable (ME)	**General**	**Appearance > Border style**	**L**	**Inset will be imported as Sunken on EDGE.** **RaisedInset will be imported as Etched on EDGE.**
		Appearance > Back style	**S**	
		Appearance > Shape	**L**	**Rectangle only.**
		Appearance > Border width	**S**	
		Appearance > Pattern style	**N**	
		Appearance > Border Uses Back Color	**S**	
		Appearance > Back color	**S**	
		Appearance > Border color	**L**	**Only exports with line border.**
		Appearance > Pattern color	**N**	
		Appearance > Highlight color	**N**	
		Appearance > Blink	**N**	
		Touch margins > Horizontal margin	**N**	
		Touch margins > Vertical margin	**N**	
		Other > Audio	**N**	
		Other > Key	**N**	

Object		Property	Status	Remarks
		navigation		
		Other > Take focus on press	**N**	
	Label	**Caption > Font**	**S**	
		Caption > Caption color	**S**	
		Caption > Caption back color	**N**	
		Caption > Caption blink	**N**	
		Caption > Word wrap	**S**	
		Caption > Size	**S**	
		Caption > Alignment	**S**	
		Caption > Insert Variable > Numeric > Tag	**S**	
		Caption > Insert Variable > Numeric > Literal number	**S**	
		Caption > Insert Variable > Numeric > Number of digits	**S**	
		Caption > Insert Variable > Numeric > Decimal places	**S**	
		Caption > Insert Variable > Numeric > Fill left with	**N**	
		Caption > Insert Variable > String > Tag	**S**	
		Caption > Insert Variable > String > Literal string	**S**	
		Caption > Insert Variable > String > Fixed number of characters	**S**	

Object		Property	Status	Remarks
		Caption > Insert Variable > String > Right-most characters in string are displayed	**N**	
		Caption > Insert Variable > String > Show * character if string is longer than field width	**N**	
		Caption > Insert Variable > Time/Date	**S**	
		Caption > B	**S**	
		Caption > *I*	**S**	
		Caption > U	**S**	
		Caption > Caption backstyle	**N**	
		Image settings > Image	**L**	**Image file only be imported if specified FactoryTalk application path on import wizard.**
		Image settings > Image color	**N**	
		Image settings > Image blink	**N**	
		Image settings > Image scaled	**L**	**Always enabled**
		Image settings > Image back style	**S**	
		Image settings > Alignment	**N**	
	Numeric	**Pop-up settings > Numeric pop-up**	**N**	
		Min/max range and ramp settings > Minimum value	**S**	
		Min/max range and ramp settings > Maximum value	**S**	
		Min/max range and ramp settings >	**N**	

Object	Property		Status	Remarks
		Ramp value		
		Min/max range and ramp settings > Use variable minimum/maximum	S	
		Decimal point settings > Decimal point	N	
		Decimal point settings > Fixed position output	N	
		Decimal point settings > Digits after decimal	N	
	Timing	**Timing and handshake settings**	N	
	Common	**Size > Height**	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
	Connections	**Value**	S	
		Optional Exp	N	
		Enter	N	
		Enter Handshake	N	
		Minimum	S	
		Maximum	S	
Numeric Input (SE)	**General**	**Tag**	S	
		Tab index	N	
		Default data	N	
		Field length	N	
		Decimal places	N	
		Format > Decimal	S	
		Format > Hexadecimal	S	

Object	Property		Status	Remarks
		Format > Octal	N	
		Format > Binary	S	
		Format > Floating Point	N	
		Overflow	N	
		Justification	N	
		Leading Character	N	
		Display On-screen Keyboard	N	
		Security	N	
		Continuosly update	N	
		Discard input and resume updating when focus is lost	N	
		Confirm Numeric Entry	N	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
	Connectio ns	Value	S	
		Minimum	S	
		Maximum	S	
Navigation Button (SE)			N	Object not supported.
Numeric Input Cursor Point (ME)			N	Object not supported.
String Display (ME)	General	Appearance > Border Style	L	Inset will be imported as Sunken on EDGE. RaisedInset will be imported as Etched on EDGE.
		Appearance > Back style	S	

Object		Property	Status	Remarks
		Appearance > Border width	**S**	
		Appearance > Pattern style	**N**	
		Appearance > Border Uses Back Color	**S**	
		Appearance > Back color	**S**	
		Appearance > Border color	**L**	**Only exports with line border.**
		Appearance > Pattern color	**N**	
		Appearance > Fore color	**N**	
		Appearance > Blink	**N**	
		Text > Font	**S**	
		Text > Size	**S**	
		Text > B	**S**	
		Text > _I_	**S**	
		Text > U	**S**	
		Text > Alignment	**S**	
		Value settings > Number of digits	**N**	
		Value settings > Fill left with	**N**	
		Value settings > Decimal places	**S**	
	Common	**Size > Height**	**S**	
		Size > Width	**S**	
		Position > Top	**S**	
		Position > Left	**S**	
		Other	**N**	
	Connections	**Value**	**S**	

Object	Property		Status	Remarks
String Display (SE)	**General**	**Expression**	**S**	
		Dimensions > Width	**S**	
		Dimensions > Height	**S**	
		Character > Offset	**N**	
		Character > Justification	**S**	
	Common	**Size > Height**	**S**	
		Size > Width	**S**	
		Position > Top	**S**	
		Position > Left	**S**	
		Other	**N**	
String Input Enable (ME)	**General**	**Appearance > Border style**	**L**	**Inset will be imported as Sunken on EDGE.** **RaisedInset will be imported as Etched on EDGE.**
		Appearance > Back style	**S**	
		Appearance > Shape	**L**	**Rectangle only.**
		Appearance > Border width	**S**	
		Appearance > Pattern style	**N**	
		Appearance > Border Uses Back Color	**S**	
		Appearance > Back color	**S**	
		Appearance > Border color	**L**	**Only exports with line border.**
		Appearance > Pattern color	**N**	
		Appearance > Highlight color	**N**	
		Appearance > Blink	**N**	

Object		Property	Status	Remarks
		Touch margins > Horizontal margin	**N**	
		Touch margins > Vertical margin	**N**	
		Other > Audio	**N**	
		Other > Key navigation	**N**	
		Other > Take focus on press	**N**	
	Label	**Caption > Font**	**S**	
		Caption > Caption color	**S**	
		Caption > Caption back color	**N**	
		Caption > Caption blink	**N**	
		Caption > Word wrap	**S**	
		Caption > Size	**S**	
		Caption > Alignment	**S**	
		Caption > Insert Variable > Numeric > Tag	**S**	
		Caption > Insert Variable > Numeric > Literal number	**S**	
		Caption > Insert Variable > Numeric > Number of digits	**S**	
		Caption > Insert Variable > Numeric > Decimal places	**S**	
		Caption > Insert Variable > Numeric > Fill left with	**N**	
		Caption > Insert Variable > String > Tag	**S**	

Object		Property	Status	Remarks
		Caption > Insert Variable > String > Literal string	**S**	
		Caption > Insert Variable > String > Fixed number of characters	**S**	
		Caption > Insert Variable > String > Right-most characters in string are displayed	**N**	
		Caption > Insert Variable > String > Show * character if string is longer than field width	**N**	
		Caption > Insert Variable > Time/Date	**S**	
		Caption > B	**S**	
		Caption > I	**S**	
		Caption > U	**S**	
		Caption > Caption backstyle	**N**	
		Image settings > Image	**L**	**Image file only be imported if specified FactoryTalk application path on import wizard.**
		Image settings > Image color	**N**	
		Image settings > Image blink	**N**	
		Image settings > Image scaled	**L**	**Always enabled**
		Image settings > Image back style	**S**	
		Image settings > Alignment	**N**	
	String	**Pop-up settings > String pop-up**	**N**	
		Pop-up settings >	**N**	

Object		Property	Status	Remarks
		Fill character		
		Pop-up settings > Number of input characters	N	
		Pop-up settings > Fill character	N	
		Pop-up settings > Mask scratchpad	N	
	Timing	Timing and handshake settings	N	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
	Connections	Value	S	
		Enter	N	
		Enter Handshake	N	
String Input (SE)	General	Tag	S	
		Tab index	N	
		Default data	N	
		Dimensions > Width	S	
		Dimensions > Height	S	
		Justification > Left	S	
		Justification > Center	S	
		Justification > Right	S	
		Display On-screen Keyboard	N	
		Security	N	
		Continuously	N	
		Discard input and resume updating	N	

Object		Property	Status	Remarks
		when focus is lost		
		Confirm String Entry	N	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
Goto Display Button (ME)	General	Appearance > Border style	L	**Inset will be imported as Sunken on EDGE.** **RaisedInset will be imported as Etched on EDGE.**
		Appearance > Back style	S	
		Appearance > Shape	L	**Rectangle only.**
		Appearance > Border width	S	
		Appearance > Pattern style	N	
		Appearance > Border Uses Back Color	S	
		Appearance > Back color	S	
		Appearance > Border color	S	
		Appearance > Pattern color	N	
		Appearance > Highlight color	N	
		Appearance > Blink	N	
		Display settings > Display	S	
		Display settings > Parameter file	S	
		Display settings >	S	

Object		Property	Status	Remarks
		Parameter list		
		Display settings > Display position	N	
		Display settings > Use Variable Display Position	S	
		Touch margins > Horizontal margin	N	
		Touch margins > Vertical margin	N	
		Other > Audio	S	
	Label	Caption > Font	S	
		Caption > Caption color	S	
		Caption > Caption back color	N	
		Caption > Caption blink	N	
		Caption > Word wrap	S	
		Caption > Size	S	
		Caption > Alignment	S	
		Caption > Insert Variable > Numeric > Tag	S	
		Caption > Insert Variable > Numeric > Literal number	S	
		Caption > Insert Variable > Numeric > Number of digits	S	
		Caption > Insert Variable > Numeric > Decimal places	S	
		Caption > Insert Variable > Numeric > Fill left with	N	
		Caption > Insert Variable > String >	S	

Object		Property	Status	Remarks
		Tag		
		Caption > Insert Variable > String > Literal string	**S**	
		Caption > Insert Variable > String > Fixed number of characters	**S**	
		Caption > Insert Variable > String > Right-most characters in string are displayed	**N**	
		Caption > Insert Variable > String > Show * character if string is longer than field width	**N**	
		Caption > Insert Variable > Time/Date	**S**	
		Caption > B	**S**	
		Caption > *I*	**S**	
		Caption > U	**S**	
		Caption > Caption backstyle	**N**	
		Image settings > Image	**L**	**Image file only be imported if specified FactoryTalk application path on import wizard.**
		Image settings > Image color	**N**	
		Image settings > Image blink	**N**	
		Image settings > Image scaled	**L**	**Always enabled**
		Image settings > Image back style	**S**	
		Image settings > Alignment	**N**	
	Common	**Size > Height**	**S**	

Object	Property		Status	Remarks
		Size > Width	**S**	
		Position > Top	**S**	
		Position > Left	**S**	
		Other	**N**	
	Connectio ns	**Display Name**	**S**	
		Top Position	**N**	
		Left Position	**N**	
Return to Display (ME)	**General**	**Appearance > Border style**	**L**	**Inset will be imported as Sunken on EDGE.** **RaisedInset will be imported as Etched on EDGE.**
		Appearance > Back style	**S**	
		Appearance > Shape	**L**	**Rectangle only.**
		Appearance > Border width	**S**	
		Appearance > Pattern style	**N**	
		Appearance > Border Uses Back Color	**S**	
		Appearance > Back color	**S**	
		Appearance > Border color	**L**	**Only exports with line border.**
		Appearance > Pattern color	**N**	
		Appearance > Highlight color	**N**	
		Appearance > Blink	**N**	
		Touch margins > Horizontal margin	**N**	
		Touch margins > Vertical margin	**N**	
		Other > Audio	**S**	

Object		Property	Status	Remarks
	Label	**Caption > Font**	**S**	
		Caption > Caption color	**S**	
		Caption > Caption back color	**N**	
		Caption > Caption blink	**N**	
		Caption > Word wrap	**S**	
		Caption > Size	**S**	
		Caption > Alignment	**S**	
		Caption > Insert Variable > Numeric > Tag	**S**	
		Caption > Insert Variable > Numeric > Literal number	**S**	
		Caption > Insert Variable > Numeric > Number of digits	**S**	
		Caption > Insert Variable > Numeric > Decimal places	**S**	
		Caption > Insert Variable > Numeric > Fill left with	**N**	
		Caption > Insert Variable > String > Tag	**S**	
		Caption > Insert Variable > String > Literal string	**S**	
		Caption > Insert Variable > String > Fixed number of characters	**S**	
		Caption > Insert Variable > String > Right-most characters in string are displayed	**N**	

Object	Property		Status	Remarks
		Caption > Insert Variable > String > Show * character if string is longer than field width	N	
		Caption > Insert Variable > Time/Date	S	
		Caption > B	S	
		Caption > *I*	S	
		Caption > U	S	
		Caption > Caption backstyle	N	
		Image settings > Image	L	Image file only be imported if specified FactoryTalk application path on import wizard.
		Image settings > Image color	N	
		Image settings > Image blink	N	
		Image settings > Image scaled	L	Always enabled
		Image settings > Image back style	S	
		Image settings > Alignment	N	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
Close Display (ME)	General	Appearance > Border style	L	Inset will be imported as Sunken on EDGE.

RaisedInset will be imported as Etched on EDGE. |
| | | Appearance > Back style | S | |

Object		Property	Status	Remarks
		Appearance > Shape	**L**	**Rectangle only.**
		Appearance > Border width	**S**	
		Appearance > Pattern style	**N**	
		Appearance > Border Uses Back Color	**S**	
		Appearance > Back color	**S**	
		Appearance > Border color	**S**	
		Appearance > Pattern color	**N**	
		Appearance > Highlight color	**N**	
		Appearance > Blink	**N**	
		Value > Write on close	**N**	
		Touch margins > Horizontal margin	**N**	
		Touch margins > Vertical margin	**N**	
		Other > Audio	**S**	
	Label	**Caption > Font**	**S**	
		Caption > Caption color	**S**	
		Caption > Caption back color	**N**	
		Caption > Caption blink	**N**	
		Caption > Word wrap	**S**	
		Caption > Size	**S**	
		Caption > Alignment	**S**	

Object		Property	Status	Remarks
		Caption > Insert Variable > Numeric > Tag	**S**	
		Caption > Insert Variable > Numeric > Literal number	**S**	
		Caption > Insert Variable > Numeric > Number of digits	**S**	
		Caption > Insert Variable > Numeric > Decimal places	**S**	
		Caption > Insert Variable > Numeric > Fill left with	**N**	
		Caption > Insert Variable > String > Tag	**S**	
		Caption > Insert Variable > String > Literal string	**S**	
		Caption > Insert Variable > String > Fixed number of characters	**S**	
		Caption > Insert Variable > String > Right-most characters in string are displayed	**N**	
		Caption > Insert Variable > String > Show * character if string is longer than field width	**N**	
		Caption > Insert Variable > Time/Date	**S**	
		Caption > B	**S**	
		Caption > *I*	**S**	
		Caption > U	**S**	
		Caption > Caption backstyle	**N**	

Object	Property		Status	Remarks
		Image settings > Image	L	Image file only be imported if specified FactoryTalk application path on import wizard.
		Image settings > Image color	N	
		Image settings > Image blink	N	
		Image settings > Image scaled	L	Always enabled
		Image settings > Image back style	S	
		Image settings > Alignment	N	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
	Connections	Value	S	
List Display Selector (ME)			N	Object not supported.
Multistate Indicator (ME/SE)	General	Appearance > Border style	L	Inset will be imported as Sunken on EDGE. RaisedInset will be imported as Etched on EDGE.
		Appearance > Back style	S	
		Appearance > Shape	L	Rectangle only.
		Appearance > Border width	S	
		Appearance > Border Uses Back Color	S	
		State settings > Number of states	S	

Object		Property	Status	Remarks
		State settings > Trigger type	**L**	**Value only.**
	States	**Select state**	**S**	
		General > Value	**S**	
		General > Back color	**S**	
		General > Border color	**L**	**Only exports with line border.**
		General > Blink	**N**	
		General > Pattern Style	**N**	
		General > Pattern color	**N**	
		Caption > Font	**S**	
		Caption > Caption color	**S**	
		Caption > Caption back color	**N**	
		Caption > Caption blink	**N**	
		Caption > Word wrap	**S**	
		Caption > Size	**S**	
		Caption > Alignment	**S**	
		Caption > Insert Variable > Numeric > Tag	**S**	
		Caption > Insert Variable > Numeric > Literal number	**S**	
		Caption > Insert Variable > Numeric > Number of digits	**S**	
		Caption > Insert Variable > Numeric > Decimal places	**S**	
		Caption > Insert	**N**	

Object		Property	Status	Remarks
		Variable > Numeric > Fill left with		
		Caption > Insert Variable > String > Tag	**S**	
		Caption > Insert Variable > String > Literal string	**S**	
		Caption > Insert Variable > String > Fixed number of characters	**S**	
		Caption > Insert Variable > String > Right-most characters in string are displayed	**N**	
		Caption > Insert Variable > String > Show * character if string is longer than field width	**N**	
		Caption > Insert Variable > Time/Date	**S**	
		Caption > B	**S**	
		Caption > I	**S**	
		Caption > U	**S**	
		Caption > Caption backstyle	**N**	
		Image settings	**N**	
	Common	**Size > Height**	**S**	
		Size > Width	**S**	
		Position > Top	**S**	
		Position > Left	**S**	
		Other	**N**	
	Connectio ns	**Indicator**	**S**	
Symbol (ME/SE)			**N**	**Object not supported.**

Object	Property			Status	Remarks
List Indicator (ME/SE)				N	Object not supported.
Bar Graph (ME/SE)	General		Appearance > Border Style	L	Inset will be imported as Sunken on EDGE. RaisedInset will be imported as Etched on EDGE.
			Appearance > Back style	S	
			Appearance > Border width	S	
			Appearance > Fill style	S	
			Appearance > Border Uses Back Color	S	
			Appearance > Back color	S	
			Appearance > Border color	L	Only exports with line border.
			Appearance > Fill color	S	
	Bar graph settings		Minimum value	S	
			Maximum value	S	
			Fill direction	S	
	Thresholds			N	
	Common		Size > Height	S	
			Size > Width	S	
			Position > Top	S	
			Position > Left	S	
			Other	N	
	Connections		Value	S	
Gauge (ME/SE)	General			N	Object is imported as Gauge EDGE's symbol.
	Display		Value settings > Minimum value	S	

Object	Property		Status	Remarks
		Value settings > Maximum value	S	
		Legend settings	N	
		Threshold settings	N	
	Common	Size > Height	N	
		Size > Width	N	
		Position > Top	S	
		Position > Left	S	
		Other	N	
	Connections	Value	S	
Scale (ME/SE)	Appearance	Border style	L	None only.
		Line style	L	None, Solid and Dash only.
		Back style	L	Transparent only.
		Border width	N	
		Line width	S	
		Border uses back color	N	
		Back color	N	
		Border color	N	
		Fore color	S	
		Blink	N	
	Scale Setup	Tick direction	S	
		Major ticks	S	
		Minor ticks	S	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
Pause Trend Button			N	Object not supported.

Object	Property		Status	Remarks
(ME)				
Next Pen Button (ME)			**N**	**Object not supported.**
Trend (ME/SE)			**N**	**Object not supported.**
Key Buttons (ME/SE) – Backspace, End, Enter, Home, Move Left, Move Right, Move Down, Move up, Page Down, Page up	**General**	**Appearance > Border style**	**L**	**Inset will be imported as Sunken on EDGE.** **RaisedInset will be imported as Etched on EDGE.**
		Appearance > Back style	**S**	
		Appearance > Shape	**L**	**Rectangle only.**
		Appearance > Border width	**S**	
		Appearance > Pattern style	**N**	
		Appearance > Border Uses Back Color	**S**	
		Appearance > Back color	**S**	
		Appearance > Border color	**L**	**Only exports with line border.**
		Appearance > Pattern color	**N**	
		Appearance > Highlight color	**N**	
		Appearance > Blink	**N**	
		Touch margins > Horizontal margin	**N**	
		Touch margins > Vertical margin	**N**	
		Other > Audio	**S**	
		Other > Send press to > Object With Focus	**S**	
		Other > Send press to > Linked Object	**N**	
	Label	**Caption > Font**	**S**	

Object		Property	Status	Remarks
		Caption > Caption color	S	
		Caption > Caption back color	N	
		Caption > Caption blink	N	
		Caption > Word wrap	S	
		Caption > Size	S	
		Caption > Alignment	S	
		Caption > Insert Variable > Numeric > Tag	S	
		Caption > Insert Variable > Numeric > Literal number	S	
		Caption > Insert Variable > Numeric > Number of digits	S	
		Caption > Insert Variable > Numeric > Decimal places	S	
		Caption > Insert Variable > Numeric > Fill left with	N	
		Caption > Insert Variable > String > Tag	S	
		Caption > Insert Variable > String > Literal string	S	
		Caption > Insert Variable > String > Fixed number of characters	S	
		Caption > Insert Variable > String > Right-most characters in string are displayed	N	
		Caption > Insert	N	

Object		Property	Status	Remarks
		Variable > String > Show * character if string is longer than field width		
		Caption > Insert Variable > Time/Date	S	
		Caption > B	S	
		Caption > _I_	S	
		Caption > U	S	
		Caption > Caption backstyle	N	
		Image settings > Image	L	**Image file only be imported if specified FactoryTalk application path on import wizard.**
		Image settings > Image color	N	
		Image settings > Image blink	N	
		Image settings > Image scaled	L	**Always enabled**
		Image settings > Image back style	S	
		Image settings > Alignment	N	
	Common	**Size > Height**	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
	Connections	**Value**	S	
		Optional Exp	N	
		Enter	N	
		Enter Handshake	N	
		Minimum	S	
		Maximum	S	

Object	Property			Status	Remarks
Control List Selector (ME/SE)				N	Object not supported.
Pilot Control List Selector (ME/SE)				N	Object not supported.
Local Message Display (ME/SE)				N	Object not supported. (Future Release)
Login Button (ME)				N	Object not supported. (Future Release)
Logout Button (ME)				N	Object not supported. (Future Release)
Password Button (ME)				N	Object not supported. (Future Release)
Macro Button (ME)				N	Object not supported.
Print Button (ME)	General	Appearance > Border style		L	Inset will be imported as Sunken on EDGE. RaisedInset will be imported as Etched on EDGE.
		Appearance > Back style		S	
		Appearance > Shape		L	Rectangle only.
		Appearance > Border width		S	
		Appearance > Pattern style		N	
		Appearance > Border Uses Back Color		S	
		Appearance > Back color		S	
		Appearance > Border color		L	Only exports with line border.
		Appearance > Pattern color		N	
		Appearance > Highlight color		N	
		Appearance > Blink		N	
		Touch margins >		N	

Object		Property	Status	Remarks
		Horizontal margin		
		Touch margins > Vertical margin	N	
		Other > Audio	S	
	Label	**Caption > Font**	S	
		Caption > Caption color	S	
		Caption > Caption back color	N	
		Caption > Caption blink	N	
		Caption > Word wrap	S	
		Caption > Size	S	
		Caption > Alignment	S	
		Caption > Insert Variable > Numeric > Tag	S	
		Caption > Insert Variable > Numeric > Literal number	S	
		Caption > Insert Variable > Numeric > Number of digits	S	
		Caption > Insert Variable > Numeric > Decimal places	S	
		Caption > Insert Variable > Numeric > Fill left with	N	
		Caption > Insert Variable > String > Tag	S	
		Caption > Insert Variable > String > Literal string	S	
		Caption > Insert Variable > String > Fixed number of	S	

Object		Property	Status	Remarks
		characters		
		Caption > Insert Variable > String > Right-most characters in string are displayed	**N**	
		Caption > Insert Variable > String > Show * character if string is longer than field width	**N**	
		Caption > Insert Variable > Time/Date	**S**	
		Caption > B	**S**	
		Caption > *I*	**S**	
		Caption > <u>U</u>	**S**	
		Caption > Caption backstyle	**N**	
		Image settings > Image	**L**	**Image file only be imported if specified FactoryTalk application path on import wizard.**
		Image settings > Image color	**N**	
		Image settings > Image blink	**N**	
		Image settings > Image scaled	**L**	**Always enabled**
		Image settings > Image back style	**S**	
		Image settings > Alignment	**N**	
	Common	**Size > Height**	**S**	
		Size > Width	**S**	
		Position > Top	**S**	
		Position > Left	**S**	
		Other	**N**	
Shutdown Button (ME)	**General**	**Appearance >**	**L**	**Inset will be imported as Sunken**

Object		Property	Status	Remarks
		Border style		**on EDGE.** **RaisedInset will be imported as Etched on EDGE.**
		Appearance > Back style	**S**	
		Appearance > Shape	**L**	**Rectangle only.**
		Appearance > Border width	**S**	
		Appearance > Pattern style	**N**	
		Appearance > Border Uses Back Color	**S**	
		Appearance > Back color	**S**	
		Appearance > Border color	**L**	**Only exports with line border.**
		Appearance > Pattern color	**N**	
		Appearance > Highlight color	**N**	
		Appearance > Blink	**N**	
		Touch margins > Horizontal margin	**N**	
		Touch margins > Vertical margin	**N**	
		Other > Audio	**S**	
	Label	**Caption > Font**	**S**	
		Caption > Caption color	**S**	
		Caption > Caption back color	**N**	
		Caption > Caption blink	**N**	
		Caption > Word wrap	**S**	
		Caption > Size	**S**	

Object		Property	Status	Remarks
		Caption > Alignment	S	
		Caption > Insert Variable > Numeric > Tag	S	
		Caption > Insert Variable > Numeric > Literal number	S	
		Caption > Insert Variable > Numeric > Number of digits	S	
		Caption > Insert Variable > Numeric > Decimal places	S	
		Caption > Insert Variable > Numeric > Fill left with	N	
		Caption > Insert Variable > String > Tag	S	
		Caption > Insert Variable > String > Literal string	S	
		Caption > Insert Variable > String > Fixed number of characters	S	
		Caption > Insert Variable > String > Right-most characters in string are displayed	N	
		Caption > Insert Variable > String > Show * character if string is longer than field width	N	
		Caption > Insert Variable > Time/Date	S	
		Caption > B	S	
		Caption > *I*	S	
		Caption > U	S	

Object		Property	Status	Remarks
		Caption > Caption backstyle	N	
		Image settings > Image	L	**Image file only be imported if specified FactoryTalk application path on import wizard.**
		Image settings > Image color	N	
		Image settings > Image blink	N	
		Image settings > Image scaled	L	**Always enabled**
		Image settings > Image back style	S	
		Image settings > Alignment	N	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
Time Date Display (ME/SE)	**General**	Appearance > Border style	L	**Inset will be imported as Sunken on EDGE.** **RaisedInset will be imported as Etched on EDGE.**
		Appearance > Back style	S	
		Appearance > Border width	S	
		Appearance > Pattern style	N	
		Appearance > Border Uses Back Color	S	
		Appearance > Back color	S	
		Appearance > Border color	S	

Object	Property		Status	Remarks
		Appearance > Pattern color	N	
		Appearance > Highlight color	N	
		Appearance > Blink	N	
		Text > Font	S	
		Text > Size	S	
		Text > B	S	
		Text > I	S	
		Text > U	S	
		Text > Alignment	S	
	Time and date format		S	
	Common	Size > Height	S	
		Size > Width	S	
		Position > Top	S	
		Position > Left	S	
		Other	N	
ActiveX Control (ME/SE)			N	Object not supported.
RecipePlus Button (ME/SE)			N	Object not supported.
RecipePlus Selector (ME/SE)			N	Object not supported.
RecipePlus Table (ME/SE)			N	Object not supported.
Recipe (SE)			N	Object not supported.
Language Switch Button (ME)			N	Object not supported.
Symbol Factory (ME/SE)			S	Supported.

S:Supported; N:Not Supported; L:Supported with Limitations

Graphical Interface – Animations

This chapter describes the features supported when converting screens object animations from FactoryTalk™ ME/SE to AVEVA Edge, as well as the limitations.

Category	Type	Status	Remarks
Visibility (ME/SE)	Expression	S	
	Tags	S	
	Expression…	S	
	Expression true state	L	**Always visible.**
Color (ME/SE)	Expression	S	
	Tags	S	
	Expression…	S	
	Value	S	
	Line	N	
	Fill	S	
	Fill Style	L	**Shaded not supported.** **FactoryTalk don't exports Gradient.**
	Blink	L	**The second color is always the object.**
	Blink rate (Seconds)	L	**EDGE accepts only slow and fast, (values >= 1) = fast and (values < 1) = slow**
Horizontal/Vertical Position (ME/SE)	Expression	S	
	Tags	S	
	Expression…	S	
	Expression range > Use tag's min and max property values	L	**Export only value min and max at the moment.**
	Expression range > Use constant	S	
	Expression range > Read from tags	N	
	Vertical offset (Pixels)	S	
Height / Width (ME/SE)	Expression	S	

Category	Type	Status	Remarks
	Tags	**S**	
	Expression…	**S**	
	Expression range > Use tag's min and max property values	**L**	**Export only value min and max at the moment.**
	Expression range > Use constant	**S**	
	Expression range > Read from tags	**N**	
	Vertical change (Percent)	**S**	
	Anchor	**S**	
	Expression	**S**	
	Tags	**S**	
	Expression…	**S**	
	Expression range > Use tag's min and max property values	**L**	**Export only value min and max at the moment.**
Fill (ME/SE)	**Expression range > Use constant**	**S**	
	Expression range > Read from tags	**N**	
	Fill (Percent)	**S**	
	Fill Direction	**S**	
	Inside Only	**L**	**Checked only.**
	Expression	**S**	
	Tags	**S**	
	Expression…	**S**	
Rotation (ME/SE)	**Expression range > Use tag's min and max property values**	**L**	**Export only value min and max at the moment.**
	Expression range > Use constant	**S**	
	Expression range > Read from tags	**N**	

Category	Type	Status	Remarks
	Rotation (Degrees)	S	
	Center of rotation	L	LeftTop, LeftBottom, Center, RightTop and RightBottom only.
	Note: Rotation support only Line, Polygon and Polyline		
Horizontal/Vertical Slider (ME/SE)	Expression	S	
	Tags	S	
	Expression…	S	
	Expression range > Use tag's min and max property values	L	Export only value min and max at the moment.
	Expression range > Use constant	S	
	Expression range > Read from tags	N	
	Horizontal/Vertical offset (Pixels)	S	
Touch (ME/SE)		N	Not supported.
OLE Verb (ME/SE)		N	Not supported.

S:Supported; N:Not Supported; L:Supported with Limitations

COMMANDS (SE)

This chapter describes commands supported when converting applications from FactoryTalk™ SE to AVEVA Edge, as well as the limitations.

Commands not supported will be imported with the following syntax:

//COMMAND_NOT_SUPPORTED: <Command_Name>"

For example:

//COMMAND_NOT_SUPPORTED: AppAbort"

Therefore, you can use the Global Find tool to look for the //COMMAND_NOT_SUPPORTED text and manually edit each instance that is not automatically supported.

Category	Type	Command	Status	Remarks
System	Tag and Database	=	S	
		Ramp	S	
		Set	S	
		Toggle	S	
	External Applications	AppAbort	N	
		AppActive	N	
		AppStart	S	
		DDEExecute	N	
		OpenRSLogix5000	N	
	Multimedia	Beep	N	
		PlayWave	N	
	Framework	Define	N	
		Help	N	
		Pause	N	
		PrintDisplay	N	
		ScreenPrint	N	
		SendKeys	N	
		Undefine	N	
	Languages	Language	N	

Category	Type	Command	Status	Remarks
Graphics	Security	Login	S	
		Logout	S	
		Password	S	
	Activity Log	Remark	S	
	Navigation	Abort	S	
		Display	L	File, /X, /Y, /H, /W, /P and /T only.
		DisplayNavigationHistory	N	
		DisplayNextScreen	N	
		DisplayPreviousScreen	N	
		NextWindow	N	
		PrevWindow	N	
		PullForward	S	
		PushBack	N	
		SetFocus	N	
	Cache	FlushCache	N	
	Object Methods	Invoke	N	
	Cursor Movement	NextPosition	N	
		Position	N	
		PrevPosition	N	
	Recipe Management	Download	N	
		DownloadAll	N	
		RecipeRestore	N	
		RecipeSave	N	
		Upload	N	
		UploadAll	N	
Alarms		Acknowledge	S	
		AcknowledgeAll	N	
		AlarmAcceptEdits	N	

Category	Type	Command	Status	Remarks
		AlarmEvent	N	
		AlarmLogNewFile	N	
		AlarmLogOff	N	
		AlarmLogOn	N	
		AlarmLogRemark	N	
		AlarmLogSendToOdbc	N	
		AlarmOff	N	
		AlarmOn	N	
		AlarmPrintOff	N	
		AlarmPrintOn	N	
		HandshakeOff	N	
		HandshakeOn	N	
		Identify	N	
		Silence	N	
		SilenceAll	N	
		SuppressOff	N	
		SuppressOffAll	N	
		SuppressOn	N	
Data Log		DataLogChangeRate	N	
		DataLogMergeToPrimary	N	
		DataLogNewFile	N	
		DataLogOff	N	
		DataLogOn	N	
		DataLogRenameFile	N	
		DataLogSnapshot	N	
		DataLogSwitchBack	N	
Logic and Control	Derived Tags	DerivedOff	N	
		DerivedOn	N	
	DisplayClient	DisplayClientClose	N	

Category	Type	Command	Status	Remarks
		DisplayClientOpen	N	
	Events	EventOff	N	
		EventOn	N	
	Flow Control	If	S	
	Client Keys	Key	N	
	Macro		N	

S:Supported; N:Not Supported; L:Supported with Limitations

EXPRESSIONS (ME/SE)

This chapter describes expressions supported when converting applications from FactoryTalk™ ME/SE to AVEVA Edge, as well as the limitations.

Category	Expression	Status	Remarks
If	If	S	
	Then	S	
	Else	S	
Logical	AND or &&	S	
	OR or ||	S	
	NOT	S	
Relational	< or LT	S	
	<= or LE	S	
	> or GT	S	
	>= or GE	S	
	<> or NE	S	
	== or EQ	S	
Arithmetic	+ or Plus	S	
	- or Minus	S	
	/ or Divide	S	
	* or Multiply	S	
	% or Modulus	S	
	** or Exponent	S	
Bitwise	& or AND	S	
	| or OR	S	
	^ or XOR	S	
	>> or Right Shift	S	
	<< or Left Shift	S	
	~ or Complement	S	

Category	Expression		Status	Remarks
Functions	**Math**	**Arccos**	**S**	
		Arccosd	**S**	
		Arcsin	**S**	
		Arcsind	**S**	
		Arctan	**S**	
		Arctand	**S**	
		Cos	**S**	
		Cosd	**S**	
		Log	**S**	
		Log10	**S**	
		Sin	**S**	
		Sind	**S**	
		Sqrt	**S**	
		Tan	**S**	
		Tand	**S**	
	Security	**CurrentUserHasCode**	**N**	
		CurrentUserName	**N**	
	Language	**Current Language**	**N**	
Tags			**S**	**Supported.**

S:Supported; N:Not Supported; L:Supported with Limitations

Alarms

This chapter describes the alarm types supported when converting applications from FactoryTalk™ SE to AVEVA Edge, as well as the limitations. Alarms configured on FactoryTalk™ ME are not converted to AVEVA Edge.

Category	Condition		Status	Remarks
Alarm (ME)			**N**	**Not supported.**
Alarm (SE)	**Digital Alarm**	**Alarm States > Alarm Type > On**	**S**	
		Alarm States > Alarm Type > Off	**S**	
		Alarm States > Alarm Type > Any Change	**N**	
		Alarm States > Alarm Type > Changes to On	**N**	
		Alarm States > Alarm Type > Changes to Off	**N**	
		Alarm States > Alarm Label	**S**	
		Alarm States > Severity	**N**	
		Alarm States > In Alarm Messages > System Defaults	**N**	
		Alarm States > In Alarm Messages > User Defaults	**N**	
		Alarm States > In Alarm Messages > Custom Message	**S**	
		Alarm States > In Alarm Messages > File	**N**	
		Alarm States > In Alarm Messages > Printer	**S**	
		Alarm Messages	**N**	
		Advanced	**N**	
	Analog Alarm	**Alarm Thresholds > Select Threshold**	**L**	**Accept 4 threshold only.** **Increasing:** Will be imported 4 threshold that contain most severity, case severities are equal will be imported the element with most value.

Category		Condition	Status	Remarks
				Decreasing: Will be imported 4 threshold that contain most severity, case severities are equal will be imported the element with less value.
		Alarm Thresholds > Threshold	S	
		Alarm Thresholds > Alarm Label	S	
		Alarm Thresholds > Severity	S	
		Alarm Thresholds > In Alarm Messages > System Defaults	N	
		Alarm Thresholds > In Alarm Messages > User Defaults	N	
		Alarm Thresholds > In Alarm Messages > Custom Message	S	
		Alarm Thresholds > In Alarm Messages > File	N	
		Alarm Thresholds > In Alarm Messages > Printer	S	
		Alarm Messages	N	
		Advanced	N	

S:Supported; N:Not Supported; L:Supported with Limitations

Communication Interface

When importing applications from FactoryTalk SE/ME projects, the communication interface can be converted using the following drivers from AVEVA Edge:

Driver Name	Manufacturer	Device	Interface	Protocol
ABCIP	Allen-Bradley	ControlLogix,MicroLogix	Ethernet	Ethernet/IP (CIP)
ABTCP	Allen-Bradley	PLC2, PLC5, SLC500	Ethernet	DF1
ABKE	Allen-Bradley	PLC2, PLC5, SLC500	Serial	DF1
ABENI	Allen-Bradley	PLC2, PLC5, SLC500	Ethernet to Serial	DF1

Look at the chapter "How to convert projects from FactoryTalk™ ME/SE to AVEVA Edge" for instructions on how to link AVEVA Edge drivers to Device Names on the FactoryTalk™ ME/SE application.

TIPS AND TRICKS

Startup Screen

Checking startup screen on FactoryTalk View

1. Open FactoryTalk project;

2. In the Explorer windows, right-click the **Startup** editor or the Global Objects editor;

3. The statup dialog opens;

4. **Initial graphic** field contains the startup screen.

Specifying the startup screen on AVEVA Edge

1. On the **Project** tab of the ribbon, in the **Settings** group, click **Viewer**. The Project Settings dialog is displayed with the **Viewer** tab selected.

2. In **the Startup screen** box, type main.scr. When you run the project, it will automatically display the main screen (or whichever screen you specify) first. You can specify a screen before you create it, but if the screen has been created, then you can also select it from the list.

3. Click **OK**.

Revision History

Doc. Revision	Author	Date	Description of Changes
A	Leandro Gioria	September 6, 2016	Initial revision
B	Fabio Terezinho	September 6, 2016	Layout update. Content revision.